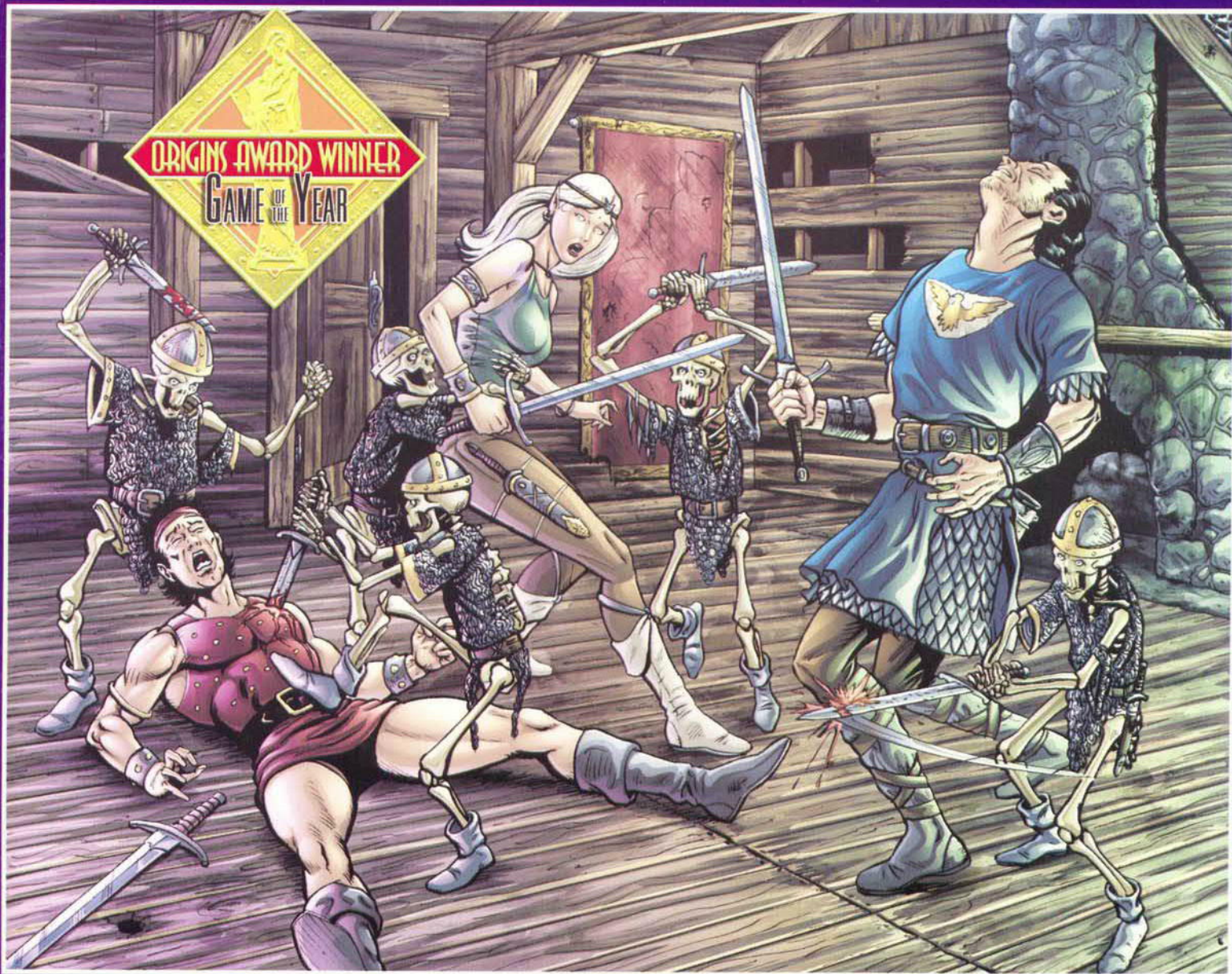


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FOURTH EDITION



SLAUGHTERHOUSE INDIGO



AN ADVENTURE FOR CHARACTERS LEVEL 4-6

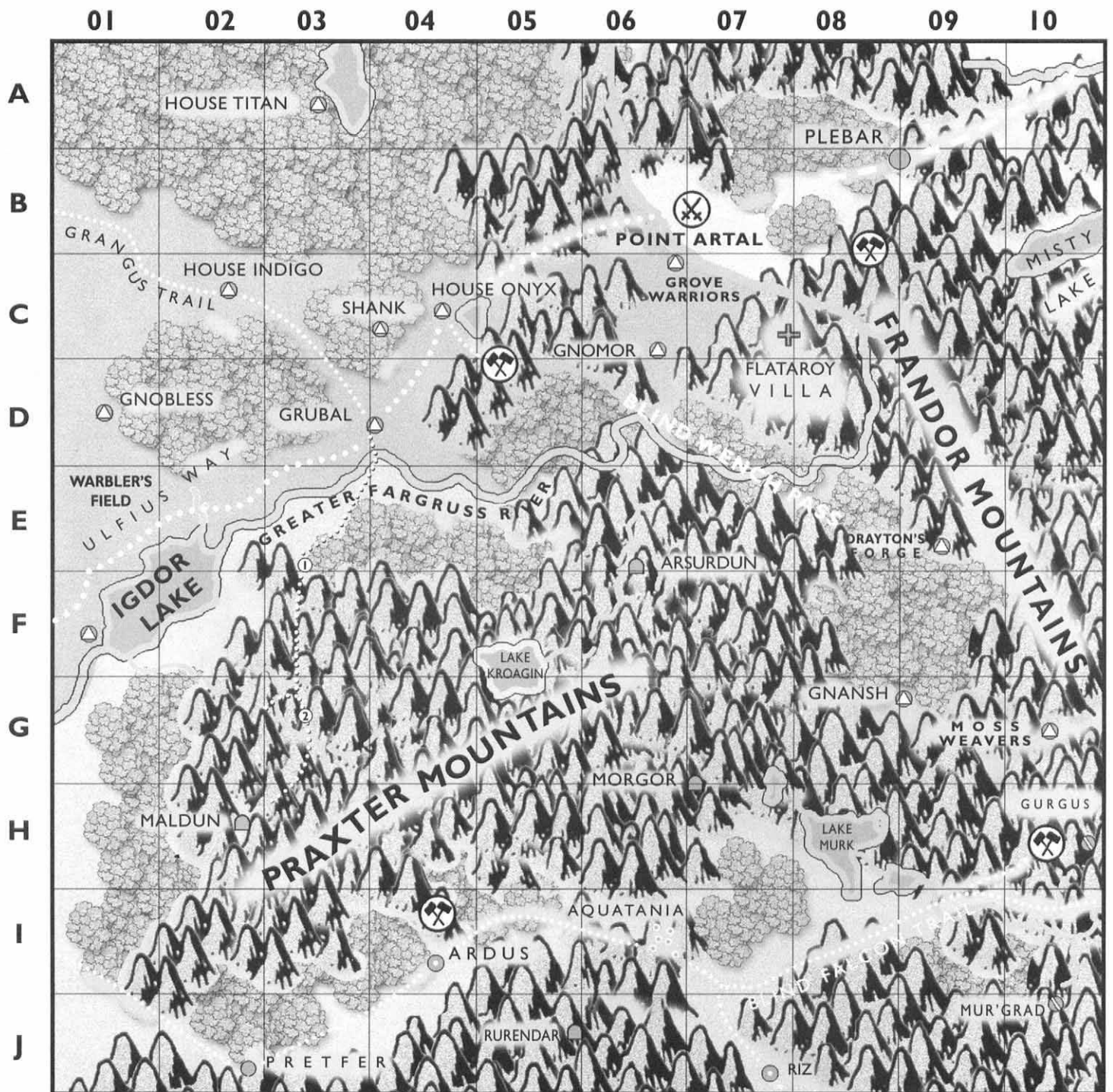
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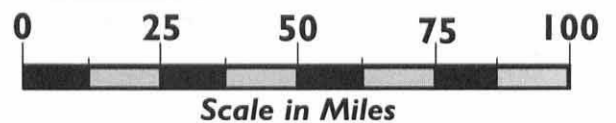
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POINT ARTAL



1. Broken Tooth Enters (Encounter C)
2. Old House Indigo — also site of Orc Ambush (Encounter G) and Orc Base Camp (Encounter H)





SLAUGHTERHOUSE INDIGO

AN ADVENTURE MODULE FOR CHARACTERS LEVEL 4-6

* GAMEMASTER'S EYES ONLY *

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An Adventure Module for GameMasters of HackMaster: The Role-Playing Game 4th Edition

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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.

