

Magical Murder Mansion

A Challenging Funhouse Dungeon



BY SKERPLES

COINSANDSCROLLS.BLOGSPOT.COM

Written by Skerples
(coinsandscrolls.blogspot.com)

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Keep on being weird.

Introduction

FUNHOUSE DUNGEONS have a mixed reputation. The “classic” funhouse dungeons—*Tomb of Horrors*, *White Plume Mountain*, *Tegel Manor*, are notorious for their difficulty, their bizarre traps and monsters, and their comical lethality. They were designed as challenges for experienced players.

This dungeon is designed to be a funhouse challenge but with a modern twist. Sure, it’s full of traps and challenges, but there are patterns and lessons to be learned. The strange, even cruel, design of the Mansion encourages lateral thinking in players. The obvious answer is often the wrong one.

This dungeon is also designed to be fair. Traps have ways to detect and circumvent them; the interesting part is finding out how. There are ways to discover dangerous magical effects other than dying to them. Combat can be avoided. Treasures found in one area can be used elsewhere. Solutions to the puzzles in this dungeon should not require the players to guess what the GM (or the module writer) is thinking. Most of the time, there is no single solution. Lots of plausible plans will work.

Some of the traps in classic funhouse dungeons seem like jokes designed for the module’s author and the GM to share, with the poor players left frustrated and baffled. I’ve tried to make *Magical Murder Mansion* entertaining for everyone; even the deathtraps and surprises should get an amused “oh no, I can’t believe we walked into that one” from the players.

THIS MODULE IS FOR...

1. Experienced GMs with experienced players.
 2. GMs who want to learn about lateral thinking and unusual trap design.
- Experienced GMs with experienced players, but who are new to OSR-style content and would like a challenge.

As a completely new GM, you can still use this dungeon and learn a lot from it, but it will test your skills and possibly irritate your players. I would recommend trying *Tomb of the Serpent Kings* first.

GROUP SIZE AND BALANCE

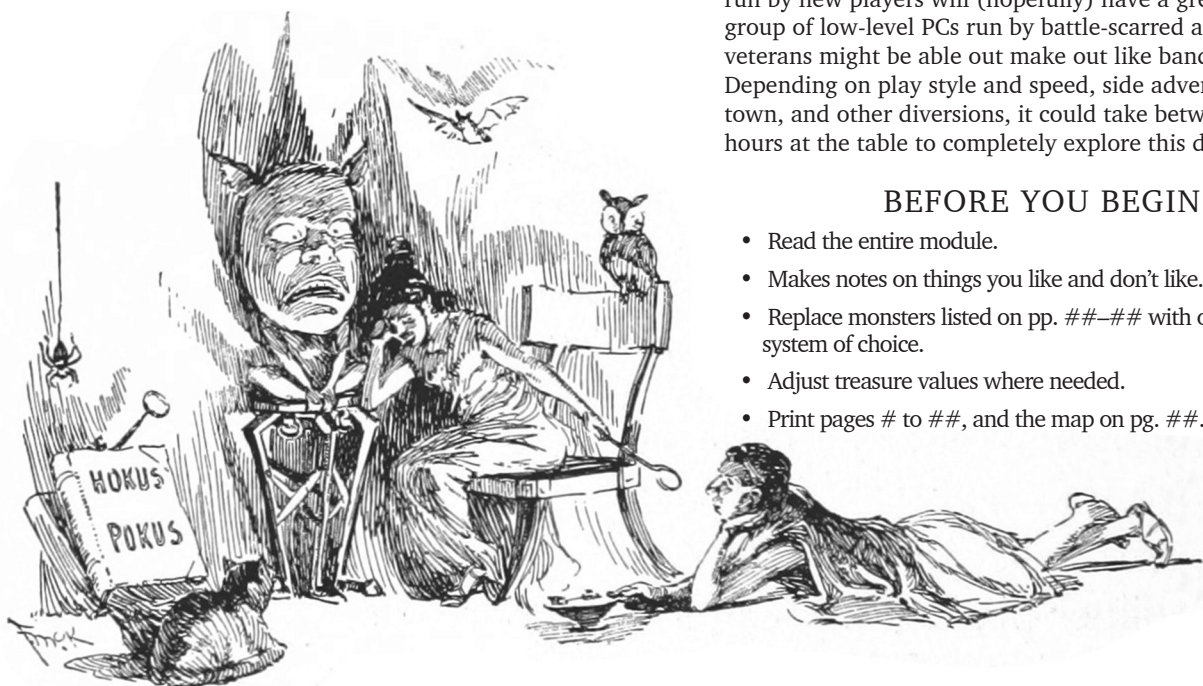
Treasure amounts are balanced around the idea that 200gp is enough to level a single character from level 1 to 2. By the end of this dungeon, surviving PCs who entered at level 5 or 6 should have leveled at least twice, assuming the usual rates of attrition, loss, and panic. Adjust the value of treasure accordingly. Large groups may have an easier time (and get less treasure per PC). Hirelings will be useful in this dungeon, if only for finding and disarming traps.

Damage is scaled around PCs having between 15 and 30 hit points and daggers dealing 1d6 damage. Saves are listed in a general format (Save vs Poison, Save to Dodge, etc.).

A group of high-level PCs, run by experienced players, may be able to circumvent the hazards of the Mansion. Characters who can fly, pass through walls, resist acid, fire, electricity, and cold, and call on demigods for aid won’t be challenged by the pit traps and magical hazards of the Mansion. They might still enjoy it. A group of mid-level PCs run by new players will (hopefully) have a great time. A group of low-level PCs run by battle-scarred and wily veterans might be able to make out like bandits. Depending on play style and speed, side adventures, time in town, and other diversions, it could take between 12 and 24 hours at the table to completely explore this dungeon.

BEFORE YOU BEGIN

- Read the entire module.
- Makes notes on things you like and don’t like.
- Replace monsters listed on pp. ##–## with ones from your system of choice.
- Adjust treasure values where needed.
- Print pages # to ##, and the map on pg. ##.



ADVENTURE HOOKS

The Magical Murder Mansion should be located in or near a city or town. Hubert Nibsley was a famously wealthy and eccentric man, known throughout the region for his prowess in the magical arts and his wicked sense of humour. When he finally died, his obituary read:

Hubert Nibsley was peerless among gentlemen. In his spare time he helped blind orphans. He was sympathetic and charitable to the meanest residents of the city. No guest left his house hungry, thirsty, or impoverished if he could help it. His relatives could only praise him; preachers used him as an example in many sermons. Whenever disaster, fire, or calamity struck our city, Hubert was often the first on the scene. His funeral was extremely well attended by crowds of diligent mourners, some of whom remained in vigil well into the night, and even now I am certain many citizens mention him in their daily prayers.

Here are some possible adventure hooks. The goal is not just to get the PCs into the mansion, but to give them a good reason to explore the entire thing. Hubert's spellbook is the key item.

1. Hubert Nibsley's nephew-in-law and heir Heinrich P'flem, (balding, hesitant, only willing to meet in bars and other public places) hires the PCs to break into the mansion and retrieve Hubert's secret notebook. "It's in his workshop. Check to make sure it has his spells inside it; he might have left fakes around. Anything else you can loot is yours - I'll sign it over to you - as long as you bring me his notebook."

(Heinrich P'flem could be Hubert in disguise, having faked his death to enact yet another practical joke.)

2. The source of Hubert's wealth was, it is said, a spell to turn straw into gold. His mansion is empty and apparently unguarded. Someone with that spell could become king of the world. You'd just need to find his spellbook...
3. Just before he died, Hubert said he "accidentally" altered the moon's orbit. It's getting larger by the hour. The spell he used, and hopefully the counterspell, are probably somewhere in his workshop or spellbook.
4. Hubert once hinted he had a spell to solve a specific problem the PCs are having. Was he lying? It's worth the risk.

REPLACEMENT CHARACTERS

The Magical Murder Mansion is deadly. It's not called the Magical Happy Fun Time Hug Mansion. Replacement characters will be needed. Putting the Mansion in a city allows replacement PCs to:

1. Walk in through **1: CLOAKROOM**.
2. Hop over the wall to **33: GARDEN**.
3. Climb in through **16: COAL STORAGE** (assuming the Coal Golem has been defeated.)
4. Drop into **43: COURTYARD** by parachute.
5. Escape from **19: PRISON CELLS**.
6. Smash an exterior wall.

Conveniently, these are all ways the PCs can enter the Mansion for the first time.

