

COQUINA KEEP OF CLOWN-NIHILATION

By Adam C. Hawkins

The surf, the sand, the sun – it will make you crap your pants in terror! Why? It's because the Coquina Keep of Clown-nihilation (CKC) is coming to a beach near your 3 to 5 precious 3rd to 5th level characters (Cs) !

WARNING: NOT PLAY-TESTED. May be inappropriate for some PCs. In case of TPK, explain that module was meant to test the true skill of the players, and too bad, they suck.

The CKC is a magical coquina stone tower that floats along the sea coast on a wide barge occasionally making land fall. Sometimes it will randomly teleport unexpectedly across the sea or inland, such as appearing in the street in front of the Cs favorite inn. It was made by yet another mad wizard known as the Keepmaster for no particular purpose but to terrorize coastal communities with an invasion of lizard folk clowns when it washes ashore. Of course, the CKC's inhabitants hate visitors, and will generally kill them. The number of lizard folk clowns increases as the keep nears shore. There are 3 numbers given next to the lizard folk clowns encountered: out to sea (x1)/near shore (x2)/on shore (x3).

ADVENTURE HOOKS

(1) Sad coastal King Bubort secretly desires to do away with the prima donna Cs. Solution: King Bubort asks the Cs to

force the Keepmaster in the CKC to bring his clowns to town to cheer him up. They can't refuse the king on pain of death.

(2) The God of Dungeons compels the Cs to raid the CKC and take its magic items and treasure.

(3) The CKC suddenly appears in the street in front of the Cs favorite inn. The innkeeper begs you to save them from the invading lizard folk clowns.

THE KEEP

The CKC is about 65 feet tall. It is square with battlements at the top. It has narrow arrow loops on the ground and second floors, but all the windows are blocked by interior shutters on the ground floor. The door into the keep is a heavy, locked oaken door.

Roll 1d6 for wandering monsters in the keep when players dilly-dally or occasionally just for kicks.

Die Roll	Encounter
1-2	1d3 Flying baseball bats (Attacks anything within 20 feet. D 1, TPK 4, A 8/12, dmg 1d6)
3-4	1d4 regular crabby old men (See below *)
5-6	1/2/3 Lizard folk clowns (Will senselessly attack. D 2, TPK 9, A 5/15, dmg 1d2/1d2/1d6)

*Regular crabby old men will interrogate and harass the PCs, but are rather harmless:

- “What are you doing here?”
- “Stay out of our keep!”
- “Respect your elders!”

They can inform Cs about the CKC as you see fit, but they will always not remember significant information (D 1, TPK 2, A 10/10, dmg 1d4 cane).

1. Entrance room. Assorted dead, reeking ocean fish (grouper, mahi-mahi, tuna, sailfish, nurse sharks, eels, etc.) are hanging on lines from the rafters of this room. They are hung individually, tightly together, and at different heights to block vision across the room. They can be parted like walking through beaded curtains across the room.

- **TRAP:** 3 jellyfish are hung with the fish and will sting unwary crossers through the room. Save vs. danger: Poison or 1d8 damage and -2 to attack rolls and saves vs. danger for 1d6 hours.

- Across the room is a magical teleporter in a niche. Stepping beneath the arch into the niche will teleport Cs to Area 7 (The roof turret with the Giant Cube of Gelatin Death).

2. Magic Shop. A locked Dutch door with the top half open has a sign above it saying: “**Magic Shop – Buy, Sell, Trade**”. Behind the door, a shrewd (and evil) proprietor, Merlord the Mage, wears a black cloak and conical hat with stars on it. He will welcome PCs, and show them his wares for sale displayed behind the door, but he will not open the door. He will sell the following:

MAGIC ITEM	PRICE
2 Healing potions (light amber color, cures 1d8+2 dmg, and laxative side effect as castor oil if 2 potions drunk in 1 day)	200 gps each
Wakefulness potion (orange color and tastes like black coffee, prevents all sleep for 24 hours)	500 gps
Scroll of 1 spell: Sleep (non-wizards get tired just looking at the writing)	150 gps
Leather armor +1 (gold thread interior)	1,000 gps
Hammer +1 (marked with silver glyphs)	1,250 gps

MERLORD THE MAGE (5th level human mage, LE, HTK 15, A 10/10, dmg 1-6 staff, Spells: (you pick)). To protect himself, he will take out a **Shrunken Hag Head** that will put all to sleep within a 15’ radius that fail a Save vs. danger: Magic while simultaneously sipping a **Wakefulness potion** on his person.

