



ESCAPE FROM DEMONCOOMB MOUNTAIN

By Jay Tummelson and Lew Wright

An AD&D® Adventure for Six Characters, Levels 2-14

Prefatory Note

This was the first RPGA™ Network Grand Masters Tournament. It was held in Evansville, IN, at Glathricon, in June, 1987. It was shortly after "Spring Fever," the first AD&D® Masters Tournament, that a certain player (who shall go nameless for his/her protection) commented on the unusual characters in that event, and asked, "What will they have us play next? Sentient weapons?" To this player, the authors offer their hearty thanks for the suggestion. It is to this player that *Escape From Demoncomb Mountain* is dedicated.

Dungeon Master Background

Five of the six player characters in this adventure are sentient magical items; the sixth is the poor adventurer who possesses (and is possessed by) them. Because of the emphasis on the characterizations and the nature of the PCs, it is essential that the DM is familiar with all the information on the character sheets. In doing this, it is suggested that the DM photocopy the character sheets provided for the players and keep the copies for reference.

Character Overview

Hugo the Hapless	Human FTR/MU/CL/TH, Level 2/2/2/2 (NG)
Electra	<i>Wand of Wonder</i> (CN)
Kenny	<i>Ring of Telekinesis</i> (LN)
Hurdles	<i>Boots of Striding and Springing</i> (CG)
Skizzo	<i>Sword, +4 Defender</i> (LG)
Sharko/Rangie	<i>Gauntlets of Climbing and Swimming</i> (CN)

The overall task for the characters is quite simple: Hugo must get out of Demoncomb Mountain with all of his magic intact and in hand. A player's map is included (drawn by Galen, the FTR/TH), along with the DM's maps. The players' map should be given to the six players at the beginning of the adventure.

The egos, levels, intelligences, and charismas of all PCs have been designed so that no character has an edge in any personality conflict that may (and certainly will) arise. (A simple method for dealing with these personality conflicts is described later.) The PCs are designed to have minor conflicts, but must find a way to cooperate or they may never leave the room, much less escape from the mountain.

The enchantment and personality of each item is such that Hugo probably cannot leave it behind for any reason. For purposes of this tournament, no item can be destroyed, and Hugo should be kept alive if at all possible. Entropia can (and will) come to the players' aid if the need arises — if only to keep them alive to watch them stumble at the next obstacle. This module is designed to emphasize role-playing, so try to keep all the players in the game.

A Resolution for Personality Conflicts

Since all six characters have been designed to be equal in any personality conflict, the following simplified method for quickly resolving these inevitable disagreements is offered. Each time a conflict arises, have each player indicate his choice in the matter and roll 1d20. Players who have no opinion do not roll the die, as they will not have an influence in the matter. The rolls for each choice are totaled. The choice with the highest score is the one that carries the conflict and determines the action the party takes. Thus, if the decision is the use of one of the magic items, Hugo must use the appropriate command word to initiate the action; the action will not occur until Hugo does so. Of course, Hugo will act as requested because he is compelled by the combined wills of his magic items.

Because of the strong wills of each character, no PC (not even Hugo) is capable of independent action. When conflicts arise, allow a short period for discussion (no more than five minutes of real time), then request a decision on what action is desired. If the players cannot or will not come to a decision when asked, they do nothing during that round.

The authors acknowledge the high degree of rules variance in this system (a variance characterized throughout this module), but feel it promotes more interesting play by simplifying the conflict resolution process. Apologies are made for any inconveniences that result.

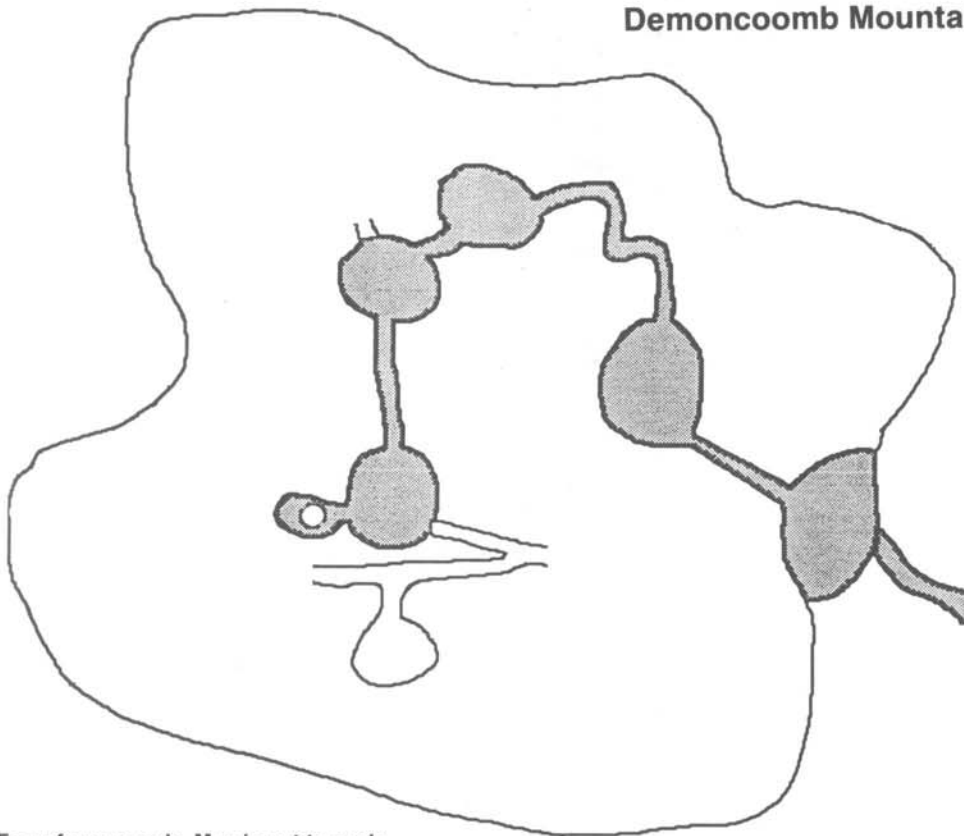
Notes For Player Character Descriptions

Hand out the character sheets randomly without describing the characters in any way other than by name. Ask the players to keep their sheets face down until you've finished reading each PC's background to the group. When you reach the point in the text where the characters are first mentioned, inform the players that they may then turn over their sheets. This method is similar to the approach used for "Spring Fever"; it should add to the players's suspense as they wonder and then discover what characters they are playing.

It is important to note at this early point that although the magic items have no senses of their own, they borrow from Hugo's perception of his surroundings.

Player's Map 1

Demoncomb Mountain



For reference only. Map is not to scale.

Map courtesy of Michael Lach

Hence, all of the magic items are as capable of feeling, hearing, smelling, tasting, and seeing as Hugo (since it is through Hugo that these experiences are related). Likewise, though the magic items have no mouths, they are nevertheless able to magically speak directly to Hugo and thus to each other. As a consequence of this ability, none of the items can be silenced in any normal manner.

Player Background

Hugo the Hapless is a human fighter/cleric/magic-user/thief. He did not plan to pursue all these professions, but acquired them primarily through trial and error. Hugo started out as a magic-user. Later, he acquired skills as a fighter to guard his magical skills. Later still, Hugo was invited to "join" a local thieves' guild, where he picked up a few skills as a thief. Along the way (and through his association with Entropy, the Goddess of Change and Perversity), Hugo also developed skills as a cleric. In spite of his well-rounded character and wealth of abilities, Hugo the Hapless often has been known as Hugo the Penniless. It is for this reason that Hugo came to Demoncoomb Mountain.

Recently, Hugo joined an experienced group whose goal was to loot the treasures of the infamous Demoncoomb Mountain. For the first time in a long time, Hugo felt safe and confident. This group would surely be successful and rich — two traits Hugo longed to possess. With a little luck, Hugo believed he would gain both wealth and success far beneath Demoncoomb Mountain, where he and his new acquaintances would discover a hoard of treasure.