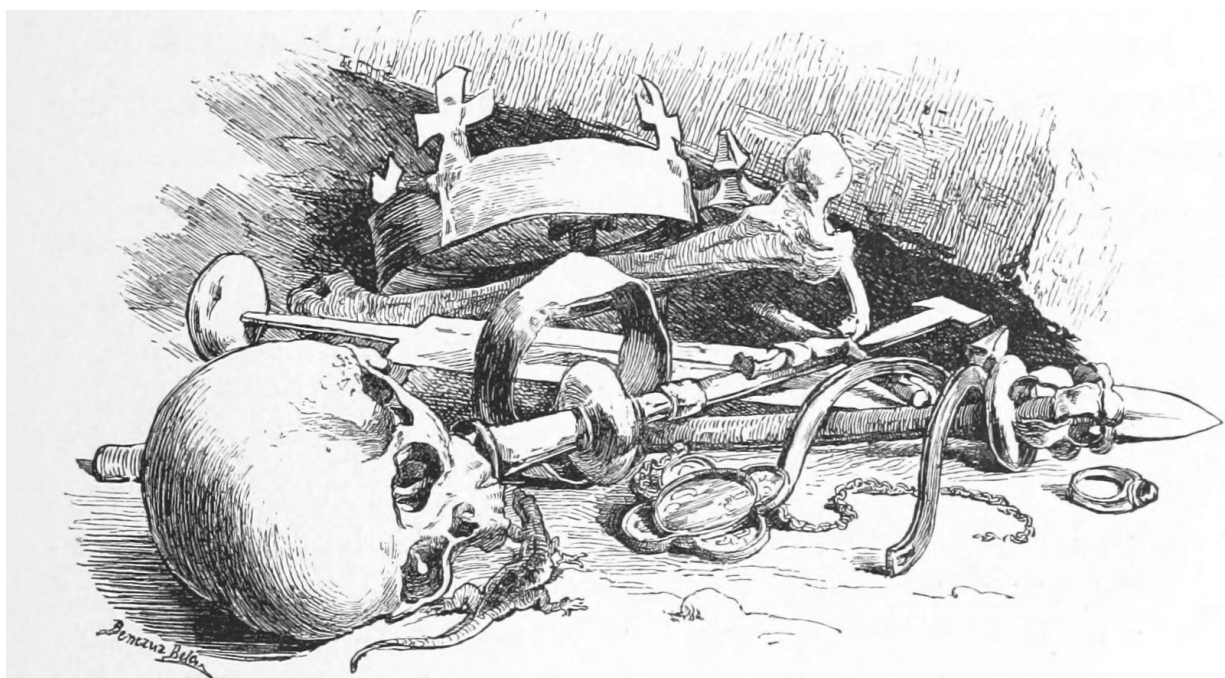
STRUCTURE OF THE MANSION

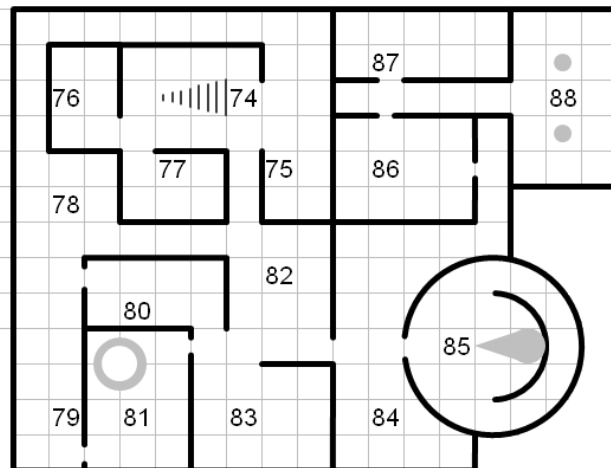
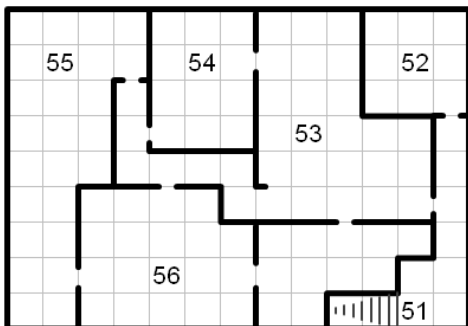
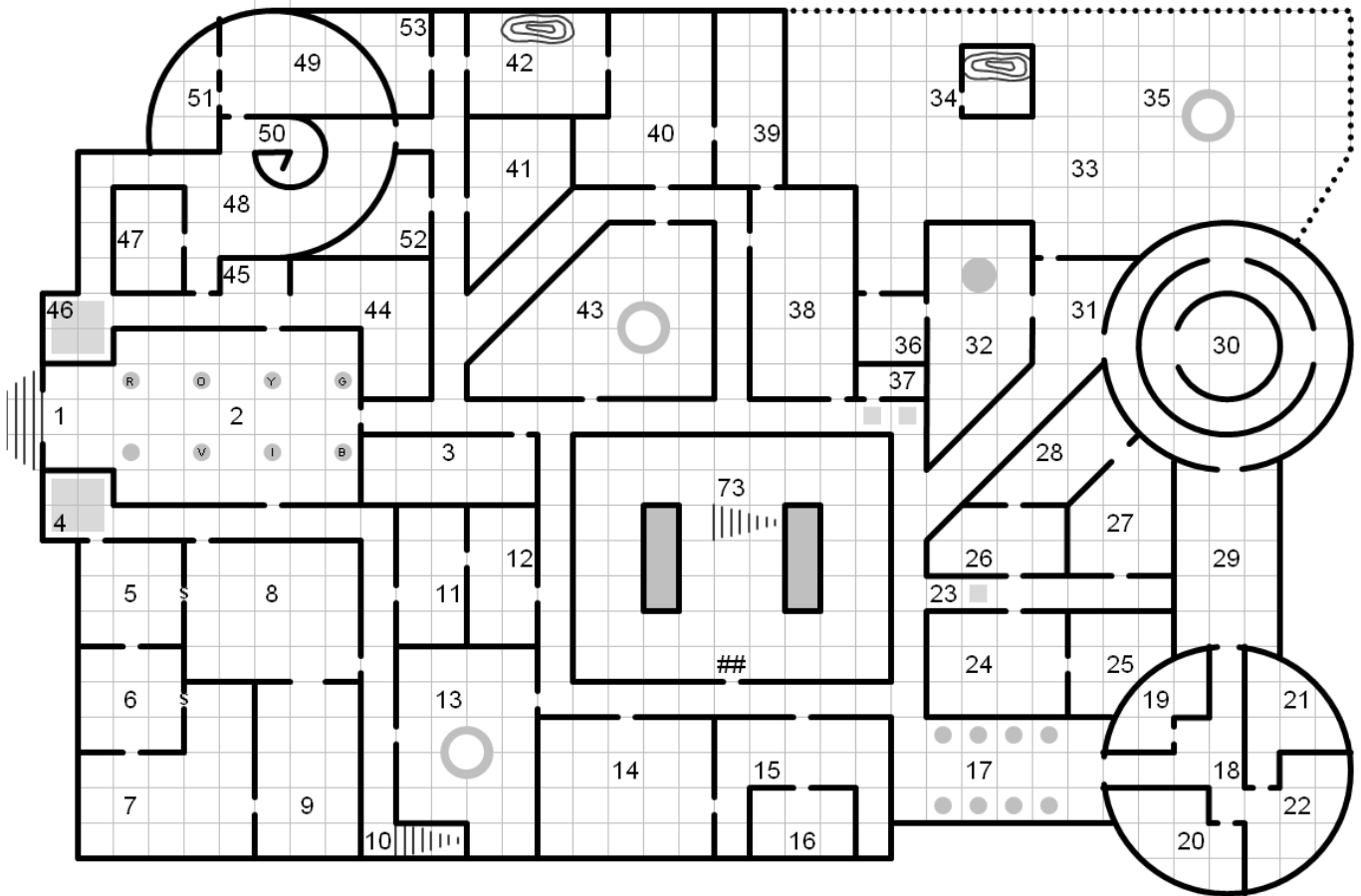
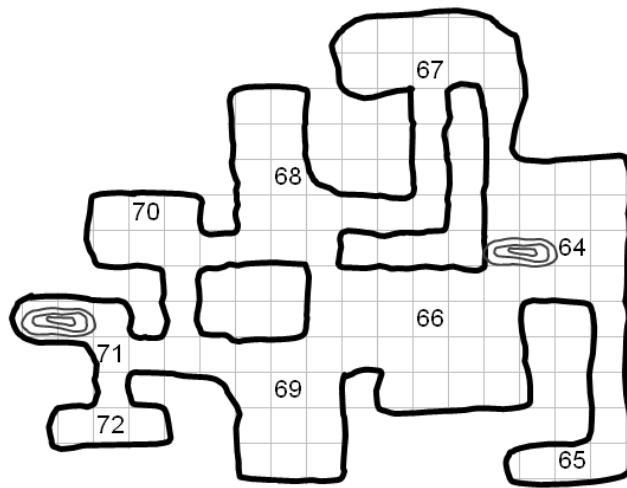
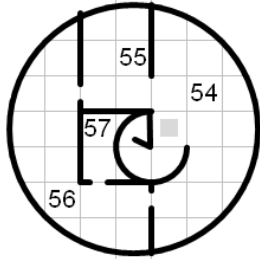
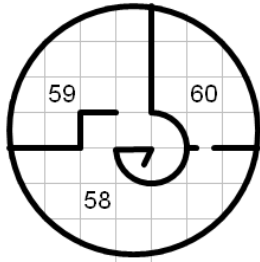
The exterior is brick with white stone columns and a grey slate roof. Ivy creeps up several walls. Windows are thick and always barred. Inside, plaster and stone predominate, accented with tasteful moulding and hardwood.

The Mansion has several enchantments that apply to the entire structure:

- Scrying and teleportation will not work inside the dungeon.
- Walls and doors can be smashed (except for walls and door around **76: The Workshop**), but they will be repaired in 6 hours. Treasure and furniture will not be repaired. The repair work will be somewhat shoddy; repeated attempts will result in walls made of mixed wood fragments, brick, wet plaster, bones, and gravel.
- Fire will not spread beyond a 5' area. Walls or doors set on fire will be extinguished in 1d6 minutes.
- Magical light suffuses the entire structure. Torches and lanterns are not required inside the Mansion, but the lights can go out (see the Random Encounter Table, pg. ##).

Many doors and chests are locked. Bringing means to open them, from lockpicks to a sledgehammer, is a good idea.





The New Wing

1: CLOAKROOM

White stone, flickering magic lamps, two rows of eight silver coathooks. One *Bound Ghost* (pg. ##) named Cheswick materializes, asks to take party's coats. Drops them if given any (is immaterial), sighs, and departs through a wall. Any fabric placed on the coathooks instantly catches fire. They could be made into magic daggers, dealing +1 fire damage to creatures with fabric clothes.

2: PRISMATIC HALL

A large, grand room. White stone walls, black and white tile, eight colorful columns. Starting with the north-west column and working clockwise, they are red, orange, yellow, green, blue, indigo, violet, and grey metal. The other columns are painted stone. There are three unlocked wooden doors on the north, east, and south walls.

The lever in **45: NORTH ALCOVE** lowers the protective metal shield around the eighth column for 1d6 hours. While it is lowered, the room is bathed in strong octarine light. Anyone inside the room must Save each round or suffer a Magical Accident (pg. ##). Lowering the shield makes a tremendous grinding noise.

3: SMOKING ROOM

Unlocked wooden door with brass label. Inside, long plush couches, scattered chairs, ashtrays. Cabinet at west end contains:

- 50 very cheap cigars worth 1gp total
- 3 elegant magical cigars in a wood case

The magical cigars are enchanted to produce *solid smoke*. Once lit, a cigar burns for 1d6 rounds with a pleasant nutty aroma before the smoke hardens into an opaque taffy-like substance as strong as leather. Anyone smoking a cigar when the smoke hardens must Save or die. One use each. One chair is a *Mimic* (pg. ##), only attacks if sat in, tickled, or searched.

4. PIT TRAP

Large throw rug suspiciously glued to the floor. Wooden door to the south with a brass handle. If handle is turned, pit trap opens, splitting carpet in half. 10' drop onto very sharp spikes. 2d6 damage. Person who opened the door can Save to leap into 5: VELVET BEDROOM. Trap can be identified by examining the carpet the handle.

5: VELVET BEDROOM

Enormous plush bed, fireplace, portraits of fruit with human legs. Three *Kiln-Fired Zombies* (pg. ##) claw their way out of the bed to attack intruders. Slightly melted coins worth 3d10gp in the fireplace. Secret door behind a tall portrait of a walking orange leads to **8: BROCADE BEDROOM**.

6: SILK BEDROOM

Luxurious four-poster bed with green curtains, flimsy end-tables, locked wardrobe, dresser full of dried herring. Bed contains an extremely slow *Gelatinous Polyhedron* (pg. ##) with a silver key to **11: BUTLER'S ROOM** embedded in it. Secret door in wardrobe leads to **7: READING ROOM**.

7: READING ROOM

Empty bookshelves line the walls. Floor is covered with dense shredded book pulp, slime, and bits of fabric. Shattered door to the east leads to **9: RUINED BEDROOM**. Sliding bookshelf on the northwest wall opens into the wardrobe in **6: SILK BEDROOM**.

8: BROCADE BEDROOM

Well-made abstract wall hangings. Large bed with torn mattress, stand with water basin. Bed contains six *Laser Rats* (pg. ##) making a nest. Basin is full of *oil of slipperiness* and makes anything it touches frictionless for 10 minutes. Spilling it affects an area up to 30'x30' as the *grease* spell (when moving, Save or fall prone) for 10 minutes.

9: RUINED BEDROOM

Wood splinters, slime on walls, gurgling, smell of mold and grease. In the knee-deep muck, a *Thirty-Inch Bookworm* (pg. ##) rests. Will ambush the second person to enter the room. 3d6 bookworm eggs stuck to the wall, 50gp in shiny book bindings and scraps of gold in the slime.

10: STAIRCASE TO THE SALON

Thick plush red carpet down the centre of the stairs. Rises up to second floor. Carpet is very slightly sticky. Fifth stair is trapped: when touched, anyone on the stairs must Save or fall asleep for 1d6 hours or until slapped. The carpet slowly digests sleeping victims, dealing 1d4 acid damage per hour. It's possible to walk up the stairs beside the carpet, but the fifth step is still trapped.

11: BUTLER'S ROOM

Locked wooden door (key in **6: SILK BEDROOM**). Inside, small bed, writing desk, wardrobe. One *Kiln-Fired Zombie* (pg. ##) in a uniform asks the party if everything is in order; attacks no matter the response. Wardrobe contains twenty socks on hangers. Anyone touching a sock must Save or have it envelop their hand to the wrist. Not harmful but makes spellcasting, writing, or delicate tasks impossible. Socks can be removed by fire, acid, or pulling really hard.

12: WINE ROOM

Wood racks full of bottles of wine. In the middle of the room, a small chest on a stone pillar. 300 bottles worth 1d6gp each (900gp if entire collection is removed). Chest contains a magically animated ball bearing. If opened, the ball bearing will zip around the room smashing bottles unless captured in a sturdy container. It smashes 10 bottles per round. Any living thing in the room must Save or take 1 damage per round. Hubert preferred sweet white wines.

13: KITCHEN

Unlocked wooden door painted white. Inside, long marble counters, glistening copper pots, gas stove, sharp knives on display. Knives fling themselves at the first person to enter the room (1d6 damage, Save to dodge), then hop back to their original places. Room also contains a Magic Fountain (pg. ##) with a white marble rim.

14: STOREROOM

Wooden door with a large iron handle. Handle is coated in magical acid (1d4 damage per round until washed off). Inside, mostly empty shelves. Three large wooden beams, two small boxes full of matches, a lantern with pink glass lenses, enormous crate full of dead crickets, thirty feet of very flimsy rope (1-in-6 chance of snapping if used to support a person), and ten glass jars full of human teeth.

15: BOILER ROOM

Massive iron drum full of fire. Maze of pipes. Smells of steam, oil and ozone. Fiddling with one of the dozens of red knobs has one of the following effects:

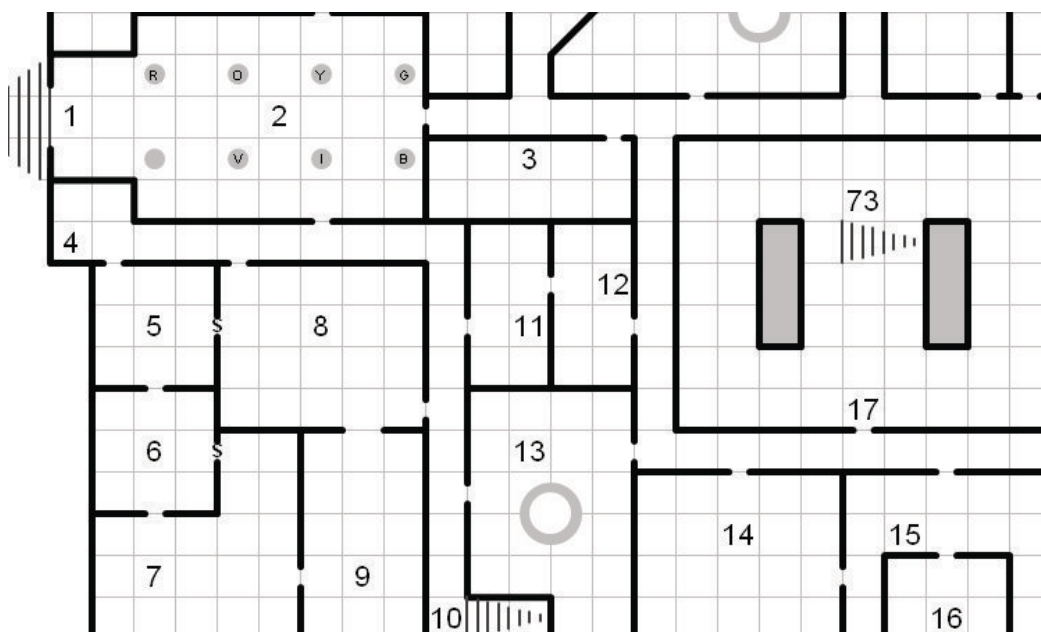
1d6

Boiler Room Adjustment Effects

- | | |
|---|---|
| 1 | Ominous rumbling. The whole manor shakes. No other effect. |
| 2 | Fluid Adjustment. All Magic Fountains (pg. ##) gain a different effect. |
| 3 | Healing Vapours. Magic steam bursts from a small pipe, healing everyone in the room for 2d6 HP. |
| 4 | Boiler Ghost. A <i>Bound Ghost</i> (pg. ##) emerges from the pipes to attack intruder. |
| 5 | Bath Adjustment. 63: Grand Bath goes from boiling hot to ice cold or vice-versa. |
| 6 | Steam Catastrophe. Room is instantly filled with scalding hot steam. Everyone inside takes 3d6 damage, Save for half. |

16: COAL STORAGE

Unlocked iron door. Inside, a storage chamber nearly half full of coal. Large iron doors open to an alleyway outside. If entered, deadly *Coal Golem* (pg. ##) rises up to smash intruders. If the golem is killed, this room can be used to enter or exit the mansion.



