

# THE DREADGAZEBO



**OKUM  
ARTS  
GAMES**

compatible with  
**Swords & Wizardry**  
Whitebox

By: David Okum

## Dread Gazebo

Armor Class:	5 [14] and then 0 [20]
Hit Dice:	4+1
Attacks:	Bite (1d6+2)
Special:	Transformation into Dread Gazebo.
Move:	12
HDE/XP:	5/500

Gazebos are harmless wooden constructions found in light woods and parkland. They are used for picnics and shelter with no ill effects. However, when these magical constructs are attacked for any reason they will transform into horrifying creatures of vengeance, attacking and killing anything in sight.

In their harmless wooden gazebo form, they are AC 5[14], but this changes after the transformation to 0 [20]. Transforming into a Dread Gazebo takes one round. The Gazebo will first attack whomever attacked it and then fight until all targets are destroyed. If characters run off or remain hidden for more than two rounds, the Dread Gazebo will turn back into to the harmless wooden structure.

## Adventure Hooks

### Park Life

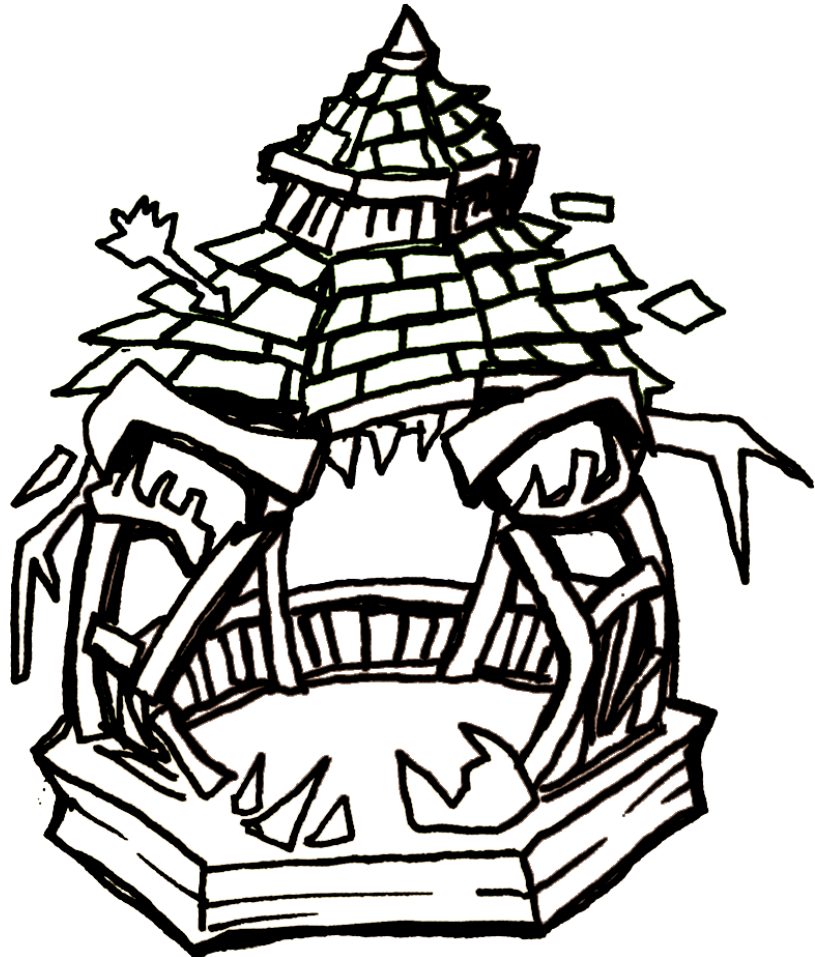
On the way to a location, the characters find themselves caught in a sudden downpour. Around a stand of trees they spot a sturdy gazebo standing in a meadow of tall grass. Noticing some bones and rusty armor they find nothing else in the gazebo and wait out the rain. As the storm abates, a small troupe of goblins is spotted, approaching the gazebo under the cover of the grass. There is one goblin for every character and they respond with short bows. If any attacks miss the characters, it is considered a hit on the gazebo. The transformation will be swift and terrible. Characters standing in or on the gazebo must make a Saving Throw or they miss thier next action, trying to stand up from being thrown. The Dread Gazebo will first kill the offending goblin and then turn its attention to everyone else in sight. It would be a good idea to flee or hide.

## Untouchable

The characters should be starting off on a quest, leaving a town or settlement when they are asked to meet by a mysterious man in a hood and cloak. He leads them to the center of a hedge maze in the heart of the settlement. In the center is a cobblestone circle surrounding a very plain-looking gazebo. The characters are asked to make a donation of 1 Gold each per level of the characters. The donation is said to go to the care and upkeep of this wonderful hedge maze. If the characters refuse, the groundskeeper may touch a wooden pendent around his neck to activate the Dread Gazebo. It won't attack unless the groundskeeper or the gazebo itself is attacked. All the groundskeeper wants is some gold, otherwise, there will be trouble. The groundskeeper is considered a level 1 Magic User, but possesses no spells other than the ability to transform the gazebo.

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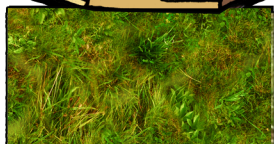
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Standup  
Instructions:

print and cut out  
minis.

score and fold  
along red lines



glue interior of  
figure and base.

stand up figure  
and run away.