

B3**FOURTH EDITION**

HACKMASTER®



Dungeon Module B3 House of Madness

by Charles Brown

This electronic document forms a complete module for use with HackMaster®. It contains background information, a color map, referee's notes and tactical guides, encounter and map matrix keys, battlesheets as well as new items and a new spell for your campaign. This scenario is designed for a party of mostly 1st and 2nd level characters with 5-8 total character levels and a mix of character types.

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Introduction

This scenario is designed for a party of mostly 1st and 2nd level characters with 5-8 total character levels and a mix of character types. If your group falls outside of this range - higher or lower level, party balanced towards more combatants or more thieves, etc. - some tweaking of combat encounters may have to be made. See the GameMaster Notes section below for more details.

STOP! If you are a player, put this book down now. This means you. Knowing the details of the adventure spoils the fun and puts your HackMaster Association credentials at risk.

GMs, you know the drill - if you plan on playing in this adventure, read no further or risk ruining the adventure for yourself, the GM and your group. Seriously - what fun is there in knowing what's about to happen next?

Oh, yeah, and there's that pesky GM's Curse - if you knowingly read this material then subsequently play in this adventure, may all the luck desert your dice, may your characters all suffer hideous, horrible deaths - or worse.

If you plan to run this adventure and suspect the above plea and threat insufficient to dissuade the players from seeking these "forbidden fruits," feel free to modify the traps, monsters, tactics or any other elements you desire - it is your game after all!

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Publisher's Note: This is a work of fiction. Names, characters, places and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

Author's Acknowledgements: Variations of this module have started every other campaign I've ever written. I wish I could remember the names of every player I've run through its various incarnations, but I can't and, rather than leaving anyone out, I'll say "if you recognize my name and feel that you've played through a part of this adventure with me as GameMaster, consider yourself thanked - you have my deepest gratitude!" I would also like to extend a special thanks to my informal playtest team, Called Shot to the Head (Dustin Morris (GM), Craig Gough, Kathryn Matthews, David Urrutia, James Vierra, Crystal Gough and Charles Hickinbotham). I would also like to acknowledge a debt of gratitude to Bruce Carson, our regular HackMaster GM who pointed out a few holes in the plot - thanks Bruce!

The GM should read this adventure entirely at least once before play in order to ensure a smooth game. The following information is for the GM only.

Background

Once upon a time two people met, fell in love, and gave birth to a son. Normally this happens so often as to attract no notice, but these two were magic-users (an illusionist and a necromancer, to be specific) of evil nature, both driven by morbid curiosity. Together, they constructed this House - a birthing place for madness and evil, with the maddest and most evil being their child...

It started innocently enough - two students at the same school of magic, attending some of the same classes, drawn to each other... They began adventuring together, and after several years amassed a decent sum of money, money they used to construct a House...

A House where they not only could they live, but they could also perform whatever experiments - magical, alchemical or scientific - they devised.

When they finished constructing the House, they invited all of their (surviving) former adventuring companions over for a "housewarming party"; none of those former companions were ever heard from again. Since those first victims, the House claimed many more....

One experiment the two engaged in was child-rearing; they lost interest in this one, though, and "farmed" their young son out to a cut-rate half-orc nanny before deciding to undertake one last, grand adventure.

The details of that adventure are unknown, as the couple never returned from it. Two decades passed, and their child is a grown man, following in his parent's footsteps, both in the use of magic and in ... experimentation ... He now resides in the house where he was born, and its evil lives anew...

Placing the Adventure

It could be that abandoned house down the street. It could be the only haven in the wilderness during a storm. It could be the last place a missing person was seen on the edge of town. The House of Madness can be placed anywhere that a large house could plausibly be located. The original conception for the House had it looming over the "rougher" section of a very large city, a mansion in a sea of tenements, but the location in your campaign is entirely up to you.

Note that the reasons for the PCs being here may necessitate changes to the module. If the PCs enter the House to bring the evil magic-user to justice, simply explore the house out of curiosity, or somehow ended up forced into the House, things remain pretty much as written. But if the PCs arrive looking for a missing person (or persons), you may want to either place their quarry somewhere, or just allow the "target" to replace the first wandering monster encountered twice. If nothing else, perhaps a scrap of the person's clothes caught in the backdoor when he, she, or it made its escape...

Getting the PCs Involved

This depends, in part, on where you place it. If the house lies somewhere out in the wilderness, perhaps it is the only place of shelter from inclement weather, or a marauding pack of Sturm Wolves or some such. If located in a city, someone could hire the PCs to investigate reports of an abandoned house, allegedly owned by long-dead magic users and possibly haunted, or perhaps to find a missing person, last seen near the House. Perhaps they wish to track down a group of kobolds that were raiding the area. Or perhaps someone hires them to deliver a package to – or perhaps assassinate (or both, depending on the nature of the package!) – the owner of the house. Other PCs may be on a random vandalizing spree with the House as their next target. This is all entirely up to you and what fits with your group of PCs.

Regardless of how you get them there, once you do, then the fun begins...

Concluding the Adventure

Technically, the adventure ends once the PCs successfully deal with the wizard, Eleriad. What happens next is pretty much up to you – if you don't want the PCs to gain control of the House, simply assume that the protective spells vanish with his death – this might just mean that the house becomes vulnerable to attacks, or that it suddenly suffers 30 or so years of abuse in a matter of seconds. In the latter case, give the PCs roughly one hour of game time to get out before the whole thing collapses on their heads!

If the House survives the adventure, and the PCs loot the furniture and even fixtures out of the place they'll net somewhere in the vicinity of 5,000 gp for the whole lot (in addition to any listed treasures).

GameMaster Notes

You know it. We know it. There are some players for whom threats just aren't a strong enough deterrent. These troublemakers will go out, buy the module, read it anyway, and memorize the parts they consider important.

Let them – then change things to keep those ingrates on their toes. For that matter, if there is something here you don't like change it. Want the main villain more – or less! – serious? Go for it! Want the "big guy" in the dining room to be a sympathetic character tormented by the hordes of vile little critters in the Lounge? Increase the numbers of the latter and make the big guy the wounded party instead of them. Think a magic item is not of the proper power level for your party? Change it – you're the GM, you have the power – use it. Make them sweat!

Turn the tables on those little game wrecking leeches who think it's fun to know all the surprises. Go on – you know you want to! Everyone is here to have fun after all, and how fun is it for you if they already know everything – or if something in the adventure doesn't really fit your campaign?

Note also that the main villain, Eleriad, possesses Great Honor. The "metagame" reason for this is to present the PCs with a reasonable challenge – this gives him a Mulligan, +1 to all die

rolls, and a possible Honor Purge, making him a fit challenge for most PCs. However, his fashion sense may make this seem a bit problematic (see his write-up later to understand why) – two facts explain this. First, most of his contact with others – both fellow Magic-Users and others who know of his existence – occurs via written correspondence and few, if any, of them have a clue what he looks like (or wears). Further, those who do know of him also know the reputation of his parents, which goes a long way to making him look respectable. If his Great Honor makes him too powerful for your PCs, then reduce him to Average Honor.

If the party appears too weak for the module, have all of the kobolds speak common and be willing to work with them for nothing more than a chance to escape the house (or replace the Kobolds with creatures the PCs may find sympathetic); that should cover the difference.

Another "balancing" option is allowing the PCs a chance to face and defeat Nate before encountering Eleriad (the damage from its death should balance a later encounter with the mage). If the party is too strong, increase the number of creatures in the Library and the Study, add more skeletons to the wandering monsters, boost the ogre's hit points, and keep Nate a hidden menace until the final showdown with the wizard – when he arrives from behind the PCs at the end of the first round of combat. You may also feel free to add other "animals" to the lab for Eleriad to animate, if he needs more minions.

One additional note: A "stripped down" version of this module called *Shelter from the Storm* existed as a sanctioned HMA tournament. Enough differences exist between the two adventures that players should be able to play either without ruining the major surprises of the other adventure, but if you believe your players have participated in the tournament version, you may wish to make further changes. For example,

A Note on Setting

The author began this module prior to acquiring any campaign settings, and initially wrote it for a homebrewed world. The text includes references to the World of Aldazar setting, primarily in the languages assigned to the various NPCs. Transferring the module to any other setting, for the most part, requires simply changing these languages and a few of the names presented – though some background information may require tweaking as well.

For example, in Kalamar, the main villain's nanny was a Sil-Karg (half-hobgoblin), not a half-orc, and his name changes to reflect his ethnic background (Eldorand if Brandobian, Eshniad if Deji, Haylrav if Fhokki and Haleruda if Kalamaran, for example), and his list of languages known shifts to Hobgoblin (Kargi), Merchant's Tongue (the "common language"), and his regional language. Similar fixes easily transfer this module to any other setting.



making Eleriad a specialist mage of some sort (a Standard Specialist Necromancer or Transmuter, a Sole Practitioner: Animator or even a Blood Mage) can provide a very different feel to the adventure, for example. Make the items in the "Study in Terror" more random (both in where and, if you desire, what they are). Moving the secret door out of the library also changes things significantly – perhaps putting it in the Pantry, the Conservatory, or the Music Room. As an extreme option, have Eleriad be a "good guy," a victim of a curse left by his parents, compelled to continue their experiments until some goal is completed – a goal he expects the PCs to help him with. Of course, even if you don't take this option, he may CLAIM it to be the case...

The Villains

The villains in this module move around the House. One of them, Digger, is a "triggered" encounter (see his description on page four). Unless defeated or somehow allied with when initially met, he appears again (at the GM's option) whenever the dice dictate a wandering monster encounter. The Homonculous "always" appears as a wandering monster, though if still alive when the PCs face Eleriad, it arrives to help its master in 1d3 rounds, using the hidden network of passages (see page eight). The PCs meet Eleriad in one of three places (or possibly as a wandering monster as well) – whichever one the PCs go to last: his bedroom (Area 23), his lab (Area 22), or his mother's private retreat (Area 18). Like Digger, once met, unless defeated (i.e. he successfully flees), at the GM's option another encounter with him replaces any later wandering monster encounters generated.

As they are "living" creatures that wander around the house at their whim, their statistics and personalities appear here.

Eleriad (HF 5, EP 584)

Male 5th level Magic-User
LE Human

Attack (Combat Wheel: C) and Movement

Melee 1 attack/rnd; quarterstaff (1-6), *not proficient*

Atk Bonuses Melee -3 to-hit, +3 damage

Crit BSL: Defender's AC -6

Missile 3 attacks/rnd, darts (1d6-2)

Atk Bonuses Missile +2 to-hit, +3 damage

Crit BSL: Defender's AC -1

MV 12"

Defense

Hit Points 45

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Tolerance of Pain 22, **Fatigue Factor** 6

AC 7 (or 5 with *Fihrsid's Horrid Armor spell*) (**Cape of Protection +1, Bracers of Defense AC 8**)

Fihrsid's Horrid Armor AC: 6 □□ 7 □□ 8 □ 9 □

Note: anyone viewing Fihrsid's Horrid Armor for more than 1d4

rounds will retch uncontrollably for 1 round (no save)

Spells

1st level: Animate Dead Animals, Magic Missile, Read Magic, Phantasmal Force, Write, Yudder's Whistle of Hell's Gate

2nd level: Choke, *Fihrsid's Horrid Armor*

3rd level: Haste

Traits

Abilities Str 14/10, Int 14/53, Wis 8/64, Dex 12/29,

Con 16/35, Cha 11/76, Com 7/16

Honor 56 (great) **+1 to ALL die rolls (bonus has been added in to combat statistics)**

Skills Anatomy, Basic (60); Animal Lore (48); Astrology (36); Botany (32); Culinary Arts (52); Cooking (30); Fire-building (27); Anatomy, Vital: Human (21); Language, Modern: Common (100); Language, Modern: Forcuran (35); Language, Modern: Orcish (57); Reading/Writing: Common (73); Reading/Writing: Orcish (31)

Talents Bloodline, Fast Cast

Quirks/Flaws: Know-it-all, Sadistic, Socially Awkward

Languages common, forcuran, orcish

Equipment

He usually wears a deep red, pink-trimmed **Cape of Protection +1**, a pink headband, and an ornate copper **Bracers of Defense (AC 8)**. A series of five small belt pouches tied to his right hip hold assorted spell components, 2 cp, 4 sp, 64 gp, two flasks of Greek fire, and a small metal mirror. He also has a collection of 20 darts hidden on his person.

