

Trial of the Lamp

There's a legend that somewhere worthy adventurers and weird beings can find a special tavern in which incredible desires can be granted and this variegated attendance can watch a wondrous show that is staged from time to time, when a worthy adventurer group accept to participate in this trial, and possibly win a treasure map that will lead to a mountain of gold.

The tavern is built in the very inside of a Marid lamp, which is also his host. He made this tavern in the centuries for a purpose: to gain freedom from a curse, as he'll be set free only when the treasure, in which this lamp is the most prized item, will be all spent by those who will find it, but since the gold is now buried in an ancient, forgotten city in the desert, the curse will never set him free. Osum-Ac, that's the name of the djinn, has only a luck: in the centuries, the curse has faded a bit and he was able to snatch some of his power back, with which he built the tavern and gained possession of a big emerald that he can use to scry everywhere and everyone he knows the location or the name of. To enter the tavern one must first find it, as a servant of the genie moves around in the city, a duplicate of the lamp that works as a portal: the servant is in contact with his master and the genie will grant access to adventurers if they ask for, and among the guests of the tavern there are many weird creatures often, like demons, drows, even maybe a dragon polymorphed in a humanoid.

The trial is a series of tests for a group of adventurers set up in the lower level of the tavern, which can be seen from a large room resembling an arena at the first floor; the structure has three levels: ground level contains storage areas and the trials rooms, first floor contains the tavern, some leisure areas and the arena room for looking at the trial, and second floor have some rooms for customers and a wondrous harem with female creatures coming from all over the realms.



1) Osum-Ac room, the secret door holds a large treasure and the scrying gem, an orange size emerald, and a bonsai tree which is tied to the diad he holds inside the harem.

2) The fabulous harem. Among the other female creatures, the genie trapped here three special ones, which are very prized: a succubus, a dryad and even a medusae, the latter can be met only after the genie, which is immune to the monster stare, casts a blind spell on the guest, and remove it after the service is paid.



3) Tavern salon.

4) Kitchen

5) Larder

6) Guests rooms

7) Bathroom

8) Scrying arena: here Osum-Ac reunites all his guests every time the trial is started. He uses the scrying gem to project on a smoke curtain in the middle of the room, images from the trial: a high ticket is charged for this show.

9) Gambling and shows room

10) Entrance portal



11) Trial start room: when the pc's enters here they hear a Hatif, a voice from nowhere, speaking to them "Here starts your trial, a travel into the desert sands for the wise and brave adventurers; the trial may prove mortal for you all, do not dare to cheat, you cannot. The trials are those of flesh, of water, of fire and of air". The one-way door then opens, and when the last character gets through, it closes again and cannot be opened or broken.

12) Trial of flesh. This room has a step on a corner with a large, rich bed on it. On the bed is lying an incredibly beautiful woman, dressed with semitransparent veils, tied to a long, heavy chain that is long enough for her to reach the exit door, she also wears a golden necklace with a key to open the exit door. A small smoke table sits on a corner with food, kefir and an incense burner on it. The woman will try to convince the group to leave the youngest member in the room to let her indulge in the pleasures of the flesh, or eventually with information about the next test. The woman is a ghoul: if the character is left with her, he will transform and eat him, if the group promises to leave the character behind, said character won't be able to get through the door as a magical barrier will prevent it. The woman seems uncomfortable everytime someone gets near to the table, and eventually, the ghoul will reveal himself: she cannot be killed by normal means and only a single strike that will reduce her to 0 hp exactly will kill her, or anyone can light the incense and the ghoul will fade in the smoke, leaving the key behind.

13) Trial of water. A chest full of gold, a fountain of water and a big scale stays in this room. There's a cup on the small fountain and another Hatif says "you need to give a measure of water and a measure of gold to keep traveling. Pc's must fill the cup and pose it on one scale plate, on the other they must put all the gold from the chest, and the door will open.

14) Trial of fire: the corridors here have their floors made out of a fiery metal grate, they will damage heavily anyone stepping on them, enough to kill everyone at the end of the first span of the corridor. There's a sundial on the wall, which pc's can rotate, and a Hatif says, this time "do not travel under the sun". If the players make a full rotation of the sundial, the roof will transform itself into a starry night and the grids will turn off. There may be other means of traveling there but any magical one will be dispelled; another way to travel in the corridor may be the use of the water in the previous room, but only the one on the scale plate.

15) Trial of air: a Hatif says "trust not the vanishing visions". There are two doors in this room: the nearer one has mosaics and looks very rich, the other one seems old and decaying, in front of the first there's normal floor, and the other has a pit full of scorpions and snakes, with only a small beam to get toward it. In fact the pit is real, but extends in front of the rich door too, except an illusion shows it as normal floor. Getting on the other side, will make the players gain an exit no matter the door chosen.

16) The last room is not a trial per se: another Hatif will say "Eat and drink, your travel is ended, but do not light anything here, because the Ifrits are made from a smokeless fire; trust me and do not offend my hospitality". There's a table with a banquet inside the room, but all is poorly lit. It's possible to eat everything here, but every pc must eat or drink something, even a bit, to open the last door. Lighting any fire here, even a candle or a torch, will spawn indeed an Ifrit.