BRUTAL
Big Bad Ball Busting Bloody Battles

THE BRUTAL ADVENTURE WRITING GUIDE

This adventure takes place in and around the city of New-Zella™.
Created and freely distributed by

DAVID J. STANLEY

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Special thanks to everyone else involved, especially the editors. If you find any errors, typing mistakes, etc. PLEASE visit www.BrutalRPG.com and submit feedback to David J. Stanley.

Kristina Stanley....................................... Daughter of David, and best damn proof-reader in the world
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BRUTAL
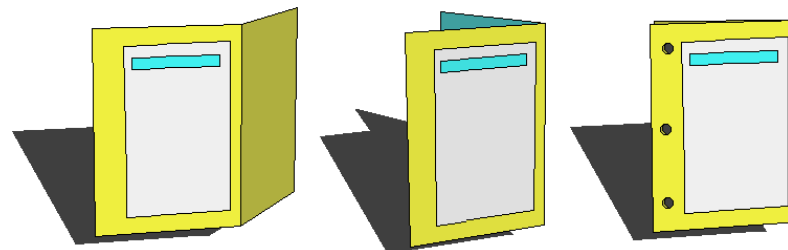**BRUTAL** is a trademark of David J. Stanley.

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FOLDING INSTRUCTIONS
This is a FREE PRESS document, and you are responsible for any and all printing, folding, and binding of this document that you choose to implement. It is expected that you will fold each page as shown below and punch holes to add to your binder (half-sized 5.5 x 8.5). Another alternative is to fold each page as shown below and have a printer shop such as Kinko's® or OfficeMax® bind it using either comb binding or spiral binding. If you opt for the comb or spiral binding, it is highly recommended that you have them add a clear cover to the front, and a solid black cover to the back.

SAFETY CHAIN – These are small short chains that can be hooked from the backside of the door. They can not be seen or picked. They do not add any Strength to the door, but once the door is forced open, the chain stops the door from opening. Once the door is opened, the safety chain uses it's own Strength to stop the intruder.

Desperate to get out of the hallway and hide from the beast that hunts you happen upon a closed door along the side of the hall. With no time to spare, you push against the door with all your strength and force the door to swing open, however your not safely inside yet. A small metal chain has been latched between the door and the wall keeping you from opening the door any further. Now you will have to attempt another Strength roll to break the chain, but how strong is the chain? and is there enough time?

Safety Chain: ST=3d, LF=3, HP=9

KEYHOLE – These are similar to dead bolt locks except they have small to large odd shaped holes on their front side that enable them to be locked from either side of the door. They are more often found on chests and other containers that need to be locked from the outside of the lock. Key hole locks use tumblers (spring loaded metal teeth) and only the right key will activate the proper combination of tumblers. The proper key, or a successful "Pick Locks" action can then rotate a lock mechanism inside the key hole and engage or release the internal dead bolt.

The gate on the cage is held closed by an internal dead bolt or something, with not but a tiny keyhole. If only you had a set of lock picks, you could attempt the Pick Locks action, but with them you've no choice to but to continue attempting to force the gate open using your strength.

Keyhole: ST=14d, Lock=6d, LF=12, HP=48

ROPE KNOTS – These are complicated loops and twists of common rope used to hold two or more different ropes together.

The ship is held fast to the docks by a very large rope that has been tied into an intricate knot. The old pirate guy untied the knot in seconds, but you could likely spend years. Perhaps it's better to simply cut at the ropes for a few minutes.

Rope Knot: ST=7d, Knot=8d, LF=8, HP=21

PAD LOCK – These appear as small to large metal boxes with a heavy metal hook and an internal key hole. These are used to join chains together.

The old temple doors are held closed by a great steel chain that wraps repeatedly through the door handles and is locked by 5 different pad locks. You'll likely never be able to force open these doors using Strength alone, and without a set of lock picks you're probably wasting your time.