The teleporter in the room will send persons walking through the arch to the roof turret in Area 8. Any clothes and possessions received by Merlord from this teleporter will be displayed for sale and sold back to Cs at twice its value.

3. Snack room. Next to a large tapped barrel is a garish red and gold popcorn machine cart. In the corner is a spiral staircase up to the second floor.

The barrel has mugs hanging on the side of it, and the barrel contains beer.

The magical popcorn machine cart (worth 5,000 gps) has 2 baskets under it. The first basket holds un-popped corn kernels and a measuring cup (enough to fill the cup 10 times), and the second basket holds 10 butter packets.

- Adding 1 cup of kernels and 1 butter packet into the machine will fill the cart with fresh buttered popcorn in 1 round.

- Adding 2 cups of kernels will cause the popcorn to overflow the cart and fill whatever room it is in within 1 round. The popcorn will act like a solid fog, hindering sight and slowing Cs. Sight is completely obscured, and all movement and actions are halved.

- Adding 2 butter packets will overflow the cart with grease that will cover the entire floor the cart is in. Anyone who fails a Save vs. danger: Magic will slip and fall.

- Adding more than 2 packets of kernels or butter to the machine will cause the cart to explode, injuring all within a 20' radius and causing 1d6 damage for every cup/packet above 2 added to the machine.

4. Clown Meditation. 1/2/3 Lizard folk clowns sit cross-legged facing the door, each holding cream pies in either hand. Flies buzz around their heads. (With observation, the flies appear to avoid the pies in their left hands).

Those entering will rouse the lizard folk clowns who ask, "**What is the perfect number?**"

- Those that answer, "2d10", will be offered the cream pies in their right hands, which are perfectly edible.

- Those that don't answer, "2d10", will be attacked with acidic cream pies in their left hands.

Lizard folk clowns (D 2, HTK 11, A 5/15, dmg 1d2/1d2/1d6 or 3-12 acidic cream pie).

5. Wagon room. A tiny, 5' long, bright red, yellow, and blue covered wagon occupies the center of this room. Any one touching or snooping around the wagon will cause lizard folk clowns to begin magically pouring out of the wagon to attack intruders at a rate of 3 per round. (How can so many fit inside there?). The tiny wagon holds up to 4,000 lbs. in an extra-dimensional space inside it, and is worth 5,000 gps.

6/12/18 Lizard folk clowns (Will senselessly attack. D 2, HTK 9, A 5/15, dmg 1d2/1d2/1d6).

6. Graffiti hall. About midway down the hall, "2d10" is scrawled slantwise in dark blue on the wall. At the end of the hall is an arch with a teleporter beyond.

The teleporter is malfunctioning, and will not transport living organic material. However, all of the characters' clothes and possessions on them will be teleported to Room 2 (Magic Shop), leaving them stark naked - No Save vs. danger. Their clothes and items will be displayed for sale in the Magic Shop when the Cs next pass it.

7. Upper Roof. The square turret here is completely filled with a **Giant Cube of Gelatin Death**. Floating trapped inside the clear gelatin are 6 Arrows +1 and a silver happy sun holy symbol (LG, 50 gps).

Anyone teleporting here from Room 1 will appear inside the Cube of Gelatin. Those that fail a Save vs. danger: Paralysis, will be unable to force their way out of the gelatin. Worse, those inside will take 2-8 damage per round

while in the gelatin due to acids and suffocation.

Giant Cube of Gelatin Death (D 4, HTK 13, A 8/12, dmg paralysis & 2-8/rd.).

Clearing out the gelatin in the turret will permit the Cs to use the teleporter. Those walking through the arch into the turret will teleport to Room 9 on the second floor.

8. Lower Roof. The square turret here has a teleporter inside. Those walking through the arch into the turret will teleport to Hall 6.

9. Keepmaster lounge. This room is appointed with folding tables, stuffed couches, and upholstered chairs that have all been pushed against the walls. As fate would have it, in the center of the room, the Keepmaster is busily performing a dark ritual to summon a fresh pizza. He is within 3 rounds of completing the summoning when Cs arrive, and he will be furious if interrupted before his summoning is completed. He will certainly kill the Cs for depriving him of pizza.