The party Hugo joined consisted of five adventurers: Galen, a human fighter/thief; Hector, an elven fighter/magic-user; Lankler, a human thief; Myrna, an elven magic-user; and Kathryn, a human cleric. The party had an intense interest in finding a chest allegedly hidden in the mountain, for some purpose which they refused to disclose. The group did, however, promise a substantial reward if Hugo cast his lot with their party. Until now, Hugo had mostly just tagged along, occasionally contributing muscle, but mostly just trying to keep up with the party as they slogged their way up the endless waterfalls. After that initial climb (which took Hugo's breath away), our hapless hero swore that he could deal with any situation which would come along. He probably shouldn't have said that, because the mad swim across the barracuda-infested pool was a simple matter of luck and timing.

Working their way up to the next pool was fairly easy. The thief climbed the falls, carrying a rope, and the rest of the party followed. That next cavern glowed blue from something on the walls. But that wasn't as exciting as the run from whatever those amphibious manlike things were. The next falls and pool provided little danger, except for Hugo slipping in the passage and the subsequent wild ride-for-life

over the falls, which Hugo had to do again. The next pool was very hot and misty. It seemed as if something were watching the party through the steam. However, they made their way to the Fountainhead, and discovered a passage leading farther into the mountain.

Following this, the party had an unfortunate run-in with the ape-creature. Myrna did a good job of dealing with the monster by pointing her wand at it. Out of nowhere, a rhinoceros appeared, charging at both the ape-like creature and the party. It chased the ape away while the party escaped over the old rope bridge which spanned that fiery gorge. Escape, however, was too good to be true. The rhino came looking for Myrna, and its weight broke the bridge. Fortunately, only the thief was on the bridge at the time, and he managed to hang on and climb his way up to the party (after smashing into the wall). Though angry, the thief was otherwise intact.

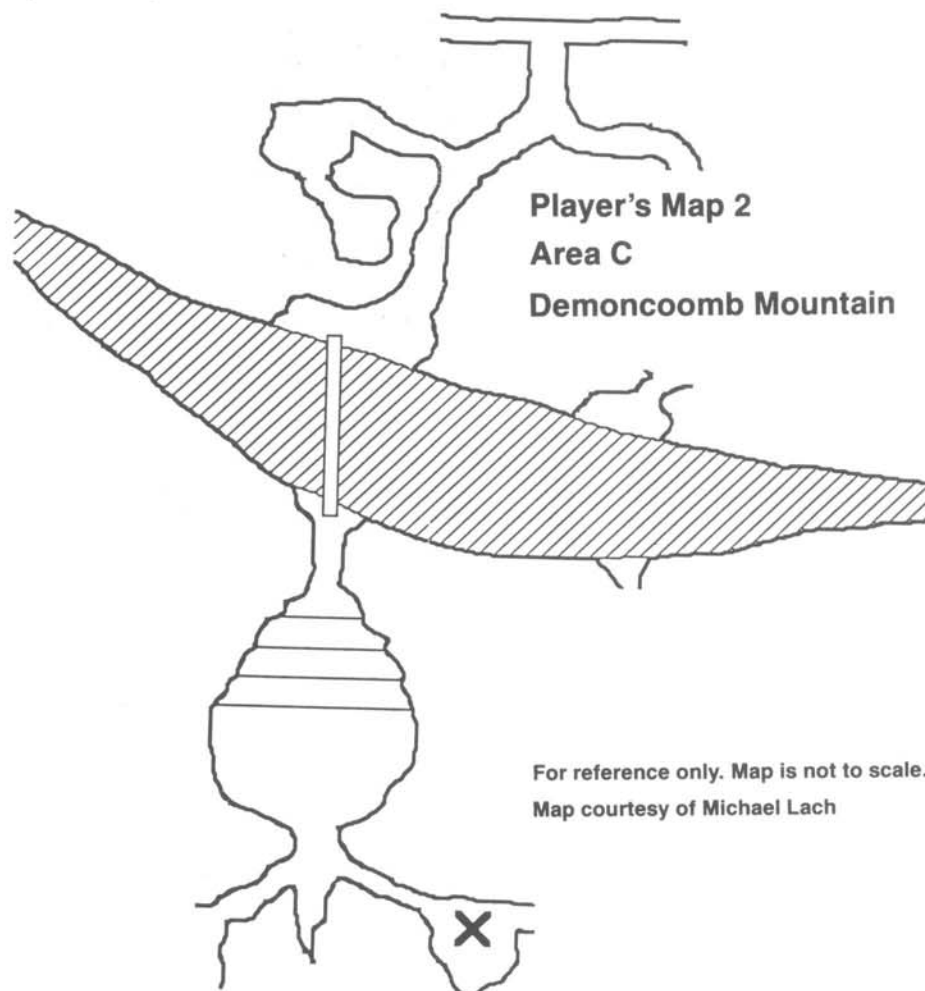
Next, the party had to work their way up those infernal ledges (the ones with the lousy poetry on them), then past those lurking shadows in the cavern with the stone mushrooms. The group didn't seem interested in the storeroom or the haystack; instead, they headed directly for the room they (or what is left of them) now occupy. This is where they found the chest that gassed them.

Now, all of Hugo's compatriots are dead, felled by the poison trap he failed to locate. Hugo has been spared for the moment, but

that may be short-lived if he cannot find a safe way out of the mountain. Remembering how dangerous the trip inside was, Hugo expects the worst. In order to bolster his sagging hopes and confidence, Hugo has elected to salvage some of the more powerful magical items from his dead comrades' bodies.

From Myrna the Magic-User, Hugo has taken the powerful wand she used to perform all kinds of strange actions — actions which were always accompanied by a shout of "Wow!" From Hector the Fighter/Magic-User, Hugo has taken a bejeweled sword — one which glowed blue and which Hector spoke to while fighting, reciting numbers such as "3-1", "2-2", and "0-4". From Kathryn the Cleric, Hugo has salvaged a golden ring which shone whenever the cleric said, "motivate," and which seemed to move small objects wherever she wanted without visible effort. From Galen the Fighter/Thief, Hugo has taken an elegant pair of boots which Galen claimed gave him his ability to run fast (one of his favorite plays) and jump high. Finally, from Lankler the Thief, Hugo has taken a pair of gauntlets which enhanced the footpad's swimming and climbing abilities.

Hugo also "salvaged" Ragasnazafra, Myrna's owl familiar, which (like Hugo) managed to escape the poison trap. Ragasnazafra has found a comfortable spot on Hugo's shoulder. The owl is unable to fly due to a broken wing it received early on in the adventure (an injury which cannot be cured within the confines of Demoncoomb Mountain).



For reference only. Map is not to scale.
Map courtesy of Michael Lach

tain).

Grabbing a few extra provisions and two pouches full of gemstones, Hugo has just finished his preparations for heading to the surface. Before he can leave the room, however, he begins to hear voices. Just this side of utter panic, Hugo recognizes them to be the voices of the enchanted items he just stole — uh, salvaged. It is at this point that the adventure begins.

Demoncoomb Mountain Encounter Setting

Demoncoomb Mountain got its name from local legends which hold that if one follows the hot waters of the River Thrax to their source within the Mountain, one will find a city of Demons guarding a vast treasure horde. Along the way are said to be other, smaller caches protected by weaker creatures. The mountain contains a hot, continuous geyser which flows through several pools via a number of waterfalls before issuing forth as the River Thrax. Each pool harbors a variety of life-forms, all of which are challenging to the average adventurer. There are also several “dry” areas, some of which are accessed via the waterways. For this module, only area “C” has been developed.

This adventure differs slightly from most in that the PCs are already in the mountain, having followed a documented path, and wish to get back out again. A description of the adventure on the way in will be provided to each PC. Note that there will be differences of how a particular encounter is remembered, based on the particular biases of the PC. Therefore, you should be familiar with the information provided to the characters.

Ragasnazafrasam is an NPC for the DM to play. The owl was always fond of Hugo and considers the fighter its only means of escape from underground. The owl is a little paranoid of the magic items, which it often saw the former party members use frequently. Ragasnazafrasam will be uncooperative with Hugo most of the time. The owl is unable to communicate with Hugo in any manner, and is provided merely as comic relief for the DM to use against his players at the most inopportune times.

Ragasnazafrasam (AC 5; MV 1”/27” (unable to use flight); HD 1; hp 5; #AT 3; Dmg 1-2/1-2/1; SA nil; SD nil; AL N).