Pad Locks: Qty=5, ST=12 each, Lock=9 each, LF=10 each, HP=42,40,39,37,31
Steel Chains: Qty=5, ST=18 each, LF=12 each, HP=50,47,46,44,40

ALARMS

Some areas and things have alarms that produce a sound when disturbed. Not all alarms will have the same set of ability ratings.

Life Force (LF) and Hit Points (HP) are used when the alarm can be "Bashed to Bits" or perhaps even burned.

Alarm (Alarm) is used when a character attempts to "Disable an Alarm", once it has been found.

Secret (Secret) is used when the alarm was built to appear as anything else, but not an alarm.

Hidden (Hidden) is used when the alarm is being concealed in some manner.

SCREAMING SHROOMS – A rare breed of mushrooms is occasionally used as an alarm. They puff up with air then wait for something to pass by within 12 inches of them. Then they instinctively compress and squeeze out the air to release a loud shrieking noise.

In the back of the cave are 5 large Jhizi Dynho adventurers, sleeping peacefully with no guards. But the entrance to the cave is filled with screaming shrooms. One step in and the mushrooms will scream and the creatures will awaken and attack.

Screaming Shrooms: Qty=12, LF=1 each, HP=3 each

BACKSIDE BELLS – Some doors, curtains, and such have small bells mounted on their backsides, out of sight. When bumped, opened or otherwise disturbed, the bells jingle a simple alarm.

The door is cracked open and beyond the gaping edge can be seen a long dark hall. Sneaking into the Wizard's lair is going to be easier then you first thought, ..or is it?

Backside Bells: Can't be seen, Jingle when disturbed and alert the guards in area [B.7].
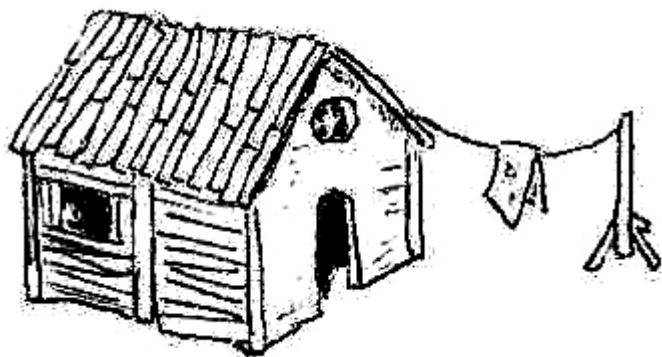
TRAPS

Every trap is different. Some are easy to find but difficult to remove, while others are very difficult to spot, but easy to avoid. Some cause deadly damage, other's simply block-off your escape. Not all trap's have or need the same set of ability ratings.

Some traps offers a chance to miss or avoid them. Chances are defined as a number between 1 and 5. A roll of 1d6 is used to determine the outcome of the chance. For example, a (4 in 6) chance to avoid falling into a deep dark pit indicates that the player may roll 1d6 and if the get a value of 1, 2, 3, or 4 then they manage to avoid the pit and not fall in. Realize that a (1 in 6) chance is far more difficult to succeed then is a (5 in 6) chance.

Miss (Miss) is used when there is a chance to walk right pass the trap is miss it all together. When a trap has a chance to miss it, the Game Master rolls to see if the characters missed it unknowingly.

Avoid (Avoid) is used when there is a chance to avoid the trap once it has been set off. When a character sets of a trap, a chance gives potential victims of the trap an opportunity to roll a dice and avoid the trap completely.

Life Force (LF) and Hit Points (HP) are used when the trap can be "Bashed to Bits" or perhaps even burned.

Strength (ST) is used when the trap is trying to resist be forced open by a "Strength" roll, or when attempting to cause Impact or Crushing Blow.

Secret (Secret) is used to resist the "Spot" action when characters attempt to look for it.

Trap (Trap) is used to resist the "Remove Trap" action once characters have successful found it.