The Old Wing

17: HALL OF ANCESTRAL STATUES

Gloomy grey stone, tall arches, eight glowering statues in alcoves. If anyone, in-character or out-of-character, says something like, “those statues will probably come to life and attack us”, the statues animate. All eight displeased *Ancestral Statues* (pg. ##) will attack whoever spoke while intoning “NO WE WON’T” or “NO WE AREN’T” or “IGNORE US”, as appropriate. They will pursue people up to 30’ out of the room before sulkily returning to their alcoves. It is possible to sneak past them provided no one mentions animated statues.

18: SOUTHEAST TOWER

Unlocked wooden doors on the west and south sides of the tower. Inside, faint smell of vegetable rot and stagnant water. Four *Laser Rats* (pg.##) gnaw on the remains of a *Veggie-Mite* (pg. ##).

19: PRISON CELLS

Locked iron door with a high grate. Inside, three prisoners in large birdcages, with several empty cages scattered around. Prisoners are:

- *Esmeralda Spugs*, *human fighter* (pg. ##) Not particularly bright, very short fuse. Trapped here by Hubert Nibsley’s schemes. Doesn’t know exactly what’s in the other two cages but is annoyed that they look like her.
- “*Esmeralda Spugs*”, a *Doppelganger* (pg. ##) pretending to be Esmeralda. Much smarter than her; will argue the real one is a lousy doppelganger. Will patiently try to get the party killed and eat their delicious pineal glands. Not a bad person... if well supplied with fresh pineal glands.
- “*Esmeralda Spugs*”, a *Veggie-Mite* (pg. ##) polymorphed to look like the real Esmeralda. Vicious, illiterate, speaks in words of one syllable or less, chews on bars, gibbers.

20: ARMORY

Locked iron door with a large brass shield. Door is trapped. Any tampering with the lock causes the shield to launch out on a comically large spring, dealing 1d6 bludgeoning damage to anything at chest height or above within 10’ of the door. Inside, large pile of weapons and broken wood racks. Animates to form a *Weapon Golem* (pg. ##), who will relentlessly pursue intruders.

21: TORTURE CHAMBER

Locked iron door. Inside, one *Kiln-Fired Zombie* (pg. ##) chained to a rack, hanging chains, large spikes, saws, thumbscrews. Iron maiden (vertical coffin full of spikes) attached to the wall.

22: MONSTER STORAGE

Iron door has been torn wide open. Inside, fragments of a very large brass cage. Straw on the floor, four crates full of dried onions and apples. Bright blue whistle hanging on a peg, red wand hidden under some straw. The whistle summons the *Auburn Bulk* (pg. ##) to the nearest adjacent empty 10’ square. The wand casts *temporarily remove skin*, which doubles all damage a target takes for 1d6 rounds. 30’ range, 3 charges.

23: REVERSE GRAVITY PIT TRAP

Floor is clean; ceiling is dusty and slightly stained. Anyone walking in the marked square activates the trap. Gravity reverses. Victim flies 15’ upward, through hinged doors, and into a spiked pit, taking 2d6 damage. Next round, victim then falls 15’ down as the trap deactivates, taking a further 2d6 damage (Save for half). Leaping over the square or sprinting through it does not activate the trap.

24: DINING HALL

Red tattered wall hangings. Long oak table covered in roast meats, heaped vegetables, delicate pastries. Silver place settings equal to the number of current party members plus one. Food is harmless and reasonably delicious. Cutlery is coated in magical acid (1d4 damage per round until washed off). Cutlery is worth 3gp per place setting. One large gelatin aspic is really a sleeping *Gelatinous Polyhedron* (pg. ##), will wake up if disturbed.

25: SIDEBOARD

Unlocked wooden door. Inside, precariously balanced stacks of wine glasses and china plates. After 1d6 rounds, a *Bound Ghost* (pg. ##) appears, screams, “Don’t touch my plates!”, and attacks. Smashing the plates and glassware makes enough noise to cause a Random Encounter (pg. ##).

26: FOOTMEN’S QUARTERS

Unlocked wooden door with handwritten sign saying, “Beware of Leopard.” Door makes a sad trombone noise when it is opened. Inside, two small beds, dressers, chairs, and a large badly taxidermied leopard on a wood stand. It looks like it was stuffed by someone who’d only ever seen sheep. Bits of straw stick out from the joints and the glass eyes point in very odd directions. The leopard is a *Mimic* (pg. ##). 60gp hidden under a mattress.

27: MAIDS’ QUARTERS

Locked wooden door. Inside, a *Kiln-Fired Zombie* (pg. ##) in a maid’s uniform. Not hostile. Will obey any command with literal bloody-minded persistence. Asked to dust a room; will sprinkle dust everywhere. Two small beds, dresser, mirror. Mirror reflects only vampires and ghosts.

28: SERVANTS' BATHROOM

Unlocked wood doors painted white. Inside, wash basins, large walk-in shower with taps labeled "A", "H", and "C".

- A dispenses a stream of powerful acid. 2d4 damage per round to anyone in the shower, 1d4 damage per round to anyone in the room, anyone who takes damage must Save or go blind for 1d6 hours.
- H dispenses up to 30 ham sandwiches.
- C sprays up to 30,000 copper pieces (equivalent to 300gp but very difficult to transport) and makes an incredible racket.

29: VEGGIE-MITE STRONGHOLD

Unlocked wooden doors on the north and south end. A grey stone hall. Reeks of vegetable rot. Inside, dual barricades made of smashed furniture, newly sprouted plants, hanging foliage. In the centre of the room, a large key carved from a single giant kidney bean rests on a ceremonial stone pedestal, illuminated by a shaft of sunlight.

The room also contains a horde of 100 *Veggie-Mites* (pg. ##) who will gleefully attack anyone who threatens their fortress-lair. Their hoard contains:

- 200gp in mildewed coins
- Nine rubies worth 10gp each.
- A *sword of slaughtering*. +1 damage, if a target is killed the wielder must make an additional attack against the next nearest target, friend or foe.
- The Legume Key to the ##: **Workshop Door**.

30: CALLOWFEX MAZE

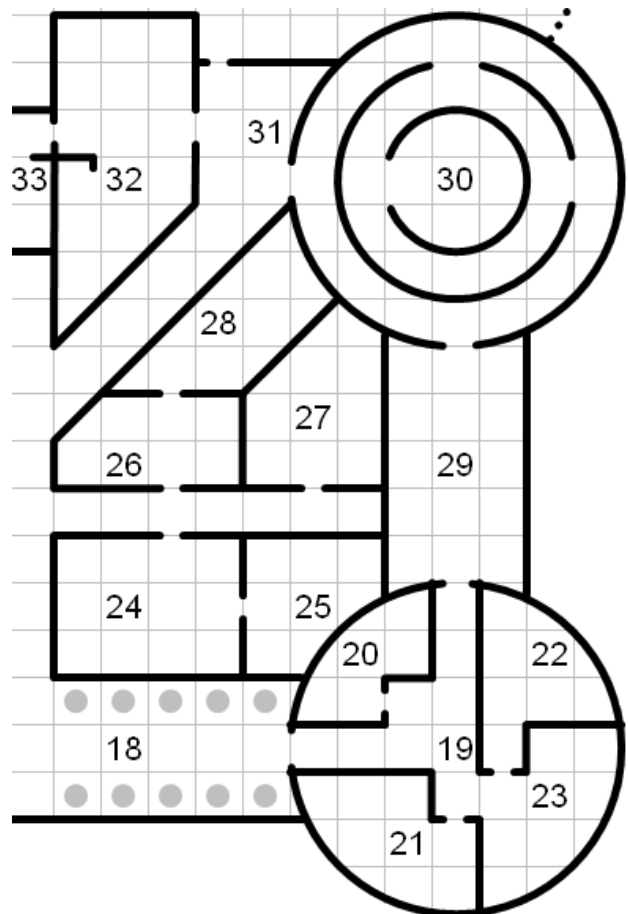
A very simple maze made of grey stone blocks. Walls carved to represent the evolution of life with wild inaccuracy (trees develop wings and become insects, earthworms organize to form sea stars, etc). Sand on the floor conceals the occasional bone or skull. In the centre of the maze, the *Corpulent Callowfex* (pg. ##), currently very weak and decrepit, sits on a plinth, nesting on 300gp worth of glittering diamonds.

The *Corpulent Callowfex* resembles a diseased iguana with murderous glimmering eyes. It will bite and hiss at anyone who approaches its hoard, trying to convince them to attack it back so it can grow more powerful.

31: BOOT-ROOM

Two enormous heaps of old boots and torn gardening gloves. Searching the heaps reveals:

- Nine pairs of wearable leather boots.
- A rake.
- Three magical acorns of sprouting that grow into 50' tall oak trees 1d6 minutes after being planted in soil, provided the soil has sunlight shining on it.
- A bright green *potion of cure poison*. Reduces poison damage on the round ingested, and on the previous two rounds, to 0.



32: LOWER FALSE WORKSHOP

Unlocked wooden doors to the west and east. West door has a sign reading "Do Not Disturb", east door has a sign reading "The Wizard is OUT". Inside, long black benches covered in flasks, glass tubes, tin pots, bundles of dried herbs, and wall hangings with stars and arcane symbols. All are cheap and shoddily made.

In the southwest corner, a large metal book with dragon-shaped clasps rests on a small table. The front cover is engraved with "Warning: Dangerous Spells Inside". The air near it smells faintly of ozone and one of the nearby cabinets is slightly scorched. There are twelve very thick metal pages in the book. Each page is enchanted with an *detonating runes* spell, dealing 5d6 damage (Save for half) to anyone who reads it and sending out a colossal blast of flame and smoke.

One of the cabinets on the east side of the room contains a large iron lever. If it is pulled, a 10' wide perfectly black pit appears in the floor in the middle of the room. 2' down, the pit contains a *sphere of annihilation*. Anything that touches the sphere is destroyed.

A large cabinet on the north wall contains the following:

- a *potion of colour alteration*. Changes the drinker's skin to neon green permanently.
- a *potion of exceptional healing*. Heals for 3d6, but if this brings the drinker over their maximum HP, the drinker permanently loses 1 point from a random stat for each HP over their maximum.
- a *potion of smoothness*. Permanently raises the drinker's charisma by 1d4.

The Gardens

33: GARDEN

Surrounded by a 20' high stone wall capped with decorative iron spikes. Inside, everything is decrepit, rusting, or overgrown. Moss-covered paths, unraked leaves, smell of mildew and old compost, benches half engulfed in grass and vines. A thorough search reveals:

- the vegetable beds have been disturbed, as if large plants had been removed (the *Veggie-Mites*, pg. ##).
- something has dug tunnels under the ground (the *Mole Dragon*, pg. ##).
- There are huge three-clawed tracks in the soil, as if a large beast stalks the garden (a *Dire Phantasm*, pg. ##).

A *Dire Phantasm* will stalk any people who enter the garden, rustling grass and chittering ominously.

34: MAUSOLEUM

A small stone building with a moss-covered slate roof and a locked iron door. Brass plaque reads "Alberecht Nibsley. Died the way he lived : messily". The mausoleum is surrounded by tombstones buried in grass and leaves. The graves are all empty; fodder for Hubert's experiments. The mausoleum contains a 15' deep clay-lined pit leading to **67: MOLE REFUSE HEAP**.

35: MAGIC FOUNTAIN

White gravel paths lead to a small raised area surrounding this Magic Fountain (pg. ##).

36: VESTIBULE

Unlocked wooden doors. Hanging wooden sign reads, "Wipe Your Feet." Inside, boot racks, clothes hooks, high sculpted ceiling. A small doormat is glued to the floor by the north entrance. The rest of the room is completely frictionless; anyone attempting to move or attack must Save or fall prone. A *Giant Spider* (pg. ##) lurks in the dark ceiling alcoves, waiting for prone and helpless prey.

37: FALSE SECRET DOOR

Wooden panel in wall is slightly open. Seam around edge. No handle. Opening the secret door activates a stabbing spear trap, filling the two marked squares with dozens of rapidly slicing and prodding blades that emerge from hair-thin slits in the wall and floor. 2d8 damage, Save for half, anyone killed is sliced to ribbons.

38: "GOOD" CHAPEL

Unlocked wooden doors with elaborately carved angelic motifs. Solid gold handles worth 10gp per door. Inside, two rows of dusty wooden pews flank an altar at the north end. Two gold candlesticks rest on a white cloth. If the candlesticks or the cloth are touched, the *Wrestling Angel* (pg. ##) appears and challenges the nearest person to a wrestling match.

Moving or tipping the altar itself unleashes a *lightning bolt* that strikes anyone in a 20' radius of the altar. 40 damage, Save for half. The bottom of the altar has a platinum plate worth 30gp, but prying it free with a metal tool unleashes another lightning bolt.

39: VESTRY

Wood clothes racks, small desk, portraits of generic holy figures with moustaches, eyebrows, and fangs painted on with thick black paint. The clothes racks contain:

- a *cursed vest of singing*. Black with silver cords. Wearer cannot speak but can sing beautifully. Vest cannot be removed without a *remove curse* spell or immersion in unholy water.
- a *vest of armlessness*. Grey with blue buttons. While worn, wearer's arms vanish. They return if the vest is removed.
- a *vest of angelic flight*. Pure white with gold buttons. Tiny glowing white wings appear on the wearer's back. The wearer can ascend but not descend. Fall damage as normal (or use 1d6 for every 10' fallen past the first 10').
- a *vest of vengeance*. Grey with red buttons. Slightly sooty. Any weapon wielded by the wearer is engulfed in flames. The weapon deals +1d6 fire damage but also deals 1d4 fire damage to the wielder.

The desk contains only dust and dead moths.

40: "EVIL" CHAPEL

Unlocked wooden doors with elaborately carved demonic motifs. Metal handles are sizzlingly hot, dealing 1d4 damage to anyone who grabs them bare-handed. Inside, two rows of crudely carved stone benches flank an altar on the north end. Two black iron braziers rest on a black cloth. If anyone approaches within 30' of the altar, an illusionary demon appears. The demon can be popped like a soap-bubble with any solid blow but reforms one round later with a great deal of smoke and cackling. The demon will scream the following:

Interlopers! Answer me this riddle and I will let you leave unharmed. Fail, and I will slaughter you all! The riddle is this: there are three apples on a table. I take away two apples. How many apples do I have?