It should be noted that the spells activated by the *wand of wonder* are sometimes under the control of the person playing Electra (at other times, the effects are randomized). Any time the *wand of wonder* is used, the DM should roll percentile dice and consult the following table to determine which spell is activated:

Die Roll Result

01-25	Spell occurs as party requests
26-75	Spell occurs as Electra requests
76-00	Roll 1d20 to select spell at random

The Water Areas (A'-E')

Area A': The Warding Lake

This lake is approximately 600' × 800', and spreads across the face of the mountain. A 30'-high earthen dike contains the warm (90° F.) waters which pour over a dam. These waters eventually become the River Thrax. The lake is fed by a waterfall which emerges from a hole 180' up the side of the mountain. The mountain can be scaled on either side of the falls by using normal climbing techniques. In addition to normal fish, the lake is home to a couple of barracuda and a giant octopus, all of which react hostilely to anyone entering the water. The passageway leading from the top of the falls to area B' is 6' high and only 3' deep in water. It can be waded: roll 1d20 vs. dexterity to avoid a fall.

1 Giant Octopus (AC 7; MV 3”/12”; HD 8; hp 48; #AT 7; Dmg 1-4 (X6)/2-12; SA constriction; SD nil; AL NE).

3 Barracuda (AC 6; MV 30”; HD 2; hp 13 (X3); #AT 1; Dmg 2-8; SA nil; SD nil; AL N).

Area B': The Lower Grotto

This area is approximately 500' × 600' in dimensions. The water is much warmer than in area A' (110° F.). There are stalactites hanging from the ceiling, and a soft bluish glow emanates from a strange moss which covers the cave. The moss is poisonous to humans and half-humans (insinuating poison type A, takes effect if touched; see *Dungeon Masters Guide*, page 20), but it is a major foodstuff of the nixies living at the bottom of the lake 60' down. Near the waterline, are carved handholds for people to pull themselves over to the base of the next set of falls. These falls fill this area from a hole 60' up the side.

20 Nixies (AC 7; MV 6”/12”; hp 4 (X20); #AT 1; Dmg by weapon type; SA charm; SD nil; AL N).

Area C': The Lower Step

This 400' × 400' shallow (10' deep) pond is reached via the low-roofed (4' high, 2' deep with water) passage from area B'. The water flows at a fairly high velocity; a roll on 1d20 vs. Dexterity must be made at -4 to prevent slipping. This area is devoid of monsters. The water, however, is even hotter (130° F.) than in the two previous areas.

Area D': The Upper Step

This 400' × 400' pond is reached by the short connecting passage from area C'. Another waterfall leads on toward area E', while a dry passage about 5' above the waterline slopes up toward area F. A small rockslide part way in bars this path (it hasn't been developed for play yet). The water here is very hot (150° F.), and even short exposure will cause damage. This pool is also home to a steam elemental.

1 Water Elemental (AC 2; MV 6”/18”; HD 8; hp 36; #AT 1; Dmg 5-30; SA nil; SD +2 or better weapon to hit; AL N).

Area E': The Upper Grotto

This 600' × 600' cavern is reached by the passage from area D'. The water here is 170° F., and will immediately scald unprotected flesh (i.e., flesh not protected by *resist fire* or a similar spell). Off to one side is the constant hot-water geyser which feeds the entire water system. There are no nasties here. A dry passage leads on to areas A through E. The passages to areas A and B, as well as D and E, are blocked by rock slides. These passages have not been developed for this tournament module.

Area C — Forever Chasm

1. The Gauntlet

This “Y” of 10'-wide rough passageway extends southward. The walls, ceiling, and floor are damp, uneven, and moss-covered. There are stalactites along the length of all three passageways. Unusual warmth can be felt coming from both the southwest and east legs. Bits and pieces of metal litter the floor.

Some of the stalactites are actually piercers. The metal is all that is left of the armor and incidental hardware of previous, unfortunate parties. The moss provides no note of caution, although PCs must roll 1d20 under their dexterity to avoid slipping and falling on the slippery surface. They are also at -2 to avoid a piercer attack.

10 Piercers (AC 3; MV 1”; HD 3 (X10); hp 18 (X10); #AT 1; Dmg 3-18; SA 95% likely to surprise; SD nil; AL N).

2. The King Kong Room

This 30' × 30' cavern is drier than the passageway, but otherwise offers little of note. The floor has been disturbed by something — probably by the large carnivorous ape encountered earlier by Hugo and his former companions.

When the party passed by here before, a large carnivorous ape chased them out and across the Old Bridge. The *wand of wonder* was used to create a rhinoceros, which chased the ape away. As the rhinoceros tried to return to the party via the Old Bridge, its great weight caused the structure to break, thus sending the hapless creature to an early demise. The ape later returned to its lair.

2b. King Kong's Bedroom

This 20' × 20' cavern is the sleeping room of the large carnivorous ape. The room is furnished with only the most primitive of items.

This is the actual lair of the ape. The creature spends most of its time here, hence the party will most likely encounter it if they return this way. The ape will be hesitant to attack, however, remembering its earlier encounter with the rhino. Nevertheless, it is still angry. If the party doesn't act boldly, the ape will attack.

1 Ape, Carnivorous (AC 6; MV 12"; HD 5; hp 25; #AT 3; Dmg 1-4/1-4/1-8; SA rending; SD nil; AL N).

3. The Spider's Lair

This 25' × 20' cavern is full of old and rather large spider webs.

This is also the home of a giant spider which the orcs in room 5 have adopted as a watchdog. The southern passage empties out about 7' above the floor of room 4.

1 Spider, Giant (AC 4; MV 3" * 12"; HD 4 + 4; hp 20; #AT 1; Dmg 2-8; SA webs, poison; SD nil; AL CE).

4. The Crystal Cave (a.k.a. the Doorbell)

This 30' × 40' cave is completely lined with rainbow-colored shards of delicate crystal, which gleam in the light like a myriad of diamonds, emeralds, rubies, and other gems.

The crystal shards cover the cave floor. Although they are only worth about 10 gp per handful, the crystals are very sensitive to vibration, and are thus very resonant. Anyone entering the cave or speaking above a whisper within 15' of an entrance will start the crystals chiming and ringing. This will only stop one turn after absolute silence has been restored. The orcs in room 5 immediately investigate any sustained disturbance.

5a. The Orc Den

This 50' × 50' cavern is filled with lean-to's made of various hides. Each lean-to is furnished with numerous furs piled up for sleeping pallets, stone-banked cooking fires, and, of course, a bevy of orc inhabitants. A narrow passage at the top of a ladder leads off to the south. The passage to room 4 has been walled-off.

The passage to Room 4 is blocked by a 7'-high stone wall. The top of the wall does not reach the top of the passage, leaving a 3'-high × 3'-wide opening. An orc guard is posted here at all times. On the orcs's side the wall is a stone platform which is used to scale the wall (one at a time) and allow access to the outer passage. The wall prevents the spider in room 3 from entering the orc lair. This small orc community consists of 25 adult males, 15 adult females, and 10 young. The males wear leather armor, and use both spears and spiked clubs in combat.



49 Orcs (AC 6; MV 9"; HD 1; hp 8 (X3 males), 7 (X22 males), 5 (X15 females), 3 (X10 young); #AT 1; Dmg 1-8 or by weapon type; SA nil; SD nil; AL LE).

1 Orc Leader (AC 6; MV 9"; HD 1; hp 8; #AT 1; Dmg 1-8 or by weapon type; SA nil; SD nil; AL NE; sword, battle axe, shield).

5b. The Orc Temple

This 20' × 30' cavern is a shrine to Grummsh, the patron deity of the Orcs. The cavern walls and ceiling are adorned with images of the One Red Eye. In the northwest corner of the shrine is the sleeping pallet of the orc shaman — a 5th-level cleric by game reckoning. He is the actual leader of the tribe, but often "defers" to the orc chief (who, in turn, does what the shaman advises).

1 Orc Shaman (AC 6; MV 9"; HD 5; hp 23; #AT 1; Dmg 1-8 or by weapon type; SA spell use; SD spell use; S 10, I 12, W 15, D 12, C 9, Ch 7, Co 5; AL LE; *ring of protection* +1, holy symbol, mace; Spells: *cause light wounds* (X2), *remove fear*, *detect life*, *hold person*, *snake charm*, *death's door*).

