



Caged in Stone

THE GREATEST WIZARD OF ALL TIMES RUMORED TO KEEP THE MOST POWERFUL ARTIFACT IN THE WORLD. BEFORE HE MOVED TO ANOTHER PLANE OF EXISTENCE, HE TOLD TO HIS YOUNG APPRENTICE THAT ARTIFACT SHOULD REMAIN HIDDEN. IN HIS GREED TO POWER YOUNG BOY SPENT ENTIRE LIFE SEARCHING. FINALLY, HE FOUND THAT SIMPLE PIECE OF STONE WITH SOME CLEAR SENSE OF HIS MASTER'S MAGIC INSIDE. NOW HE ALSO FOUND SOME ADVENTURERS STUPID ENOUGH TO BE TELEPORTED INTO THE STONE TO BRING THIS LONG-AWAITED ITEM RIGHT INTO HIS HANDS...

ENTRY POINT - you are teleported here right from the magic laboratory of your boss

Golem statue. "The one who passed all the halls can get the reward" - scribed on his torso.

ADVENTURE TIMER
START AT 0. GM CAN ADD +1 WHEN THE PARTY: SEARCHING FOR HIDDEN THINGS, VISITING THE ORACLE, BREWING A POTION, RESTING, ETC. AND APPLY EFFECTS CONNECTED TO THE TIMER:

1. YOU LOST THE SENSE OF PRESENCE OF YOUR BOSS. MAYBE HE IS NOT WATCHING YOU ANYMORE?
2. THE STONE STARTS SHAKING FROM TIME TO TIME. IT IS HARD TO STAND STILL.
3. ROLLING HAPPENS - UP IS DOWN, DOWN IS UP.
4. MAGIC FLUCTUATION. RANDOM CITIZENS OR GUARDS ARE TELEPORTED INTO THE ROOM. THEY ARE IN PANIC OR ANGER.
5. MAGIC STORM STRIKES THE ROOM.
6. TOTAL DOOM. STONE IS CRACKING AROUND. BOULDERS ARE FALLING DOWN. ALL GOLEMS ANIMATED AND GONE MAD.

THE STORY OF ABOVE: THIS STONE WAS STOLEN BY A THIEF. HOWEVER, HE WAS UNLUCKY TO BE CHASED DOWN THE STREETS AND KILLED ALONG WITH THE MAGE WHO PAID HIM. AS SOON AS TELEPORTED OUT OF THE STONE, HEROES FOUND THEMSELVES ON THE SIDE STREET OF THE CITY, CLOSE TO DEAD BODIES OF THE THIEF, FEW TOWN GUARDS, AND A ROASTED CORPSE. THE WIZARD IS QUITE EXHAUSTED AND WOUNDED, BUT LOOKING AT THEM IMPATIENTLY.

CAVE OF WONDERS
Big cave lit by the magic globe in the center. Piles of treasure shinning around. Name the treasure and you can find it here! Pick single, and all others vanish at the same time. Put it back to see them all again.

To see THE ARTIFACT you should put entire cave into complete darkness

Angel statue: opens the portal to outside world. Judges you for your actions inside the stone. Found guilty in crimes be teleported right onto vacant x-crosses. Calling advocate?

Golem statue: "The rule is simple. You can take only one prize"

Anyone trying to pass this doorway with a weapon will be teleported onto vacant x-cross (if there is one).

Scorpbridge: Nasty scorpion is patrolling the area under the bridge. He strikes anyone trying to cross the mud lake.

Scorpion's poison corrupted this group of people. They look like banelings.

Potions of permanent transformation into mud mermaid. Mermaids are immune to magical tunes of Music Halls.
Crazy alchemist looking for a potion of temporary transformation. Apply your intellect to help him in his experiment.

Floodgate (anti-noise) system of two metal doors. You cannot open second without closing the first one.

MUSIC HALLS: you got music delivered right inside your head! Test your will to get to the exit. Fail and be charmed by the tune - roll D6 and walk into the room (1-2 drums, 3-4 heavy metal, 5-6 opera)

Golem statue: "Do not turn back - you are too close"

ROOM OF TOTAL SILENCE: you cannot hear even your own voice