The answer is "two". Any other answer is greeted with a 6d6+6 damage firebolt. The demon then vanishes.

If the correct answer is given, the demon harumphs angrily, knocks the cloth off the altar, and vanishes. A small hollow on the top of the altar contains a *gem of false wishes*. This fist-sized ruby glows with faint magic. Anyone who picks it up knows, by supernatural means, that it can grant three wishes. The gem cannot actually grant wishes, but if a wish is spoken aloud while the gem is held it pulses with terrible and majestic power. The person who made the wish must save or be convinced the wish actually took effect. Evidence will slowly convince them over a period of 1d6 hours, but during that time they will firmly believe their wish worked. The gem disintegrates after the third wish is made.

41: COFFIN ROOM

Unlocked iron door, but complex mechanisms allow it to be locked. Inside, a black coffin inside a 10' wide circle of salt. Slightly camp voice from inside the coffin introduces itself as "Otto Gottlieb, who has been trapped in zis coffin by a vbery naughty vizard." Otto is "definitely not a vampire, what even is that, I certainly do not know?". In fact, Otto is just an enchantment. The coffin contains only gold and compressed poisonous gas. If it is opened, stabbed, or otherwise damaged, the gas begins to fill the room. The iron door also slams closed and locks with a dramatic thump.

Everyone inside the room can hold their breath for Con Bonus rounds. After that, they take 1d6 poison damage per round. Picking the door's lock takes at least 1d4 rounds. Breaking the door open is also possible, but requires at least two people with crowbars or sturdy swords.

Once the door is opened, the gas harmlessly dissipates in 10 minutes. The coffin can be opened safely and contains a solid gold gas mask (pretty but useless) worth 400gp.

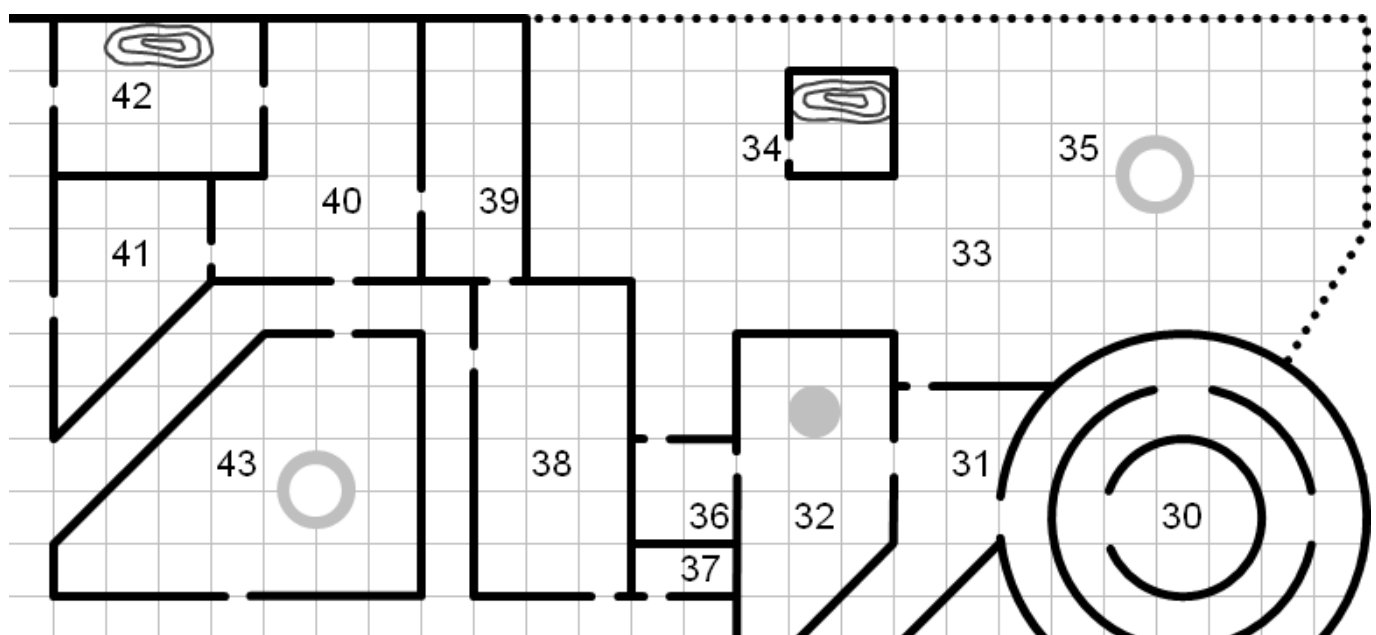
42: STORAGE ROOM

Unlocked wooden doors. Inside, muck, rotting floorboards, unpainted walls, smell of ammonia and grease. A large clay-lined pit leads to **74: SLIME CAVERN**. Three locked iron chests attached to the floor with long bolts line the south wall. From west to east:

- Engraved snake on the top. The lock has an easily detected and disabled poison dart trap (1d4 damage to anyone picking the lock). If the chest is opened, three *Paper Snakes* (pg. ##) spring out and attack anyone they can see.
- Engraved gemstone on the top. The lock makes alarming but harmless buzzing noises if picked. The chest appears to contain 40 gems the size of oranges worth 200gp each. If removed from the dungeon, the gems transform into paper slips with gems drawn on them.
- Engraved purse with gold coins on the top. The lock contains an easily detected and disabled poison dart trap (1d4 damage to anyone picking the lock), and a second, much more difficult to detect electrical trap. The first time anyone touches the chest, they are struck for 2d6 electrical damage. The trap is then disabled for 1hr. The chest contains a single gold coin.

43: COURTYARD

Unlocked wooden doors with glass windows. Inside, dead grass, rusted benches, one dismal leafless elm tree. A Magic Fountain (pg. ##) bubbles gently in one corner. A pile of leaves conceals a *cursed magical cap of incompetence*, which reduces the wearer's intelligence to 2 and can only be removed with a *remove curse* spell or the touch of a geriatric librarian.



The Tower

44: WAITING ROOM

Smooth wooden benches, small table with a single drawer. A very neatly painted sign on a wire stand reads “Wait Here”. Benches are enchanted; anyone who sit on them must Save or “choose” to remain seated, waiting for “their appointment”. The effect ends if they are removed from their seat for any reason. The table’s drawer contains a spring and a box of feathers. If the drawer is opened, the spring pushes the feathers into the air in a surprising but harmless poof.

45: NORTH ALCOVE

A very large iron lever protrudes from the wall. It has a shiny red knob on the end that looks like it would fit perfectly into a person’s hand. Pulling the lever lowers the shield around the ocatarine column in **2: PRISMATIC HALL** for 1d6 hours with a terrible grinding noise.

46: PIT TRAP

Tripwire runs across the corridor from north to south. It can easily be disabled or stepped over, but it isn’t connected to anything. A pit trap occupies the marked squares. The tiles above it are slightly less dusty than the rest of the hallway. Any pressure causes the trap door to open. 10’ drop onto very sharp spikes. 2d6 damage.

47: RECORD ROOM

Locked iron door with a brass label. Inside, heaps of paper, densely packed iron cabinets full of records. Most seem to be in some sort of code. A cursory search (at least 10 minutes) reveals that some files seem to be named for visitors to the mansion, and that it might be possible to find the current date and visitors. Diligent searching (at least 1 hour) reveals the character sheets of the PCs currently in the mansion. The players can have a PC look at the PC’s sheet in-character, though stats and effects will not be explained.

48: TROPHY ROOM

A large open room with scarlet wall hangings. Dozens of taxidermied heads of deer, elk, sheep, goats, lions, tigers, leopards, elephants, unicorns, octopi, and ostriches dot the walls. On close inspection, the heads are made of paper, paint, and glue. 50 glass eyes of various sizes can be collected and are worth 10gp total.

49: COFFIN STORAGE

A glowing magic portal blocks the entrance to this room. Opaque purple mist fills the archway. The mist is harmless to most creatures; a fly-killing enchantment to keep maggots and other grave insects from invading the rest of the tower. It’s a Save or Die effect for insects. Inside the room, 20 stacked empty coffins, grave dirt, rot, and flies. If searched, the coffins contain:

- a ruby ring worth 10gp
- 135gp in loose change and small gold trinkets
- an *amulet of alarm*. If the large green button on this silver amulet is pressed, an ear-splitting mechanical wail starts up and continues for 10 minutes. The first use automatically causes a Random Encounter (pg. ##).

50: SPIRAL STAIRCASE

Polished white stone, dark hardwood handrail. Small paper sign hanging on a nail at the bottom of the stairs reads “TURN BACK”. Walking up the staircase while facing forwards or sideways is impossible. Anyone doing so walks out of the entrance to the staircase on the floor they entered after a few seconds, though from their point of view they climbed a full turn of the stairs. The only way to ascend or descend is to walk backwards.

The landing on the second floor (just before 54: ART GALLERY) is trapped. A small area of the floor is covered in faint silver sigils. The first person to step onto the marked square must Save or vanish for 1d6 minutes. They take 1d6 permanent Charisma and Intelligence damage and return with the inability to tell the truth for 1 hour. They can’t remember where they went except that it was “very bright.”

51: ZOMBIE KILN

Unlocked iron door with rubber seals. Inside, a large metal surgical table along the north wall and a dark red brick kiln along the south wall. Above the table, metal racks hold glass tubes full of clay and menacing articulated injection arms. The arms will stab anyone who lies on the operating table or leans over it (to closely inspect the clay tubes, for example). They inject the victim with clay, killing them instantly (Save to dodge). The corpse can be turned into a *Kiln-Fired Zombie* (pg. ##) using the kiln.

A large red wheel and two glass discs are attached to the kiln. The wheel can be rotated freely. Counterclockwise increases the heat in the kiln; clockwise eventually shuts off the flames. If the wheel is turned three times counterclockwise, the first disc glows with green light, indicating the kiln is ready to use. A clay-filled corpse will rise and climb out as *Kiln-Fired Zombie* after 3 hours. If the wheel is turned ten times counterclockwise, the red light comes on and the kiln begins to shake. It explodes after 1d4 rounds. 30’ radius, 5d6 damage, Save for half.

52 & 53: MIRROR ROOMS

Locked iron doors polished to a mirror sheen. Opening one door opens the other. Inside, the walls of the rooms are covered in foggy mirrors that seem to shimmer like mercury. The two rooms are really one room with a very unusual property. Anything that enters one room appears in the other, but mirrored. Walk into **52** and emerge in **53** with left and right reversed, and vice-versa. Mirrored objects usually still function. Mirrored living organisms are sterile and will slowly starve in 6 weeks unless fed mirrored food. Entering and exiting the rooms un-mirrors objects.

54: ART GALLERY

Large well-lit room. Thin glass windows between thickly-framed paintings along the eastern curved wall. There are eight paintings, each one with a brass label. They all detect as magical. The paintings are very heavy and awkward, even if cut from their frames, and will significantly encumber a person. The paintings are each worth at least 300gp. From north to south, they are:

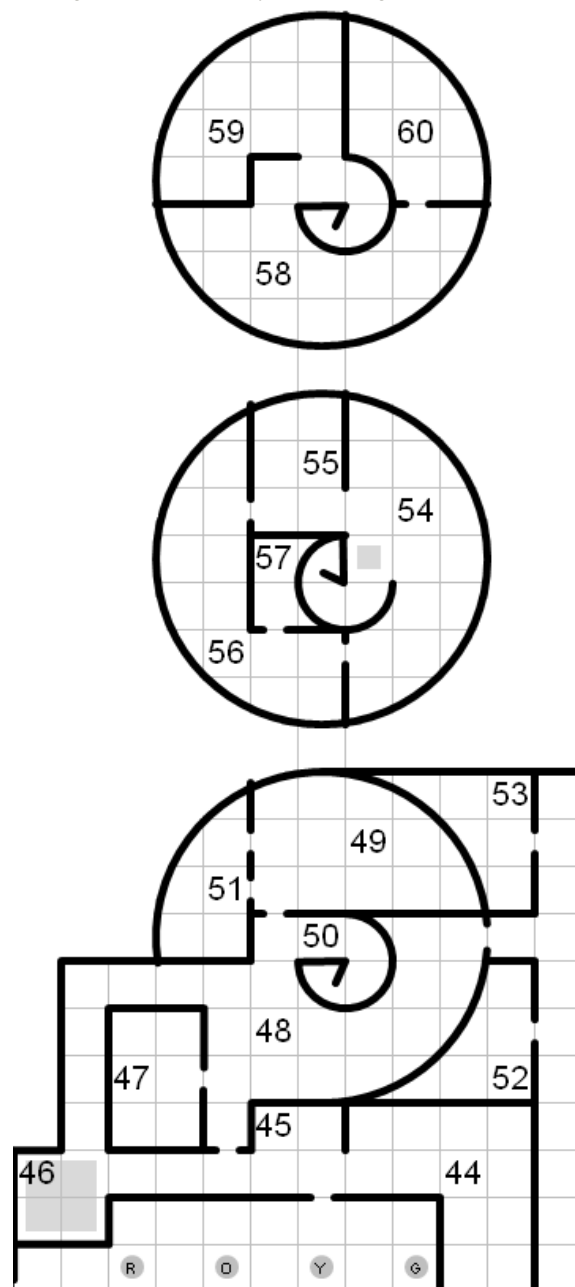
- *Portrait of the Artist as a Young Man*. Small pink jellybean floating red-orange space, tethered by some sort of cord. Touching the painting de-ages a person by 2d20 years. Adjust stats accordingly. If a person's age drops below 0 they cease to exist. This effect only works 3 times.
- *The Fallen Madonna*. Young woman wearing a very-far-off-the-shoulder red dress. If anyone approaches within 1' or tries to move the portrait, she scoffs and says, "Hands off!". On a second attempt, "I'm warning you." On a third, "You asked for it," as she pulls out a wand of pigmented lightning (50' cone, 3d6 electrical damage, Save for half, targets are deafened for 1hr). The painting will not answer questions.
- *Picnic Scene*. A group of well-dressed picnickers on a hillside are menaced by giant ants. The picnic basket is real and can be removed or tipped out of the painting. It contains three ham sandwiches, a bottle of sweet white wine, and a small pot of mustard.
- *Hubert Nibsley in Repose*. The wizard lounges on a plush green sofa, nude behind a strategically placed fern. His smile is insufferably smug. Anyone within 30' who looks at the painting must Save or stare at it until they complement Hubert. Affected people are aware of this requirement.
- *The Curious Monolith*. Metal post in the middle of a sun-dappled snowy forest. The first person to touch the painting is sucked in and vanishes for 1 round. They emerge 2d10 years older and gain enough XP to reach the next level. They have hazy memories of a "magical forest" and being elected "monarch of the muskrat people". From their point of view, they were in the painting for a very long time.
- *Sunset Styles*. Large orange sun glitters over the spires of a distant city. The painting glows as brightly as a torch. Its light has all the properties of natural sunlight (burns vampires, grows plants, etc.)
- *Twilight on the Honsu River*. Broad expanse of water with tiny stylized boats. Sails appear to wave; water appears to ripple. Tilting or moving painted causes tidal waves, tiny stylized shipwrecks.
- *The End*. Streams of multicoloured paint flow towards a central black spot the size of an apple. The spot is painted with paint of annihilation. Anything that touches it, aside from the canvas it is painted on, is destroyed.