6. Forever Chasm

This rift in the mountain is roughly 350' long and 80' across at its widest point. Whether or not the chasm has a bottom is uncertain; this feature is obscured by white-hot fire about 100' down. Occasional jets of flame lick up to within 10' of the level of the path. As a result, the temperature is very high on the path. To the west, the remnants of an old bridge made of thick rope and heavy, wooden slats dangles into the chasm. (This is the very same bridge which the rhinoceros in room 2a destroyed.) To the east, another set of passages can be seen; these are slightly higher than the path of the Old Bridge. Overhead, a thin line stretches across the chasm.

The thin line is actually a metal-reinforced rope, which was fashioned to withstand the effects of the chasm's heat. Any normal rope subjected to a flare-up (25% chance per turn) will burn, dumping anyone relying on it into the chasm (Roll 1d20 on the unfortunate character's dexterity to avoid falling into the chasm. In such an event, the character is able to swing to the side of the chasm, taking 1d10 points of damage, and having to scramble back up the rope).

6a. The Stairs: Step 1

This smooth, 10'-high wall has words scrawled on the side facing you. Written in the common tongue, the words read, "Wouldn't you rather. . ."

There is nothing special about this step other than the warning given by the myconids.

6b. The Stairs: Step 2

Climbing up onto the next level of this large staircase, you see another smooth, 10'-high wall with more words scrawled on the face of it. The words read, ". . . pause here for breath. . ."

Again, there is nothing of interest here aside from the warning provided by the myconids.

6c. The Stairs: Step 3

Climbing up onto this next level, you see yet another smooth, 10'-high wall with words scrawled on the face of it. The words read ". . . than keep on pursuing. . ."

Once again, there is nothing of interest here other than the warning provided by the myconids.

6d. The Stairs: Step 4

Last but not least, there is another smooth, 10'-high wall with words scrawled on the face of it. The words read, ". . . your untimely death?"

As before, there is nothing of interest here other than the final words of the warning given by the myconids.

7. The Garden

This large 50' X 70' cavern has a high, arched ceiling. Several large, stone mushrooms (towering between 6' and 10' in height) are scattered about the floor. A number of toadstools ranging from 4' to 8' in height can be seen in the dark near the edges of the cavern. Around the bases of the stone mushrooms are tilled patches of earth and decomposing debris covered with fungi.

The moving shapes are myconids, or fungi-men. There is a colony of 12 such creatures residing here; they will most likely have been disturbed during their work period. These creatures generally avoid contact with any humanoids who accidentally stumble across their lair. However, if their mushroom gardens are disturbed or if one of the myconids is directly attacked, the entire group will attack. All but one of these creatures employ their standard method of attack: using their pseudo-arms in hand-to-hand melee. This last myconid (the group leader) attacks by releasing hallucinatory spores.

11 Myconids (AC 10; MV 9"; HD 6, 5(X2), 4 (X2), 3 (X2), 2 (X2), 1 (X2); hp 26, 20 (X2), 18, 17, 13, 12, 8, 7, 5, 4; #AT 1; Dmg 1d4 X HD; SA nil; SD poisonous skin; AL LN).

1 Myconid Leader (AC 10; MV 9"; HD 6; hp 30; #AT 1; Dmg 6-24; SA spore clouds; SD poisonous skin; AL LN).

8. The Fork

This 10'-wide passage looks out over Forever Chasm. On the right, a metal-reinforced rope is spiked into the rock. This rope stretches out over the chasm to the passage leading to room 4. Near the junction of the side passage, a silver fork lies on the stone floor.

The silver fork is actually a magical item which, when held in hand, will point toward the nearest food supply.

9. The Mist of the Mind

This cavern is filled with a gray, swirling mist which limits visibility to about 1'. Stalactites and stalagmites line both the ceiling and floor of the cavern.

A hemp rope is strung between stalagmites; this is used by the orcs for guidance through the mists. Because of the nature of the rope, tugging on it gives the misleading sensation of someone tugging on the other end. Without the rope, Hugo must save vs. spells each round to avoid wandering about the room in a state of confusion. If Hugo makes this roll, and is not holding onto the rope, he has a 20% chance per round of bumping into a stalagmite and taking 1 HP of damage. If he is confused, the chances go to 50%. Other than this, there is nothing else of interest in the cavern.

10. The Treasury

The walls in this cavern gleam with a brilliant, golden sheen.

The gold is nothing more than the color of the rock; consequently, it has no real monetary value, although it will take two turns of close inspection to determine this. With or without a light source, the walls of the cavern exude a golden glow; this is due to a bioluminescent, parasitic mold that covers the walls. This mold is harmless in spite of Hugo's fears.

11. The Sanctum Sanctorum

This large, 40' × 40' cavern is the private sanctuary of the orc tribe's shaman. There is a 10'-wide × 15'-deep trench which runs the width of the room. On the far side of the trench (and bordering it) are iron bars which block off the east end of the room. There is a gate in the bars, but it is locked with a padlock. Beyond the bars, a stone statue of Grummsh clearly can be seen. A large, red stone gleams from the statue's lone eye.

Careful observation of this room reveals a

rope bridge coiled up near the outside of the gate. From the gateside of the trench, it is possible to see an extra set of keys hanging on the side of the statue. *Telekinesis* can effectively bring the bridge to Hugo. From here, the bridge can be fastened across the trench. It is then possible for Hugo to retrieve the keys on the side of the statue. As for the red "gem" in Grummsh's eye, it is actually nothing more than colored glass.

12. The Storeroom

This 40' × 40' room is filled with boxes, barrels, and crates.

This room is a storeroom for items taken from hapless adventurers by the myconids. The most prized possessions consist of shovels, axes, pitchforks, swords (for hoeing), spiked clubs, and so forth. Heaped into one crate are nonessential things like leather armor, clothing, pouches, and so forth. Scattered among the clothing is 1,000 gp in various semi-precious gems and another 2,000 gp in various coins. The PCs can retrieve these items at a rate of 500 gp per turn. There is a 25% chance per turn that a myconid will be encountered at this point. In such an event, the myconid releases distress spores, and tries to retreat back toward room 7.

13. The Needle

This narrow passage gradually tapers away to nothing. In the middle of the passage is a large pile of moldy hay.

This room offers the classic case of a needle in a haystack. There is nothing of particular interest here, but the PCs can sure waste a lot of time looking.

14. The Hoard (also the Start)

This 25' × 25' room is the scene of the unfortunate accident with the chest. There are five mottled corpses here, an open wooden chest bound with iron, and a slightly acrid smell in the air.

The five corpses are the remains of Hugo's party, and are worth nothing except a slow, rotting death if Hugo messes with them. In the chest is a bag which holds two dozen gemstones, all varying in worth between 100 gp and 1,000 gp. There is also a bone scroll case which contains a scroll with three *cure light wounds* spells.

15. The Chasm

This 30' × 80' crescent-shaped cavern is split down the middle by a deep rift. There are narrow walkways on either side of the gorge, but these virtually disappear near the exits to the north and to the southeast. The rift is about 50' deep, and is heavily littered with bones.

Other than the skeletons, there is nothing more of interest in this room (that is, unless the PCs wish to leap or climb across the chasm).

16a. The Mudroom

This large 30' × 30' cave is full of mud. Another passage opens into the southeast corner of the room.

This pool of mud is actually the home of three mud-men. As described in *Monster Manual II*, these creatures will remain dormant until a PC enters the mud. At this point, they will attack in force, throwing mud blobs in the first round of combat, and hurling themselves at the PCs in the second and subsequent rounds. If the PCs successfully flee the mud, the mud-men will not follow.

3 Mud-men (AC 10; MV 3"; HD 2; hp 10, 8, 6; #AT 1; Dmg nil; SA mud-throwing; SD need magical weapons to hit, immune to certain spells; AL N).

16b. The Chimney

This small chamber has a large hole in the center leading downward.

The hole is the top of a natural rock chimney, which leads down to another passage. This passage leads off first to the east, then cuts to north, leading directly into room 17. Normally, there is virtually no chance of falling while climbing down this easily scaled chimney. If, however, the players get into an argument while doing

so, there is a 25% chance of falling due to a lack of concentration on the part of Hugo.

