

Six-Sided Die! Die! Die!!

BEELPHAZOAR'S CASINO IS A CURSED ITEM WHICH TRAPS HEROES IN A UNIVERSE OF INTERLOCKING ROOMS, CONTAINED WITHIN A SIX SIDED PIG'S KNUCKLE DIE.

PLAINLY CREATED BY A DEVIL (COMPULSIVE GAMBLERS OF THE ABYSMAL REALMS).

TO USE: LEAN THE DICE AGAINST THE BACK OF ANY DOOR YOUR ADVERSARY WILL ENTER. IN OPENING THE DOOR, THEY SEND THE DIE ROLLING, AND ENTER BEELPHAZOAR'S CASINO INTO ONE OF SIX NEAR-IDENTICAL ROOMS.

THE ROOMS: ARE UNADORNED 24 X 24 FT COBBLESTONE CELLS WITH A 6 FT DOOR CENTERED ON EACH WALL AND SOME NUMBER OF 6 FT HEMISPHERICAL PITS SUNK INTO THE FLOOR. IF A PARTY LEAVES AND RE-ENTERS, THE ROOM WILL BE RESET AS IF THEY WERE NEVER THERE. THE COBBLESTONES GLOW BLUE-GREEN WITH FRUITING LUCIFERIN AND SMELL OF ROT.

THE DOORS: ARE PERFECTLY IDENTICAL, SEEMING TO SUGGEST "YOU CAN STOP LOOKING FOR A SPECIAL DOOR." EXITING OUT A DOOR, BRINGS YOU IN THE SAME DOOR IN AN "ADJACENT" ROOM. EXAMPLE: EXIT TO THE EAST DOOR, EMERGE FROM THE EAST DOOR. IF THE PARTY IS SEPARATED ACROSS TWO ROOMS WHEN THE DOOR CLOSES THEY'LL BE MAGICALLY SEPARATED UNTIL THEY BOTH ESCAPE. OR DON'T.

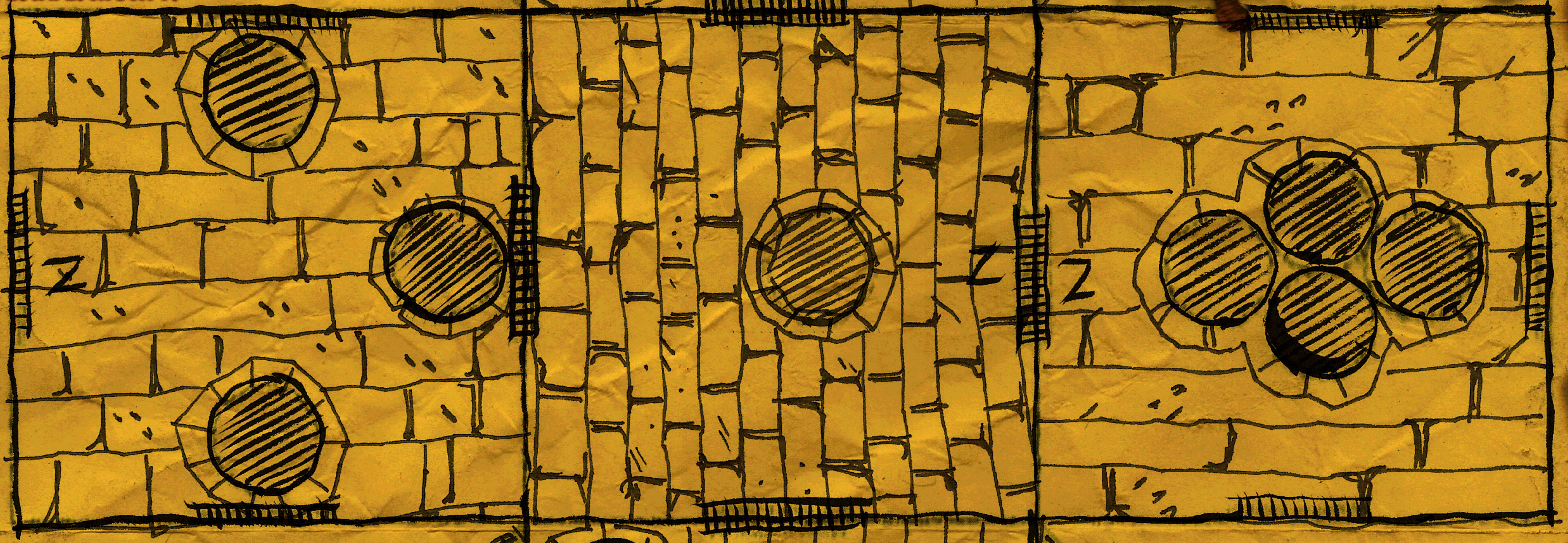
HORRORS 1 - YOU HEAR THE HARMONIZED BUZZ OF FELLOWSHIP FLIES WHICH DO NOT BITE - UNTIL ALL MAY BITE. THE HERO MUST CONSTANTLY SWAT, LEST EVERY INCH OF EXPOSED SKIN BE COVERED OILY, HAIRY FLIES WITHIN 30 SECONDS - AT WHICH TIME THEY ALL BITE, DOING SLIGHT DAMAGE.