Personality: Eleriad loves to talk, but tends to be rude and abrasive (Socially Awkward). He is, however a Know-it-all. He inherited the Sadistic curiosity of his parents regarding how the brain works and what kind of stresses cause it to... misfire. He eagerly learns all he can about the PCs and how they feel wandering around his house, making every effort to appear friendly. Eventually, he getting the PCs to take part in further experiments, first through persuasion, then through bribery, then finally through outright attack.

Conversation: If the PCs actually speak to him, he answers some of their questions. If they asked about his wardrobe, he pauses briefly before replying: "I wear clothing that I like and that is comfortable. If society believes that clothes of certain colors should belong only to a set gender, or race, or whatnot, that is society's problem, not mine."



If asked about the house, he answers with bits and pieces of the following: "My parents built it. They were research magic-users. They found human behavior infinitely fascinating, especially in regards to behavior under what they termed 'Stress Conditions.' Several rooms of the House were designed to create Stress Conditions as a result." He also thanks the PCs if they got rid of the Ogre, the Kobolds or both – now he can take his dinners in the dining room and actually use his study again!

If asked about stolen goods (see Nate, below), he answers honestly that he knows of no such things. Eleriad feels that everything in the House - including the PCs and their belongings – belongs to him, so nothing Nate or Digger took could be stolen!

If the PCs demonstrate great power, they can try to talk him into letting them out of the house. Since he likely collected a good deal of data on them already, he may agree, especially if the PCs back such a suggestion by enforceable threats of violence.

Tactics: When or if combat breaks out between Eleriad and the PCs, he follows a pattern. If not cast already, he opens combat by casting Fihrsid's Horrid Armor upon himself. He then uses Choke on a known spellslinger, and follows that with Animate Dead Animals if able to locate suitable targets. After (or instead of) animating assistants, he then casts Haste on his allies and himself. If things go poorly, he uses Phantasmal Force and Yudder's Whistle of Hell's Gate to retreat.

The first time the PCs encounter him, they first view him from behind:

As the door opens, you see a figure with red-brown hair, dressed in a red cape trimmed with pink.

The figure turns away from whatever it was working on at your approach.

"Ah, the adventurers who've been wandering around my home," his bearded mouth rumbles in a deep baritone, his gray eyes sparkling with something – amusement perhaps? Or maybe menace...

Nate (HF 1, EP 270)

Homonculous (HoB 4 p. 12)

Attack (Combat Wheel: F) and Movement

Melee 1 attack/rnd; bite (1-3)
Atk Bonuses Melee +1 to-hit, +1 damage
Atk Ancillary Effect Sleep Poison (save or sleep 5d6 rounds)
Crit BSL: defender's AC +1
MV 6", Fly 18" (B)

Defense

hp 30 (2 Hit Dice)
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Tolerance of Pain 17, **Fatigue Factor** n/a
AC 6

Traits

Abilities Int 14/47
Honor (great) **+1 to ALL die rolls (bonus has been added in to combat statistics)**
Skills Slip Away into the Shadows (52), Stealthy Movement (35)
Quirks/Flaws: Enmity toward Race (Pixie Fairy)
Languages common, forcuran, orcish

Both the pet and familiar of Eleriad, this creature developed an odd sense of humor and a hatred of pixie fairies over the years, but otherwise is about as easy-going as an evil, artificial creature can be. *Note: Eleriad takes 2d10 damage if Nate dies.*

When the PCs first encounter this creature, read:

You find yourselves facing a tiny humanoid creature with waxy yellow skin. Red eyes gaze at you with no emotions visible within them. Suddenly, small yellow-gray bat-like wings unfurl from where they had before been curled up and hidden on his back. A small blue bow tied at the base of its tail diminishes its menace slightly.

Digger (HF 2, EP 152)

Male Gravedigger (2nd level Fighter)
 NE Human

Attack (Combat Wheel: D) and Movement

Melee ¾ attack/rnd; shovel (1d6-2), *specialized*
Atk Bonuses Melee +3 to-hit, +6 damage
Crit BSL: Defender's AC +1
MV 8"

Defense

hp 34
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Tolerance of Pain 17, **Fatigue Factor** 6
AC 6 (Studded Leather Armor, Ardkrin & Shewkrin tattoo armbands)
 Studded Leather Armor AC: 7 □□□□ 8 □□ 9 □

Traits

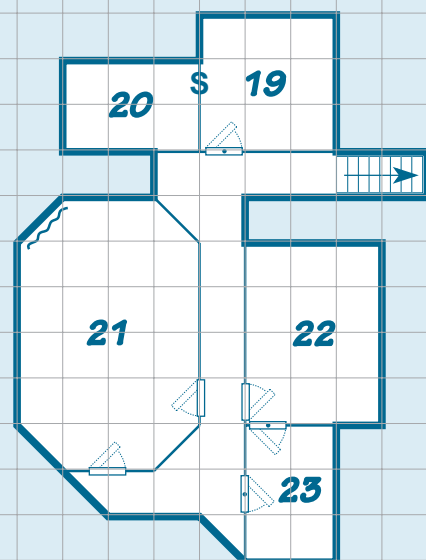
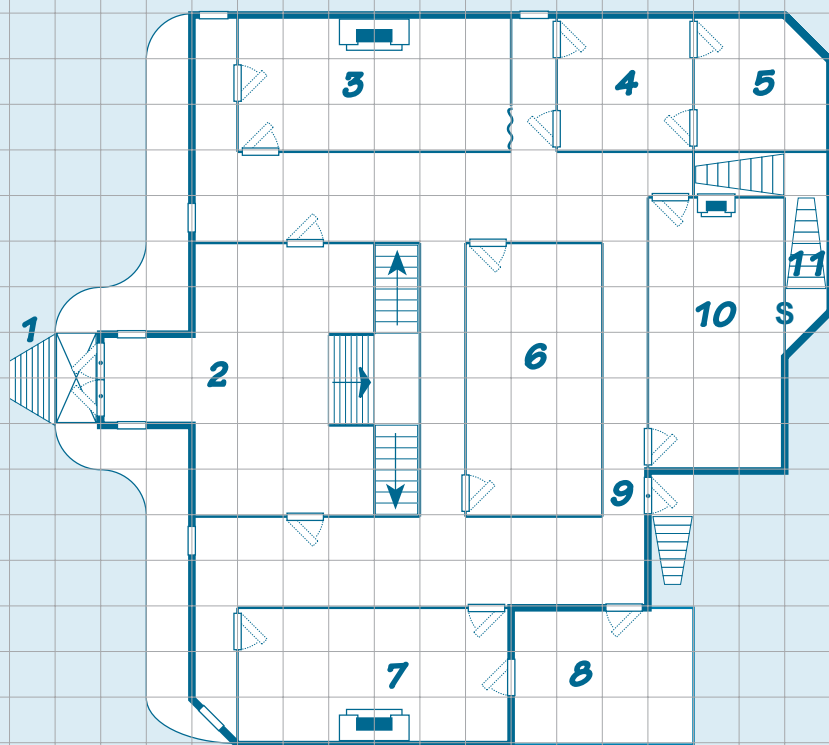
Abilities Str 16/32, Int 8/83, Wis 11/42, Dex 12/80, Con 14/07, Cha 7/71, Com 2/80
Honor 13 (average)
Skills Shovel specialization, Dig Proper Grave (68), Establish Ambush Zone (18)
Quirks/Flaws: Butt Ugly, Lisp, Maimed - Hunchback, Superstitious (believes travelling anywhere with a woman is bad luck)
Languages common, forcuran

Equipment

studded leather armor, shovel, tattooed armbands, large sack (contents randomly determined)

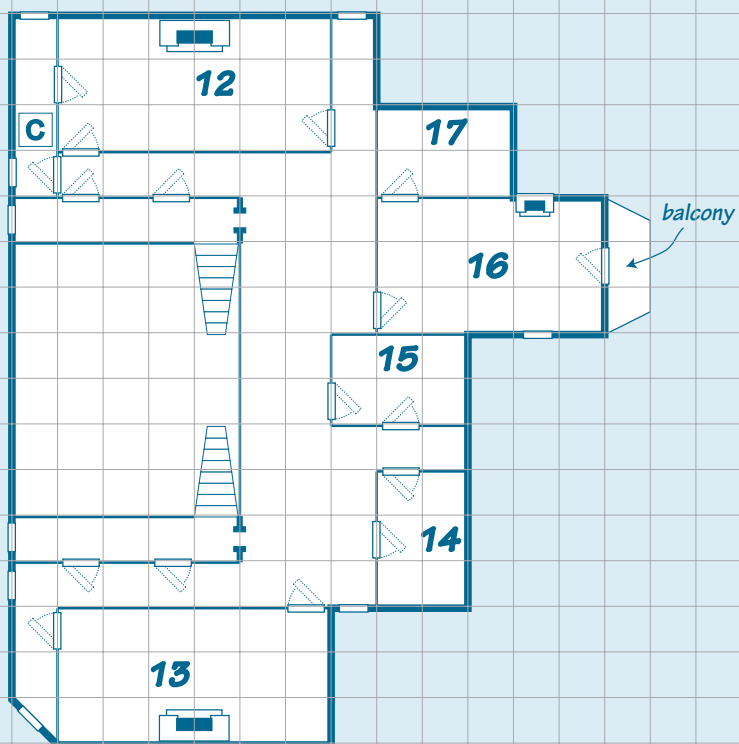
Though probably human, Digger is so malformed that it is difficult to be certain. A professional gravedigger by trade, he wields a shovel (counts as a spade from *Goods & Gear: the Ultimate Adventurer's Guide*: 2 GPV, weight 8 pounds). *Using shovels as (improvised) weapons appeared in HackJournal #6 in "Hacking with Everyday Items" - this information also appears on the 2nd printing of the GameMaster's shield.* Weapon Size L, Damage type H, Speed 5, damage vs. T/S/M/L/H/G: 1d6-1/1d6-1/1d6-2/1d6-2/1d6-2/1d6-3.

Ground Floor

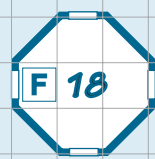


Basement

Second Floor



Widow's Watch



- Curtains or Draperies
- Pit Trap (covered)
- Stairs (up)
- Door
- Door, locked
- Stairs (down)
- Fireplace
- Archway
- Trap Door, ceiling
- Trap Door, floor
- Window
- Door, secret

Confidential Client Drawings

Gridlines set at 5 foot intervals

Under his clothes and (studded leather) armor, he wears a pair of apparently leather armbands; close examination reveals these to be tanned pixie fairy skin containing the magical Ardkrin and Shewkrin tattoos, granting the wearer an overall +1 to AC. A good-aligned character knowingly employing these items nets 2 AIPs towards evil... Digger is generally quiet, and very shy around women; even to the point of believing that traveling anywhere with a woman is bad luck.

He was employed at a church near the school where Eleriad studied, and the two spent a lot of time together. Digger now works with the magic-user, purchasing supplies for him and occasionally helping him to acquire research subjects, in exchange for favors, friendship and occasional coin. He typically carries 6d10 gp, 2d10 sp and 1d10 cp.

Conversation: Digger tries to find out what he can about the PCs before luring them into a trap situation, either in one of the more dangerous rooms, or a situation where Eleriad can "get the drop on them."

Tactics: Hit it with a shovel. If that proves ineffective, run and get help. That's pretty much his repertoire.

When the PCs first meet Digger, read:

The roughly man-sized figure turns to regard you, his green hood falling back for a moment to reveal a face as hideously twisted as the body beneath it. A few tense moments pass before one excessively long arm reaches up and restores the hood. Beneath the hood, the creature's misshapen body is clad in a loose-fitting brown tunic and dirty black pants. In one arm it holds a shovel with a gleaming blade. The other hand, the one that returned its face to merciful shadow, rests above a large sack on the ground.

"Doeth the mawther know you are here?" it asks.

The sack contains one or more of the following (roll or choose):

- 1) Clean dishes.
- 2) Cleaning supplies (mop, bucket, rags etc.).
- 3) Fresh fruits and vegetables (may be leaking juices that look like blood).
- 4) An unconscious child (1-3 Human, 4-5 Goblin, or 6 Other – GM Choice; 10 year old equivalent).
- 5) Fresh meat (may appear to be bleeding).
- 6) A corpse, freshly dug up (may be of any race).
- 7) Books (mostly worthless, 10 gp total max. value).
- 8) A small cask of ale or wine (max. value 5 gp).
- 9) 2 days worth of mixed rations
- 10) Any two of the above (choose or roll again twice, re-rolling results of 10).