A NOTE FROM THE WRITER

Hello minions! Welcome to the first fully original HackMaster 4th edition adventure ever published! This adventure was created for a party of five to seven adventurers of approximately 4th to 6th level. However, I try to make all my dungeons survivable at first level but potentially lethal even for those of high level. This adventure has enough flexibility that you should be able to tweak it either way. Although it is set in Garweeze Wurld, GMs should find it easy to integrate the module into their own campaigns. Many thanks to my gaming group, the Blood Elves, for helping me test earlier drafts of the adventure. And now, on with the adventure!

PROLOGUE

Ligna had been quiet for many weeks. Since the last bugbear died, her rooms and passageways had been silent.

"Ellmay?" she called out to the Elf druid who had nurtured her as a seedling. "I'm very dry, no one has watered me in days."

Still no answer. The immense manor house that was actually a living tree was only dimly aware of all the death and destruction that had befallen her inhabitants. Finally, after days of silence, a door opened.

"Tellamar?" Ligna called out to the Gnome Titan that had once led the inhabitants. "Is that you? Where have you been? Are all the bugbears gone?"

But much to Ligna's surprise and disgust, the humanoids that entered her walls began butchering the rotting corpses. She became dimly aware of bones breaking, claws rending flesh and lips smacking with old blood. Ligna absorbed what little moisture she could from what dripped on her floors, but it tasted foul, like tainted water and liquid sorrow.

"Please," pleaded the house. "Tell me who you are. I can provide you with many things."

When Ligna "talked", she actually reached out to the minds of the intruders. Usually there was at least one in ten that could hear her, but not today. One of the humanoids tore one of Ligna's doors off the frame. She felt herself bleeding sap.

"Ow! Stop it!" she cried. "Please! I have no wish to harm any of you. I know one of you can hear me, why don't you respond?"

The humanoids continued their desecration and abuse. Her walls became nicked and slashed. Her doors and windows were smashed, and every corpse was hungrily devoured and its bones strewn across her floors. Ligna tried to repel the invaders as best she could, but without at least one gnome or elf defender, all she could do was slow down her invaders. Finally, the leader reached the lower chambers.

The leader placed his claw on Ligna's "heart". She could feel the claw's foul magics draining her life force and slowly corrupting her.

"No! Please!" she begged. "Why do you do this? I can provide for you! All the nourishment you could ever need!"

"Yes," the leader finally responded with an evil rasp to his voice. "I know."

GM'S INTRO

Slaughterhouse Indigo is a HackMaster adventure designed for 4th to 6th level characters. The adventure begins in the gnomish village of Grubal (D7.09.D4) and leads the PCs to an enclave of the House Indigo clan in the northern Praxter Mountains. Note that this is **not** the current House Indigo settlement marked on the map included with the GameMaster's Guide (GMG) pg 338. This is an older, abandoned House Indigo settlement south of Grubal, though none of the NPCs or characters would typically know this. At least one magic-user and a cleric are recommended for this adventure, although neither is absolutely necessary. Having a gnome and elf in the party can also assist in certain areas. This adventure can be run with good, neutral



The Great Battle for House Indigo

or evilly aligned PCs. GM's should be keenly aware of any players that have abilities or magic items that allow the PCs to teleport, create safe extra-dimensional spaces to sleep or go without sleep for long periods, as this may greatly affect the outcome of play.

A key element to running this adventure is to keep the revelation that the house is "alive" a secret! It is highly recommended that the GM place this module inside another HackMaster adventure, so as not to let players who may have flipped through the module in the store act on information they shouldn't have!

GM'S HISTORY OF THE ADVENTURE

Approximately 100 years ago, an enclave of the House Indigo saved a group of high elven druids from a marauding band of bugbears in the Praxter Mountains. (House Indigo is a well-known Lawful Good gnomish clan that works for the betterment of the gnomish race and all good beings in Garweeze Wurld.) In appreciation for their help, the druids grew a living house tree (see Living House Tree at the end of this booklet) for the gnomes so that House Indigo could remain in the area and live in harmony with nature. The living house tree was intelligent and its name was Ligna. Ligna continued to grow and flourish along with the gnomish enclave for 30 years.

The leader of the enclave was a mighty gnome titan named Tellamar. His trusted sidekick was a gnome magic-user named Benister. Together, they led the House Indigo clan of gnomes. Benister eventually fell in love and married an elf druid named Ellmay, who served with the same group of grateful druids and agreed to take care of Ligna.