Damage (Damage) is used when the victim automatically suffers damage immediately, ..possibly caused by falling, burned alive, or perhaps even crushed.

Attack (Attack) is used when the victim must try to avoid some damage such as spikes at the bottom of a pit, or perhaps an arrow being shot from the hole in the wall.

PIT – These are deep holes covered to appear as part of the ground or floor. Lion traps are constructed as deep pits covered with sticks and leaves. Dungeon pits are often covered with carpets or built with a door that springs closed and easily opens to drop characters in when they accidentally step on the door.

But wait, before you get a chance to examine the door, the ground beneath your feet drops out beneath you. The pit is 20 feet deep with iron spikes waiting for you on the bottom. Whether you fall in or not, the trap door immediately spring back and resets for its next victim.

Pit: Trap=3d, Secret=6d, Avoid=2 in 6, LF=3d, HP=12, Damage (from falling)=1d, Attack (from the Spikes)=8d
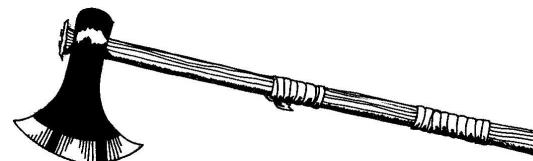
UPTHRUST SPEAR – These are mean traps where a release mechanism of some sort causes one or more spears to thrust rapidly upward from the ground beneath the characters.

Oh no, ..not again! This time a loose stone on the floor causes 5 spears to thrust upward from the ground. The first spear comes up 4 inches in front of you. The last spear comes up 4 inches behind you. The other 3 spears are 2 inches apart ,meaning that you are directly over the middle spear.

Up-thrust Spear: Trap=4d, Secret=7d, Miss=4 in 6, LF=2d, HP=9, Attack=10d

SHOOTING ARROWS – These are similar to up-thrusting spears, but shoot one or more arrows out from tiny holes in the walls.

You don't have time to stop and search for traps. The monster is coming and you'll have to make a run for it. As you race across the room, you occasionally feel loose stones trigger traps, but your best chance is to keep running as fast as you can.

Shooting Arrows: Qty=9, Trap=6d each, Secret=3d each, Miss=2 in 6 each, LF=1d each, HP=5 each, Attack=8d each

SLICING BLADES – These are similar to up-thrusting spears, but cause one or more sword-like blades to spring out from a wall and slice in a half-circle in an attempt to cut the characters down to size. In a certain movie, a vampire hunter has a special sword that has a slicing blade trap with four blades, hidden in the hilt of the sword.

As you open the chest you hear a feint clicking followed by that sad "cer-chunk" sound that can only be made by some stinking trap you failed to Spot and Remove. But luckily nothing happens and the chest opens up safely to reveal over 1000 gems. Rubies, sapphires, and even diamonds galore. But that's when a sharp blade slices out in front of the chest attacking the feet of all who were standing within 2 inches.

Slicing Blade: Trap=3d, Secret=3d, LF=8d, HP=8, Attack=12d

DANGLING HAMMER – These are cruel traps where a large heavy object such as a stone, log, or even a war hammer is suspended on ropes or wire. When the trap is set off, the heavy object swings down and attacks a character, with a chance for "Impact" to occur, causing victims to not only suffer damage, but perhaps even stumble back from the blow. These are especially nasty when causing victims to stumble off a cliff or balcony, or down into a deep pit, or out a tower window, etc.

Impact (page 22 of Game Rules) says that if the attack is successful, Impact is found as the trap's Strength vs. the Character's Coordination. If the trap wins then the difference is found as the number of feet the character stumbles. Divide the number of feet by 3 to find the number of inches.

Moving closer to peer out the gothic window of the vampire's tower and take a quick glimpse down at the village of helpless peasants far below, you accidentally step on a trapped floorboard releasing a huge heavy block of stone that swings down from the ceiling. The stone is suspended on four strong wires and swings down to smash you good, and perhaps even send your body flying out the window to fall 200 feet down to the village far below.