55: STATUE ALCOVE

Contains three statues of Hubert Nibsley. From left to right, one had its hands cupped over its ears to focus sound, one has its hand shading its eyes, and one has its hands cupped around its mouth to amplify speech. On the wall above them, a large brass plaque reads "BE NICE". A small metal box sits on a plinth between the statues.

The statues will animate as *Ancestral Statues* (pg. ##) If anyone insults the Hubert in this room or if anyone touches the box. If anyone pays Hubert a complement, they will bow and open the box. The compliment-giver may select one of the six *rings of resistance* (reduce incoming damage of the chosen type by 6) at random:

1. fire resistance. Glittering red ruby, gold band.
2. cold resistance. Shimmering sapphire, silver band.
3. lightning resistance. Indigo tourmaline, silver band.
4. acid resistance. Deep emerald, gold band.
5. poison resistance. Bright amethyst, silver band.
6. falling resistance. Cloudy diamond, gold band.



56: LOUNGE

Brightly blue and yellow walls painted in a floral pattern. Three plush sofas: one red, one blue, one green. A *Kiln-Fired Zombie* (pg. ##) wearing sunglasses rests on the blue sofa, apparently snoring loudly. It will only attack if provoked or if anyone makes a very loud noise. The three sofas are *Mimics* (pg.##) and will attack if sat in, tickled, or searched.

57. MAGIC ELEVATOR

Wooden sliding door. Brass button to the right of the door opens it with a quiet hiss. Inside, wood paneling, blue paint, soft music, two brass buttons marked “UP” and “DOWN”. Press either button and the doors close and magically seal shut.

“UP” teleports the room 40,000 feet into the air. After short pause, the doors open. It’s -60 F (-55oC). People in the elevator can hold their breath for Con Bonus rounds but take 1d6 cold damage each round and 1d6 general damage each round they need to breathe. Pressing “DOWN” once closes the doors in 1d4 rounds and returns the elevator to the Mansion. The doors open with a pop of equalizing pressure and a rush of cold air. Pressing “DOWN” multiple times sends the elevator deep underground (as per the effects below).

“DOWN” teleports the elevator 40,000 feet into the earth. After a brief pause, the doors open. It’s 350 F (180oC). People in the elevator begin to cook almost instantly, taking 3d6 damage per round. Pressing “UP” once closes the doors in 1d4 rounds and returns the elevator to the Mansion. The doors open with a rush of steam. Pressing “UP” multiple times sends the elevator high into the air (as per the effects above).

58: PLANETARIUM

Large windows along the south wall show the city. Extremely diligent PCs might notice that the windows weren’t visible from the outside of the Mansion. An elaborate mechanical model of the earth and the moon (plus associated asteroids and the bands of the zodiac) turns slowly in the centre of the room. Long thin telescoping arms support the painted ceramic orbs. Altering the model (by moving the moon closer to the earth, breaking the moon, prodding the earth with a finger, fiddling with the dials, etc.) affects the view outside the windows in a suitably apocalyptic manner. Realistic enchantments can also make the room shake slightly. The windows are just enchanted glass panels; the world is not actually affected. The model of the moon contains Moon Key to the **75: WORKSHOP DOOR**.

59: STATIONARY ROOM

Unlocked wooden door, opens outwards. Small brass label reads “STATIONARY ROOM”. Inside, shelves full of paper, gold-tipped fountain pens, bottles of rare and expensive inks, mysterious leather-bound blank books. 30gp worth of loot in total. The room is powerfully enchanted. Any non-magical person or object moving into the room gets stuck. Walking in merely gets your toes stuck; a violent blow gets your arm stuck a few inches in. Magical objects and spellcasters of level 5 or above can move freely. Removing a stuck object requires at least 5 people to pull as hard as they can. Chopping off the stuck parts also works.

60: UPPER FALSE WORKSHOP

Unlocked iron door. Brass label has been removed, but the screw holes remain. Small paper sign reads “Caution: Wet Floor”. Inside, a 30’ deep pool of murky water occupies the entire room (despite the fact that the tower clearly can’t contain a pool of that size and depth). 20’ away from the door, a wood desk bobs in the water. The desk contains a waterlogged leatherbound book. The book contains only obscene drawings of fish, squid, and local political figures.

Floating debris includes:

1. a *potion of minor healing* (heals 1d6 HP)
2. a *potion of water breathing* (allows the drinker to breathe only water for 10 minutes. Can’t breathe air).
3. a floppy indigo felt hat with an ostrich feather. The hat is actually a *Mimic* (pg. ##), will only attack if damaged or placed on a head.
4. an empty bookshelf, large enough to act as a raft for one person.

Sunken debris includes:

1. A small iron chest too heavy for one person to lift while swimming. The chest contains 200gp in ancient gold pieces.
2. Loose change worth 10gp.
3. A bird’s-egg-sized diamond worth 400gp.
4. An elegant silver key. The key opens nothing in the dungeon.
5. A great deal of slime, rubble, and broken glass.
6. A very heavy and badly damaged telescope.

The *Secretary Kraken* (pg. ##) lurks in the water and will attack swimmers after 1d6 rounds.



The Salon

61: SALON LANDING

Smells of steam and lavender. Small white basin full of water on a thin metal stand. Just above **10: STAIRCASE TO THE SALON**.

62: LINEN CUPBOARD

Unlocked wooden door. Inside, dry heat and shelves of dozens of white fluffy towels. If anyone touches a towel in the room, they must Save or have all their non-cursed clothing and equipment neatly removed and stacked on the shelf, while the towel (or towels, if required) flies out with incredible speed and delicacy to form a chaste covering. Ten towels are worth 1gp. They have no special properties outside the cupboard.

63: GRAND BATHS

Unlocked iron door. Inside, crowds of steaming hot iron bathtubs with narrow winding paths between them. Bath temperature can be adjusted to icy cold by fiddling with the knobs in **15: BOILER ROOM**. If the baths are warm, the water deals 1 point of damage per round to living creatures. It's possible to move through the bathtubs very slowly, but running or panicking characters must Save each round or splash into near-boiling water.

64: STEAM ROOM

Unlocked wooden doors with small glass windows. Inside, billowing steam and the glimmer of fire on metal. The room is unpleasantly warm. PCs wearing more than a towel must Save each round or take 1 damage. Along the north wall, a furnace full of hot stones heats a metal plate. A complicated clockwork device worth 15gp tips water on from time to time. Along the south wall, a pile of birch branches, loofahs, scrubbing pads, and buckets. The heap is a *Weapon Golem* (pg. ##) and will animate if anyone approaches within 20'.

65: SALON

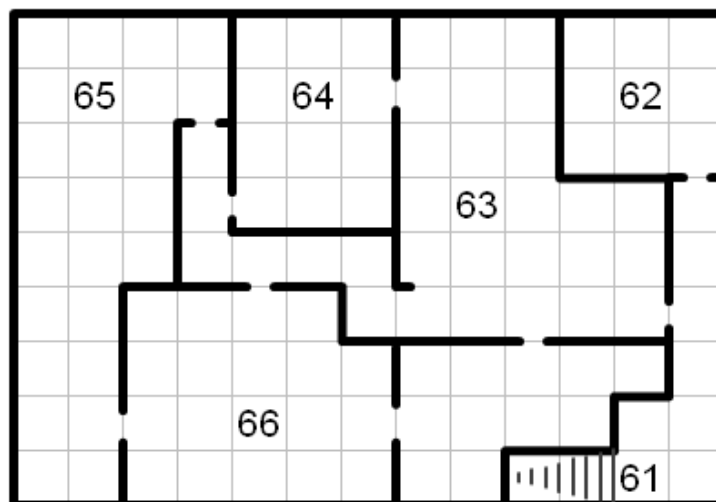
Unlocked wooden doors. Inside, sharp smell of medicinal preparations, herbs, and perfumes. Long white cabinets along the wall north wall, hanging drapes, eight brown leather reclining chairs scattered around the room. The cabinets contain:

1. Three bottles of hair remover. Instantly flings all the hair off the user's body. Also deafens them permanently (hair cells in the ears). One use.
2. One jar of healing salve. Heals for 4d6 HP; restores 1d6 lost stat points, and regrows up to one lost limb or organ. One use.
3. Six bottles of cold cream. After 3 rounds, deals 1d4 cold damage per round to living tissue until washed off. One use each.
4. One bottle of Barbicide. Save or Die poison but only to barbers. Otherwise harmless, slightly minty.

Two of the eight brown leather recliners are *Mimics* (pg. ##) and will attack if sat in, searched, or tickled. The remaining 6 chairs contain small explosive charges (10' radius, 1d6 damage, Save for half) that will detonate if the chair is struck with a solid blow.

66: PERFUMERY

Unlocked wooden door. Inside, hundreds of very small glass bottles on delicate glass shelves. Removing even one bottle, jumping, throwing something, sneezing, etc. causes a catastrophic chain reaction, smashing every bottle and filling the room with a thousand mixed scents. Anything inside the room must Save or be marked with a distinct scent for 1d6 days. 20 minutes of scrubbing will remove the smell. A bowl of perfume sits on a plinth in the middle of the room. A key made of coral floats in it. This is the Perfume Key to the **75: WORKSHOP DOOR**.



The Mole Dragon's Den

Unlike the rest of the Mansion, the Mole Dragon's Den is not magically illuminated. Torches or lanterns may be required.

67: MOLE REFUSE HEAP

Huge stinking heap of clay, corpse fragments, dead leaves, gravel, and rotten potatoes. Slick clay tunnel 10' above leads to **34: MAUSOLEUM**.

68: DRAIN

Clay tunnel leads down to a 10' deep pool of murky water. Moving more than 10' out of **67: MOLE REFUSE HEAP** requires a PC to Save or slide the rest of the way down the passageway. Climbing up is difficult and time consuming. The pool contains 10gp in loose change.

69: MOLE FOOD STORAGE

Cavern full of earthworms ranging in size from a pencil to a python. Paralyzed by the *Mole Dragon's* saliva. Harmless but extremely gross. A giant earthworm is worth 2gp to an entomologist or an ambitious farmer.

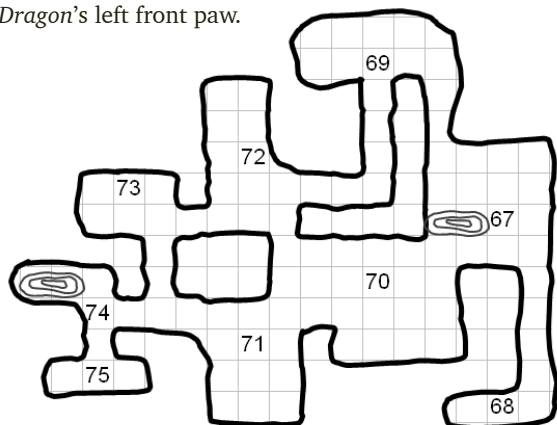
70: TOOTH FAIRY INFESTATION

Soggy clay cave. Heaps of bones underfoot. Faint buzzing, smell of finely powdered sugar. 10 *Tooth Fairies* (pg. ##) are hiding inside skulls, looking for more teeth to lay eggs in. Unless appeased they'll target an isolated PC and try to steal their molars.

An *Umbrella Sword* is buried in the bones. Via a small lever on the pommel, this weapon can unfurl an invisible and intangible yet completely waterproof umbrella large enough for two people. The umbrella only affects water

71: MOLE DRAGON HOARD

Mountain of trash with the *Mole Dragon* (pg. ##) snoring on top. The *Mole Dragon* will attack if its hoard is disturbed, though it can be lured away with wiggling earthworms. A large black iron key is clearly visible under the *Mole Dragon's* left front paw.