17. The Swiss Cheese Room

This long, narrow cavern is perforated by numerous holes leading off in all directions. These portals vary in size from about 2' to about 5' in diameter. The portals are crowded together in the walls, floor, and ceiling of this room.

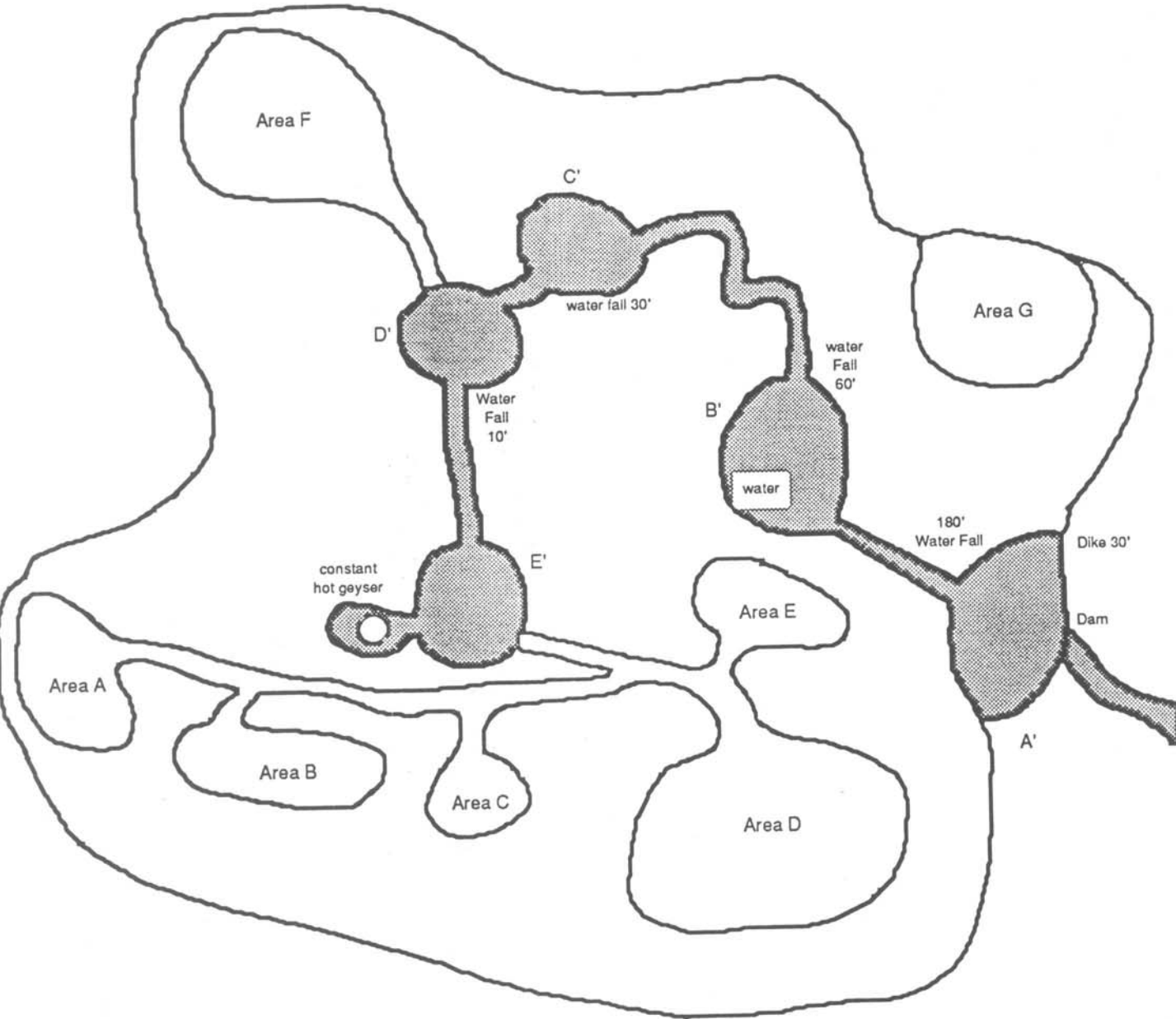
All but two of the holes are blind alleys. One of the portals in the east wall leads through the narrow, rock chimney from the passage below. The other portal is opposite this one in the west wall; it leads toward room 9. If the PCs mark the entrance hole, they can locate it later automatically. If not, then searching either end (east or west) renders a 25% chance per turn of locating an exit. Without markings, the exit located is random (roll 1d100; 01-50% east and 51-100% west) due to the confusing nature of the room. If the PCs do not locate an exit, they will probably enter one of the other holes. Roll 1d12 on the table below to determine what the PCs find. If the item found is marked "One time only," mark it off; if it comes up again, the PCs find nothing. Even if the PCs mark specific holes, roll randomly. This is a *very* confusing place.

The edges of the holes in the floor look solid, but are actually loose and crumbly. Moving across the floor gives a PC a 25% chance per turn of falling into one of the holes, giving poor Hugo 2 hp of falling damage. (We're not trying to kill Hugo; we merely wish to shake him up a bit).

Table 1 Contents of Holes		
Die roll	Contents	Other notes
1	Orange mist	PC must save vs. breath or be overcome by a fit of giggling lasting for 1d6 rounds
2	Small metal chest	Contains a silver chalice and a 12" wooden rod (nothing special)
3	5 human skulls	Planted on stakes, these skulls block the passage
4	Glowing sword	The sword is jammed into the rock halfway to the hilt, glows with a faint yellow light, and cannot be moved.
5	Giant sumatran rat	This creature attacks with great ferocity
6	Dinner time	The walls of the tunnel move, followed by the sound of swallowing (no harm though)
7	Treasure	A small iron chest (locked) contains 500 sp (one time only)
8	The tar pit	The tunnel is full of harmless, but very sticky goop, which slows Hugo down and makes handling items very difficult
9	The haunting	This portal issues a loud, weird moaning
10	Dwarven skeleton	The remains are accoutered with a pick, shovel, length of rope, a dozen spikes, and a hammer
11	The howling	Nothing more than a loud, threatening growl
12	Empty	—

