

# RUMORS - Things are Not Always as they Seem

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**Rumor #1:** The AMAZING Fountain of Youth has been found in a forest ruin.

**Rumor #2:** A Demon in a volcano requires a human sacrifice or He'll destroy a village and it's time for the sacrifice

**Rumor #3:** A princess is captive in an island tower

Have PCs reach maze very thirsty, so the 1st fountain's effects cause them to drink from all fountains.

Decide if fountain affects are permanent or temporary.

**Sell it** (i.e. "you begin looking more youthful and have more energy..."), try to get all to drink before full effects of the fountain take place.

## 1. Extreme Thirst

(The kind that causes panic.)

## 2. Insect Magnetism

(Attracts annoying swarms of insects to PCs who drink. PC has -1 to dice rolls in combat.)

## 3. Werewater (Permanent)

(Turns PCs into a were - from random were table below.)

## 4. Race Morphing

(PCs change race, example: dwarf becomes elf OR human becomes gnome OR elf become half-orc, etc.)

## 5. Fountain of Youth

(Turns PCs into racial equivalent of a 5 year old.)

After becoming children, a huge chimera appears to eat them. **Yeah! It's a Fray!** (In its cave, there may be potions of restoration; enough for all OR 1 less potion than # of PCs?)

## WERE Table (body mass = PC)

1. Were - Ghost
2. Were - Gorilla
3. Were - Medusa
4. Were - Zombie
5. Were - Scorpion
6. Were - Snake
7. Were - Carnivorous Ooze
8. Were - Spider
9. Were - Yeti
0. Were - Elemental

**Have some fun with the PCs trying to find a boat.** Local fisherman mistrustful of the party & don't want the princess rescued, but won't say why.

Depending on party strength, there may be a hydra on the isle. Also, medicinal orange/white berries that cure poisons.

## Island Tower - First Floor

1. Reading room. If searched, find 1 tomb containing 10 spells no PC in party has.
2. Kitchen. 3 skeleton cooks, attack if provoked. Each has a +3 cooking utensil
3. Stairs Up. Treasure chest w/good stuff.
4. Pantry with lots of food, water & mold.

## Island Tower - Second Floor

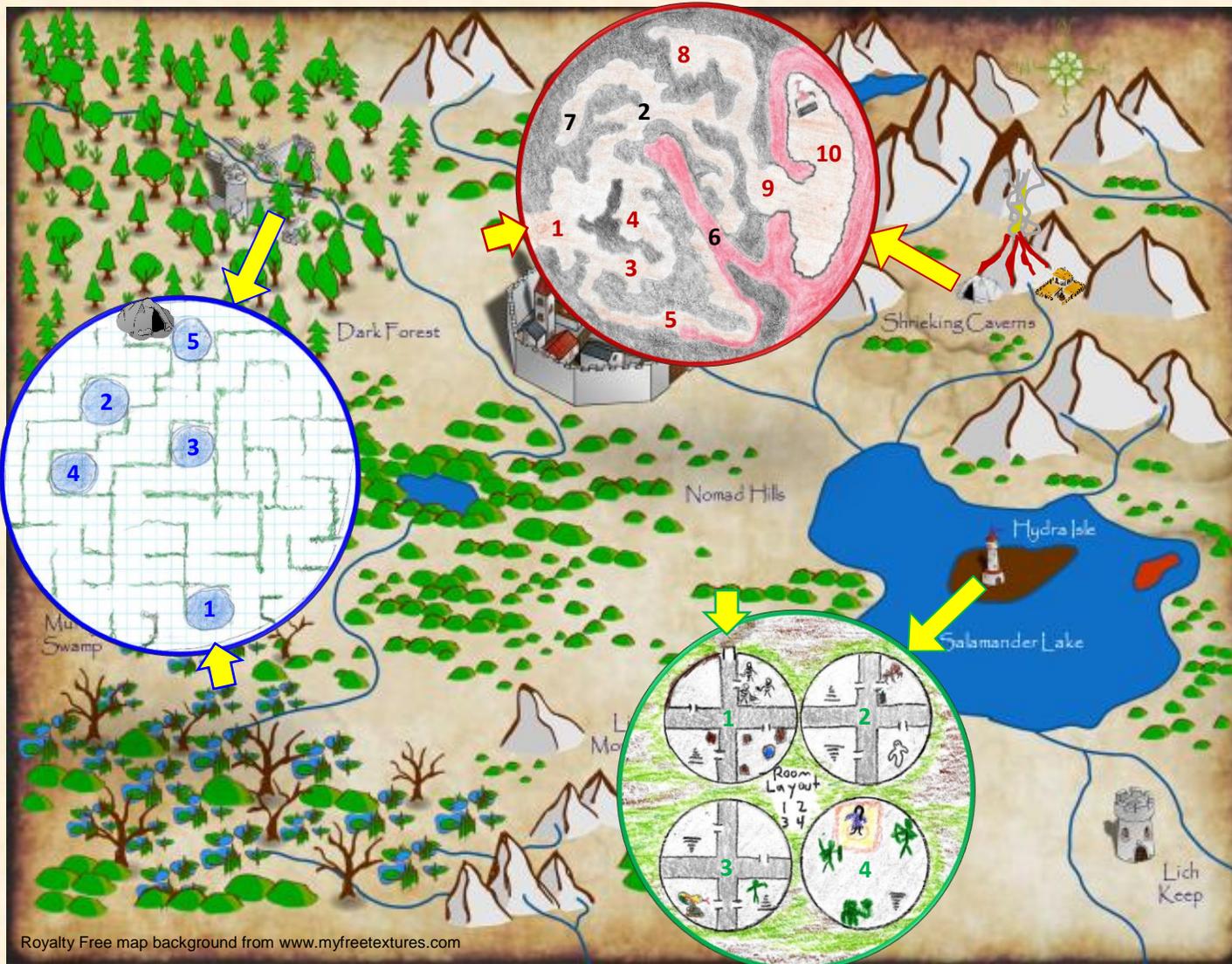
1. Stairs Up. A jade werewolf statue.
2. Arrow trap on door/venom. Giant venomous spider - PCs lose 1 HP/hour from venom.
3. Stairs Down. Six jade sheep statues.
4. Empty room and chest. Or is it? Ghost!