The hoard contains:

- a *gem of absolute certainty*. The holder of this egg-sized opal believes that any course of action they've chosen is the right one and cannot be convinced otherwise.
- a *cursed amulet of solubility*. Anyone wearing this amulet becomes water soluble. They take 1d6 damage per round from immersion in water, dampness, or steam. Can only be removed with a *remove curse* spell or a very hot flame.
- a *cursed cloak of invincibility*. Anyone wearing this dark green cloak believes they cannot be hurt and will ignore all injuries. Can only be removed with a *remove curse* spell or powder made from 100 moths.
- 50' of rope, two shovels, and 30gp in loose change.
- The Ancestor Key to the **75: WORKSHOP DOOR**

72: GREEN SLIME HOLLOW

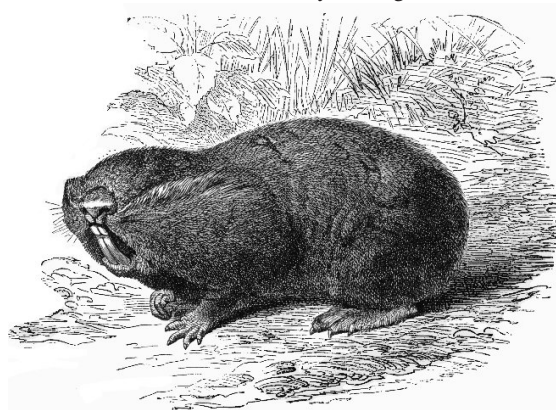
Black clay and stone cavern with a very faint green glow. Puddles of green slime on the floor; more hanging from the ceiling. Creatures moving through the cavern must Save or have green slime drop on them. A creature with green slime on it must remove the slime in 1d4 rounds or die. Fire, acid, scraping with a sharp instrument, or other plausible schemes will remove the slime. Green slime eats through cloth and leather in 1 round, plate armour in 3 rounds, and 6" of wood in 1 hour. The *Mole Dragon* (pg. ##) will not enter this area.

73: FURNITURE HEAP

Vast tangle of waterlogged stolen broken furniture: chests of drawers, coffins, chairs, and tables. A grandfather clock sits incongruously upright and undamaged. One drawer contains 50gp in ancient gold coins. None of the other furniture is valuable.

74: SLIME CAVERN

Clay caves coated in a thick layer of transparent goop. Smells like battery acid and old socks. A transparent *Gelatinous Polyhedron* (pg. ##) hangs across the cave to the south; creatures that moved into it without noticing the suspended bubbles and dead flies may be engulfed.



The Workshop

75: WORKSHOP DOOR

10' wide circular metal door with four large keyholes (numbered 1 to 4) and a central iron wheel. The door is heavily enchanted. It might be possible to tunnel through, but the magical energy required would level the nearest ten city blocks. Hubert was very thorough. If anyone examines the door or spends more than 1 round outside it, the central iron wheel forms into a pair of lips and sings, in a very smug and metallic tone:

I am the door to the wizard's lair,
To open me without a care,
Find four keys hidden elsewhere,
Without them you won't have a prayer.

One key lies in an ancient tomb,
The second key floats in a bowl of perfume,
A third key is held by the man in the moon,
The fourth key is carved from a giant legume.

The keys are located in:

1. Ancestral Key: **71: MOLE DRAGON HOARD**
2. Perfume Key: **66: PERFUMERY**
3. Moon Key: **58: PLANETARIUM**
4. Legume Key: **29: VEGGIE-MITE STRONGHOLD**

If a key not on this list is inserted into a keyhole, the door melts it and spits it at whoever inserted the key (2d6 damage, Save to dodge).

If a key on this list is inserted into the incorrect keyhole, the door sighs and sings the song in a supremely patronizing tone, emphasizing the order of the keys. Repeated failures may result in really sarcastic singing, hasty mumbling, or other annoyances.

If all four keys are inserted in the proper order, the door sings in a saccharine drone:

The assembly,
Of all four keys,
Is sure to ease,
Your inquiries.

Don't turn about.
The wizard's clout,
Will straighten out,
Your every doubt.

76: UPPER WORKSHOP

Thick walls: stone, plaster, a sheet of copper, a 6" layer of lead, a sheet of electrum, plaster, and stone. Fortified with additional enchantments. You could chip away for a week and barely make a dent. Ceiling and floor equally protected.

Inside, iron floor with non-slip bumps. Two floor-to-ceiling gleaming steel cabinets, each with three unmarked gleaming doors with white ceramic handles along the outside (west- and east-facing) sides.

A. Fifty glass jars, each containing a 2" tall *Veggie-Mite*. The creatures race around the jars, waving and silently trying to alert anyone who opens the cabinet. The jars are astonishingly heavy (50lbs each). Anyone who picks one up needs to test Strength or drop it, breaking 3d10 other jars on the way down. Broken jars release *Veggie-Mites* (pg. ##), who run about the place wreaking havoc. At least one will try to smash more jars. The jars are *jars of shrinking*. Anything inside an intact jar shrinks to 5% of its original height while retaining its original mass.

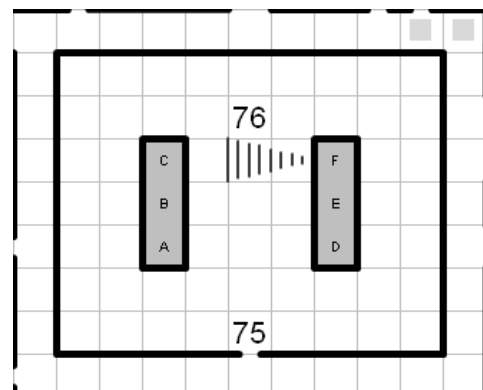
B. Empty shelves. Actually holds 3 gold bricks worth 300gp each, protected by an invisibility spell.

C. Large steel lever. Opens **77: TRUE WORKSHOP STAIRCASE** with a loud bang and a spray of celebratory confetti.

D. Cabinet is full of rubbery acidic sludge. No shelves. Flops out, coating the 10' square closes to the cabinet in green goop. Deals 1d4 acid damage per round until washed off.

E. Large steel lever with a handwritten paper sign reading "DO NOT PULL THIS LEVER - Hubert". Pulling the lever, even slightly, electrifies the floor for 10 minutes. 4d6 electrical damage per round.

F. Elaborate roast turkey dinner, refrigerated. Potatoes, gravy, brussel sprouts. Enough for four people to eat well.



77: TRUE WORKSHOP STAIRCASE

Concealed by a nigh-undetectable metal plate until the lever in cabinet C is pulled. Iron with non-slip bumps. Air feels cold and slightly electrically charged.

78: PROTECTIVE GEAR ALCOVE

Steel alcove with hooks, shelves. Contains:

- one hat of blasting. Large floppy red wizard hat with black hazard stripes and a leather chin strap. Wearer takes ½ damage from fire and explosions.
- two sets of bright blue *rubber gloves of dubious protection*. Completely protects wearer's hands from acid, poison, potions, or other liquids. 1% cumulative chance to disintegrate whenever they reduce damage this way.
- one set of *boots of hasty retreat*. If wearer is surprised or clicks the boot's heels, wearer is flung 10' in a random direction.

79: METALLURGY LAB

Silver label above an arched doorway. Red transparent fog fills frame. Behind it, complicated brass pipes, iron crucibles, glass vials. Only inorganic materials can pass the archway; flesh, wood, and leather instantly disintegrate. The equipment in the is fiendishly complicated, incredibly delicate, and full of false mechanisms. 60gp in components, gold, and rare metals can be looted from the machines.

80: BIOLOGY LAB

Silver label above an arched doorway. Blue transparent fog fills the fame. Behind it, a glass vat full of pink goo, jars of preserved curiosities, wood shelves, steel surgical table. Only organic materials can pass the archway; iron, gold, and glass instantly disintegrate. The room contains:

- three potions of minor healing (heals 1d6 HP).
- A scalpel of sharpness (2d6 damage, very difficult to use, slices through flesh like it's not even there).
- An unformed mimic (the pink goo in the glass vat). It forms a perfect *Doppelganger* (pg. ##) of the first thing to touch it, including a PC. A mimic-replica of a PC will have some of their memories, start at Level 1, and have absolutely no idea they are a mimic.

81: ACCELERATOR

A very complicated metal apparatus the size of a horse made of steel tubes, glass flasks, and copper coils sits in the north end of the room. The west side of the apparatus has a metal chamber capable of containing an object the size of an apple. Next to it, a large red button reads "ACCELERATE". A shining pipe sticks out the front, aimed due south. The south end of the room has a stained and scorched mattress propped against the wall. When the "ACCELERATE" button is pressed, the metal chamber seals shut. The machine makes a very ominous hum. One round later, anything in the metal chamber is fired due south at incredible speed. Anything along the line of fire must Save or Die. No matter how hard the object in the chamber or in the path was, the effects resemble throwing a soggy tomato at a birthday cake.

The mattress is undamaged. It is completely invulnerable to anything short of divine intervention. It's also a mattress and very hard to haul around.

It is possible to remove the Accelerator and carry it out of the mansion, but if it takes a single point of damage it breaks permanently

82: WIZARD LOUNGE

Pale pink lights, two end tables, three large sofas with very unconvincing elements (cat's legs, tufts of fur, blinking eyeballs, etc.). The sofas are *Mimics* (pg. ##). One of them groans "soooofffaaaaa" at anyone passing through the room. They won't attack if anyone sits on them; they're delighted to have visitors.

83: ROTATING METAL HALLWAY

A spinning cylindrical tunnel coated in slippery oil. 40' long, 10' radius. The inside is painted in blue and red hypnotic patterns. Exactly halfway down the tube, a red and a blue gem float in midair. The red gem disables the red mist in **79: METALLURGY LAB** for 1 hour. The blue gem disables the blue mist in **80: BIOLOGY LAB** for 1 hour. It is impossible to walk through the tunnel without falling. The gems are worth 50gp each.

84: MAGIC FOUNTAIN TASTING ROOM

Unlocked wooden doors. Inside, white walls with painted green vines. Wooden drinks cabinet with crystal glasses worth 2gp. Tasteful oak table, thin cane chairs. A Magic Fountain (pg. ##) gurgles in the corner.

85: ARMORY ALCOVE

Pegs along the walls. Weapons and chalk outlines of weapons: swords, axes, rifles, tridents, bidents, strange long shapes with handgrips, spheres, etc. Many are missing. All weapons are labeled with small paper tags. Those that remain are:

- *grenade of annihilation*. Iron ball the size of a melon with a large red button. Press the button and the sphere begins to glow. 1d6 rounds later it detonates, annihilating a 10' radius sphere. One use.
- *disintegrating pistol*. Bulbous, brass, complicated, elegant. When the trigger is pulled, the pistol disintegrates.
- *hammer of thunder*. +2 damage, +2 bonus to hit, each hit sets off a very loud thunderclap.
- *dagger of plague*. +1 damage, inflicts a debilitating and highly contagious disease on a hit. 1d6 hours before symptoms manifest, then 1 Con damage per hour for 3d6 hours. If Con hits zero, messy death. Plague spreads on a failed Con save.
- *freeze pistol*. Silver with a large blue fluid chamber. When the trigger is pressed, user freezes in place for 1d6 minutes. Cannot move, deal damage, or take damage.
- *laser rat on a stick*. *Laser Rat* (pg. ##) tied to a stick with a handgrip. Pull the trigger and a tiny hammer hits it on the head. It might fire, it might not fire, it might bite your finger.

86: NOTEBOOK STORAGE

Long steel shelves full of leather-bound blue notebooks. The inside cover reads "DO NOT REMOVE THIS NOTEBOOK FROM THE LABORATORY". All the rest of the writing inside is in a dense code. The drawings are a mix of magical esoterica and childish doodles. There are 500 notebooks. Breaking the code by cryptography takes 6 months. Reading the decoded notebooks for 1 week grants +2 Int, -2 Cha, +1 spell damage, and a dread and terrible proficiency with magical research, equipment, and schemes.

Removing a notebook from the workshop (i.e any rooms below 76: UPPER WORKSHOP) causes the book to detonate. Anyone within 10' of the boom must Save or suffer a Magical Accident (pg. ##).

87: DEATH RAY

Unlocked sliding steel door marked “Death Ray”. Small steel handle. If the door is touched, the massive death ray behind the door fires. The door and anything in the 10’ squares due west of the door, and all the way to **84: MAGIC FOUNTAIN TASTING ROOM**, dies. No Save. The beam is a roaring coruscation of raw magic and bright light. The death ray can fire once every 6 hours. It looks like a dish with a huge metal spike connected to a vast array of brass tubes and thin copper wires. It is far too large to be removed from the room, but if a massive tunnel was dug under the Mansion and the self-repairing enchantments could be disabled, the death ray would be worth a fortune.

88: TREASURY

Locked iron door on the south side. Trapped. Touching the lock with anything other than bone causes the 10’ square in front of the door to slam upwards, as if lifted by a piston. 4d6 bludgeoning damage, Save to dodge. North iron door is unlocked. Inside, red wood cases with brass handles. The drawers are lined with felt. Many are empty. The drawers contain:

- 10 very heavy gold bricks apparently worth 300gp each. Actually lead bricks wrapped in gold foil only worth 2gp each.
- Bag of diamond dust worth 50gp to a wizard.
- Stock certificates in a defunct fish canning company.
- One pair of blue-grey *Sidam gloves*. Fabric, delicate. Their touch turns gold into lead.

89: RESSURECTION ROOM

Unlocked iron door painted white. Faint smell of soap. Inside, pristine white tile, an upright silver tank the size of a shower stall connected to a small control panel, and a shelf full of glass tubes with metal screw-top lids. One is full of pink goo, the rest are empty. The control panel has a slot large enough for the cylinder, just above a large green button that reads “RESURRECT”.

When anyone enters the room, the machine loudly sings.

Put a sample in the tank, in the tank, in the tank,
Put a sample in the tank and we’ll do all the rest.
Insert the protomatter gel, matter gel, matter gel,
Insert the protomatter gel, it really is the best.
Here’s the wizard’s guarantee!
Always highest quality!
Countermand mortality!

If living or dead tissue is put into the silver tank, a full tube of pink goo is inserted into the control panel, and the green button is pressed, the tank seals shut. After a great deal of steam and some alarming screaming and moans from a half-formed throat, the tank opens to reveal a fully resurrected and somewhat traumatized creature. Resurrecting a living person effectively makes a copy. Raw protomatter heals a character fully but gives them terminal cancer (1d6 weeks to live).