Dangling Stone Block: Trap=5d, Secret=7d, LF=10d, HP=45, Attack=11d, ST=12d.
If they stumble 4 or more inches (12 or more feet) then they fly out the window and fall to their death!

DROPPING HAMMER – These are similar to the Dangling Hammer traps, but simply drop the heavy object straight down for damage and possibly even a "Crushing Blow" for additional damage. In some cases the entire ceiling may be dropped!

Crushing Blow (page 22 of Game Rules) says that if the attack is successful, Crushing Blow is found in the same manner as Impact against a solid surface (between a rock and a hard place). The difference between Impact and Crushing Blow is that for every inch they would have stumbled, they suffer 3 point of additional damage instead.

The arch way leads to a short hall 10 feet wide and 30 feet deep at the end of the hall is a tiny door only 1 foot high painted dark green with a yellow mushroom on it.

If they move in and open the tiny door, read the following

The tiny door opens to reveal a solid wall, but yet you are somehow able to feel a small rushing of air like a powerful yet short breeze. Then, before you have a chance to determine where the air is coming from, the answer becomes blatantly obvious as the entire ceiling of the room falls down upon everyone in the room.

Dropping Ceiling: Trap=3d, Secret=3d, LF=15d, HP=65, Damage=2d, Attack=8d, ST=18d
Everyone must roll their CN vs. a single ST roll for the trap to see if they suffer additional damage caused by the Crushing Blow.

SLIDING WALL – These traps don't actually harm the characters, but they do move huge walls and force the characters find another way to travel.

Suddenly the entire hall begins to shake as your combined weight triggers a trap that causes a huge stone wall to slide across the hall behind you, effectively blocking your escape.

Sliding Wall: Trap=5d, Secret=5d, LF=20d, HP=100, ST=25

FOOT HOOK – These traps are small, yet intricate floor traps that grab and hold onto a character's foot. The victim is "trapped" and unable to move away. Usually no damage occurs when the trap is stepped into, but a lot of damage is suffered if the foot is pulled out without first taking the time to remove the trap.

Rats! You just stepped in a foot hook trap. You haven't suffered any damage yet, but your foot is now inside a small box buried in the floor, and the trap has locked down on your foot using strong sharp metal hooks. You are unable to turn or move without ripping your foot out, …or perhaps it would be easier to simply cut your leg off.

Foot Hook: Trap=8d, Secret=5d, Miss=3 in 6, LF=10d, HP=38
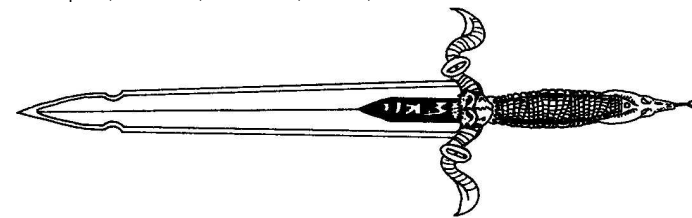
FIRE TRAP – These traps spray or drip oil and produce sparks to ignite the oil, causing you to catch on fire and suffer damage from burning.

Fire Damage (page 8 of Game Rules) says that fire damage caused by burning oil resultsts in 2 dice of damage for the first round, plust 3 dice of damage for the second and all other rounds. Fire cause by burning oil can be put out during the two round but requires a total of four actions (1 round if 2 people work together).

> What's that sound? You think as you hear a "click-click-cer-clunk" Then seconds later you realize that your back and hair have been sprayed with oil and with a flashing spark have been ignited. Suffer 2d of damage this round and if no one helps suffer 3d of additional damage next round as your struggle to put the fire out!