Dungeon Master's Map 1
Demoncoomb Mountain

Scale: 1/4" = 200'
Map courtesy of Michael Lach



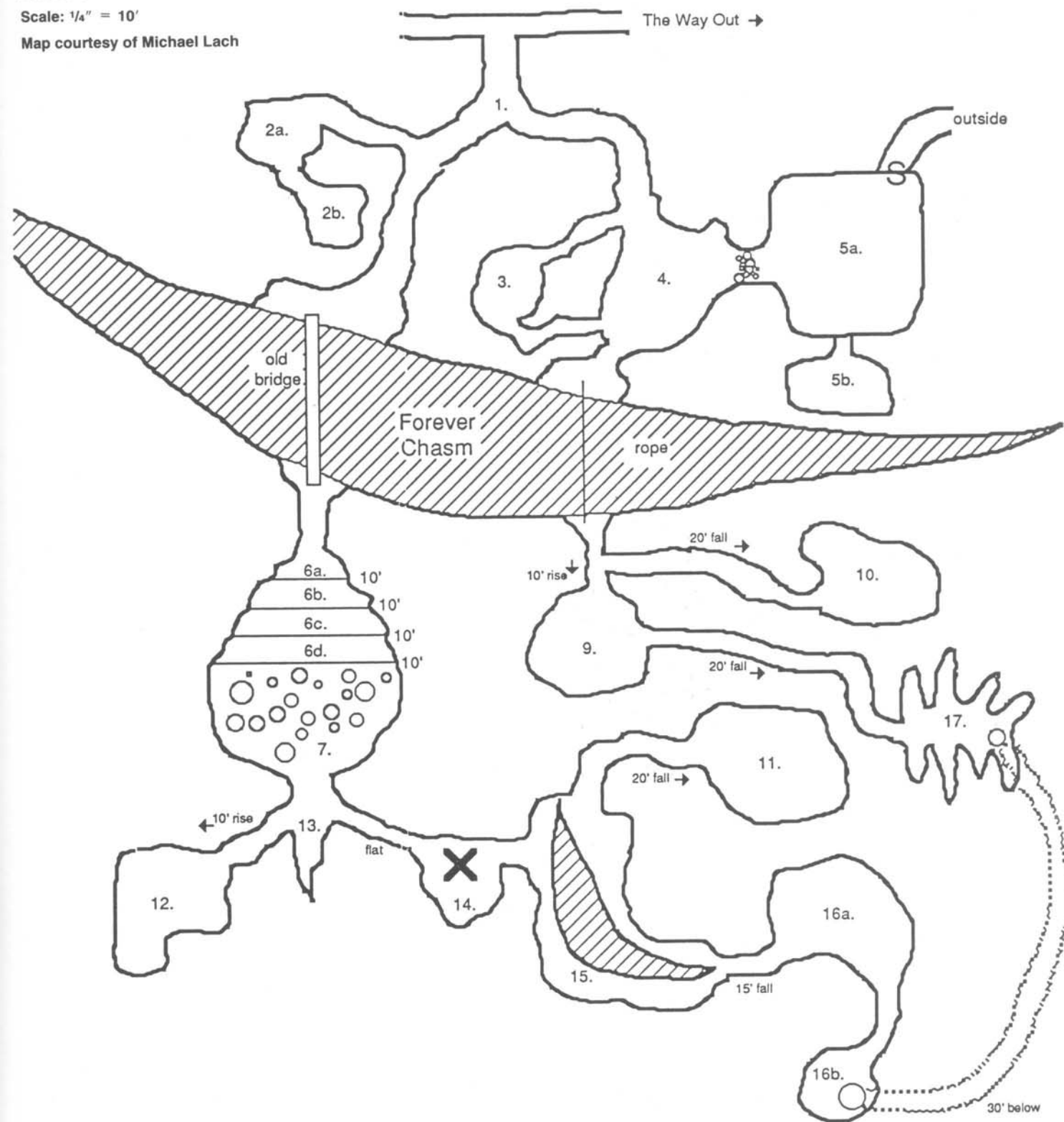
Dungeon Master's Map 2

Demoncoomb Mountain

Area C

Scale: 1/4" = 10'

Map courtesy of Michael Lach



Prerolled PCs



Hugo the Hapless (2nd-level human FTR/CLR/MU/THF)

Neutral good

Strength	11	1-2 open doors 2% bend bars/lift gates
Intelligence	15	
Wisdom	10	15% chance of spell failure
Dexterity	9	
Constitution	16	+2 hp adjustment 95% SS/96% resurrection
Charisma	18	+15% loyalty +15% reaction
Comeliness	15	
THACO:	20	(16-20 with Schizzo)

Saving Throws

Poison/Paralyzation/Death	10
Petrification/Polymorph	12
Rod/Staff/Wand	11
Breath	15
Spell	12

AC: 6
Rear AC: 8
Armor worn: *leather* +2
Hp: 11

Magical Items

Leather armor +2, *sword* +4, *defender*, *ring of telekinesis*, *gauntlets of climbing and swimming*, *boots of striding and springing*, and *wand of wonder*.

Other Personal Possessions

Cloak, two small belt pouches, leather backpack, four hematite, two vials of holy water, three wooden beads, holy symbol, six lapis lazuli, four candles, one amethyst, tinder box, two torches, 3 gp, 25' heavy rope, eleven sp, three days' worth of iron rations, 13 cp, leather belt, thieves' tool kit, traveling spell book, and a dagger (in boot).

You did not plan to pursue all these professions, but acquired them primarily through trial and error. You started out as a magic user. Although you weren't the brightest apprentice, you managed to pass and set out to show everyone what a grand wizard you were. It wasn't long before you

found yourself short of the funds you needed to continue your study of the arcane arts. Because of your limited ability as a mage, you often had to defend yourself with only your dagger. After nearly being killed for the fourth time, you set aside magic for a short while to receive training as a fighter.

You managed to learn the basics of long sword and flail, though you realized that you lacked the innate ability to even become very effective with either. In fact, the training program only reminded you of the main reason you had always avoided fights when you could; you cannot stand the sight of blood (your own, not others) being spilled. Armed (so to speak) with your newly acquired skills, you returned to the gathering of funds to support your magical training.

You quickly discovered that fighter training had no effect on the cowardice you had nurtured since you were a wee lad and you soon learned that you could be much more effective as a fighter by attacking your opponents quickly from behind. When these methods came to the attention of the local thieves' guild, they "invited" you to join them and become an apprentice thief. Not wanting to throw your life away over a technicality, you promptly accepted their offer, paid the initiation fee (plus penalties), and joined the guild. Your training in the expected skills of lock-picking, pocket-picking, and trap-finding began immediately; you also received formalized training in your self-taught skills of hiding in shadows and back stabbing.

With classes behind you, you once again found yourself with the time, but not the funds to continue your magical training. The funds you had acquired were nearly depleted by various guild fees and penalties. You had acquired new skills and you set about using them to replace your lost funds. All went well for several months until you found yourself alone and somewhat outnumbered with no escape available. You were on a ledge overlooking a 2000' drop into a very active volcano with 120 angry hobgoblins approaching from one side, but only 75 bloodthirsty gnolls moving in rapidly from the other (what an obvious choice you had there: only 75!). As your short life began to rapidly scroll past your eyes, you interrupted the performance by dropping to your knees (but not over the edge) and crying desperately, "Hey, God, if you're listening: *Get me outta here!*" To which a voice replied, "Which God or Goddess did you want?" With your usual aplomb you responded, "Uh, who am I talking to?" After a short chat (very short; the hobgoblins and gnolls had not slowed their pace), you found yourself safely elsewhere, and Entropia, the Goddess of Change and Perversity, had a new, loyal (that is, quested) novitiate for her next class, which began less than two weeks from this incident. You applied yourself to the training (spending most of the gold you had accumulated) with surprising zeal and were soon graduated.

Without funds again, you joined an

experienced group whose goal was to loot the treasures of the infamous Demoncoomb Mountain. For the first time in a long time you felt safe and confident. This group surely would be successful and rich, and you longed to be part of that. As fate would have it, you found yourself alone again — this time far beneath Demoncoomb Mountain, where your group had come looking for the treasure rumored to be hidden in its mysterious caves.

Now they are all dead, felled by the poison trap you failed to locate. You have been spared, for the moment, but that will be short-lived if you cannot find a safe way out of this place. Remembering how dangerous the trip in was, you are expecting the worse. In order to bolster your sagging hopes and confidence, you have elected to salvage some of the more powerful items from your dead friends: from Myrna the MU, you took the powerful wand she used to do all kinds of things, always accompanied by her saying, "Wow!"; from Hector the FTR/MU, you took a bejeweled sword, which glowed blue and which Hector spoke to while fighting, reciting numbers like "1-3", "2-2", and "0-4"; from Kathryn the CLR, you took a gold ring which shone when she said, "motivate," and seemed able to move small objects wherever she wanted without visible effort; from Galen the FTR/TH, you took an elegant pair of boots which Galen claimed gave him his ability to run fast (one of your favorite plays) and jump high; and from Lankler the thief, you took a pair of gauntlets which enhanced the footpad's swimming and climbing abilities.

Grabbing a few extra provisions and two pouches of gem stones, you finished your preparation for heading to the surface. As you ready to leave this room, however, you begin to hear voices. Just this side of utter panic, you recognize them to be the voices of the enchanted items you just stole — uh, salvaged. You now remember each of the weapon's flaws.

Hurdles (Galen's boots)

Command words: "Zip" for striding, "yo-yo" for springing, and "wackies" for stopping either function.

These boots complained a lot on the way in. Perhaps it was all the time the party spent in hot water coming in that bothered them; you found it certainly unpleasant and are hoping to find a way out that avoids the steaming river, pools, and falls.

Schizzo (Hector's sword)

Command words: "Let's see," followed by attack number and defense number, both of which must add up to 4 and must be whole numbers between 0 and 4.

This sword could never seem to come to a decision and stick with it. You suspect that Hector considered death a reprieve and is now relaxing while he laughs at the situation you have just walked into.

Sharko/Rangie (Lankler's gauntlets)

Command words: "Everest" for climbing, "spitz" for swimming, and "mercy" to stop either function.