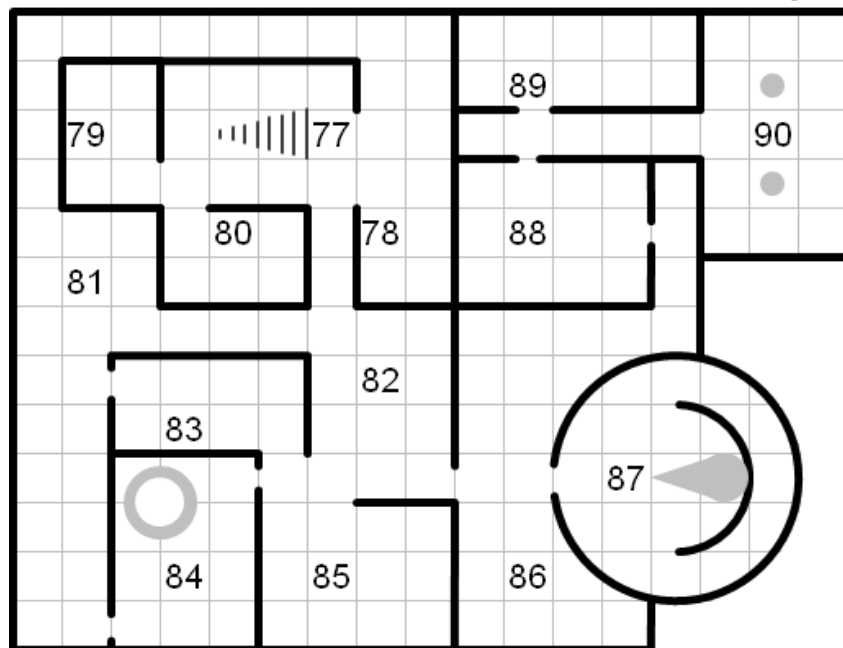
90: TRUE SPELLBOOK

Walls, floor, and ceiling are mirrored. Hubert Nibsley’s true spellbook, a thick lead and vellum tome, rests on a mirrored stone plinth between two floor-to-ceiling metal columns (exactly like the metal column in **2: PRISMATIC HALL**). If the spellbook is removed, the shields around the columns lower with a tremendous grinding noise. The room is bathed in strong octarine light. Anyone inside the room must Save each round or suffer a Magical Accident (pg. ##).

The spellbook contains, in addition to any spells required for plot reasons, eight spells of varying utility:

1. infinitely delayed blast fireball
2. saw and plane tree
3. turn bones to jelly
4. butterfly hurricane
5. turn lightning into ice
6. erase all memories
7. turn finger to dangerous energy beam
8. portable orchestra

The spellbook is worth 4,000gp on the open market.



Monsters

ANCESTRAL STATUE

Found In: 17: HALL OF ANCESTRAL STATUES, 55: STATUE ALCOVE.

HD: 5 (22 HP)

Appearance: glowering men and women in antique costumes. All resemble Hubert Nibsley.

Voice: dolorous gravely groans.

Wants: to protect Hubert Nibsley's good name, Morality: not vindictive but very thorough.

Intelligence: as smart as a very obsessive person.

Armour: as plate. ½ damage from slashing/piercing.

Move: ½ normal, cannot leap or swim.

Morale: 12

Damage: 1d12 bludgeoning.

Ancestral Statues will rarely pursue more than one or two rooms away from their starting location unless antagonized.

AUBURN BULK

Found In: 22: MONSTER STORAGE.

HD: 8 (35 HP)

Appearance: a giant red-brown beetle-lizard-shellfish

Voice: slaving and clicking

Wants: to eat people, to rampage about the place.

Intelligence: smart like a runaway train.

Armour: as chain.

Move: normal.

Morale: 9

Damage: 1d12 claw/1d12 claw/1d10 bite

The Auburn Bulk is summoned by the whistle in 22: MONSTER STORAGE. It appears for 1d6 rounds in a random location within 20' of the whistle-blower, attacks everything it can see, then vanishes. It does not heal between summons, but all magical effects are cancelled. If killed, its corpse can be summoned by the whistle.

BOUND GHOST

Found In: 1: CLOAKROOM, 15: BOILER ROOM, 25: SIDEBBOARD, Random Encounter Table.

HD: 10 (40 HP)

Appearance: ragged white shape with a human face. Foggy scraps of livery, mournful eyes.

Voice: deeply depressed grumbling or unnatural screaming.

Wants: to repeat memories of life.

Morality: deeply confused.

Intelligence: disjointed, like disordered book pages.

Armour: as plate. Can only be harmed by silver (½ damage), spells, or magic weapons (full damage).

Move: normal, through floors and walls.

Morale: 7

Damage: touch inflicts 1d8 cold damage or target ages 2d20 years. Target's choice.

Bound Ghosts were Hubert Nibsley's attempt at solving the servant problem. It didn't work. They all have names like "Swedgely", "Cleeves", and "Martha".

COAL GOLEM

Found In: 16: COAL STORAGE.

HD: 12 (50 HP)

Appearance: a pile of coal, animated jerkily. Huge coal-toothed head, short coal fingers.

Voice: inarticulate roaring.

Wants: to crush intruders and stuff them in its mouth.

Morality: blind rage.

Intelligence: dumb as a rock.

Armour: as leather.

Move: ½ normal.

Morale: 10

Damage: 1d8+2 bludgeon / 1d8+2 grab. If grab hits, next round will try to eat for 4d6 damage.

The Coal Golem takes double damage from fire. If set on fire, it takes 6 damage per round and fills the room with thick black smoke.

CORPULENT CALLOWFEX

Found In: 30: CALLOWFEX MAZE.

HD: 2 (12 HP), +1 HD (+6 HP) every time it is hit.

Appearance: a sad fat iguana with mange. Lunatic eyes. Grows into a sleek velociraptor.

Voice: grunting at 2 HD, screeching at 5 HD, megomanical speech at 10 HD.

Wants: to bite things, to rule the world.

Morality: millions of years of cold lizard loathing.

Intelligence: dumb at 2 HD but rapidly grows smarter.

Armour: as leather, but cannot take damage (see below).

Move: ½ normal at 2 HD, normal at 5 HD, 2x normal at 10 HD.

Morale: 8

Damage: 1d6+HD bite / 1d6+HD claw.

The Corpulent Callowfex is a backwards castoff from an orthogonal timeline. Don't worry about it too much. Nobody understands time travel anyway. It needs to die to live. Every attack that hits it give the Corpulent Callowfex +1 HD instead of dealing damage. As it gains HD it gains power. By 10 HD it is as intelligent as a person, as large as a velociraptor, and as mean as the devil.

Anything that does not deal damage affects the Corpulent Callowfex normally. Tying it up, running, or even negotiating could all work. It wants to break out of the Maze and the Mansion and wreak havoc in the city.

DIRE PHANTASM

Found In: 33: GARDEN, Random Encounter Table.

HD: 0 (1 HP)

Appearance: a disconnected collection of parts. Giant clawed feet. Scythe-like claws. Slavering maw, teeth like railroad spikes, red glowing eyes.

Voice: heavy breathing, occasional raspy wheeze.

Wants: to feed off ambient fear, to survive.

Morality: animalistic.

Intelligence: minimal.

Armour: as plate+shield, but automatically hit by area-of-effect attacks.

Move: 3x normal.

Morale: 5

Damage: none.

The Dire Phantasm is mostly illusory. It feeds off ambient fear. The creature itself resembles and eyeless tailless mouse, but it creates the illusionary impression of a much larger, much more fearsome creature stalking and slinking just out of sight. It is exceptionally quick and can scamper out of range with ease.

DOPPLEGANGER

Found In: 19: PRISON CELLS, 80: BIOLOGY LAB, Random Encounter Table.

HD: 4 (12 HP)

Appearance: a copy of a person with some details missing (ears do not have deep holes, no belly button, etc.) If killed, a grey featureless humanoid.

Voice: perfect mimic.

Wants: to replace safe and pampered people.

Morality: alien and inscrutable.

Intelligence: brilliant improviser and liar.

Armour: as leather. 25% magic resistance.

Move: normal.

Morale: 8

Damage: 1d6 dagger or 1d8 sword or other weapons.

No one knows whether Hubert Nibsley summoned, created, or hired the Doppelgangers in the Mansion. They will seek to replace isolated PCs if possible.

GELATINOUS POLYHEDRON

Found In: 6: SILK BEDROOM, 24: DINING HALL, 74: SLIME CAVERN, Random Encounter Table.

HD: 4 (12 HP)

Appearance: a jelly cube, prism, tetrahedron, etc.

Sometimes transparent, sometimes pale green or pink.

Voice: silent or quiet schlorping while moving.

Wants: to move toward and digest food.

Morality: none.

Intelligence: dumber than yeast.

Armour: none. Healed by acid.

Move: ½ normal.

Morale: 12

Damage: On a hit, target must Save or be paralyzed for 1d6 rounds. The Gelatinous Polyhedron will roll over paralyzed targets and digest them, dealing 1d8 acid damage per round. It can cover up to 3 adjacent targets.

GIANT SPIDER

Found In: 36: VESTIBULE, Random Encounter Table.

HD: 4 (10 HP)

Appearance: a grey furry spider the size of a terrier. Eyes like gleaming saucers.

Voice: creepy whisper in the local language. Vocabulary of a toddler.

Wants: to eat things, make a nest.

Morality: the smaller the prey, the easier the eating.

Doesn't want to eat friends though. Friends can lead it to more food.

Intelligence: smart as a trained dog.

Armour: as leather.

Move: 2x normal, can climb anything.

Morale: 6

Damage: 1d8 jumping bite. On a hit, target must Save or take an additional 3d6 poison damage. Dead targets will be wrapped up and hauled into a quiet corner.

Hubert Nibsley tried to train giant spiders as guard animals. It didn't work. They're far too friendly and cowardly. They'll accept almost any meat-based food as a bribe or a distraction.

KILN-FIRED ZOMBIE

Found In: 5: VELVET BEDROOM, 11: BUTLER'S ROOM, 21: TORTURE CHAMBER, 27: MAIDS' QUARTERS, 56: LOUNGE, Random Encounter Table.

HD: 2 (8 HP)

Appearance: shuffling human corpse with spots of brown baked clay. Dried, seared flesh, dense thumping step. Sometimes dressed in burnt and tattered livery.

Voice: silent.

Wants: to wring the life out of people.

Morality: none.

Intelligence: none.

Armour: as leather. Reduces all incoming damage by 1.

Move: normal.

Morale: 12

Damage: 1d8 slam. Always strikes last in combat. Will only attack or pursue things it can see.

Hubert Nibsley attempted to combine legal golem technology with illegal necromancy. The results are less than spectacular. Kiln-Fired Zombies are slightly more durable than traditional zombies but are equally lousy servants.

LASER RAT

Found In: 8: BROCADE BEDROOM, 18: SOUTHEAST TOWER, 85: ARMORY ALCOVE, Random Encounter Table.

HD: 0 (2 HP)

Appearance: fat brown or grey rat with a glowing third eye on its forehead.

Voice: angry squeaking.

Wants: food, warmth.

Morality: none.

Intelligence: feral cunning, but still just a rat.

Armour: none. 25% magic resistance.

Move: normal, can climb anything.

Morale: 5

Damage: 1d4 bite or laser beam (rat goes last in combat. Inaccurate. 30' range, 2d6 damage, Save for half damage. Hits everything in a straight line, reflected by mirrors and shiny surfaces. One use per day, makes a warbling raygun noise, sets paper on fire.)

Escaped experiments. If startled and threatened, the rats will blast threats with inaccurate laser beams and flee into the walls. They could potentially be tamed or trained.

MIMIC

Found In: 3: SMOKING ROOM, 26: FOOTMEN'S QUARTERS, 56: LOUNGE, 60: UPPER FALSE WORKSHOP, 65: SALON, 82: WIZARD LOUNGE, Random Encounter Table.

HD: 6 (24 HP)

Appearance: varies. Usually furniture or clothing. Always slightly warm. Some details slightly blurred or blended.

Voice: ravenous growls when disturbed.

Wants: food.

Morality: none.

Intelligence: just smart enough to plan an ambush.

Armour: none.

Move: normal.

Morale: 9

Damage: 1d10+2 bite. Enormous toothed maw automatically hits if target is surprised.

Mimics will never pursue beyond the room in which they were encountered, preferring to turn into a new item.

MOLE DRAGON

Found In: 71: MOLE DRAGON HOARD.

HD: 12 (52 HP)

Appearance: a fat black-furred mole the size of a wagon. Large claws, pink nose, no eyes.

Voice: snuffling, angry screeching.

Wants: soft food, hoard of arbitrarily chosen things.

Intelligence: dim, confused, and irritable.

Armour: as plate.

Move: normal. Burrow through soil or debris normal.

Morale: 10

Damage: see **Attacks** below.

The Mole Dragon has an excellent sense of smell. It can detect vibrations and scents up to 100' away and ignores penalties for attacking invisible targets.

Attacks

Each round, the Mole Dragon can perform one of the following four attacks. If you're not sure which one is best, roll 1d3.

1. Phlegm Breath

The Mole Dragon braces and exhales a 30' cone of sticky mucus, fog, and slime. Anyone in the cone must Save or be paralyzed for 1d4 rounds.

2. Gnaw

The Mole Dragon will try to gnaw on paralyzed targets first. It moves up to 30' and makes an attack roll. Attacks automatically hit paralyzed targets. If it succeeds, the target takes 2d10+2 damage and is knocked prone. The Mole Dragon's sharp teeth can cut through armour and flesh with ease, snapping off limbs and digits.

3. Stomp

If surrounded or threatened from several angles, the Mole Dragon thrashes wildly, tossing dirt into the air and slashing with its long claws. All creatures within 10' take 1d6 damage and must Save to Dodge or be knocked prone.

4. Burrow

The Mole Dragon dives into the loose soil of its burrow. It vanishes for 1 round. Attackers may think it has fled and the danger has passed. The next round, it attacks a target within 60' of its entry point from below. Unprepared targets are automatically hit. The attack deals 2d10 damage. The Mole Dragon appears next to the target.