Fire Trap: Trap=4d, Secret=6d, LF=8d, HP=30

EXPLODING TRAP – These traps are created by spell glyphs that get destroyed in the explosion. Most of the time the spell glyphs are inside a book or behind a door, so they are impossible to find, and the spell glyph can't be seen until it's too late. However, a Detect Magic can detect the presence of a hidden spell glyph using the character's Magic ability rating vs. 3d, but which spell glyph can't be determined.

> The ancient book is indeed magical as you might easily expect, and there are likely one or more spell glyphs on the inside of the cover that are protecting this book.

Exploding Spell Glyph: Trap=6d, Secret=6d, LF=6d, HP=25, Damage=2d, Attack=8d

SLIDING TRAP – These involve floors that drop at one end forcing the characters to slide down to the low end, or perhaps a trapdoor like the one over a pit trap, but instead of a deep pit, they find themselves quickly slid down to another room. To climb back up a Trap requires a Coordination roll vs. the Terrain rating of the slide.

> Suddenly the floor of the hall drops out beneath all of you. As it hinges along the right wall, the left side drop down 3 feet to reveal 3 different holes. Each character has a chance of falling into the hold closest to them and sliding far, far away.

Sliding Tunnels: Trap=8d, Secret=8d, LF=12d, HP=40, Avoid=2 in 6, Terrain=12d

Tunnel 1 leads to area B.17
Tunnel 2 leads to area B.23
Tunnel 3 leads to area D.04
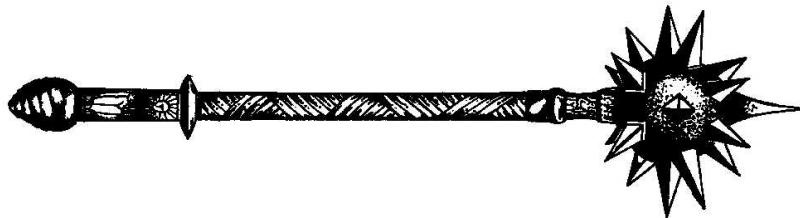
DOORS

Every door is different. Some are easy to open while others are very difficult bash to bits. Some are made of wood while others are made of stone. Some are tall and skinny, while others involve an entire wall, or perhaps a sliding bookcase. Some are on the walls, while others are on the floor or ceiling. Not all door's have or need the same set of ability ratings.

Life Force (LF) and Hit Points (HP) are used when the door can be "Bashed to Bits" or perhaps even burned.

Strength (ST) is used when the door is trying to resist be forced open by a "Strength" roll. Sometimes the door's Strength is combined with a lock's Strength as well.

Secret (Secret) is used when the door was built to appear as anything else, but not a door.

Hidden (Hidden) is used when the door is being concealed in some manner.

STANDARD WOOD – These are sturdy wooden doors found in walls and the front of most buildings. They are most commonly designed with two or three iron hinges that can not be easily accessed from the outside. Most of these doors have a small pull rope (or fancy chain) used to release a latch inside that holds them closed. Even without a Lock, if the rope or chain is pulled inside, they can only be opened by making a Strength roll, or by bashing them to bits.

> The old shack has a standard wooden door withered with age. A simple rope sticks out of a tiny hole, used to unlatch the door and enter.

Wooden Door: ST=3d, LF=4d, HP=7

> The small brick dwelling has an impressive wooden door, which has been painted white with images of green ivy and yellow flowers. To the right is a small hole for the pull chain, but the chain is missing or has been pulled inside.

Wooden Door: ST=7d, LF=8d, HP=30
Dead Bolt: ST = 4d
And Safety Chain: ST=5d, LF=5, HP=15
And Backside Bells: Can't be seen, Jingle when disturbed and alert those inside of the intruder.

DOUBLE DOORS – These are very sturdy doors typically made of wood and bound with iron, but occasionally made of stone. They are most commonly found as the entrances to businesses, temples, etc. They have no pull rope or chain, and are held open during business hours by big rocks, small flat wooden wedges, or cute fancy gargoyle-like statues. During non-business hours they are held closed and locked by large backside beams.