Haunting Effects

To maintain the illusion of being a haunted house, the two wizards who constructed this house set up a number of strange

effects. Every hour of game time, roll a d8, adding one for every PC with Too Much Honor, and use these results:

1: Remnant - see notes below.

2: Phantasm - a ghostly image appears to a random PC, visible out of the corner of the eye, but it vanishes whenever the character turns to look at it. Nobody else can see it.

3: One character (determine at random) suddenly feels a sudden drop in temperature that lasts only a moment.

4: Eyes appear in a wall near by, blink once, and vanish.

5: A ghostly hand appears in front of the party. Roll 1d4. It either (1) makes an insulting gesture; (2) slaps a random character for 0 damage (but a possible Honor Hit, GMs option); (3) beckons the party towards the nearest numbered encounter area; or (4) gives the party the "thumbs up" signal before vanishing.

6: A random PC hears a voice calling his or her name. The voice stops the second the PC reacts to it.

7: A piercing scream erupts from the center of the party.

8+: Roll 1d10 for wandering monsters (see below), adding one for every PC (if any) with Too Much Honor, treating totals greater than 10 as 10.

Wandering Monsters

To determine wandering monsters, simply roll a d10, as follows:

- 1a: Observed (if the PCs have not been in the Lower Level)
- 1b: Eleriad (if the PCs have been in the Lower Level)*
- 2: Wandering Kobold*
- 3: Skeletons, 1-3*
- 4: Centipedes, Giant, 1-5
- 5: Rats, 3-12
- 6: Rats, Giant, 2-5
- 7: Cantrip
- 8: Spiders, Large, 1-3
- 9: Spiders, Huge, 1
- 10: Spy*

* Denotes an encounter that cannot repeat if the PCs meet certain conditions (see descriptions below). The first time that an encounter that cannot repeat happens, replace it with the Renegade Zombie. Read any subsequent repeat encounters as the next non-repeating encounter on the following list (in either direction) or as a Remnant, at the GMs discretion.

Wandering Monster Descriptions

Renegade Zombie (HF 1, EP 65, Int. Non-, AL: N, AC 8; MV 6"; HD 2; CW F; hp 33; SZ M; #AT 1; D 1d8; SA: Nil; SD: Brainless; MR: Undead; Lang: None; Hon: Avg.; ML: 20; TOP: n/a; Crit BSL: Def AC; FF: n/a; HOB 8 p, 124).

One of Eleriad's mother's creations, this zombie has gone amok and wanders about the house, looking for things to kill. Though unable open doors, it can handle stairs quite well (ladders take a full turn for it to negotiate). It attacks any living creature on "sight" – even Digger or Eleriad (but not the Homonculus).

Remnant: A Remnant is one of two things – either the emotional “imprint” of someone who died tragically or a random illusion/phantasm triggered by the extensive use of magic in this house. Either way, these minor events cease to occur once the bloodline of the family that built this house (i.e. Eleriad and Nate) ends. A Remnant takes the form of an odd occurrence witnessed by one or two (only!) characters. This can be a ghostly shape seen at a distance, a door opening and closing quietly, a strange sound, movement around a corner – anything that might put the PCs on edge. This is similar to the “Cantrip” event below, except that at most two characters experience it.

Observed: Eleriad watches the party from the Laboratory (Room 22). If they don’t do anything interesting, he gets bored after a turn; otherwise he continues to watch until they stop doing anything interesting. Use the “detecting scrying” rules in the GMG (Page 127) to determine if the PCs detect his observation or not. If the PCs explored the basement already,

they meet him directly on this roll; if the PCs kill him, this encounter does not repeat.

Krilik, the Wandering Kobold: A Kobold who became separated from the others, Krilik tries desperately to find them. He speaks passable (25%) Common. More courageous than most of his kind, Krilik borders on having foolhardy bravery. This encounter (obviously) cannot repeat if he dies.

Kobold (HF 0, EP 7, Int Low, AL: LE, AC 7; MV 6”; HD ½ (CW B); hp 11; SZ S; #AT 1; D 1d4 or by weapon (Short Sword or Javelin); SA: Nil; SD: Nil; MR: Std; Lang: Kobold, Common; Hon: Avg.; ML: 6; TOP: 12; Crit BSL; Def AC -4; FF: 3; HOB 4, pps. 65-66).

Skeletons: A total of five uncontrolled skeletons wander the house and the areas outside of it; two of them carry keys to the Back Door (Area 9). Only five (□□□□□) wandering skeletons appear during the course of this module; if the PCs dispatch all five, this encounter cannot repeat.



Skeleton (HF 2, EP 65, Int. Non-, AL: N, AC 7; MV 12"; HD 1; hp 28, 27, 26, 23, 22; SZ M; #AT 1; D 1d6; SA: Nil; SD: ½ damage from edged weapons; MR: Undead; Lang: None; Hon: Avg.; ML: 20; TOP: n/a; Crit BSL: Def AC -2; FF: n/a; HOB 7 pps. 65-66).

Rats: An unlimited number of these vermin manage to find their way into the house, despite the best efforts of Eleriad and his crew.

Rat (HF 0, EP 5, Int. Animal, AL: N, AC 7; MV 15"; HD d4+3 hp; hp 7, 7, 6, 6, 5, 5, 4(x6); SZ T; #AT 1; D 1; SA: Disease (5% per bite); SD: Nil; MR: Std.; Lang: Rat; Hon: Avg.; ML: 2; TOP: n/a; Crit BSL: Def AC -4; FF: 8; HOB 6 pps. 113-114).

Giant Rats: The house residents actively hunt down these creatures (the kobolds in particular find them a delicacy), but they still appear in unlimited numbers.

Rat, Giant (HF 0, EP 9, Int. Animal, AL: N, AC 7; MV 12"; HD d4+8; hp 12, 12, 10, 10, 10; SZ S; #AT 1; D 1d6-2; SA: Disease (7.5%); SD: Nil; MR: Std.; Lang: Rat; Hon: Avg.; ML: 4; TOP: 6; Crit BSL: Def AC -4; FF: 13; HOB 6 pps. 113-114).

Large Spiders: Any number of these ugly creatures find their way into the house, since Eleriad's mother kept them as pets, hoping to make one a familiar some day.

Spider, Large (HF 1, EP 175, Int. Non-, AL: N, AC 8; MV 6", 15" Web; HD 1+1; hp 28, 23, 23; SZ M; #AT 1; D 1; SA: Poison (Class B, +2 to Save); SD: Nil; MR: Std.; Lang: Spider; Hon: Avg.; ML: 7; TOP: 14; Crit BSL: Def AC -1; FF: n/a; HOB 7 pps. 96-97).

Huge Spider: A nest of these creatures exists a few minutes away from the House; they occasionally explore the house by climbing down the chimneys in search of food. Nine live in the nest, but only five tend to roam this far (once the PCs kill five, no more Huge Spiders appear) and always singly.

Spider, Huge (HF 2, EP 270, Int Animal, AL: N, AC 6; MV 18"; HD 2+2 (CW F); hp 32, 31, 31, 31, 30, 27, 27, 26, 22; SZ M; #AT 1; D 1d6; SA: Poison (Class B, Save at +1); SD: Nil; MR: Std.; Lang: Spider; Hon: Avg.; ML: 8; TOP: 14; Crit BSL: Def AC; FF: n/a; HOB 7, pps. 96-97).

Cantrip: A random cantrip (or one chosen by the GM) affects a random PC; the amount of magic cast in the creation of the house triggers these random effects from time to time. This can be beneficial (e.g. having a random item Cleaned or Polished), odd (like a sudden change of Color or having hair suddenly grow – or shrink! – 2d6" from a Hairy cantrip), or just eerie (a sudden series of Footfalls or a mysterious Moan, perhaps) or whatever seems interesting. Try not to have the same cantrip go off more than once. This result may, at the GM's option, instead be an encounter with the Unseen Servant mentioned in the General section above.

Spy: The Homonculous, Nate, observes the party, probably from a concealed position. It has an 80% chance to not be noticed, adjusted up or down by situation. It only attacks if a pixie fairy is present (targeting said pixie fairy), a PC winds up alone somewhere in the house, or it sees a lone guard watching over a sleeping party. In this latter case, it tries to put the guard to sleep and steal a few items from the party – placing some items on other PCs, and taking others for itself. If the PCs destroy Nate before they meet Digger, they encounter him on this result instead. If the PCs defeated both NPCs, this encounter does not repeat.

Area Description

On the ground floor, all ceilings are 15' high. The upper and lower floors, except as noted have 10' ceilings. Some room descriptions mention lighting conditions; for the rest, the PCs must provide their own light sources. Note that thick, dark curtains cover all of the windows; whether moving the curtains aside provides any light is entirely up to you based on the weather, time of day and whatever you, as GM wish...

Some powerful spells protect the structure of the house; all external walls save against all attack forms at +4, and have a stone "facing" over thick wood. Internal walls and doors have fewer protections; walls save at +2 (as thick wood) and doors at +1 (unless specified otherwise they are thin wood). Further, all windows are made of Glassteel, and thus virtually unbreakable.

Because of these protections, the entire House radiates Alteration and Enchantment magic, making magic detection virtually useless. Also, a permanent Unseen Servant wanders around, straightening up minor messes, closing doors left open, etc. (it generally shows up one turn after the PCs leave a room, or one hour after they camp out, does its job as best it can, then moves on).

Note also that a hidden network of tunnels exists in the walls, designed for the quasit familiar of Eleriad's father. Nate, the Homonculous that serves Eleriad (the current owner) uses this network to move about and observe the party virtually unseen – a pixie fairy can also make use of this network, if they find it. The Kitchen, Pantry and Wine Cellar (Areas 4, 5 and 13) are not part of this network; in all other rooms, if a pixie fairy searches for Secret Doors and finds one, they find a hidden observation point on this network which they may enter if they wish... Probably alone... In a narrow, dark passage, frequented by a creature that hates pixie fairies... Probably not the best idea in the world, but still an option... The access to the passage appears designed to accommodate a small monkey or medium-sized bird of some sort.

All of magic traps and effects in the house not tied to a creature (i.e. the illusion on the zombie in the master bedroom) reset at midnight the day after their triggering. Nate and Digger take turns resetting mechanical traps, whenever they get around to it (about once a week).

If the PCs decide to be creative and enter the house in a non-standard manner, their only options - barring the use of powerful magic - are the back door (complex lock, -60% to pick) or the chimneys. Should they choose the latter, it is a fairly rough, slightly inclined surface (+15%), 30' high, with an opening that a size M creature can fit in with some effort (smaller creatures have no problem; size L creatures need a different route of entry).

As spiders tend to come down the chimneys, each has a set of "spider traps" - similar to bear traps but more sensitive. Unless the PCs find and disarm these traps, they subject anyone descending the chimney to an attack as if by a 3 HD monster, but with a BSL of Def. AC +5, inflicting 2d4 points of damage (designed to sever spider legs). Two such traps exist in each chimney; each one continues to attack anyone pass-

ing by until disarmed or it successfully hits. They do not reset automatically, but Nate checks them every three days, and performs "manual resets" as needed. There is a 1 in 4 chance that a spider (see Wandering Monsters, below) lies in wait inside any given chimney.

Ground Floor

1. Porch

You stand on a poorly maintained but once elegant porch. Though the gray paint peels from the wood, the structure otherwise appears perfectly sound. Dark curtains prevent you from looking into any of the glass windows that dot the face of brick-walled structure and a huge oak double door stands closed before you. On each half of the door is a separate brass doorknocker – on one, the knocker is a ring through the nose of a devil's face, while the on other it is the halo over an angel's head.

Though unlocked, the doors seem stuck. Any attempt to force the doors releases a camouflaged trap door on the porch. Anyone standing on the pit trap shown on the map (an area ten feet wide in front of the door) falls into the 20 feet deep pit (for 2d6 points of damage). Thieves have normal chances to detect this trap; a successful disarm roll allows the character to learn where to stand to avoid falling, and that avoiding the trap requires opening the door from the inside.

Simply knocking on the door causes the PCs to hear the sound of distant footsteps that seem to come closer. After a few seconds, they then hear a sound like a bolt sliding back. After that, the door creaks slowly open, revealing the entry foyer. There is nobody there. Cantrips create the sounds, and the house's **Unseen Servant** opens the door (the temporary disabling of the pit trap outside causes the "bolt"; once the door closes it resets).