After 30 years, however, the bugbears managed to repopulate their numbers. Their loose tribes were united by a bugbear chief named Grouf, who wielded a cursed berserking bastard sword! Grouf had a clever shaman as his counselor and they both were bitterly opposed to the gnome settlement. The shaman created a disease that he used to befoul the water of the gnomes.

After the gnomes became ill, the bugbears attacked. Many of the gnomes were dead before the bugbears arrived. Grouf died in battle inside the house. The bugbear shaman was caught in a huge Fireball blast that also killed Benister and Tellamar. Ellmay was killed defending Ligna's heart.

Unfortunately for the bugbears, their plan worked a little too well. The remaining bugbears ransacked Ligna. Only their leaders knew of the plan to poison the water, and with them dead all the remaining bugbears drank the tainted water. The bugbears all died a few weeks later. The stench of decay eventually attracted a group of ghouls led by a wight.

These wandering creatures came from a long forgotten crypt deep in the Praxter Mountains. Those entombed were all followers of an ancient, evil nature gawd that was destroyed eons ago. Once inside the wight sensed the life force of the house and made its way to Ligna's heart. It drained the house's life force, turning it into an undead creature. Because of the wight's former existence as an evil druid, it was able to merge with the house, creating an unholy union of undead human and undead plant. Eventually most of the ghouls became linked to the house as well.

For almost 70 years, Ligna fed upon the life force of animals and any unfortunate individuals that happened to wander inside. About nine months ago, a group of orcs led by a half-orc cleric named Grenstort stumbled upon her. She was able to communicate with Grenstort and decided not to kill him. In return for some of the gnomes' treasure, Ligna ordered Grenstort to lure a caravan of unsuspecting merchants to her. Grenstort didn't really have any plan for accomplishing this, so in the meantime he and his men spent the time from then up until two months ago herding mostly normal animals (deer, goats, boars, etc) into the house for Ligna to devour.

About four months ago, Grenstort captured a wily kobold named Broken Tooth while on a hunt with the other orcs. They made the kobold their lackey and a plan began to take shape in Grenstort's mind. He traveled to Fangaerie and sold some of the items from inside the house to get the money to buy livestock and hire a caravan.

About two months ago, his plan worked. Grenstort managed to hire a caravan through intermediaries to travel southwest to Maldun, and bought livestock for them to transport. He sent Broken Tooth up ahead to "ambush"

them and the caravan guard captured the quickly surrendering kobold. Broken Tooth convinced the guards that he was too pathetic to kill and to let him be their slave. Six days later, the orcs ambushed the caravan and Broken Tooth led it to seek refuge in the house. Unfortunately, during the raid the orcs killed a dwarven guard and two draft horses. The rest of the caravan was trapped in the house and eventually killed and absorbed by Ligna.

Ligna has now refined the plan for Grenstort. She has ordered Grenstort to hire another caravan, one without guards and with more livestock. Two days ago, Grenstort hired Leonald, a gnomish merchant from the nearby town of Grubal, to ship livestock and produce to the Dwarven stronghold of Maldun. He told the gnome that he needs him as a go-between for his goods because he is worried the dwarves would not accept food from someone with orcish blood. Leonald was anxious to believe the story since he was already desperately trying to unload a wagon full of produce that he recently purchased. Leonald was planning to take the produce to Fangaerie for sale, but at the last minute he found out that the price of produce had dropped significantly in the city. Leonald wrongly assumes the dwarves need fresh produce from the outside. (A PC dwarf from Maldun would only be aware of this information if he also happened to be a merchant or had close ties to the food trade in Maldun.)

Mere hours before Leonald decides to leave, he talks with a local farmer who used to be a soldier in the Gnome Protectorates. The farmer tells Leonald that the mountain passes are filled with bandits. Leonald then decides to hire the PCs as caravan guards. The PCs are the only people in Grubal who look robust enough to stand against bandits.

THE FEEL OF THIS ADVENTURE

The Slaughterhouse Indigo adventure works best if the surprises unfold slowly. Ideally, if the PCs die, they should die one by one and mainly due to their own stupidity. If they do not work as a team, they are surely doomed. GMs should not feel sorry for players that do not work together. The PCs may even perish before discovering the house's true origins. If so, do not reveal the information to the players! Their new characters would not have the information.