> The tavern is entered through a large set of double wooden doors held open by two cute iron statues of frogs doing the jig. A fat old lady greets you and offers to bring you to your table.

Double Wooden Doors: ST=14d, LF=13d, HP=45
Back Beam: ST=24d

DOORKNOB DOORS – These are very sturdy modern doors typically made of hard wood with brass bindings. They are opened by turning a round brass doorknob, or by pushing down a brass trigger with you thumb while grasping a brass pull-handle. They almost always have a built-in keyhole lock mechanism, but by also have a backside dead bolt lock. They are most commonly found in fancy buildings of the wealthy such in a mayor's mansion, an old manor, sturdy castles, or wizard labs.

Oddly, as you slop along the stench festering sewer tunnels, you happen upon a small stone landing to the right side. Climbing up out of the much you notice a small pool of water, perhaps used to clean your feet, and on the wall is a fabulous brass-fitted doorway, who's doorknob is in the shape of the head of fat smiling cat.

Doorknob Doors: ST=12d, LF=10d, HP=35
Keyhole: ST=14d, Lock=6d, LF=12, HP=48
Backside Bells – Announce your unexpected entrance!

SECRET DOORS – These are doors designed specifically for the purpose of not being seen. They often appear as anything but a door, such as a wall of shelves, a solid wall, etc. It's not generally a good idea to place a secret door at the end of a dead-end hall. This is far to obvious. It's better to place them in locations where the characters already have two or more options, and thus never even think to look for a secret door. Perhaps there can be two passages and a goofy statue pointing in the direction of the passage to the left. While the characters ponder as the meaning of the statue, they totally forget to look for a secret door behind (or perhaps even beneath) the statue.

The mighty double stone doors stand abstinently before you. They rise 45 feet high and are nearly 15 feet wide each. At their peak they come to a gothic looking point with 5 fierce gargoyle statues looking down at you.

GM ONLY

The stone doors are a fake, and the gargoyles are mere statues used as a diversion.   There are no locks to pick and no magic spells to cast. The stone doors can only be pushed open or bashed to bits, but they are not a door so the characters will be pushing and bashing against a wall of stone!

Wall of Stone: ST=99d, LF=99d, HP=500

However, built within the door is a secret door, but who looks for a secret door within a door?
Secret Door: ST=8d, LF=8d, HP=30, Secret=8d
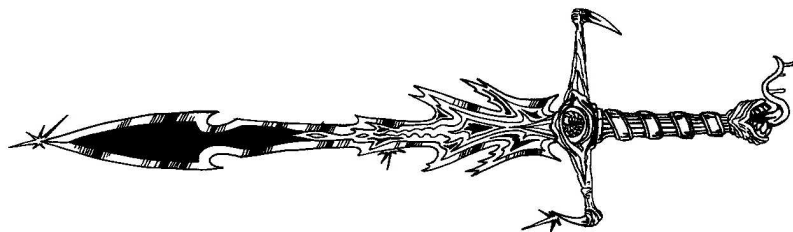
ROOMS

Every room is different. Some are big, while others are small. But more importantly to BRUTAL, some are easy to move in, while others are far more difficult to pass through.

Floor Terrain (Terrain) should always be used to define how difficult the room is to pass through. Terrain is used when characters attempt the Determine Direction, Jump Up, Leap Across, Sprint, and Quick Stand actions. The standard Floor Terrain for stone floors = 1d

Wall Terrain (Terrain) should always be used to define how difficult the walls of the room are to climb. Terrain is used when characters attempt the Climb and Grab and Hold actions. The standard Wall Terrain for stone walls = 4d

Some rooms have poor or excellent lighting and may offer a plus or minus modifier to sneaking and hiding.

IN THE WOODS – Outdoor areas may have variables based on the time of day and things. Small animals and insects are likely to be found. Big rocks, large fallen trees, stagnant puddles of water, and other types of stuff can often create sudden and drastic changes in Terrain ratings.