Once opened (through any means), the door remains open as long as any living creatures stand on the porch. Once no living creature remains there, the doors swing shut with an ominous creak and a loud slam. Other than the use of powerful magic or just leaving someone outside on the porch, no means exist to prevent the doors from closing. Further, no handles or other mechanisms exist on the inside - without a **Knock** spell or someone triggering the opening sequence from the outside, the PCs cannot escape this way.

2. Entry Hall

This ornate room looks to be the grand hall to a once fine home. A red carpet runs from the doorway to a flight of stairs at the far end of the room, and then up to a landing halfway up the stairs, which splits, into two sets of stairs heading in opposite directions beneath an ornate coat of arms.

The walls have wooden lower panels with a red trim matching the carpet, and white upper sections. The wood appears to be mahogany, as do the rails on the stairway. Aside from a small table and a red cushioned couch, the room is bare of furnishings. A fine layer of dust covers everything.

The coat of arms looks vaguely familiar; anyone making a Heraldry check recognizes it as a parody of the family crest of a warrior known for hunting down rogue magic users (if no such NPC currently exists in your campaign, it lampoons the crest of one Sir Roderick Blackmorn, a retired paladin of some renown; where his crest showed a rearing wolf, this shows a cowering puppy and where his displayed a charging horse this depicts a goat relieving itself, etc.), with a crossed mop and wooden battle axe mounted behind the paper-thin shield (if taken down and used as a shield, it provides one point of AC, until struck in combat, then shatters, becoming forever useless).

Particularly observant PCs notice that the dust in this room is perfectly evenly distributed, almost as if it were placed here intentionally (in fact it is; once a day a reversed **Dust** cantrip is triggered to keep the dust at a constant level). If they do anything to disturb this dust, they trigger a most insidious trap. The dust contains a variation of **Dust of Sneezing and Choking** based on a Type S poison. Disturbing it (by, say, walking through the room) triggers a **Gust of Wind** spell that stirs it up. All characters in the room are subject to coughing and sneezing fits for the next 1d3 rounds (Dexterity counts at half value for Initiative and Armor Class, minimum 25% for Spell Mishaps). Also, all characters must make a save vs. magic or fall asleep for 1d2 turns (this takes effect after the first full round of coughing). The cloud fills the floor of the room, and is 15' high; anyone above that level is effectively immune to it - but may be a prime target for Nate!

If one or two PCs are unaffected by the dust, Nate (watching from the hidden network) attacks, trying to put them all to sleep (being an artificial life form that doesn't breathe, the dust has no effect on him!). If more than two PCs are awake, he will rush in, grab two items at random from sleeping PCs (or a single item if no PCs fall asleep) and flee into the depths of the House with it.

If the room somehow renders all of the PCs unconscious, Nate (possibly assisted by Digger) removes two distinctive items from each PC – preferring magic items, books, holy symbols and obvious valuables. One item gets planted on another, random PC, while the other is taken to Eleriad (books are placed with his spellbooks in room 17; all others end up in his "storage alligator" in the Laboratory – room 16).

There is nothing of real value here; the only furnishings are an old "grandfather" clock that no longer works and a porcelain table that is too delicate to transport.

Note that the entry door has no type of handles or latches on the inside; its design allows it to open only by magic or from the outside. Other than a **Knock** spell or other magic, the only way to get this door open is to have someone trigger the opening routine from the outside.

3. Guess Who's Coming to Dinner?

Upon opening the door to this once-elegant dining room, the first thing you notice is the stench – you have encountered open cesspits that smell cleaner!

The second thing that stands out is the fact that something dragged all of the furniture, including bookcases and books – into one corner and placed it in such a way as to resemble a large, strangely formed cave, perhaps as would be designed for a child to play in. Most of the furniture shows signs of breakage, and filth coats most of it.

Something is moving inside this makeshift cave – something big.

A few months ago, a young ogre wandered into the house. After dealing with some of its ... oddities... he decided to make a den for himself and chose the dining room to do it in. In amongst the filth and broken furniture lie the ogre's accumulated treasures: 250 cp, 750 sp, 150 gp, an average pearl (100 gp value) and a battered iron flask that smells vaguely of fish and contains a thick green liquid (a **Potion of Extra Healing**). None of the furniture here is salvageable. Originally, the builders of the house decorated this room in "autumn colors" – some of the leaf-like patterns in shades of green, gold and brown remain visible beneath the filth.

Young Ogre (HF 2, EP 270, Int. Low, AL: CE, AC 5; MV 9"; HD 4+1; hp 36 (CW H); SZ L; #AT 1; D 1d10; SA: Nil; SD: Nil; MR: Std; Lang: Ogrish, Orcish; Hon: Avg.; ML: 11; TOP: 18; Crit BSL: Def AC +5; FF: 4; HOB 6, pps. 24-25).

4. Kitchen Knives

This room appears to be a well stocked but messy kitchen. Cooking implements and utensils lie scattered around as if currently in use, and most of them could use a good cleaning.

One round after any living creature (other than Eleriad or Digger) enters, a permanent spell summons a minor air elemental. A cold gust of wind shoots through the room and any edged weapons in the room rise up into the air. This includes the seven knives (ranging in size from butter knives (1d3-2) to a full butcher's knife (1d6-1 damage) laying strewn around, as well as any bladed weapons the PCs have drawn (save vs. Spells to keep weapon in hand). The blades then begin whirling around in a circular pattern. Grabbing a weapon out of the swirling mass requires a To-hit roll against AC 8 (no STR modifiers apply) to grab the item, and a DEX check to avoid being struck by swirling blades for (1d8+1d4-2, minimum 1) points of damage.

Crossing the room to the pantry also requires a DEX check as above to avoid being hit. If the PCs manage to grab or disable all of the knives, they dispel the elemental; opening the pantry door causes the spirit to immediately set down all of the blades on the counters and then return to the plane of air.

The counters are all wooden, and a huge, fully functioning and recently cleaned oven dominates north wall.

5. Pantry

You enter what is clearly a food storage area. Most of the supplies here seem fresh, and except for an ancient loaf of bread in the corner, none appears spoiled.

This room holds food supplies for Eleriad and Digger - enough to feed one person for 2d6+3 days. If the PCs scrounge for food, they find a filling, but not particularly healthy or satisfying, meal here. In one corner sits a hard, ancient loaf of bread that *might* make a passable club in an emergency.

6. Music Room

You open the door to reveal a room filled with a wide variety of musical instruments. Sheets of music fill a small set of shelves in the corner, and a metallic flute lies atop a music stand in the center of the room.

A threadbare carpet, once done in shades of blue but now mostly gray, covers the floor; the room's only other furniture being a pair of old, dusty, overstuffed chairs, one by the shelves, the other behind the music stand.

Time and moisture has rendered most of the items here badly damaged and worthless. Two semi-valuable pieces of music (each worth 15 gp) remain in the collection; the remaining pages of sheet music (about 40 pounds of paper in all), nets a grand total of 10 gp. The only valuable instruments remaining include a badly out of tune viola (worth 200 gp if repaired and tuned) and the silver flute on the stand. The flute is a minor magic item; if anyone touches it, it levitates into the air and begins playing the last song it "heard" performed (GM choice; the author usually has it play "Greensleeves"). When it finishes the song, it slowly lowers itself until it stops on a firm surface. It remains inactive (during which time it may be played normally) for five minutes, then is ready to "perform" again.

Silver Flute: 350 gp Value. Skills: Play Musical Instrument - Flute 95%.

The flute can memorize one song at a time, and plays that song whenever touched. Once it finishes a performance, it acts as a normal flute for 5 minutes before being able to perform again.

7. Lounge Lizards

This room is a lounge or salon, evidently intended for after-dinner conversations. The furnishings here - a couch, two chairs a small table and a long desk - have all seen better days, though you do notice a conspicuous absence of dust. A stained, once-green carpet bearing a design resembling a blue star with seven points covers most of the floor. A strange, animal smell fills the room...

You also notice a small creature, its scaly head suggesting some kind of unholy cross between dog, human and reptile, in this room. The creature pokes what is either a very large javelin or a very small spear tentatively towards you from behind the dirty couch, barking what may be a threat - or a greeting - in a strange, guttural language.

A band of kobolds wandered into the House in search of easy loot a few weeks back. They finally found that this room held no monsters or traps in it and set up shop here. Two members of the kobold band died since their arrival, another became lost, and roams about the house seeking his tribesmen (PCs may encounter this kobold, Krilik, as a Wandering Monster) and two of the remaining ones here suffer from various injuries.

If spoken to, they prove eager to negotiate, even warning them about the Big Monster in the Dining Room (the ogre in Area 3).

If the PCs promise to protect them and help them find a way out of here, the kobolds agree to travel with them and help them fight - though they generally run away from most encounters (except with the ogre - with PCs backing them they confront him almost fearlessly out of anger over the deaths of their companions). Each kobold carries 2d4 cp, and the leader also carries fifteen silver coins on his person; in addition they own two short swords and seven javelins between them.

The furniture here includes the aforementioned couch, two straight-backed wooden chairs, a small table (2'x2') and a larger desk (5'x2') with one narrow drawer, and two side drawers, all empty except for an old quill pen and a dried-up bottle of ink.

Kobolds (Miellik, Kurtul, M'kit, Kiellit and Krrk; HF 0, EP 7, Int Low, AL: LE, AC 7; MV 6"; HD ½ (CW B); hp 14, 3(13), 2(13), 12, 11; SZ S; #AT 1; D 1d4 or by weapon; SA: Nil; SD: Nil; MR: Std; Lang: Kobold, Goblin; Hon: Avg.; ML: 6; TOP: 12; Crit BSL: Def AC -4; FF: 3; HOB 4, pps. 65-66).

8. Conservatory

The door opens to a small greenhouse in serious need of some pruning. A metal latticework holds up glass walls covered with green and growing things. The room lies ominously quiet; although there appears to be nothing here other than the overgrown plants and yourselves. An old wooden club lies against the wall

by the door.

After witnessing a companion pummeling himself into unconsciousness during an encounter with "club bugs," Eleriad's father developed a fascination bordering on obsession with these creatures. He converted his conservatory into a habitat for the monsters and arranged to have a dozen captured and brought to him for study. Three of the Giant Walking Sticks remain. One, currently dormant, is the "club" by the door; the other two hide amongst the foliage, looking to add some meat to their diet...

They have no treasure.

Walking Stick, Giant (HF 1, EPs: 15 Int. Non-, AL: N, AC 4; MV 9"; HD 1+1 (CW E); hp 26, 24, 22; SZ S; #AT 1; D 1d6; SA: Ka-Thunk blow (leap into hand in club shape, force victim to save vs. Death or hit self for 1d6 per round until unconscious); SD: Camouflage (75-80% camouflage); MR: Std; Lang: Bug; Hon: Avg.; ML: 13; TOP: n/a; Crit BSL: Def AC -1; FF: n/a; HOB 8, p. 72).

9. Back Stairs

If PCs visit this location at any time after visiting the Pantry, they encounter Digger as he locks the outside after one of his forays outside. Normally, this door stays locked, requiring a key (both Eleriad and Digger carry copies) to open from either side; the lock is sturdy and of good quality, so picking incurs a -25% penalty from this side, and -60% from outside.

10. Bugged in the Library

You have found what appears to be a library; the room contains several, mostly empty, brass and wood bookshelves and scroll nooks, a huge couch, an ornate table that appears to be mahogany, and several chairs of the same dark wood. All lies in a state of disrepair.

An odd light, similar to that of a lit torch, seems to come from beneath the couch - perhaps it is on fire?

Though the 30 books and scrolls here are worth little (1d10 gp each; if the PCs somehow take all of them, they net a total of 175 gp), the furniture is worth much more if removed and restored; the three chairs are currently worth 30 gp each (due to beetle chew marks), but for 10 gp each (or if repaired by a PC with the proper tools and Woodworking skills) become worth 75 apiece; the couch requires more work with an initial value of about 100 gp - but after 100 gp of work, the value jumps to 1000 gp!

The table's initial value is 50 GPV, but a woodworker can restore it to 250 GPV for 75 gp in supplies. The shelves are worth 10 gp each and there are six sets.

One of the books, labeled "Into the Netherdeep"; is actually a false book hiding a lever. Moving the lever causes section of the bookcase to swing out, revealing the door to Area 11.

The “odd light” emanates from a pair of fire beetles sleeping off a meal of savory mahogany wood. Movement in the room awakens them to fiercely defend their territory.