KEEPMASTER (7th level human mage, LE, HTK 25, A 7/13 top hat of protection +3, dmg 1-6 staff, Spells: (you pick)). He is dressed in a top hat and tails, clad in boots, and wearing a bandana around his neck. His hat hides a reverse Mohawk hairstyle. His right thumb has been replaced with a bird's leg and talons that hold a pulsating black pearl, both detailed below.

• **Pulsating Black Pearl of Doom:** The pearl is about the size of a paddle ball,

and it pulses with a black light. Virtually anything that the pearl touches gets vaporized. A Save vs. danger: Magic is permitted to prevent vaporization (i.e. instant death).

• **Talon of Weknaw, Jr.:** The evil undead birdman mage, Weknaw, had a chick, Weknaw, Jr., whom the mage killed and had all its parts mummified, including its talons. As done by the Keepmaster, Weknaw, Jr.'s leg and talons can be grafted to a severed thumb, granting obscene powers to the possessor. The powers and side-effects are as follows:

- (1) Can summon a pizza in 5 rounds once per week via ritual.
- (2) Can hold the Pulsating Black Pearl of Doom and throw it 30' away at a target and call it back the Talon the following round. Each target vaporized by the pearl and returned to the claw will age the possessor 3 years.
- (3) Everything will taste like chicken to the possessor.
- (4) Possessor's hair will fall out creating a reverse Mohawk.

The Talon of Weknaw, Jr. can only be destroyed in the crunching beak of Weknaw himself! (The Pulsating Black Pearl and Talon of Weknaw, Jr. together are worth 10,000 gps).

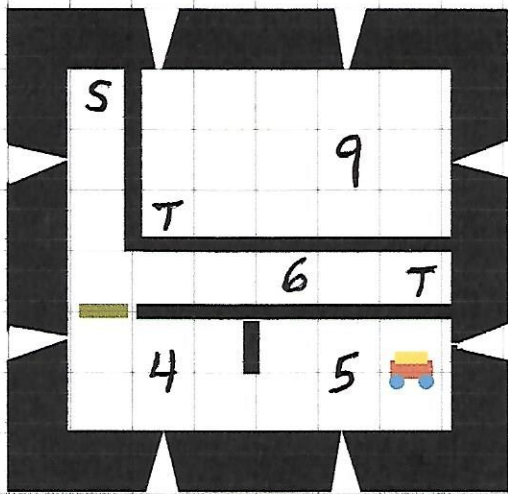
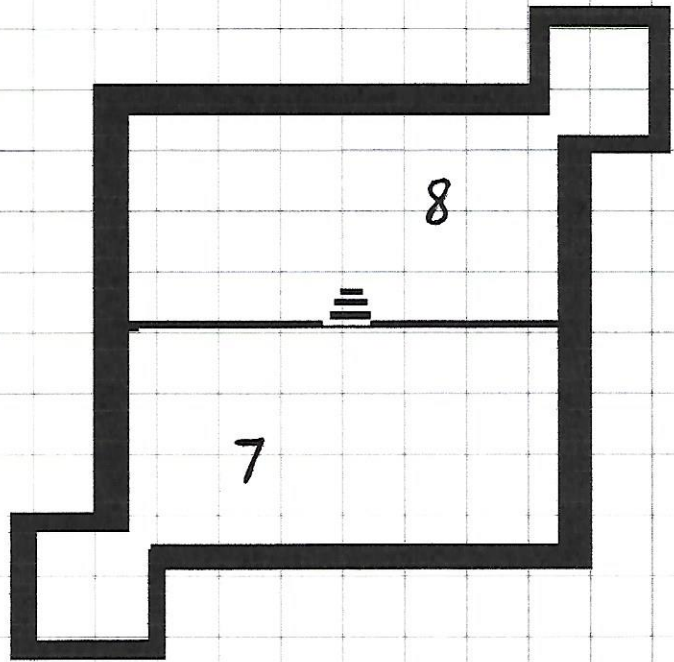
A plain **locked iron cash box** is on a table against the wall. It is trapped with poison needle in the lock (Save vs. danger: Poison at -4 or die). The key to the cash box can be found under a couch cushion in the room. The box holds 700 sps, 400 gps, and 4,000 in diamonds.

THE END

COQUINA KEEP OF CLOWN-NIHILATION

□ = 5 feet

LEVEL 3 (Roof)



LEVEL 2 (Second floor)

LEVEL 1 (ground floor)