HORRORS 2 - TWO SHOVEL HANDLES JUT FROM SOME CONVENTIONAL QUICKSAND - A CLASSIC FOR A REASON. IF A HERO DIGS 5 FT HE DISCOVERS A TREASURE CHEST FILLED WITH A SINGLE GARGANTUAN DIAMOND. A KING'S RANSOM! (BUT TOO LARGE TO FIT THROUGH THE ONLY POSSIBLE ROUTE OF ESCAPE.)

HORRORS 3 - THE ROILING PIT OF MOLTEN TREACLE SUSTAINS A SUGAR FIRE OUTGASSING ENORMOUS CARAMELIZED BUBBLES THAT SMELL LIKE CHILDHOOD AND BURN LIKE SIN. WHEN THEY POP EXPECT GOBBETS FLUNG OF SCALDING SUGAR, DOING SIGNIFICANT DAMAGE.

HORRORS 4 - A DENSE THICKET OF SINFUL-SHARP BRIARS (WITH MICE) THE BRIAR APPEARS EMPTY. SOON, AN OBSERVANT HERO NOTICES A MOUSE DRAGGING THEIR PRIZED WEAPON ACROSS THE FLOOR AND INTO THE PIT. ANY HERO WHO CHECKS FINDS 5 OR MORE THEIVING MICE ON THEIR PERSON.

By Brett Jackson



HORRORS 5 - THE HEFT OF STRANGELY FAMILIAR CELLAR DOORS BEARS THE WRITING "KILLER DOWNSTAIRS." INSIDE SIX STONE STEPS LEAD TO A DIRT FLOOR. IF A HERO ENTERS, HE FINDS NOTHING. IF A SECOND JOINS - THE FIRST WILL KILL HIM. THE CURSE IS LIFTED WHEN THE AFFLICTED HERO EXITS THE HOLE.

HORRORS 6 - A EFFERVESCENT WAFT OF DELICIOUS DEVIL BEER! IS IT COLD? FALL IN AND IT'LL FREEZE A MAN SOLID IN 25 SECONDS. IS IT STRONG? ONE SIP DRUNKENS LIKE 20! DO IT'S VAPORS EXPLODE WHEN APPROACHED BY ANY OPEN FLAME? WHAT DO YOU THINK?

THE PITS: ARE FILLED WITH HORRORS. EACH 6 FT HEMISPHERICAL PIT HOLDS 57 CUBIC FEET OF HORRORS AND A ROOM CAN HAVE UP TO 6 PITS. A ROOM'S PITS ARE ALL FILLED WITH THE SAME HORROR, BUT THE HORROR CHANGES FROM ROOM TO ROOM. EACH PIT MAY BE APPROACHED SAFELY, UNLESS PERTURBED BY TOUCH, LOUD NOISE OR BAD ATTITUDE.

THE ESCAPE: AT THE BOTTOM OF EVERY PIT (LOOK UNDER THE HORRORS) IS A COOL FLOOR OF FRESH TILLED EARTH. IF A HERO DIGS OR DISTURBS THE DIRT IN ANY WAY, THEY WILL CATCH A SHAF OF SUNLIGHT AND EMERGE FROM A FRESHLY DUG GRAVE IN THE CEMETERY CLOSEST TO THE PIG KNUCKLE.

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