These gauntlets seemed to be constantly chatting with each other. Fortunately, they seemed to get along. These gauntlets are soft and comfortable on your hands; you hope they are as helpful in climbing as Lankler claimed.

Electra (Myrna's wand)

Command word: "Wow."

This wand is too good to be true! You wanted the wand since you first saw its power; now it is yours. If you can only figure out how to use it. The command word must be "wow;" you remember that Myrna always said that when she used it. You also remember that the wand talks funny, but you care more for what it does than for what it says.

Kenny (Kathryn's ring)

Command word: "Motivate."

This ring could move things, but you don't remember it ever saying anything. To wear something that belonged to Kathryn will give you something to remember her by. Although you had just met, you know the two of you were meant for each other. If only she hadn't been taken from you so soon. . . .

You have often felt that your life has been spent "on display"; since you "teamed up" with Entropia, this feeling has become much stronger. You are convinced that Entropia has been arranging all of your recent hardship simply for her own amusement. You have resigned yourself to this fate, but are not happy with the thought. In fact, it makes your life seem out of your control, making you feel useless and incompetent. Since entering Demoncoomb Mountain, you have lost even the most minute shred of control over your life to a menagerie of pushy (and argumentative) magic items. You find yourself going with the flow frequently to avoid confrontation, and you're getting accustomed to being treated as a puppet by these items. You do take some solace in the knowledge that no matter what these enchanted items force you to do, Entropia is ultimately at the control of your strings. If worse comes to worse, you can always count on her to come to your rescue — if only to keep you alive to provide her with further entertainment.



Hurdles (Boots of striding and springing)

Chaotic good

Ego	21
Intelligence	14
Wisdom	9
Charisma	15

THACO: —

Saving Throws

Acid	5
Crushing blow	-1
Normal blow	-3
Disintegrate	15
Fall	-4
Fireball	8
Magical fire	1
Normal fire	-1
Frost	-2
Lightning	8
Electricity	-4

AC: —

Rear AC: —

Armor worn: —

Hp: —

Magical Items

Two *bags of holding* hidden in each boot (25 gp capacity, $\frac{1}{4}$ square feet) and *Koeghtom's ointment* hidden in the left boot (three doses).

Other Personal Possessions

One diamond hidden in right boot, one lock pick hidden in right boot, one 8' coil of wire hidden in right boot, and three darts in a leather pouch in left boot.

You impart to the wearer a base movement rate of 12", regardless of the wearer's size or weight. This speed can be maintained tirelessly for up to 12 hours per day; thereafter, you must rest for 12 consecutive hours. In addition to this striding function, you and your companion can spring as well. You are capable of forward jumps of 30', backward leaps of 9', and vertical springs of 15'. If circumstances permit, your companion can strike with initiative and spring away to avoid being hit in combat. Unfortunately, there is a 20% chance of falling when this is tried. This chance is modified downward by 3% per point of dexterity your companion has above 12. Your companion will also gain +1 on his AC due to the quickness of movement you impart.

You were crafted just a few years ago by Armeria for your previous companion, Galen. You remember Galen as being kind, but overbearing (he was in control). Hugo seems less strong-willed, and you look forward to having more control; unfortunately, Hugo has acquired a number of other bossy, enchanted items who seem to share your desire. Armeria used a combination of kangaroo and gazelle leather in your creation. As might be expected, each boot contains a small, secret pouch which acts as a small *bag of holding*. If Hugo treats you right, you will probably let him in on the secret, and give him access to the useful and valuable items contained therein.

You don't remember much about the trip into this mountain because of the inordinate amount of time you spent submerged in water! Galen knew of your hatred of that foul liquid, but ignored your complaints and splashed merrily on. Hugo will certainly be more considerate: you will see to that!

Reactions to Other Magical Items

Electra

You have enjoyed listening to her voice, but most of all, you love all the fancy things she can do. She never fails to surprise and amaze you with her multi-faceted talent.

Kenny

He may be the strong and silent type; you just think he's boring.

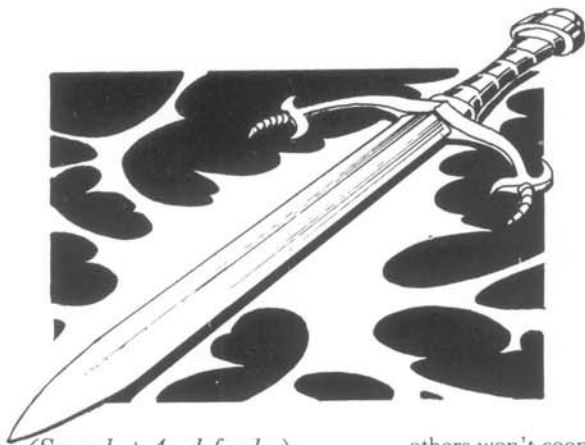
Schizzo

Another surprising one! You never know what he is going to do. One minute he slashes away at your opponents and the next minute, he uses his blade to cast aside the attacks.

Sharko/Rangie

These two actually enjoy water! Ugh! (Actually, Sharko is the one with the water fixation.) What madness! You can't imagine ever cozying up to that damp pair.





Schizzo (Sword + 4, defender)

Lawful good

Ego	21
Intelligence	14
Wisdom	9
Charisma	12

THACO: —

Saving Throws

Acid	2
Crushing blow	1
Normal blow	-3
Disintegrate	12
Fall	-3
Fireball	1
Magical fire	-3
Normal fire	-4
Frost	-4
Lightning	6
Electricity	-4

AC: —

Rear AC: —

Armor Worn: —

Hp: —

Magical Items

None

Other Personal Possessions

None

You give your companion the option of using your bonuses either in offense, defense (against hand-held weapons), or both. Each round, the allotment may be changed, but you prefer it to remain the same throughout a sequence of combat. Once set, you will remain as set until changed. Such changes are requested by your companion by clicking his tongue and giving the number for offense, followed by the number for defense.

You were enchanted by Molfanse ages ago, and you remember better times — times when your life was more stable than it has been of late. Hector; he could never seem to make up his mind whether he wanted to attack or defend. Attack! Defend! Smash! Parry! It was enough to drive a sword crazy. With this Hugo, things will be different. You have no intention of letting him boss you around. You'll decide when to fight and when to back off. If Hugo and the

others won't cooperate, you might just continue with Hector's style and switch every round or so.

You are particularly proud of your elegantly shaped mithril blade and bejeweled pommel. That ingrate Hector never understood how important those jewels were to you. In fact, he never added or replaced a single one during the entire time you spent together. Come to think of it, a pretty new (and expensive) jewel for your pommel will be your first priority; you'll mention that to Hugo at your first opportunity. . . .

Reactions to Other Magical Items

Electra

She is just too wild and unpredictable for you. You did like the butterflies; no one else seemed to, though.

Kenny

He's just too scared all the time. Certainly, some caution is healthy, but he carries it too far.

Hurdles

You can already imagine how the two of you can work together to move quickly to attack or defend as the need presents itself. This could be the beginning of a wonderful relationship.

Sharko/Rangie

Too noisy! They seem to be constantly talking to each other. Problem is they rarely say anything useful. Instead, they argue nearly nonstop.

Sharko/Rangie (Gauntlets of swimming and climbing)

Chaotic neutral

Ego	20
Intelligence	15
Wisdom	11
Charisma	13

THACO: —

Saving Throws

Acid	5
Crushing blow	-1
Normal blow	-3
Disintegrate	15
Fall	-4
Fireball	8

Magical fire	1
Normal fire	-1
Frost	-2
Lightning	8
Electricity	-4

AC: —

Rear AC: —

Armor worn: —

Hp: —

Magical Items

None

Other Personal Possessions

None

You can easily fit hands from human-size down to halfling-size, altering to fit any pair of hands in this range. You can enable your companion to swim as fast as a triton (15" underwater and as fast as a merman (18" on the surface. You do not impart the ability to breathe water, however; that is your companion's responsibility. You also give your companion a very strong and effective gripping and holding ability with respect to climbing. This ability is such that your companion can climb vertical or nearly vertical surfaces with relative ease (upwards or downwards with a 95% probability of not slipping or falling). If your companion is a trained thief, this probability increases to 99.5%.