## Island Tower - Third Floor

1. Stairs Down. Chandelier w/ emeralds.
2. Empty. Secret closet with venom cure potions; 1 less than # of PCs infected.
3. Giant venomous snake. 20% asleep.
4. Stairs Up. And an animated jade statue (elf ranger), will attack if provoked.

## Island Tower - Fourth Floor

The room is lavishly decorated w/ lifelike jade statues of heroes. The princess is reclining and is grateful to be rescued. **Oh no. She is actually a Were-Medusa and sometime during their travels a full moon arises and, well...**



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The shrieking caverns are the only entrance to **The Demon's** (8d10HD) volcanic lair. The terrified sacrifice was delivered a mere hour before the party arrives. Trinidad Moruga Scorpion peppers grow outside. The shrieking caverns are named for all the ghosts of past sacrifices haunting them; but they will *not* attack unless attacked. They are freed when/if **The Demon** is killed. *Saving Throws are a good thing*

1. A red, scorpion medusa with flame arrows (2d10). She'll step aside for a kiss (3d10 damage) or Moruga Scorpion peppers. Remember, Hell hath no fury like a medusa scorned.

2. Secret Passage.

3. 5x Fire Demons (powerful).

4. Vampire. 20% asleep in coffin.

5. 2x Fire elementals.

6. An impassible looking lava flow. White hot, ruby chainrings imbedded in ceiling above.

7. Treasure chest - 3d6 fireball trap - affects everyone - rubies

8. Big Red Dragon :)

9. 8x Skeleton wizards with fire spells and +4 fire weapons.

10. **The Demon** is standing behind a black, stone altar that radiates cold darkness, sapping energy (1d4 hp/round). Chained to the altar is a woman, pale with fear. Seeing the party **The Demon** smiles, "I've been waiting for you. After I feast on this beauty, I'll feast on your souls." The demon waves a hand and all PCs who are not a **were** cannot move. (How can they break the spell? It would be good for them to find a way.) **This rumor is true.**

**Random Encounters** - 1. Gypsies - 2. Orcs - 3. Dragon - 4. Cyclops or Giant with +2 weapons & 7x wolves - 5. Bandits around a campfire - 6. A lost NPC - 7. GMs favorite monster - 8. The Parties Rumor Destination