Fire Beetles (HF 0, EP 35, Int. Non-, AL: N, AC 4; MV 12”; HD 1+3 (CW E); hp 30, 29; SZ ; #AT 1; D 2d4; SA: Nil; SD: Nil; MR: Std.; Hon: Avg.; ML: 12; TOP: 15; Crit BSL: Def AC -1; FF: n/a; HOB 1, pps. 66-68).

11. The Buzzing Stairs

An odd droning noise comes from somewhere beyond this door.

If anyone asks, the droning resembles the buzzing of a very large bee – though it is, in fact an **Illusion**.

When the door opens, a huge shape swoops out of the area beyond... swings over the PCs ... swings back ... and continues in a decreasing arc until it rests, stationary in the door frame. The object is a stuffed giant bee carapace and obviously no threat to anyone taking the time to actually look at it (instead of, say, diving for cover or attacking...).

Second Floor

12. Study in Terror

This room appears to be a small private study. A fire burns in the fireplace, illuminating with a flickering light. Above the fireplace, you see three round shields attached to the wall; to the right of the fireplace, three sheathed long swords hang from hooks, and three suits of chain mail armor stand at attention to its left. Several mismatched chairs rest against the north wall.

A figure sits on the floor facing the fire, its back to you. Long blonde hair spills over its shoulders, brushing the floor, and it wears a tattered white dress.

The figure is a ghoul, which immediately attacks if approached. It also attacks if the party hangs back at the door deliberating on a course of action, as it is very hungry.

Ghoul: (HF 4, EP 175, Int. Low, AL: CE, AC 6; MV 9”; HD 2 (CW F); hp 33; SZ M; #AT 3; D 1d6/1d3/1d3; SA: Paralysis; SD: Undead; MR: Undead; Lang: Common; Hon: Avg.; ML: 20; TOP: n/a; Crit BSL: Def AC; FF: n/a; HOB 3 p. 51)

The second the PCs defeat the ghoul, a pair of lips appear in the air. They tell the party:

“Well done! Now you get your pick of the spoils – you may take only one of each. Choose wisely!”

Then it begins narrating each action they take, as if the host of one of those annoying nature shows (Australian accent optional) until the PCs select one of each item (or just leave the room). There is a percentage chance equal to the highest Charisma score in the party that the Mouth attaches itself to the group, narrating their adventures until they find some means of getting rid of it. If asked, it knows that one of each item is mundane, one blessed with beneficial magic, and one cursed, but it does not know which is which – though it does know that each set is in a different order.

Running from Left to right the items are:

Armor 1: Suit of normal Chain Mail armor, that sizes to the person taking it (and no one else), whether they are half ogre, pixie fairy, or anything in between

Armor 2: **Suit of Chain Mail Armor +1**

Armor 3: **Suit of Cursed Chain Mail Armor -1** that has a 50% chance to shatter any time a critical hit is scored on its wearer

Sword 1: **Cursed Long Sword -1**

Sword 2: Normal long sword, though of high quality and fairly ornate (worth 50 gp)

Sword 3: **Long Sword +1**

Shield 1: **Cursed Medium Shield -1**, Missile Attractor

Shield 2: **Medium Shield +1**

Shield 3: Normal medium shield

Once anyone touches one item from each, the other two items from that set (swords, shields or armor) vanish.

Rogue Magic Mouth (HF 0, EP 120, Int. Average, AL: N, AC 3; MV 3” Fly (E); HD n/a; hp n/a; SZ M; #AT 1; D 1d4; SA: save vs. Spells negates damage, chatter; SD: Immune to physical attack, dispelled at 12th level; MR: Special; Lang: Common, Forcuran, Elvish, Orcish; Hon: Avg.; ML: 20; TOP: n/a; Crit BSL: ; FF: n/a; HOB 4, pp. 111-112).

13. Game Room

A dusty old billiard table covered with decomposing felt dominates this room. Several chairs, mostly overstuffed and badly worn, in evidence here, and two tables are visible here. One table, a large round one with five chairs set at it, occupies a corner of the room, while a smaller table with one chair set before it sits in the middle of the chamber. This latter table holds a chess board with both tiles and pieces constructed of what appear to be ebony and ivory. The chair is by the black side of the board and the board is set up as if ready to play.

The pool balls vanished long ago and only one broken cue stick remains. Drawers in the round table hold two decks of playing cards, one complete, and the other missing three aces.

The chess set appears intact and very well made.

If anyone sits on or moves the chair, a disembodied voice asks (in Common): "Do you want to play a game?"

If the answer is "yes", a white piece moves on the board, and then awaits a corresponding black play...

If nobody answers, or someone replies in the negative, nothing happens.

The chess set is worth a total of 750 gp intact, due to its magic (the voice and the ability to play itself are permanent properties of the board; it has a Chess skill of 75%). If sold individually, each of the 16 white and 16 black pieces fetches up to 5 gp, and the board 150. Nothing else in the room is worth more than a few coppers at most.

A storage closet off of this room holds some boxes full of billiard equipment, decaying decks of cards, and the skeleton of an adventurer who sought shelter inside, slowly went mad, and perished from starvation. Though not animated, it is perched so that it falls over on anyone searching through the boxes.

14. Mopping Up

This small bedroom is the cleanest place you've seen in the house. There is not a spot of dirt to be seen anywhere. The bed itself is a bare mattress with two tattered pillows on top of it; no other furniture is evident here. A red-handled mop rests against one wall.

The only thing of value or interest in the room is the mop in the corner – it is a **Mop of Swabbing** (see Appendix 2: New Items).

The closet to this room contains nothing but empty hangars and dust.

15. Bedroom of Death

Though clearly a bedroom of some manner, you find it difficult to imagine the type of mind that could rest peacefully here...

First, the walls and furnishing display a disgusting mix of pinks, purples, greens and tarnished metal. Further, symbols resembling those of various Gawds of disease, death, corruption and decay cover the walls and furniture.

Finally, the bed itself has animal skulls on the bedposts, while carvings on the backs of the chairs resemble screaming faces and similar carvings show disquieting figures performing unspeakable acts adorn the simple wardrobe in the corner.

All in all this room feels rather unwholesome.

Close examination of the furnishings reveal them all cheaply made or fake and of little or no value. The only thing of inter-

est in the room is an enchantment upon the bed – one of the more insidious experiments of Eleriad's father...

If anyone touches the bed (note that a looting check generally requires contact with it!), have that player roll a d20 (save vs. Spell at -1). Regardless of the result, privately inform the player that "For a brief instant, you felt an odd tingling sensation, and heard a faint coughing sound while your vision clouded over for a moment, but everything seems all right now."

The other players see something different however. If the "victim" makes the saving through, they see a cloud of dust puff out of the bed, and then the character grabs his or her throat and coughs for a second. If the victim fails the save, however, either read the following, or distribute it as a note to each of the remaining players:

As (PCs name) brushes the bed, a cloud of dust puffs out. (PCs name) grabs at (his/her) throat, coughing for a moment, then a disturbing transformation occurs...

(PC's name again)'s flesh decays right before your eyes – turning gray-green and sloughing off in some places. One eye come looses from the skull and a few teeth fall to the floor with a clattering sound. A nauseating stench arises from your former companion, who turns towards you with dead yet hungry-looking eyes...

This is a combination of the **Shell of Corruption** (reversed **Shell of Purity**; see Appendix: New Spell in this book) spell and a **Programmed Illusion**. For the next two hours game time, the victim looks (and smells!) like a zombie unless **Dispel Magic** or a similar ability counters the effect, or the character manages to leave the House. The victim notices no change unless he sees his own reflection in a mirror - then the horrible "change" becomes fully evident! The effect is purely cosmetic, but how the players – and characters – react is up to them (Eleriad's father loved to pull this one off at parties and watch the ensuing chaos...).

The closet to this room contains a dusty hooded brown cloak. It has no special features, but it is warm and well made - though in desperate need of a good cleaning.

16. Master Bedroom

Though clearly once an ornate bedroom, fit for a nobleman, this room and everything in it except for the large bed show signs of decay and neglect.

The bed itself, however, is in excellent condition, almost as if maintained in some form of magical stasis. Rich silk sheets in shades of purple and pink with gold trim are visible, as is a white silk canopy held aloft by brass posts.

Lying on the center of the bed is a very pale but stunningly beautiful woman dressed in gold-trimmed ebony silk robes. Long red curls spill out around her head, all but obscuring the pillows beneath her. She appears asleep, and a small silver tiara set with tiny diamonds rests on the bed beside her.

The figure on the bed is a combination of **Spectral Force** and **Shell of Purity** (see Appendix: New Spell at the end of the module) spells, that happens to resemble Eleriad's mother. To make matters worse, these spells conceal a zombie commanded to attack anyone touching "her!" Both the illusion and the Shell end the second any living creature touches any portion of the zombie, thus she may gain surprise (based on the situation), or the first strike even if she doesn't... Relish the moment; it doesn't happen often! The spell combinations renew and affect any corpse on the bed for 12 or more hours.

The tiara she wears is tin with paste jewels – it might be worth as much as 2 gp to a particularly gullible buyer. The bed is the most valuable item in the room, worth roughly 5000 gp cleaned up – though it must be taken apart to get out of the room and reassembled elsewhere to net even half that, a very tedious, time consuming task. The room's remaining furnishings show so much decay and misuse they have no value whatsoever.

Zombie (HF 1, EP 65, Int. Non-, AL: N, AC 8; MV 6"; HD 2 (CW F); hp 28; SZ M; #AT 1; D 1d8; SA: Nil; SD: Brainless; MR: Undead; Lang: None; Hon: Avg.; ML: 20; TOP: n/a; Crit BSL: Def AC; FF: n/a; HOB 8 p. 124).

The south door leads to a closet containing some tattered, rotten clothes. A successful Basic Looting check at -20 or any Advanced Looting check nets 100 gp worth of trinkets, small gems, and similar items.

17. Bathroom

This room seems to be a bath chamber of some sort, with pink ceramic walls and a blue-gray tile floor. A porcelain guardrobe stands in one corner, across from a similar sink. A small stove, probably for the heating of water, stands beside this sink. A dirty white curtain conceals a portion of the room that appears to contain a bathtub.

Anyone pushing the curtain back sees that it does indeed contain a tub – a tub filled almost to the top with a thick red liquid in which the corpse of a slightly overweight man floats-face down. This is one of Eleriad's mother's more unusual experiments and the "man" is an animated skeleton that had its flesh grow back thanks to a Necrotic Ooze of her creation.

The skeleton animates two rounds after anyone pulls the curtain back and attacks any intruders. If they leave the room, it returns to the tub. The only thing of value here is the Necrotic Ooze; five gallons of it fill the tub, and it can

fetch up to 50 gp per gallon to a Necromancer (see Appendix 2 for details).

Skeleton, Modified (HF 2, EP 65, Int. Non-, AL: N, AC 7; MV 12"; HD 2 (CW F); hp 35; SZ M; #AT 1; D 1d6; SA: Nil; SD: $\frac{1}{2}$ damage from edged weapons; MR: Undead; Lang: None; Hon: Avg.; ML: 20; TOP: n/a; Crit BSL: Def AC -2; FF: n/a; HOB 7, pp. 65-66, regrown flesh provides additional hit die but increases vulnerability to edged weapons)

18. Widow's Watch

At the top of pull-down ladder is a small, octagonal room. Aside from a large, dust-covered black coffin and heavy black curtains covering the windows on all sides, this plain wood-paneled room appears empty.

The ladder giving access to this area is in a non-concealed trap door in the hallway outside of area 12.

The coffin contains a soft down mattress; Eleriad's mother frequently slept here when she didn't want to deal with his father or his father was in the middle of an experiment and didn't want to be bothered. Under the mattress are the following items: 15 cp, 8 sp, a silver earring with a setting for a small stone but missing the stone (value 35 gp), and several long bones. Close examination reveals markings on the bones; a successful Arcane Lore check by a magic-user or character with access to magic-user spells reveals that these are primitive spellbooks, containing her initial assortment of spells: **Animate Dead Animals, Corpse Visage, Exterminate, Read Magic and Write.**

Basement

Except for room 20, every room on this level of the house contains small glass spheres (100 gpv each, but requires a Dexterity roll at an 8 point penalty or major magic to remove without breaking) set above each door.

An evil cleric who allied with Eleriad's parents enchanted these to provide either **Continual Light**, become inactive or



cast **Continual Darkness**, on the utterance of the appropriate command word. Each word triggers all globes within 30' of the person uttering them (Eleriad recorded these words in his cantrip book).

