

3:

h 10ft skylight. **i** 6 stained glass windows depict evolutionary scenes (a fish crawls from the sea; a neanderthal). **j** Stone statue with 4 faceless heads & 4 arms, inscribed *Quatralopithecus*. 4 hands grasp **the Blood Egg**. **k** Crate bears a spider icon; contains burlap sacks and 1 dusty cashew (walk on walls for 1 hr if consumed). Mahogany chair & table set. Wardrobe displays 4 masks: amber ape, lapis bird, jade lizard, & coral shrimp. **l** Hammock of woven hemp fixed to the wall by the door.

For each mask placed on the statue in the reverse order that they are listed above, 1 granite hand moves from the jewel - but the final mask (or any mistake before that) triggers a trap!

2:

e Everescent green acid gouts from a pipe into a 10ft pool (scalds flesh if touched). An emerald is wedged in the drain among the grit. **f** 4 skeletons dangle from chains (**T2**). **g** 4 levers raise or lower the skeletons. If one reaches the pool floor their chain falls loose from the winch.

T2: Skeleton Trinkets (roll 1d6/skeleton)

- 1-3 nothing
- 4 silver arrowhead in eye socket
- 5 gold tooth worth 1 coin
- 6 gold ring on finger stub (cursed! constricts finger until it rots)

1:

a Pickled curios in glass jars (**T1**) line steel shelves. **b** A deadly snake coils in a tropical terrarium. **c** 2 brass levers. **d** Fine red carpet conceals a trapdoor under the terrarium (leads to grimy cellar & 3ft sewage shaft draining into the open air above the sea).

The shelves are magnetized - any metal that touches must be pried away (including jars and the floor itself). Demagnetizes if either lever (or both) is thrown. The ceiling falls 2ft/second if exactly 1 lever is thrown. Reversing the levers reverses these effects.

T1: Pickled Oddities (roll 3d6/jar)

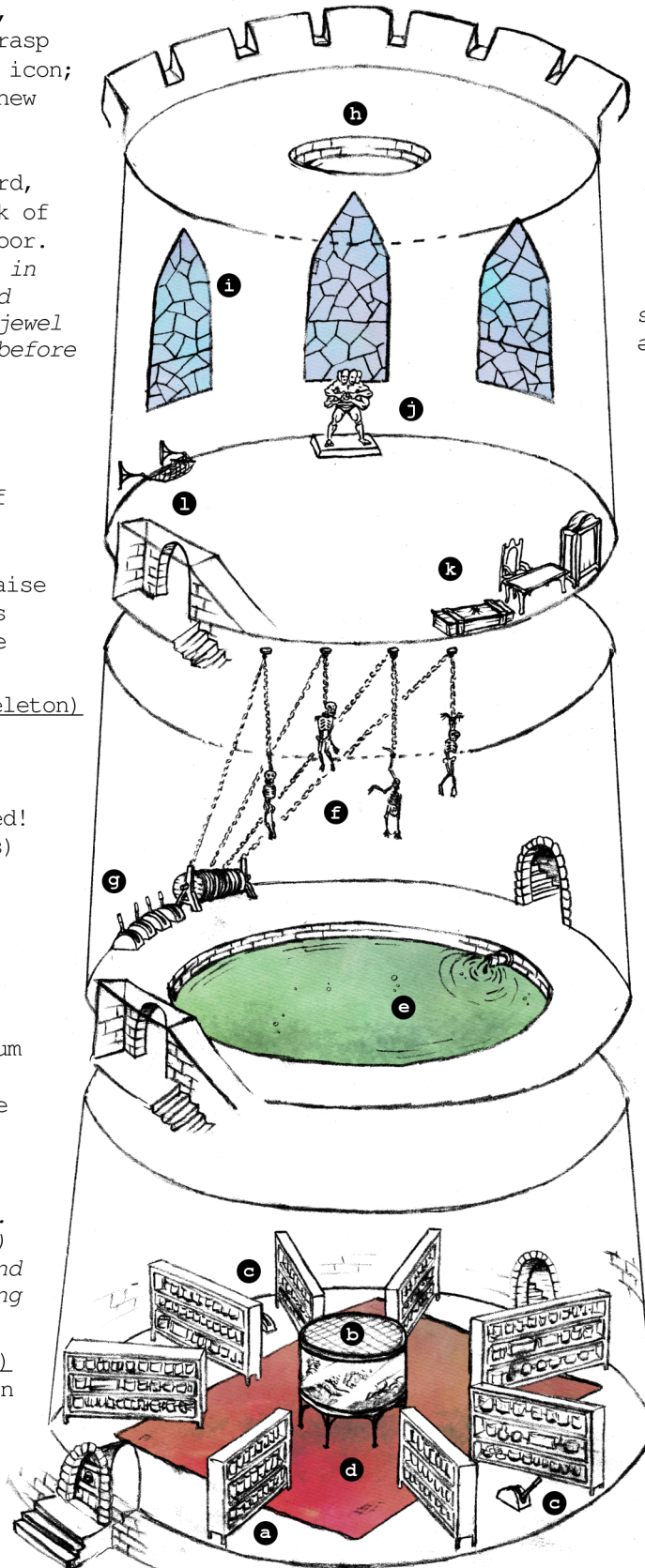
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|-----------------|-------------------|
| 1 human eyes | + health if eaten |
| 2 newt skin | poison if eaten |
| 3 horse ears | worth 1d20 coins |
| 4 rat lips | worthless |
| 5 hyena bladder | worthless |
| 6 ??? tongues | worthless |

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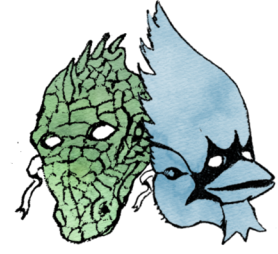
The tower of Volutia the Vivimancer perches on a lonely lip of rock jutting from the Great Cliffs, 500 feet above the crashing sea. It is rumored that the Blood Egg, a ruby the size of a melon, is kept here. The sorceress seems to be away & the secret password you acquired has unlocked the front door without a hitch...

3.5:

A trap! The entire tower shudders violently & flips upside down in an instant. Anything not secured falls 30ft. The doorways are now over 20ft up! (Flip sheet over to continue.)



The inverted tower now dangles from the overhanging lip of the cliff. The furniture crashes to the ground (but does not break). The statue grinds to life (**T1**) & tries to throw PCs through the skylight to their certain doom. It welds the ruby like a bludgeon. **T1: Quatralopithecus** Massive stony body of great strength. Resists blades & arrows. Grabs with 3 hands, bashes with the 4th.



The front door now leads to solid rock. Everything in this room remains fixed to the ceiling unless demagnetized. If that happens, beware shattered glass, heavy shelves, a tangled carpet & an angry snake. The trapdoor to the sewer shaft is also revealed... Acid showers down from the pipe, filling the room 1 ft/5 minutes. The skeletons have animated & will attack anything their chains can reach.

A short climb through the grimy sewer leads to freedom. Much has been plundered but the right buyer may be hard to find & Volutia will be looking for the burglars. In fact, she may be waiting outside...

BARTIZAN

of the BLOOD EGG