

LAZZER BEARS!?! FOR TEH WIN: AN UNSUITABLE ADVENTURE FOR CHARACTERS OF ANY LEVEL

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There's something strange going on in the woods. All the small game seems to have disappeared. No squirrels. No woodchucks. No mice. No rabbits. There are birds, but they look tired and haggard. WTF is going on?

1. Big-ass oak tree. A WAR OWL makes its roost in the upper branches. It likes to eat elves, halflings, and gnomes, but will nibble on dwarves before spitting them out because beards taste gross.

1a. JUNIOR ENT. He was hired by a nearby thorp to guard the caves (to keep people out or to keep something in—he's not sure which; he's kinda slow). He's lonely and likes to talk but sucks at small talk. He's fond of the WAR OWL.

1b. Three-foot-thick barred iron door, protected with powerful magic beyond the knowledge of anyone who should know such things. It's impervious to spells. The JUNIOR ENT has a key he found that opens the door, but there is no visible keyhole. The magic word to reveal the keyhole is *breath*. When the door is opened, an ungodly smell of death and decay hurls through the air in a gaseous cloud. Save vs. Breath Weapon, or be incapacitated for 1d6 hours. PCs must save again as areas 4 & 5 are entered.

1c. A three-foot-thick barred iron door, similar to the one in 1b. This door shows signs of abuse. It is rusted and battered, with a hole at the bottom large enough for a halfling or gnome to crawl through.

2. 2 GIANT HONEY BADGERS in rut. DO NOT INTERRUPT THE GIANT HONEY BADGERS IN RUT! Also, a small sack of emeralds worth 500gp and a rusty dagger.

3. 4 BLOATED ROPERS are hanging out here (literally—they're hanging down from the ceiling). Wedged in a crack in the cavern wall in the upper left corner is a rucksack containing a lantern holding an Everburning Candle, a deck of playing cards, and sixty-three linen-wrapped glass vials.

3a. This passageway ends in a 7-foot-wide, infinitely deep crevasse. Parties attempting to jump across will be stopped by ORCUS, who will reach his fiery, scaly hand through the crevasse and swat the PC against the back wall of area 3. The only way to get across safely is to use either the JUNIOR ENT or one of the BLOATED ROPERS as a bridge.

4. LAZZER BEARS!?! Lair. This area is the cause of the stink wafting through the entire encounter zone. 6 LAZZER BEARS!?! live here. LAZZER BEARS!?! are awesome cool and shoot lasers out of their eyes and butts and are totally immune to magic weapons because they are really aliens from the planet Xernon who accidentally time/plane shifted into this area and are

awaiting orders from The Grand High Poohbah of Xernon about what to do next. But the Poohbah doesn't know they're missing. In the meantime, they're hiding out in this cave, playing cards and getting drunk on the blood of small mammals.

They really like to play **King's Cups**. They're good at it, too, despite not having opposable thumbs. If the PCs can get the LAZZER BEARS!?! to play King's Cups or any other card game and lose at least three hands, then the LAZZER BEARS!?! will give them a HollowDeck (a Deck of Many Things missing half the cards) as a gift of high esteem. If the PCs lose more than three hands in a row, the LAZZER BEARS!?! try to eat them. LAZZER BEARS!?! have the same fighting stats and non-psionic abilities as Mind Flayers, but look like Wookies on meth.

4a. LAZZER BEAR!?! Urine Pool. LAZZER BEARS!?! bathe in their own urine to keep flies and other body parasites away. This is a big communal pool of LAZZER BEAR!?! pee, about six feet deep. It smells like lavender and looks like snot. LAZZER BEAR!?! urine is known to cure the hurpderp shakes and myriad other diseases. At the bottom is a SLIME SALAMANDER, just chilling out, and a Sword of Swording (adds +1 to hit, no extra damage).

5. Dead Things. The LAZZER BEARS!?! throw dead things they've eaten over here. It's pretty gross because it is a big rotting pile of stuff but some of it is not quite dead yet because the LAZZER BEAR!?! urine can sometimes turn small, nearly dead things undead. The whole pile of dead things includes 6 WIGHT RABBITS, 2 GHOST SQUIRRELS, 3 REMNANT BADGERS, 2 ZOMBIE SHREWS, and 4 GHOUL GOPHERS. They will attack if disturbed. They are always disturbed. Also in the pile is a Ring of Daisies (wearer smells fresh and clean at all times).

6. MERWIN THE MAGNANIMOUS is hiding out here. He's been trapped for six days and it looks like he has put himself in a trance. Or maybe he's just lost his mind. Roll a 1d20: 11 or higher, he's nutso and will attack with the abilities of a 16th level magic user who loaded up on fireball spells. Roll a 10 or lower and he snaps out of his trance like a gibbering 1st level n00b and is willing to pay the party 3,000gp to escort him safely to his tower in Lankhmystara. He won't stop screaming hysterically the whole way back. Even if the PCs knock him out. And they'll want to knock him out.

Carved in dwarvish on the inside back of the door is this message: BEWARE THE LAZZER BEARS!?! FROM BEYOND THE STARS! THEY WILL EATESES UR BRAINZ AND SLURP YUR BLOODS EVEN IF THEY PRETENDS TO BE YUR FREINDSES.