19. Wine Cellar

A thin layer of dust covers everything here. This appears to be a poorly stocked wine cellar; most of the racks stand empty, and several of the bottles here appear empty.

A quick examination shows that the wizard has exceptionally poor taste in wine. Out of the fifteen bottles of wine and eight barrels of ale and beer here, about 50 gp worth of beverages can be scrounged. One of the barrels feels empty and is, in fact, the trigger for the secret door to the north – rotating it clockwise opens the door; while turning it counter clockwise opens a viewing window on the door to see what's going on inside). One of the bottles of wine – apparently of an exceptionally vile vintage – contains a **Potion of Healing**; Eleriad knows of this and flees here if combat goes against him. Close examination reveals that this bottle, unlike the others here, shows signs of having been re-sealed.

20. Room of Bad Tales

A battered couch and badly damaged table are the sole furnishings to this room. The walls are unadorned stone.

A man with light brown hair and a scruffy beard – both shot through with gray – sits on the couch, a lopsided grin visible on his face. Each of his hands holds what seems to be an ornate but crudely constructed hand puppet – one appears vaguely avian in form while the other resembles a child's depiction of a knight.

As you enter, he looks up, and says: "It's beginning early, Raven."

The bird-like puppet replies: "And they look even dumber than the usual ones..."

The other puppet then "speaks," "Maybe they'll actually have a plot this time?"

The man shakes his head: "Come on, Tomas that is way too much to hope for..."

The man is Jol, a young bard trapped here as an experiment in reality distortion. Twice per day, a series of random elements trigger a very poorly scripted but detailed Programmed Illusion of 60+3d20 minutes in duration. The illusions are dream-like in nature, full of clichéd events, bland characters and improbable coincidences, most of which seem to be epic adventure stories, dramatic but tragic love

stories, and lame murder mysteries. As a result of being plunged into these illusions, Jol can no longer distinguish between reality and illusion. He constantly talks to his two cynical hand puppets, Tomas and Raven, originally created to give him an island of sanity within this random madness, but now they have virtually taken on a life of their own (at least in his mind). If you feel particularly creative and/or evil, have one of the illusions begin while the PCs are present...

And if you're wondering how he eats or sleeps, or other science facts, repeat to yourself: "It's just an encounter, I should really just relax..."

Jol, Tomas and Raven (HF 0, EP 134, AL: N, AC 9; MV 12"; Bd2 ; hp 28; SZ M; #AT 1; D By Weapon -1; SA: Sarcasm; SD: Bard; MR: Std.; Lang: Common; Hon: Avg.; TOP: 14; Crit BSL: Def AC -4; FF: 5; STR: 9/18; DEX: 14/4; CON: 10/28; INT: 14/22; WIS: 9/39; CHA: 15/17; COM: 15/20; PP 15%, DN 35%, CW 65%, RL 20%). No spells memorized.

He has no weapon (he is proficient with sling and long sword); his only possessions are his puppets and the rather ripe clothes on his back. On a positive note, his imprisonment here seems to have cured his Alcoholism, though he still is Misguided.

He has the following skills: Forestry 40%; Poetry, Writing and Comprehension 18%; Singing 19%; Carpentry 40%; Seamstress/Tailor 22%; Shield Repair, Wood 40%; Swimming: Dog Paddle 23%; Ventriloquism 22%; Taunting, Major 17%; Taunting, Minor 55%; Carpentry Tools (Wood Working) 40%; Carpenter Skill Suite 40%; Local History: (Campaign City) 14%; Language, Modern: Common 100%; Stringed Instrument: Guitar 13%; Reading/Writing: Common 24%; Puppet Making 33%.

21. Summoning Room

Two features dominate this rough-hewn stone room. The first is a carved marble podium in the northern portion of the chamber, and the second is the strange circular symbol carved into the floor at its base.

As you enter, a wall of light shoots up from the symbol on the floor, momentarily blinding you. When you can see again, you see that a creature with bronzed skin, silver hair, and white wings and eyes stands inside the ring. The creature is dressed in robes of shimmering gold. Its wings press against an unseen barrier roughly conforming to the size and shape of the circle on the floor, and it seems unhappy.

"So," it asks in a deep, rumbling voice, "have you finally decided to release me?"

The creature claims its name is "El" and it is the power source for all of the traps and such in the House. It only gives vague, general answers to most questions, but if asked about how to free it, it says: "The circle must be broken. Anything that breaks it releases me..."

Throwing dirt on it to fill one of the carved lines, chipping at the carving, covering it; any of these things "frees" the "creature."

It then thanks the PCs, steps out, and, amidst roaring laughter, changes its form to that of a 9' tall red-skinned muscular humanoid with bat-like wings. Its hair is black, its eyes pools of flame, and it attacks.

Of course, this is all a very complicated series of **Programmed Illusions**, with just enough reality behind them to be dangerous.

There are a number of clues to its nature. First of all, Arcane Lore or Divine Lore at -10% reveals that the circle inscribed in the floor is one used to trap creatures from the Lower Planes (i.e. Evil), yet the creature in the circle appears to be a good aligned angelic being. Second, the creature concealed by the illusions, an unfortunate gnomeling named Llaranas Locram (hence the "El" - or "L" - name!) is not exceptionally intelligent; he has been trapped down here for twenty-five years, and knows nothing of what has transpired during his imprisonment. Finally, if combat begins, a clever PC might notice that the monster doesn't seem to be damaging their equipment, only their bodies (WIS check to determine this if needed)...

If the PCs fall for the trick and free the "creature", it attacks them viciously. Because the illusion is much larger than Llaranas, only called shots to the feet or critical hits that somehow strike the feet or legs of the illusion will have any affect until the PCs uncover his true nature. "El," however, will strike at them with very real-seeming claws that inflict 2d8 points of damage per strike, or with an arsenal of creative (illusory) spells, as the mood strikes. Llaranas will attempt to slaughter the party until "unmasked", and then he will fight with a "mere" dagger while attempting to flee.

If El defeats the party, he takes any coins or gems they have and flees into the upper floors of House, ultimately escaping through a chimney. As soon as he loots the bodies, have each character make a System Shock roll; success means the character wakes up, realizing it was all an illusion - the character is at -1 CON until they can get a full day's rest, but otherwise unharmed by the experience. Any character failing this test suffers a permanent loss of one point of CON and must make a second check or truly die from the experience! If a character becomes suspicious of it during the fight (or at any time), let them save vs. Spell to see if they realize it truly is an illusion; a character who sees through it and confers this information to the other party members grants them a +4 to any saves against the same illusion. If the characters somehow see through the illusion before anyone falls pray to it, the party earns 1000 EPs; if they "free" El but survive the experience, they earn 500 (plus the EP value of the Nefarian Gnomeling).

"El" (Llaranas Locram) (Gnomeling, Nefarian Variant; HF 2, EP 143, AL: CE, AC 4 (Leather armor, Dex); MV 4"; T2; hp 26; SZ S; #AT 2 (illusory) or 1; D 2d8 (x2) or 1d6 (Hand axe) ; SA: Illusion, Backstab, +5 to hit with missiles, +1 to hit with daggers; SD: Hide in Plain Sight, Illusion; MR: +2 to save vs. Magic.; Lang: Common, Gnomeling; Hon: Avg.; TOP: 13; Crit BSL: Def AC -4; FF: 5; PP 40%, OL 35%, FT 20%, RT 20%, MS 55%, HS 55%, DN 45%, CW 55%; STP: Dagger Bonus, Blind Fighting, Armor Maintenance; Maintenance/Upkeep (General); Shaving/Grooming; Weapon Maintenance; Laborer: General; Liar, Skilled 34%; Q&F: Facial Scar, Greedy, Jerk; STR 11/8; INT 10/23; WIS 10/38; DEX 19/20; CON 10/5; CHA 8/9; COM 4/13).

Possessions: Hand Axe, leather armor.

Note: He does know the command words for the light globes.

The product of an unfortunate **Wish**, Llaranas is the son of a gnomeling woman and a devil she unknowingly summoned. In addition to the special abilities granted above, Llaranas does not age and can survive indefinitely without food or water. His imprisonment has left him quite insane. Eleriad's father employed him as a manservant until he learned of the gnomeling's heritage, then decided to see if a warding circle would hold such a half-breed. It did. He then placed the illusions over the poor creature both as a joke, and as a test for the gullible who manage to penetrate this far into the House.

Behind a curtain in the northwest corner of the room is a mirror that has a strange minor enchantment on it - it shows everything in the room except those looking directly at it. If players find some way to remove the mirror from the wall and carefully get it out of the house, it is worth 2,000 gp, which drops to 100 gp if the party somehow removes the enchantment.

22. Laboratory

This creepy room appears to be some sort of a lab. A glass case along one wall contains a partly dissected human corpse, while an apparently stuffed alligator sits atop a long wooden structure that appears to have once been a bookcase. A table between these items contains what appear to be a doctor's tools, and a desk across from it is covered with notebooks and writing materials.

A metal grid has been placed over the face of the bookcase, apparently converting it into some kind of cell.

Something is moving inside it...

This room is the laboratory it appears to be. Eleriad's parents shared it, and he has taken it over. If he is encountered elsewhere he attempts to bring the PCs here so he can use **Animate Dead Animals** on the alligator; if things get desperate for him, he also opens the case in the corner then flees as fast as he can...

The case contains one of his mother's failed experiments - six Crawling Claws that neither she nor her son ever found any way to control!

The equipment and notes here have a total encumbrance value of about 150 pounds and are worth up to 500 gp to the right buyer.

Also on the desk is a large piece of glass in the form of a round-edged rectangle. It is mounted on a heavy wooden base (100 lbs.), set with a dial with 13 positions. It is currently pointed up. Each of the twelve remaining positions causes a view of one of the other rooms in the house to appear on the glass.

The rooms are, running clockwise: the Porch, Room 2, Room 3, Room 6, Room 7, Room 8, Room 9, Room 10, Room 12, Room 14, Room 16 and room 20.

The stuffed alligator here, unless animated, is reasonably valuable – though difficult to transport (gp value 200, weight 600 lbs.). It also has a large hollow spot in its stomach (treat as a Concealed Door to discover); if the PCs are here looking for a missing child (or Small adult!), their quarry is in here, unconscious but otherwise unhurt, though bound and gagged.

There is also a secret panel under the desk (treat as a Concealed Door). This panel is trapped with a once-poisoned needle (the reservoir is empty, but it has never been cleaned; if not disarmed, the victim must save vs. Poison at +2 or contract a random disease), but not locked. Inside are two large books, apparently bound in leather (actually tanned human flesh). Except for a single ancient rune on the cover of each, they are identical (anyone who reads Language, Dead - Ragiuss can make them out as "His" and "Hers"). One book is filled in a sprawling, ornate script and written alternately in Forcuran and Duarkk and details various experiments set up by Eleriad's father, including most of those in the House. The other book is written in a tiny script with "spider web" designs filling in the "holes" of the letters; the language it is recorded in is Abgreerian, and this details a number of experiments performed by Eleriad's mother. Each book individually is worth 50 gp. However, any character successfully reading both books who is also capable of casting second-level magic-user spells, and passes a Learning check discovers the secret to the reversible spell **Shell of Purity** split between these books.

Crawling Claw (HF 1, EP 35, Int. Non-, AL: N; AC 7; MV 9"; HD 1d4+1 (CW B); hp 5, 5, 5, 4, 4, 3; SZ T; #AT 1; D 1d4 or 1d6 if unarmored; SA Leap 15"; SD: ½ damage from edged weapons, magic weapons do no bonus damage, cannot be turned, raised or harmed by holy water, +1 point per die damage from cold; MR: Undead; Lang: None; Hon: Avg.; ML: 20; TOP: n/a; Crit BSL: Def AC -4; FF: n/a; HOB 2 pps. 37-38).

23. Wizard's Bedroom

This bedroom is cramped and in a state of disarray - sheets hang off of the bed, pillows are scattered about, and clothes, some clearly in need of a wash, others clearly recently cleaned and pressed. The furniture is clearly worn and used as well. The colors are dark and somber, and the room smells like it needs a good airing.

This is Eleriad's bedroom. There is little of obvious value here. The furnishings include a large chest full of dirty clothing, a small chair, a reading table with several partially burned candles on it, and an unmade bed with dirty sheets and a very firm mattress.

Under the bed, in a locked (Eleriad carries the key) but not trapped chest can be found Eleriad's three spell books and his reading glasses (these are enchanted; once per day they may be used to cast **Read Magic** or **Comprehend Languages** in any combination for up to 5 turns total). Beside this chest rests a pair of fuzzy pink **Slippers of Spider Climbing**.