However, if the PCs stick together and work as a team, they will either make a powerful, evil ally or destroy a powerful, evil opponent in a deed worthy of poem and song. The feel of the adventure should be very creepy, suspenseful and unsettling. It is also possible the PCs may have to make more than one trek into the mountains to defeat Ligna. The GM is encouraged to modify the adventure accordingly. The Praxter Mountains are full of creatures and who knows which ones might replace the orcs?

GM'S BACKGROUND ON GRUBAL

If the PCs need to reequip or buy new weapons, the GM may allow the group to make purchases in a larger city first before arriving in Grubal. If the PCs wait to buy equipment, they find that the Grubal villagers cannot make armor and the blacksmith is only capable of making very basic weapons, like spears, javelins and mace heads. He has a Blacksmith skill of 40%, and an Armor Repair, Basic skill of 50%. The toughest armor that can be acquired in Grubal is Leather. However, normal provisions and livestock can be purchased at 10% below the prices listed in the Player's Handbook (PHB). Normal riding horses and hunting dogs can be purchased here, but not Warhorses or War Dogs. The village primarily consists of gnomish farmers, most of whom have nothing to offer the PCs other than food.

The Caravan:

Your group has traveled to the Village of Grubal, located south of Shank and just north of the Greater Fangruss River. Grubal is a gnomish settlement of farmers and there is only one inn, the Tavern of the Churning Chafe. After a decent night's sleep there, you are talking over your traveling plans for the future while finishing the morning meal. As the server takes away

your empty plates, a gnome walks into the tavern. He is dressed like a merchant and looks harried. After looking around the bar for a minute, he spots your group and his eyes go wide. He immediately approaches your table.

"Pardon for the intrusion, good sirs. I am Leonald, a merchant in these parts. I am looking for guards to accompany a shipment of provisions and myself to the Dwarven stronghold of Maldun. I am prepared to pay you handsomely and should the caravan be attacked by raiders, you're more than welcome to their booty."

Leonald the Gnome Merchant

Leonald offers the PCs 2 gp per person per day, plus free provisions. He will go as high as 5 gp per day or even up to 50% of the 3000 gp profit he is expecting to make. The GM should feel free to offer the PCs whatever they want since the caravan will probably never get there anyway! Leonald avoids questions about who hired him and under no circumstance answers any question of that nature until the PCs accept the job. If the PCs insist, he shows them the seal of a dwarven house in Maldun (this was given to him by Grenstort). Once the group is on the road, Leonald reluctantly reveals that he is working as a middleman for a mysterious half-orc, but only if the PCs continue to question him. He hides this fact because he is also worried the dwarves might not accept merchandise from an orc, even a half-breed one. Leonald was already familiar with that particular dwarven seal, so he's convinced the half-orc is legitimate.

If the PCs are good, simply argue that they should accept the job because the gnome plans on taking the caravan through dangerous territory and the PCs are the only ones in Grubal qualified to be caravan guards. If the PCs are neutral or evil, simply point out that if Leonald has the sort of money he's promising his employer must have at least double that! Let the players think you've reluctantly agreed upon a higher price just to get them into the adventure.

The caravan consists of **four wagons, each pulled by two draft horses with one dozen common sheep walking beside.**

Wagon #1: Dried fruits, nuts, vegetables and meats. This wagon is packed tight with Leonald's goods and is driven by him. He is very protective of it, as he owns the food in this wagon and believes it will make him the most money.

Wagon #2: 22 live chickens and feed for the other animals. There is enough animal feed for four weeks. Grenstort bought these chickens during his last trip to Grubal, along with the sheep.

Wagon #3: Fresh fruits and vegetables from Grubal and some cheese. The mark up on this wagon is much less, so Leonald may sacrifice it to save the other two. The merchandise in this wagon also belongs to Grenstort.

Wagon #4: This wagon contains Leonald's quarters, his belongings, tools to repair the wagons, an extra wagon wheel and plenty of space for the PCs' extra belongings. If the PCs insist on hauling the bodies of slain animals or monsters with them, Leonald will reluctantly transport the corpses in this wagon for whatever small fee he can squeeze from the PCs. Amidst Leonald's belongings is a tool kit. Inside a secret compartment below the tools is the 300 gp that Grenstort gave the gnome as a down payment for the job. Any money that the PCs have already been paid should be subtracted from that amount. Leonald will not open the compartment while the PCs are watching him.