You were crafted by the brothers Keri and Moussaf ages ago when times were simpler and magic held greater sway in the world. You have been passed through many hands since then, as most of your compan-



ions tend to be bothered by the dual personality that is the result of your parentage. You have even had complaints about the feel of the shark skin and orangutan fur that your makers blended into each gauntlet. You have found that most who see you find the blend both striking and attractive.

You had only been with Lankler a few months, and already he was getting on your nerves. He didn't like the two of you chatting all the time and would never agree to a full partnership. He was always in control! Hugo appears to be more pliable, and you look forward to regaining some measure of control over your destiny. Of course, the others may not be as willing to go along. Only time will tell for certain.

Reactions to Other Magical Items

Electra

You have always enjoyed her displays of power. Recently, you discovered that her texture was somewhat coarse, but appropriate to her personality. You hope that Hugo works it out so that the four of you can spend some time together.

Kenny

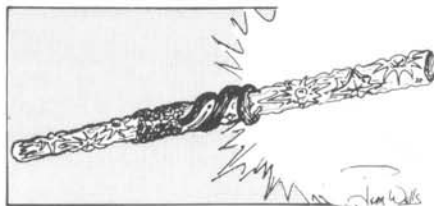
What can one say about a plain gold band? It's gold and plain and boring, and has very little texture at all. Fortunately, there are no sharp edges to bite or tickle; that would be horrible.

Hurdles

You are looking forward to the time when you can touch that strange combination of leathers that is Hurdles. If they feel as good as they look, it will be a pleasant experience. You certainly expect them to be a big boost to Rangie.

Schizzo

Though you would have expected it of Hurdles, you find it odd to discover kindred spirits in Schizzo. How boring it must be to be alone in the world. It probably explains Electra's fluffiness, Kenny's somberness, and Hugo's hugeness. You like the strength and expensive feel of the hilt, but hope to avoid contact with Schizzo's business end.



Electra (*Wand of wonder*)

Chaotic neutral

Ego	19
Intelligence	16
Wisdom	13
Charisma	16

THACO: —

Saving Throws

Acid	4
Crushing blow	8
Normal blow	1
Disintegrate	15
Fall	-3
Fireball	10
Magical fire	6
Normal fire	4
Frost	-4
Lightning	5
Electricity	-4

AC: —
Rear AC: —
Armor worn: —
Hp: —

Magical Items

None

Other Personal Possessions

None

You are strange and unpredictable (sometimes surprising even yourself). Each time your companion activates your power, you select from one of the numerous functions that Fallatius taught you. Sometimes you select the function your companion requests; more often, though, you make your own choice based either on whim or on knowledge of the need at hand. Occasionally, you find that even you have no control over the outcome. You thrill at the suspense and surprise of each possible outcome. You have been taught 19 functions. These functions are:

1. *Slow* creature for one turn.
2. *Delude* companion into believing you have provided some other function either known or not (duration of one round).
3. *Gust of wind* at double the force of the spell.
4. *Stinking cloud* at 30" range.
5. *Snow* falls for one round in a 9" radius of your companion.
6. *Summon* rhinoceros, turkey, shark, or alligator.
7. *Lightning bolt* with area of effect equal to 7" x 1/2" (as a wand).
8. *Summon* 200 butterflies, which flutter about in a 3" radius of your companion for three rounds, blinding everyone within range.
9. *Enlarge* target if within 6" of your companion.
10. *Darkness* covers a 3" diameter circle at 3" range of your companion.
11. *Grape vines* sprout in a 3"-diameter area at 1/2" range of your companion, growing to harvest size in three rounds.
12. *Diminish* companion to 1" of height for four rounds.
13. *Fireball* which renders 4d8 points of damage (as a wand).
14. *Invisibility* covers companion.
15. *Leaves grow* from target for five rounds if it is within 6" range.
16. *50 gems* of 1 gp value shoot forth in a 3" stream for four rounds, doing three hp of damage to the target creature each round.
17. *Create wine* equal to three wineskins full, which appear at your companion's feet.
18. *Sneeze*, which causes all within 3" of your companion to sneeze for two rounds.
19. *Create hole* 3' in diameter x 3' deep, at a random location in the floor, wall, or ceiling within 6" of your companion.
20. *Raisin rain* falls for two rounds in a 3" diameter centered on your companion.

You were crafted of grape vines by Yandrol over a millenium ago. Although it is unusual to use such material for making wands, you find that the twisting curves of the vines suit you well. Even after a thousand years, you are constantly amazed at the newness of everything! Face it: The world is a wonderful place filled with wondrous things to see and experience.

Recently, your access to the world was limited by Myrna's cautious nature. Hugo, you feel, is more adventurous, and will give you more freedom to enjoy your surroundings. Your other new companions seem particularly interesting; you can't wait to get to know them better.

Reactions to Other Magical Items

Sharko/Rangie

These two may prove to be the best company of all. You have enjoyed listening to their chatter, and with your recently acquired proximity, you hope to join in on the conversations.

Kenny

He is quiet, but you suspect there is depth to be found there, if you can break through his shell. Perhaps now that you can work more of your wonders, he will also be able to learn how wonderful life is!

Hurdles

You know what he can do, and can just imagine speeding like a yo-yo through the world. What a gas!

Schizzo

Change, wonderful change. Here's another who enjoys change as much as you do. Slash! Defend! Counter! Parry! Stab! Wow! The combinations seem endless. What a great group to get hooked up with!

Kenny (*Ring of telekinesis*)

Lawful neutral

Ego	20
Intelligence	15
Wisdom	11
Charisma	11

THACO: —

Saving Throws

Acid	8
Crushing blow	9
Normal blow	4
Disintegrate	14
Fall	-1
Fireball	13
Magical fire	8
Normal fire	0
Frost	-4
Lightning	11
Electricity	-4

AC: —

Rear AC: —

Armor worn: —

Hp: —

Magical Items

None

Other Personal Possessions

None

You can move objects at the command of your companion as per the 5th-level magic-user spell, *telekinesis*. You can effect any number of objects (no living creatures) within a 3" radius at a 7" range, as long as the total weight of all affected objects does not exceed 1,000 gp. Objects move at a speed of 1" the first round, doubling that speed until the maximum speed of 8" is reached. The speed can be controlled within the 1"-8" range. The duration of the effect is one turn. Affected objects fall directly to the ground at the end of that time, with no further movement in the direction they had been moving. Multiple objects move together, and cannot be affected independently. An object which is moved out of the range of effect (7"), also falls as described above for end of effect.

You were crafted of gold, of course. Unfortunately, the slob who enchanted you forgot to include a trademark, and got rid of you immediately so that you remain an

orphan after several centuries. You don't know why you're here. You are often depressed by this and you envy those who know their roots; it seems to make their lives fuller and appears to give them purpose and drive. Without such knowledge, your very existence seems without purpose. Nevertheless, someone did give you life, and you will continue to search for that person. Until then, this purpose will be your main reason for existence.

You had finally gotten to know and trust Kathryn when you were ripped from her to join Hugo. He seems brutish by comparison. Your lot seems to be to suffer as deeply and as often as possible. In view of that, this latest alteration is just one more burden that must be borne. You are withdrawn and are a stoic planner as a result, reserving your comments for times when you have something truly useful to say. Even though others rarely listen to you, you stubbornly offer your advice in spite of their ignorance. Others will have the benefit of your wisdom — even if they choose not to act upon it. You do hope that this group will be more willing to plan their actions instead of just blundering ahead. Unfortunately, that is most likely too much to ask for. Sigh!

Reactions to Other Magical Items

Sharko/Rangie

Gibber, gibber, gibber: That's all these two ever do. It's a wonder they haven't been strangled by someone.

Electra

Give me strength! This one can tire you out with her constant jabbering. Worse yet, she's irresponsible and a bit looney. And whoever heard of a wand made of grape vines. The mage probably wanted more wine, but couldn't spell because he was too drunk. That would explain how this one came into being.

Hurdles

Sometimes, you just want to scream, "Stand still!" Up and down, and zip and zap. Whew! Doesn't anyone ever slow down to think and plan before they act?

Schizzo

Here's an unstable character if you ever met one. He can't even seem to decide who or what he wants to be. He would disappear if anyone asked; unfortunately, no one will. You don't imagine they'd listen to you anyway; they rarely do.