Mole Dragon Behavior

Sleeping (default): the Mole Dragon will wake up if any loud noise is made within 50', if it smells something very weird (perfume, etc.) or if it is attacked. If it is asleep, the first round of attacks made against it get a +4 bonus to hit.

Hungry: charging forward, biting, screeching, trying to bowl over and devour one target.

Afraid: if damage or reduced below 10 HP Will try to flee to another room (67: MOLE REFUSE HEAP, 68: DRAIN, 69: MOLE FOOD STORAGE, 70: TOOTH FAIRY INFESTATION, or 73: FURNITURE HEAP).

PAPER SNAKE

Found In: 42: STORAGE ROOM, Random Encounter Table.

HD: 0 (2 HP)

Appearance: folded brightly coloured paper. Unfurled hood, triangular scales, little conical fangs. Red, blue, and yellow patterns.

Voice: hissing, like the rustle of paper.

Wants: to bite flesh.

Intelligence: easily confused.

Armour: none. Takes double damage from fire.

Move: normal.

Morale: 12

Damage: 1. On a hit, target must Save or take an additional 3d6 poison damage.

Paper snakes prefer to attack by ambush. A dead paper snake is worth 5gp as a curiosity.

SECRETARY KRAKEN

Found In: 60: UPPER FALSE WORKSHOP

HD: 8 (32 HP)

Appearance: giant mottled octopus-type-creature with stamps, pens, inkwells, and bundles of paper grasped in its arms. Huge staring eyes.

Voice: silent disapproval.

Wants: to drive anyone without an appointment out of the workshop.

Intelligence: smarter than most people.

Armour: as leather.

Move: swim normal.

Morale: 9

Damage: 1d4/1d4/1d4/1d4/1d4/1d4 (6) tentacle slams. If a tentacle slam hits a target, the next round a slam deals 1d8 damage to the target instead of 1d4.

If the Secretary Kraken drops below 15 HP, it will immediately deploy a blinding ink cloud, rendering the water in 60: UPPER FALSE WORKSHOP opaque. All attacks in the water take a significant penalty.

The Secretary Kraken will hurl pens, inkpots, and paperwork at retreating combatants, even if they are out of the water. This is usually completely ineffective, but has a 1-in-20 chance of knocking a target prone.

THIRTY-INCH BOOKWORM

Found In: 9: RUINED BEDROOM.

HD: 12 (50 HP)

Appearance: Fat grey worm, 30" diameter, coated in slime and bits of paper. Rotating lamprey-toothed mouth, no eyes.

Voice: gurgling.

Wants: books, to protect its eggs.

Morality: none.

Intelligence: moronic but dedicated.

Armour: as leather.

Move: normal, charge 2x normal.

Morale: 10

Damage: 2d12 bite or 2d6 thrashing (hits all adjacent creatures) or 1d20 charge (move at least 30', knocks target prone on a hit).

The saliva of the Thirty-Inch Bookworm dissolves paper on contact, ruining books and reducing them to a nutritious grey sludge. The Bookworm will pursue anyone holding a book.

TOOTH FAIRY

Found In: 70: TOOTH FAIRY INFESTATION.

HD: 0 (1 HP)

Appearance: tiny flying insect-like humanoid. Pincer claws like a crab, wings like a dragonfly.

Voice: high-pitched shrieking. Nails on glass.

Wants: teeth.

Morality: sadistic.

Intelligence: dim but cruel.

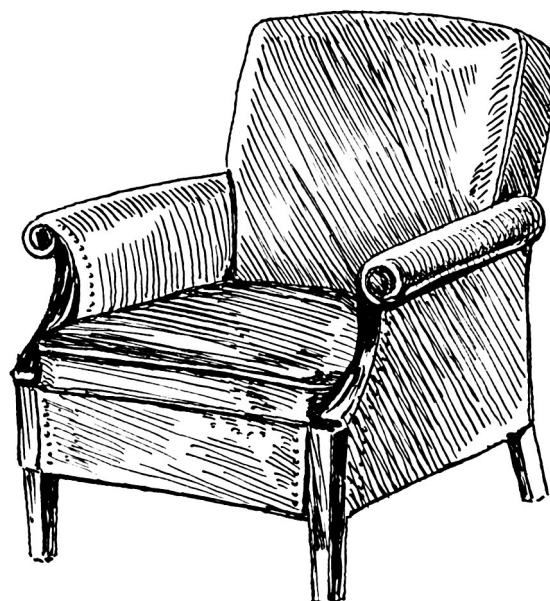
Armour: as plate + shield. No armour against area-of-effect attacks.

Move: fly 2x normal.

Morale: 8

Damage: 1 prodding or 1d4 tooth removal (only if target is being attacked by at least 2 other Tooth Fairies.)

Vicious little parasites, Tooth Fairies will try to pry an isolated target's mouth open and pull out their molars. They can be distracted by additional teeth. The lay eggs in molars, which hatch in 20 days to produce another full-sized Tooth Fairy.



VEGGIE-MITE

Found In: 18: SOUTHEAST TOWER, 19: PRISON CELLS, 29: VEGGIE-MITE STRONGHOLD, 76: UPPER WORKSHOP Random Encounter Table.

HD: 1 (4 HP)

Appearance: small, almond-shaped, brown potato skin, small yellow-green eyes, mouth full of white pointy teeth. Tuft of green leaves like a top-knot.

Voice: incomprehensible hooting.

Wants: to defend 29: VEGGIE-MITE STRONGHOLD, destroy invaders, find fertile soil.

Intelligence: vegetables with a mob mentality.

Armour: none.

Move: normal.

Morale: 7

Damage: 1d4 stabbing spear, slashing dagger, or thumping turnip-shaped mace.

Up to 5 Veggie-Mites can occupy the same 10' square. They will try to encircle targets and stab them to death. They are easily awed by magic and explosions; any particularly spectacular effect requires a Morale test.

The Veggie-Mite language is incomprehensible even to other Veggie-Mites. Patient gesture-based diplomacy could convince them to trade the Legume Key for a larger, shiner, and more impressive item.

WEAPON GOLEM

Found In: 20: ARMORY, 64: STEAM ROOM.

HD: 8 (35 HP)

Appearance: heap of sticks, iron, buckets, springs, and cloth. Clattering sphere of death.

Voice: mechanical clicking.

Wants: to defend the room in which it is located.

Intelligence: dim, automated, and linear.

Armour: as chain.

Move: normal.

Morale: 12

Damage: 1d6 bludgeoning to all targets within 10' / 1d8 piercing to 1 target within 20'.

A Weapon Golem is more like an animated heap than a true golem. It bristles with layers of iron and wood but is remarkably ineffective. It will try to charge into the middle of a group and flail wildly.

If destroyed, the Weapon Golem in 20: ARMORY contains:

- 10 battleaxes
- 23 spears
- 13 swords
- 27 daggers

The Weapon Golem in 64: STEAM ROOM contains:

- 19 loafas
- 3 daggers
- 14 scrubbing brushes
- 12 files and foot-scrapers

WRESTLING ANGEL

Found In: 38: "GOOD" CHAPEL

HD: 11 (45 HP)

Appearance: 10' tall glowing human in a white robe. Beautiful, androgynous. Has a gold halo and huge white wings.

Voice: booming, good-natured, excited.

Wants: to wrestle.

Morality: utterly and totally good and kind. Still wants to wrestle.

Intelligence: credulous.

Armour: as plate. None against unarmed attacks.

Immune to non-magical weapons, except for unarmed attacks.

Move: fly normal.

Morale: 12

Damage: special, see below.

The Wrestling Angel will pick one person and ask them to wrestle. If they show any signs of agreeing, or even if they hesitate, the Angel will try to grab them and throw them.

The Angel does 1d4 temporary Constitution or Strength damage on a hit, or 2d4 if the Angel decides to throw their opponent through some pews. Using weapons will be greeted with "THAT'S CHEATING" and a vicious elbow to the stomach. It treats anyone who attacks it as an opponent and everyone else as an audience member.

Once all opponents have been reduced to 0 Strength or Constitution, the Wrestling Angel struts around for a few seconds then ascends in a beam of light. Characteristic damage inflicted this way heals in 1hr and cannot kill a person.

Angel blood heals all wounds. A dead angel is worth at least 5,000gp but will probably attract questions.



Random Encounters

1d20	Omen	Encounter
1	Chill in the air, soft rustle of ghostly feathers.	1 irritable <i>Bound Ghost</i> (pg. ##) dusting the furniture.
2	Quiet groaning and bickering.	2 <i>Bound Ghosts</i> (pg. ##) argue over half-forgotten chores.
3	Shout of “Help! Something went wrong!”	1 <i>Doppelganger</i> (pg. ##) imitating a PC. Claims to have been stolen away by the wizard’s traps; the PC is a fake!
4	Moist plap and slop, smell of battery acid.	1 <i>Gelatinous Polyhedron</i> (pg. ##) searching for food.
5	Scrabbling in the ceiling. Wisps of cobweb.	1d6 <i>Giant Spiders</i> (pg. ##) hunting for weak prey.
6	Creak of clay, repetitive stomping.	1 <i>Kiln-Fired Zombie</i> (pg. ##) stumbling in a circle.
7	Crunching, shuffling, clattering of ceramic.	2d6 <i>Kiln-Fired Zombies</i> (pg. ##) hunting for intruders.
8	Angry squeaking, loud scratching.	1 hostile <i>Laser Rat</i> (pg. ##) doing a territorial display.
9	Squeaking, rustle of debris.	2d6 <i>Laser Rats</i> (pg. ##) digging in anything loose or soft.
10	Loud thump, long pause.	1 <i>Mimic</i> (pg. ##) pretending to be an armchair.
11	Clatter of wood, long pause.	2 <i>Mimics</i> (pg. ##) pretending to be a hatstand and hat.
12	Silence, tension in the air.	1 <i>Paper Snake</i> (pg. ##) lurks somewhere inconvenient.
13	Very faint crisp rustle of paper.	1d6 colourful <i>Paper Snakes</i> (pg. ##) slithering along.
14	Grunting, unintelligible muttering.	1 swift-footed <i>Veggie-Mite</i> (pg. ##) hauling a sack of 2d10gp in gold coins and broken jewelry.
15	Distant hooting, war cries.	2d10 exultant <i>Veggie-Mites</i> (pg. ##) on a raid.
16	Rush of feet, smell of vegetable rot.	3d20 rampaging <i>Veggie-Mites</i> (pg. ##) rushing about madly, bursting into rooms, throwing things.
17	Faint flicker of magic.	The magic interior lights in the Mansion go out for 1d6 hours. Torches and lanterns may be required.
18	Alarming creak and shower of dust.	Mansion settles as it is repaired. No effect.
19	Smell of camphor and decay.	Swarm of harmless moths bursts from furniture or rubble.
20	Distant muffled singing.	75: WORKSHOP DOOR sings its song (pg. ##) as something passes in front of it.

Roll on the Random Encounter Table:

- Once per hour.
- Whenever the PCs make a lot of noise or do something incredibly disruptive.
- Whenever things seem boring.

Supplemental Tables

1d10	Magical Mishap Table
1	Bolt of Magic. Blazing streak of raw energy. Target takes 2d6 magic damage, Save for half.
2	Enfeebled. Target takes 2 permanent Intelligence damage as raw magic scours their mind.
3	Empowered. A random magic item, wand, or scroll held by the target activates. Randomly determine targets if required.
4	Ignited. Target takes 1d6 fire damage and is set on fire.
5	Prismafied. Target is tinted a random primary colour for 24hrs (1d8: 1. Red, 2. Orange, 3. Yellow, 4. Green, 5. Blue, 6. Indigo, 7. Violet, 8. Octarine. If Octarine, target suffers a random Magical Mishap every hour until re-tinted.
6	WereVeggie-Mite. By the light of the full moon, target will transform into a ravenous Veggie-Mite (pg. ##).
7	Curse Mobility. All cursed magic items held by the target move to the next nearest person. If no items are cursed, one random item owned by the target becomes cursed (cannot be dropped, sold, or removed).
8	Insightfulness. Target gains 2 permanent Intelligence as raw magic adjusts their perception of the world.
9	Vanishment. Target disappears, reappearing 1d6 rounds later in an adjacent room.
10	Parallel Universe Adjustment. Reroll target's stats (3d6 in order), race, and appearance. Effect is permanent.

Magic Fountains		
1d10	Statue Decoration	Effect
1	Hubert Nibsley in a toga, holding an urn.	+2 to a random stat.*
2	Badly damaged statue of a dolphin.	-2 to a random stat.*
3	Grim skulls, bones, and ribcages.	Anything immersed becomes invisible for 1 hour.
4	Cauldron tips out a waterfall.	Liquid is actually a <i>Gelatinous Polyhedron</i> (pg. ##).
5	Grey toad with bulging eyes.	Heals fully.*
6	Abstract geometric shapes.	Next attack that hits automatically crits.*
7	Three stones spheres slowly rotate in the water.	Causes overconfidence and exuberance.
8	Hubert Nibsley posing smugly with a mirror.	Doubles one non-magic item immersed in the water.*
9	Scorpion carrying a bunch of flowers.	Water is acidic, 1d4 damage per round until washed off.
10	Happy fat carp spraying water from their mouths.	Removes all curses.*

Magic Fountains are found in: 13: KITCHEN, 35: MAGIC FOUNTAIN, 43: COURTYARD, 84: MAGIC FOUNTAIN TASTING ROOM. Roll a Statue Decoration and Effect when the fountain is first encountered. Effects marked with a * only work once on a PC. The effects of a Magic Fountain can be rerolled by fiddling with the knobs in 15: BOILER ROOM.

Magical Murder Mansion

Written by SKERPLES
coinsandscrolls.blogspot.com

Magical Murder Mansion is a old-school funhouse dungeon for 3-6 level 4-6 characters. Explore the comi-tragic deathtraps of Hubert Nibsley. Evade the dreaded Mole Dragon. Loot the furniture.



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