MORNING:

The woods aren't very thick, but the ground is littered with loose stones, small holes, and broken sticks. Various birds chirp loudly in the trees, and a low morning fog makes it difficult to see where you are stepping.

Floor Terrain=4d, Tree Terrain=4d, +2d modifier to hide, -2d modifier to sneak

DAY TIME

The woods aren't very thick, but the ground is littered with loose stones, small holes, and broken sticks. Small animals like lizards and squirrels quickly scatter away through the leaves and sticks as you approach. They zip up into the trees and disappear. Meanwhile, small bugs and insects buzz about harmlessly.

Floor Terrain=3d, Tree Terrain=4d

NIGHT TIME

The woods aren't very thick, but the ground is littered with loose stones, small holes, and broken sticks. The sounds of crickets is quickly forgotten by the howling of wolves in the distance and the hooting owls watching over you.

Floor Terrain=4d, Tree Terrain=4d, +3d modifier to hide, -1d modifier to sneak

RIVER CROSSING – The Terrain of river banks gets to bee extremely difficult.

As you approach the stream, the ground gets steep and muddy. If not careful, you may likely slip into the stream. The icy cold water of the stream flows low yet quickly over the smooth tumbling stones that roll along the rocky bottom. On the far side is a 10 foot high clay bank that leads up to a grassy ledge and of course, more trees.

Floor Terrain=4d, Tree Terrain=4d, Muddy Bank Terrain=8d, River Terrain=7d, Clay Bank Terrain = 5d.
Trap "Slippery Mud": Avoid 4 in 6, else fall in mud and slide into river head first getting you and all your gear soaking wet in the cold water, as your head and heads crash against the rocks for 1d of immediate damage.

Note:
A Leap Across of 12 inches can land a character safely in the water and avoid the slippery mud.
A Leap Across of 20 inches can land a character safely against the clay banks on the far side.

Once on the clay banks, a single, successful Climb action is required to get to the grassy cliff above.

SPOOKY DUNGEON – These are dark, rooms far below the sunlit surface. Some have very high ceilings, while others are uncomfortably low. Some are damp and moldy, while others are dry and desolate.

This large dark room has a high ceiling (30 feet up). Six torch scones along the two longest walls flicker and sway with a breeze not felt. High above hangs a massive chandelier holding nearly two dozen burning candles that mix with the torch light to cast many eerie shadows that dance about the room. The damp floor slopes slightly to the east where a shallow puddle of rust-colored water silently waits, …stained with blood. Small patches of mold creep up and over an ancient tapestry that hangs at the far end, struggling to display a once magnificent scene of a gallant warrior riding a beautiful white steed. And harmless drips of water occasionally plummet down from random locations in the cracked ceiling far above.

Floor Terrain=1d, Wall Terrain=6d, +4d modifier to hide, +2d modifier to sneak
Floor Terrain (near puddle)=5d, Wall Terrain behind Tapestry=3d
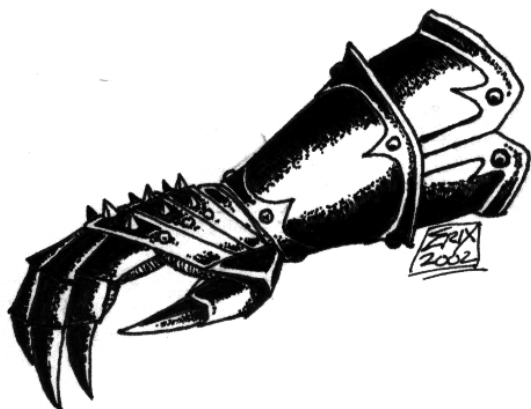
MAGIC SPELL GLYPHS

Every spell glyph is different. Some spell glyphs are easy to Spot, but difficult to Identify. Some spell glyphs have their own Willpower and cast their spell automatically. And some spell glyphs create a constant spell effect.