His spell books are detailed as follows:

Book 1: Leather Cover, Vellum Pages, 17" x 12" x 6", 72 pages (51 used), 6 lbs., x4 Encumbrance. Holds the following cantrips: **Chill, Dibs, Dry, Exterminate, Gather, Salt, Shine, Dirty, Dusty, Air of Legitimacy, Change, Distract, Hide, Mute, Palm, Present, Veiled Threat, Firefinger, Unlock, Creak, Footfall, Groan, Moan, Rattle, Tap, Thump, Whistle, Neutralize Alcohol**

Book 2: Dragon hide cover, Vellum pages, 16" x 12" x 7", 6.5 lbs., 84 pages (64 used), x4 Encumbrance. Pages and ink are Water Resistant. Contains: Level 1: **Animate Dead Animals, Magic Missile, Copy, Corpse Visage, Erase, Mend, Read Magic, Phantasmal Force, Write**; Level 2: **Blur, Choke, Magic Mouth, Mirror Image**.

Book 3: Bearskin cover, Vellum pages, 15" x 12" x 9", 7 lbs., 104 pages (18 used), x3 Encumbrance. Contains: Level 1: **Yudder's Whistle of Hell's Gate**; Level 2: **Fihrsid's Horrid Armor**; Level 3: **Extract Truth, Haste, Fly**.

Appendix 1: New Spell

Shell of Purity (Alteration, Reversible)

Level: 2

Range: Touch

Duration: 1 hour/level; see below

Area of Effect: One creature up to 1 cu. Ft./level

Components: V, S, M

Casting Time: 5

Saving Throw: None

This spell allows something decayed, rotted and corroded to appear intact, pristine and as good as new; it creates a shell around the item that mimics how the item appeared before time's hands decided to be less than gentle with it. Necromancers frequently use this spell to hide the true nature of their charges, but some unscrupulous magic-users have found uses for it in the mercantile arena as well. The spell generally lasts for one hour for every level the caster possesses, but the caster must also specify a condition which will end the spell.

In many cases, this condition involved the subject of the spell coming into physical contact with a living creature; other conditions may involve moving the item to or from a specific location, the casting of a spell, or even performing a specific action. The sudden cancellation of the spell may (GM call, based on situation and the true level of corruption of the target) prompt disgust reactions from those viewing it; all in the area should make a Constitution check or act at -2 for the next d3 rounds.

The material component of the spell is a piece of incense and a clean cloth.

The reverse of the spell, Shell of Corruption, causes a clean, wholesome item to appear to be decayed, maggot ridden, and rotting. If cast on a living creature, it may make a saving throw to avoid being affected by the Shell. Often evil pranksters cast this spell on food stores; it is a favorite spell of many evil aligned gnomes. The material component for the reversed spell is a piece of rotting meat or other refuse.

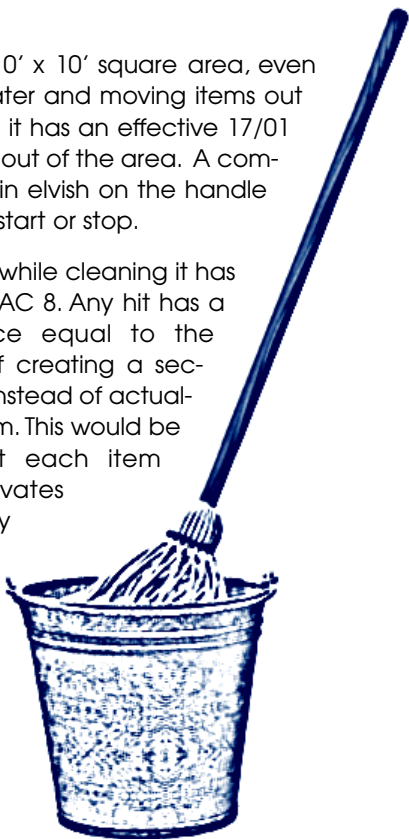
Appendix 2: New Items

Mop of Swabbing

This mop cleans a 10' x 10' square area, even providing its own water and moving items out of the way to do so; it has an effective 17/01 STR for moving items out of the area. A command word, written in elvish on the handle ("RADEC") makes it start or stop.

The mop has 35 hp; while cleaning it has AC 3, otherwise it is AC 8. Any hit has a percentage chance equal to the damage inflicted of creating a second, identical mop instead of actually damaging the item. This would be good, except that each item immediately activates and ignores any command words, as the mop was only enchanted by a sorcerer's apprentice, not a true master mage...

EPV: 50, GPV: 250



Necrotic Ooze

If a skeleton is submerged in Necrotic Ooze, the skeleton gains +10 hp, and appears to be "fully intact" and still alive while the ooze is in place; this uses half a gallon of ooze each time it is used. The ooze sloughs off after 10 hp taken. While present, skeleton takes full damage from edged weapons. The ooze can also halt the decay of zombies and allow other undead creatures to heal damage if submerged (each regaining one full HD worth of hit points per round of submersion, and each die using up a half gallon of ooze).

If a living creature bathes in this stuff, they smell VERY bad until properly washed, but have no other effects. If a living creature is foolish enough to ingest the ooze though, they must make two saves vs. Poison:

If the victim makes the first save, he or she takes 1d4 points of damage from spitting it back up, but suffers no further effects.

If the first fails but second succeeds, the victim has their STR and CON scores function at half value for the next 2d12 hours. At the end of this time, the victim has to make a System Shock roll at their current CON value to avoid permanently losing 100 percentiles from each attribute.

If the victim fails both saves, over next 2d12 hours, he slowly transforms into a Brain Eating Zombie (Eleriad's mother concocted the ooze using an odd meteor she discovered during one of their adventures; See HOB 8, pgs 122-123 for details on Brain Eating Zombies if needed)...

Until the victim completely transforms into a zombie, a Neutralize Poison or similar magic immediately negates all the effects of the Necrotic Ooze. The tub here contains 5 gallons of this stuff.

Appendix 3: Battlesheets

The Monster and NPC Stat blocks include some non-standard elements. A "CW" value appears between "Size" and "#A" – this refers to the Combat Wheel letter used for this creature. Spell lists include check boxes to denote pre-cast spells (indicates a spell still in memory). Weapons are set in their own section of the write-up, have the following format:

Melee Weapon Name: Attacks Per Round if not 1 (#AT); Initiative Modifier (I), including Dexterity, Weapon Speed, etc.

Missile Weapon: Rate of Fire (ROF); To-hit Modifier; Total Hit Modifier (To-hit); Damage (D) vs T/S/M/L/G/H – all modifiers and damage caps included; BSL

To-hit modifiers are left off if the modifier is "0". If weapon damage is listed with a parenthetical – e.g. (1d6-1)+3 – that indicates a situation where the -1 cannot take the die below 1 – a roll of 1, 2, or 3 in this case = 4 damage.

Initiative, To-hit and Damage statistics include Honor modifiers where applicable.

Crawling Claws (HF 1, EP 35, Int. Non-, AL: N; AC 7; MV 9"; HD 1d4+1 (CW B); hp 5, 5, 5, 4, 4, 3; SZ T; #AT 1; D 1d4 or 1d6 if unarmored; SA Leap 15"; SD: ½ damage from edged weapons, magic weapons do no bonus damage, cannot be turned, raised or harmed by holy water, +1 point per die damage from cold; MR: Undead; Lang: None; Hon: Avg.; ML: 20; TOP: b/a; Crit BSL: Def AC -4; FF: n/a; HOB 2 pps. 37-38).

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:
- 6) HPs:

Encountered At: Room 22

Potential Yield:

- Destroy Claws (EPV = 35 x 6 = 210)

Digger (HF 2, EP 152, AL: NE, AC 6 (Studded Leather Armor, armbands); MV 8"; F2 (CW D); hp 34; SZ M; #AT ½ or 1; D 1d6+4 (shovel) or 1d2+4 (fist); SA: Specialized with Shovel (+3 to hit), +2 to hit with other attacks; SD: Nil; MR: Std.; Lang: Common, Forcuran; Hon: Avg.; TOP: 17; Crit BSL: Def AC +1 (with shovel); FF: 7; STR: 16/32; INT: 8/83; WIS: 11/42; DEX: 12/80; CON: 14/07; CHA: 7/71; COM: 2/80; Q&Fs: Superstitious, Maimed – Hunchback, Lisp, Butt Ugly; STPs: Establish Ambush Zone 18%).

Possessions: Shovel, Sack, Studded leather armor, Armbands

Weapon: Shovel: Init 5, #AT: 3/2; To-hit: +3; D: (1d6 -2)+6 / (1d6 -2)+6 / (1d6 -2)+6 / (1d6 -2)+6 / (1d6-2)+6 / (1d6-3)+6; BSL: Def AC +1

Studded Leather Armor: AC 7 AC 8 AC 9

HPs:

Encountered At: Variable (usually Area 9)

Potential Yield:

- Defeat Digger (152 EP)
- Studded Leather Armor
- Shovel
- Coinage (GPV = 6d10 + 2d10/10 + 1d10 /100)
- Possible sack contents (see description for details)
- Faerie-skin armbands (Grants +1 to overall AC).

"EI" (Llaranas Locram) (Gnomeling, Nefarian Variant; HF 2, EP 143, AL: CE, AC 4 (Leather armor, Dex); MV 4"; T2; hp 26; SZ S; #AT 2 (illusory) or 1; D 2d8 (x2) or 1d6 (Hand axe) ; SA: Illusion, Backstab, +5 to hit with missiles, +1 to hit with daggers; SD: Hide in Plain Sight, Illusion; MR: +2 to save vs. Magic.; Lang: Common, Gnomeling; Hon: Avg.; TOP: 13; Crit BSL: Def AC -4; FF: 5; PP 40%, OL 35%, FT 20%, RT 20%, MS 55%, HS 55%, DN 45%, CW 55%; STP: Dagger Bonus, Blind Fighting, Armor Maintenance; Maintenance/Upkeep (General); Shaving/Grooming; Weapon Maintenance; Laborer: General; Liar, Skilled 34%; Q&F: Facial Scar, Greedy, Jerk; STR 11/8; INT 10/23; WIS 10/38; DEX 19/20; CON 10/5; CHA 8/9; COM 4/13).

Encountered At: Room 21.

Weapon: Hand Axe: Init: -6; D: 1d10/1d8/1d6/1d6-1/1d6-2/1d6-3

Armor Track (Leather Armor): AC 8 AC 9

HPs:

Potential Yield:

- Defeat Illusion (1000 EPV) or
- Defeat EI (143 + 500 EPV)
- Dagger (2 GPV)
- Leather armor (Size S) (5 GPV)

Eleriad (HF 5, EP 584, AL: LE, AC 5 (Fihrsid's Horrid Armor, **Cape of Protection +1**) or 7 (Bracers, **Cape of Protection +1**); MV 12"; MU5 (CW C); hp 45; SZ M; #AT 1 or 3; D 1d6+3 (Quarterstaff) or (1d6-2)+3 (x3; Darts); SA: Spells, +2 to hit with Darts; SD: +1 to all Saves; MR: Std.; Lang: Common, Forcuran, Orcish; Hon: Great; TOP: 23; Crit BSL: Def AC -3 (+ To-hit mods above); FF: 6; STR 14/10; INT 14/53; WIS 8/64; DEX 12/29; CON 16/35; CHA 11/76; COM 7/16; Bloodline, Fast Cast).

