

The MAD Conjuror's Tomb

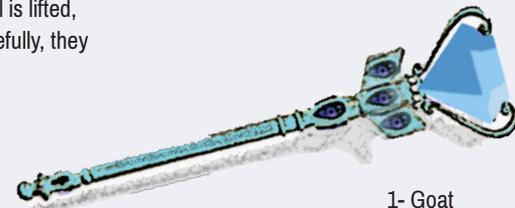
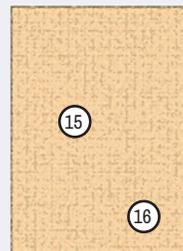
The Summoner's Scepter lets intrepid adventurers call forth beasts of which they've never seen before. So when the characters find an old wizard's map that supposedly leads to its location, they can't help but investigate.

- ① The wizard's map leads to this well-hidden cave that descends into a **kobold** tribes' newly-found home.
- ② A dozen surly **kobolds** protect their lair. If their leader's dies, they'd be happy to ally with the adventurers, especially if they can deal with those nasty bats.
- ③ A pair of depressed **kobolds** hide in here, perfecting their shrine for their recently deceased dragon, Varashaunaur.
- ④ A array of boulders prevents anyone from easily proceeding into the tomb. The sad **kobolds** suspect a great horror lives down there, and are hiding some explosives that could break the rocks if need be.
- ⑤ Scaling down the slippery rock wall is difficult without a rope, especially if they wake up the four ill-tempered **tiger/bats** by making too much noise.

- ⑥ These other bats also look a little strange-- they're six more **tiger/bats** left over from the Summoner's Scepter - and they want a fight.
- ⑦ The bodies of treasure seekers lie throughout this chamber. One of the rogues holds a magical dagger that sometimes bursts with extra psychic energy when it takes a life (wielder immune).
- ⑧ An ancient **golem** laments that it was the companion of a wizard who has now been lost for a very long time. It says the wizard opened this locked iron door by retrieving four gems and placing them into the four empty chambers carved into it.
- ⑨ A nearly invisible **water elemental** lurks in this natural-looking pool. It constricts anyone who manages to swim to the bottom of the murky liquid and find the water opal gem.

- ⑩ The greedy barbed **devil** will somehow have to be convinced to hand over his bloodstone gem, as killing it destroys the gem as well (new versions teleport here one day later). He's a ruthless negotiator and seeks a worthy reward for his treasure.
- ⑪ The devil's sarcastic and sharp-tongued **imp** familiar has a plan of its own - it will offer players its own "mildly cursed" gem that works on the door too, except it makes the holder roll once on the Summoner's Scepter table and gain those physical features (but no stench, fortunately).
- ⑫ All the traps in here are already set off - pit traps are exposed, axes have been swung by **animated armor**, and poison needles litter this hallway. Once the moongem on the pedestal at the end of the hall is lifted, however, all the traps reset. Hopefully, they were carefully studied.

- ⑬ **Satyrs** sing and dance in a raucous party of uninhibited joy. Adventurers who can impress the hedonistic pleasure-seekers might get invited to the private table at the back, where they can try their luck at a drinking contest whose reward is a fine emerald.
- ⑭ Placing all four gems in the door reveals a small library with a tome placed on a perch. If read properly, it opens up a portal to a demiplane that closes in one hour.
- ⑮ The **Mad Conjuror** resides in the demiplane, deliriously grasping the Summoner's Scepter, as he's been trapped there for hundreds of years. He casts two abominations and laughs maniacally as he cries out "you'll never take it from me!"
- ⑯ The demiplane is full of terrifying sights. Dozens of different beasts, who wander aimlessly, have been morbidly fused together in what looks like an insane experiment. Adventurers might go crazy from the sights, sounds, and smells, and forget to leave the demiplane before the portal closes. But if they can defeat the powerful mage and his two **abominations**, they'll finally get their hands on this wondrous magical item.



The Summoner's Scepter

Wielding this rod of power grants the user the ability to call forth an experimental **abomination**. Roll twice on the list to fuse two conjured beasts into one, like a **tiger/bat**. This creature has the health and powers of both, in addition to a fetid stench that can incapacitate opponents who get too close to the hideous horror.

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| 1- Goat | 11- Elephant |
| 2- Hawk | 12- Stag |
| 3- Cow | 13- Crocodile |
| 4- Black Bear | 14- Panther |
| 5- Dog | 15- Snake |
| 6- Tiger | 16- Ox |
| 7- Shark | 17- Bat |
| 8- Vulture | 18- Wolf |
| 9- Octopus | 19- Lion |
| 10- Gorilla | 20- Polar Bear |