The Detect Magic action is always rolled against a constant 3d rating. Detect Magic may be used to detect magic spells in effect as well as to recognize enchanted items (+1 modifier) and legendary items (+2 modifier) that often have (but are not required to have) spell glyphs hidden somewhere on them.

NOTE: a spell glyph itself is **NOT** detected as magic.

Life Force (LF) and Hit Points (HP) are used when the item the spell glyph is on can be "Bashed to Bits" or perhaps even burned.

Secret (Secret) is used when the spell glyph is hidden, used nearly 100% of the time, but not always needed, such as a spell glyph clearly written on a scroll of paper, rune stone, or page in a wizard's book.

Magic (MG) is used when the characters attempt to Identify and or use the spell glyph. Some spells are simply more difficult then other spells.

Willpower (WP) is used when the spell glyph has a will of it's own, and automatically attempts to cast the spell when some anticipated event takes place (such as walk through door, pick up weapon, etc.). For example, a weapon with a Willpower Spell Glyph of rage would force anyone who picks it up to make a Willpower check against the spell glyph's Willpower to see if the rage spell takes control of the character holding the weapon. When a spell glyph has a Willpower rating, then a Detect Magic will recognize the item as a magical item.

Intellect (IN) is used when a spell glyph has a conscious self-awareness and the ability to speak in one or more languages and or perhaps telepathically. When a spell glyph has an Intellect, it must also have a Life Force, Hit Points, Willpower, and "oh yes?!" a Corruption. When a spell glyph has an Intellect rating, then a Detect Magic will recognize the item as a magical item.

Permanent (Permanent) is used when a spell glyph automatically creates and maintains a spell effect. For example a small black opal with a permanent spell glyph of darkness will always produce a magical shadowy darkness that surrounds the gem. When a spell glyph has a Permanent rating, then a Detect Magic will recognize the item as a magical item.

And finally, some items may have two or more spell glyphs on them. In such cases, each spell glyph must be Spotted and Identified separately.

ENCHANTED SWORD – Over half of all enchanted swords have the ability to cast light. Think of every sword in every movie and you'll notice that a lot of them can be held aloft and by speaking the proper spell glyph the sword glows brightly. The light spell is very easy to use, is very handy in dark dungeons, and looks cool too 😊

The magnificent sword has a flawless blade and an ivory hilt with nearly a dozen embedded gems.

Enchanted Sword: +1d modifier
Spell Glyph "LIGHT": MG=3d, Secret=3d
Spell Glyph "Fly: MG=8d, Secret=12d

MAGIC MIRROR – Some magical items have spell glyphs that can not be seen without breaking the magic item. For example, magic mirrors almost always have their spell glyphs scribed on the back side of the glass, then metal is wrapped around the back and sides of the glass mirror to protect it. To find the spell glyphs of the magic mirror, you must destroy the magic mirror and there is chance that the glass gets broken accidentally in the process meaning the spell glyphs are lost forever.

> Screams of pain, wailing cries for pity, and heavy sobbing of despair come from a sheet covered object in the back corner of the room. Above it all laughs a maniacal voice that detects your presence and reads your thoughts. "Greetings Nimrod the Forgetful, I am the lord of the mirror. Look at your reflection in the mirror and I shall grant you three wishes."

GM ONLY
Of course the mirror is telling a big fib. There are no wishes to be granted, only a chance to be sucked in and trapped forever in the mirror's reflection.

Magic Mirror: LF=4d, HP=15, WP=12d, IN=9d, MG=12d, CR=8d
Spell Glyph "Read Minds": MG=8d, Secret=12d, Hidden on back of glass
Spell Glyph "True Vision": MG=10d, Secret=12d, Hidden on back of glass
Spell Glyph "Trap Reflection": MG=12d, Secret=12d, Hidden on back of glass