Spells: (1) **Animate Dead Animals** , **Magic Missile** , **Read Magic** , **Phantasmal Force** , **Write** , **Yudder's Whistle of Hell's Gate** , (2) **Choke** , **Fihrsid's Horrid Armor**, (3) **Haste**

Weapons:

Darts: ROF 3; To-hit: +2; D: 1d6+3/(1d6-1)+3/(1d6-2)+3/(1d6-4)+3/4/4; BSL: Def AC -1

Quarterstaff (not proficient): To-hit: -3; Init: -2; D: 1d6+3/1d6+3/1d6+3/1d6+3/1d4+3/1d3+3; BSL: Def AC -6

Ammo Track: Darts:

Armor Track (Fihrsid's Horrid Armor): AC 6 AC 7 AC 8 AC 9

HPs:

Encountered At: Variable

Potential Yield:

- Defeat Eleriad (584 EP)
- Cape of Protection +1**
- Bracers of Defense** (AC 8)
- Coinage (GPV = 64.32)

Fire Beetles (HF 0, EP 35, Int. Non-, AL: N, AC 4; MV 12"; HD 1+3 (CW E); hp 30, 29; SZ ; #AT 1; D 2d4; SA: Nil; SD: Nil; MR: Std.; Hon: Avg.; ML: 12; TOP: 15; Crit BSL: Def AC -1; FF: n/a; HOB 1, pgs. 66-68)

1) HPs:

2) HPs:

Encountered At: Room 10

Potential Yield:

- Defeat Beetles (EPV = 35 x 2 = 70)
- 3 "Fire Glands"

Ghoul: (HF 4, EP 175, Int. Low., AL: CE, AC 6; MV 9"; HD 2 (CW F); hp 33; SZ M; #AT 3; D 1d6/1d3/1d3; SA: Paralysis; SD: Undead; MR: Undead; Lang: Common; Hon: Avg.; ML: 20; TOP: n/a; Crit BSL: Def AC; FF: n/a; HOB 3 p. 51)


HPs:

Encountered At: Room 12

Potential Yield:

- Destroy Ghoul (175 EP)

Homonculous (Nate) (HF 1, EP 270, Int. 14, AL: LE, AC 6; MV 6", 18" Fly (B); HD 2 (CW F); hp 30; SZ T; #AT 1; D 1d3+1; SA: Sleep bite (save or sleep for 5d6+5 rounds), +1 to hit; SD: Eleriad takes 2d10 damage if it's slain; MR: Special; Hon: Great (+1 to all die rolls), Lang: Common, Forcuran, Orcish; ML: 14; TOP: 15; Crit BSL: Def AC +1; FF: n/a; HOB 4 p. 12)

HPs: 

Encountered At: Variable

Potential Yield:

- Destroy Nate (270 EP)

Jol, Tomas and Raven (HF 0, EP 134, AL: N, AC 9; MV 12"; Bd2; hp 28; SZ M; #AT 1; D By Weapon -1 or 1d2-1; SA: Sarcasm; SD: Bard; MR: Std.; Lang: Common; Hon: Avg.; TOP: 14; Crit BSL: Def AC -4; FF: 5; STR: 9/18; DEX: 14/4; CON: 10/28; INT: 14/22; WIS: 9/39; CHA: 15/17; COM: 15/20; PP 15%, DN 35%, CW 65%, RL 20%).

HPs: 

Encountered At: Room 20


Potential Yield:

- Defeat Jol (134 EP)
- 2 Puppets (GPV = 0.2)

Kobolds (HF 0, EP 7, Int Low., AL: LE, AC 7; MV 6"; HD $\frac{1}{2}$ (CW B); hp 14, 3 (13), 2 (13), 12, 11, 11; SZ S; #AT 1; D 1d4 or by weapon; SA: Nil; SD: Nil; MR: Std; Lang: Kobold, Goblin; Hon: Avg.; ML: 6; TOP: 12; Crit BSL: Def AC -4; FF: 3; HOB 4, pps. 65-66).

Miellik: HPs: 

Weapon: Javelin: ROF: 1; D: 1d6 vs. All

Ammo Track: Javelin 

Kurtul: HPs: 

Weapon: Short Sword: Init: -2; D: 1d6-2/1d6-1/1d6/1d8/1d8/1d6

M'kit: HPs: 

Weapons: Javelin: ROF: 1; D: 1d6 vs. All

Ammo Track: 

Kiellit: HPs: 

Weapons: Javelin: ROF: 1; D: 1d6 vs. All

Ammo Track: 

Krrk: HPs: 

Weapon: Short Sword: Init: -2; D: 1d6-2/1d6-1/1d6/1d8/1d8/1d6

Encountered At: Room 7, Krilik (below) is encountered Wandering Only

Krilik: HPs: 

Weapon: Short Sword: Init: -2; D: 1d6-2/1d6-1/1d6/1d8/1d8/1d6

Weapon: Javelin: ROF: 1; D: 1d6 vs. All

Ammo Track: Javelin 

Potential Yield:

- Kobolds - Slay (EPV = 7 x 6 = 42) or ally with (EPV = 7 x 6 = 42)
- 3 Short Swords (2 in room 7, 1 on Krilik)
- 7 javelins
- Coinage (GPV = ((2d4)/100) x 6)

Llaranas Locram: See "El."

Magic Mouth, Rogue (HF 0, EP 120, Int. Average, AL: N, AC 3; MV 3" Fly (E); HD n/a (CW n/a); hp n/a; SZ M; #AT 1; D 1d4; SA: save vs. Spells negates damage, chatter; SD: Immune to physical attack, dispelled at 12th level; MR: Special; Lang: Common, Forcuran, Elvish, Orcish; Hon: Avg.; ML: 20; TOP: n/a; Crit BSL: n/a; FF: n/a; HOB 4, pp. 111-112).


HPs: n/a

Encountered At: Room 12

Potential Yield:

- Banish Magic Mouth (120 EP).

Ogre (HF 2, EP 270, Int. Low, AL: CE, AC 5; MV 9"; HD 4+1 (CW H); hp 36; SZ l; #AT 1; D 1d10; SA: Nil; SD: Nil; MR: Std; Lang: Ogrish, Orcish; Hon: Avg.; ML: 11; TOP: 18; Crit BSL: Def AC +5; FF: 4; HOB 6, pps. 24-25).












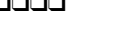
HPs: 

Encountered At: Room 3

Potential Yield:

- Slay Ogre (270 EP)

Rats (HF 0, EP 5, Int. Animal, AL: N, AC 7; MV 15"; HD d4+3 hp; hp 7, 7, 6, 6, 5, 5, 4(x6); SZ T; #AT 1; D 1; SA: Disease (5% per bite); SD: Nil; MR: Std; Lang: Rat; Hon: Avg.; ML: 2; TOP: n/a; Crit BSL: Def AC -4; FF: 8; HOB 6 pps. 113-114).

- 1) HPs: 
- 2) HPs: 
- 3) HPs: 
- 4) HPs: 
- 5) HPs: 
- 6) HPs: 
- 7) HPs: 
- 8) HPs: 
- 9) HPs: 
- 10) HPs: 
- 11) HPs: 
- 12) HPs: 

Zombies (HF 1, EP 65, Int. Non-, AL: N, AC 8; MV 6"; HD 2 (CW F); hp 28,28; SZ M; #AT 1; D 1d8; SA: Nil; SD: Brainless; MR: Undead; Lang: None; Hon: Avg.; ML: 20; TOP: n/a; Crit BSL: Def AC; FF: n/a; HOB 8, p 124)

Room 16's Zombie

HPs:

Wandering Zombie

HPs:

Encountered At: 1 in Room 16, 1 Wandering.

Potential Yield:

- Destroy Zombies (EPV = 65 x 2 = 130)

Room-based Treasure Summary

House (general):

- Furnishings (GPV up to 5,000)

Room 2. Entry Hall:

- Fake coat of arms (GPV = .05)

Room 3. Guess Who's Coming to Dinner:

- Coinage: (GPV = 157.75)
- 1 Pearl (GPV = 100)
- Potion of Extra Healing**

Room 6. Music Room:

- Silver Flute (GPV = 350)
- Sheet Music (Total GPV = 40)
- Viol (GPV = 5 - 200 if repaired)

Room 7. Lounge Lizards

- Quill Pen (GPV = 0.1)

Room 8. Library:

- Books (GPV up to 175 max)
- 3 Chairs (GPV = 30 each - 75 each if restored; total either 90 or 225)
- Couch (GPV = 100, 1000 if restored)
- Table (GPV = 50 - 250 if restored)
- 6 Shelves (GPV = 60)

Room 12. Study in Terror:

One item from each set:

- Set 1:** Normal Chain Mail (350 GPV) or **Chain Mail Armor +1** (500 EPV) or **Cursed Chain Mail -1** (350 GPV)
- Set 2:** **Cursed Long Sword -1** (10 GPV) or Quality Long Sword (50 GPV) or **Long Sword +1** (400 EPV)
- Set 3:** **Cursed Medium Shield -1** - Missile Attractor (30 GPV) or **Medium Shield +1** (500 EPV) or normal Medium Shield (30 GPV)

Room 13. Game Room:

- Self-Playing Chess Board** (GPV = 750)

Room 14. Clean Sweep:

- Mop of Swabbing** (GPV = 200)

Room 15. Bedroom of Death:

- Hooded Cloak (GPV = 1)

Room 16. Master Bedroom:

- Tiara (GPV = 2)
- Bed (GPV = 5000)
- Misc. room furnishings (GPV = 200)
- Stuff in closet (GPV = 100)

Room 17. Bathroom:

- Necrotic Ooze (GPV = 500)

Room 18. Widow's Watch:

- Coinage: (GPV = 0.95)
- Silver Earring (GPV = 35)
- "Spell Bones" (**Animate Dead Animals, Corpse Visage, Exterminate, Read Magic, Write**; GPV = 5000)

Cellar (General)

- Glass Globes (GPV = 100 each, 10 total = 1000 gp)

Room 19. Wine Cellar:

- Misc. beverages (Max. GPV = 50)
- Potion of Healing**

Room 21: Summoning Room

- ❑ **Mirror** (GPV = 2000; 300 if disenchanting)

Room 22. Laboratory:

- ❑ Lab equipment (GPV = 500)
- ❑ Stuffed Alligator (GPV = 200).
- ❑ Old book marked "HIS" (GPV = 50)
- ❑ Old book marked "HERS" (GPV = 50 or 200)

Room 23. Wizard's Bedroom:

- ❑ Reading Glasses (GPV = 500)
- ❑ **Slippers of Spider Climbing**
- ❑ **3 Spell Books** (Cantrips: **Chill, Dibs, Dry, Exterminate, Gather, Salt, Shine, Dirty, Dusty, Air of Legitimacy, Change, Distract, Hide, Mute, Palm, Present, Veiled Threat, Firefinger, Unlock, Creak, Footfall, Groan, Moan, Rattle, Tap, Thump, Whistle, Neutralize Alcohol**)

Level 1: **Animate Dead Animals, Magic Missile, Copy, Corpse Visage, Erase, Mend, Read Magic, Phantasmal Force, Write, Yudder's Whistle of Hell's Gate**

Level 2: **Blur, Choke, Fihrsid's Horrid Armor, Magic Mouth, Mirror Image**

Level 3: **Extract Truth, Haste, Fly**; Total GPV = 36,000)

Haunting Effects

To maintain the illusion that this is a haunted house, Eleriad's parents set up number of visual and audible effects; their experiments further unleashed other odd results. Every hour of game time, roll a d8 as follows, or select one event:

1) Cantrip: A random Cantrip (or one chosen by you) affects a random PC; the amount of magic cast in the creation of the house triggers these effects from time to time. This can be beneficial, like having an item cleaned or polished, or odd (like a sudden change of color or having hair suddenly grow – or shrink! – 2d6"), or eerie (a sudden series of footfalls or a mysterious moan, perhaps) or whatever seems interesting. Try not to have the same Cantrip go off more than once. This can also be considered an encounter with the unseen servant mentioned in the General section above if you don't feel like coming up with a cantrip effect.

2) Phantasm: A ghostly image appears to one PC (chosen at random), visible out of the corner of the eye, but it vanishes whenever the character turns to look at it. Nobody else can see it.

3) Temperature Change: One character (determine at random) suddenly feels a sudden temperature drop that only lasts a moment.

4) Eyes: Eyes appear in a wall near by, blink once, and vanish.

5) Ghostly Hand: This hand appears in front of the party. It either (roll 1d4): obscene gesture, 1) makes an insulting gesture; 2) slaps a random character for 0 damage; 3) beckons the party towards the nearest encounter area, or 4) gives the party the "thumbs up" signal before vanishing.

6) Voice: A random PC hears a voice calling his or her name. The voice stops the second the PC reacts to it.

7) Scream: A piercing scream erupts from the exact center of the party.

8) Remnant: A Remnant is one of two things – either the emotional "imprint" of someone who died tragically or a random illusion/phantasm triggered by the extensive use of magic in this house. Either way it is a minor event and ceases to occur once the bloodline of the family that built this house (i.e. Eleriad and Nate) dies out. A Remnant takes the form of an odd occurrence witnessed by one or two (only) characters. This can be a ghostly shape seen at a distance, a door opening and closing quietly, a strange sound, movement around a corner – anything that might put the PCs on edge. This should be similar to the "Cantrip" event above, except that at most two characters experience it.



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