BEFORE THE PCS LEAVE:

A. The "Accident"

Just as the caravan gets underway, a child's ball rolls into the

middle of the road and a small figure goes running after it. Immediately, Leonald pulls the reins to stop the horses, but the small body is already underneath the wagon. The figure appears to be a small human boy. He cries out in pain and his father comes running out of a nearby doorway. The boy's father looks around, worried and furious. He wears a straw hat and a pair of newly stained overalls.

"Timmy! By the gawds! Timmy! What have they done to ye, lad?!" cries the distraught farmer. "Me only boy! Oh, Timmy!"

Stitch the Halfling

John Heel

Timmy, the small boy, is actually a halfling named Stitch and his "father" is being played by his partner, John Heel. Both men are thieves and they've pulled this scam a dozen times in a dozen other towns. Heel pretends to be a farmer, but anyone that bothers to check finds that he does not own a farm in Grubal or the surrounding area. Leonald offers them 5 gp as an apology, but this further outrages them. They cry, yell and clutch at the PCs in anguish, especially any clerics. While Heel continues to make a scene, Stitch tries to steal all he can. The GM should give the halfling bonuses or penalties depending on how suspicious the players are. Once they have stolen at least 25 gp of coins or goods from the caravan, they will "reluctantly" let the PCs go. They will not call the authorities in Grubal. If the PCs attempt to do so, they take what they can and then announce they're "heading for the healer's place". Heel picks up Stitch, cradling him in his arms, and the two of them head out of town. If the PCs are robbed successfully, the PCs again run into the pair if they return to Grubal. Only this time, the PCs witness them running the same scam on a different caravan. Heel and Stitch will not come on the adventure unless the PCs force them or charm them. Both have leather armor under their clothes. Back at their room at the Tavern of the Churning Chafe, they each have two daggers, a club, 13 gp, 29 sp and two wineskins full of ale.

ON THE ROAD

It is approximately 100 miles from Grubal to Maldun. It takes the caravan two days to cross the Fangruss and reach the Praxter Mountains, and nine days total to reach Maldun. The following nine days worth of encounters should only be used the first time a group of PCs attempts this adventure. If not the first attempt, the GM can roll for wandering monsters according to the appropriate terrain type (see GMG) with a 1 in 8 chance of an encounter during the day and a 1 in 10 chance at night.

DAY 1

No encounter. The PCs may discover that they can increase their movement by loading the sheep inside the four wagons. Leonald does not object to this and the GM should award a 50-experience point bonus to the player that suggests it. In this instance, the GM should skip the "Day 4 and Night 4" encounter (Day 5 becomes Day 4, Night 5 becomes Night 4, etc.). Feel free to then use the Day 4 and Night 4 encounters during the PC's return. Additionally, the GM should use this time to determine whether or not the PCs are carrying their equipment or keeping it on the wagon. Remind the players that they would be less encumbered should they have to enter combat and there is little or no reason that they should be bogged down with equipment while they have draft animals and wagons available. This could be crucial later when the PCs arrive at the house. When the animals are later trapped in a stable, if they left their supplies on the wagon they may not have any food, water or other important equipment!

NIGHT 1

No encounter. Make sure the players give their watch order for guard duty at night anyway. Roll some dice just to keep them on their toes.

DAY 2**B. The Jacob Tinear Players**

Late in the day, your group happens upon a band of wandering gnome minstrels. You count seven performers riding toward you in one colorful wagon that is pulled by two draft horses. Each carries an instrument and there are actor's masks hanging from the wagon's side. The ornately painted wagon reads "The Jacob Tinear Players: A Traveling Minstrel Show".

Jacob Tinear the Bard**Gnome Minstrels (6)**

The wagon is full of props, costumes, makeup and other personal belongings. Leonald is friends with Jacob Tinear, the leader of the band. All the gnomes have the same statistics, except Jacob, who is a first level bard. The group consists of Jacob Tinear, accompanied by six gnome minstrels. The gnomes are on their way to Grubal and will not accompany the PCs unless forced to. Leonald offers to let the minstrels camp with them for mutual protection. If the PCs are rude or threatening, Jacob attempts to rob the offending PC while he sleeps, then quietly takes off before the PCs awaken the next morning. He does not rob for money, preferring to humiliate the PC by stealing his pants, underwear or something equally embarrassing. The GM should use his discretion depending on the way the PCs act. Additionally, Jacob should be allowed a 75% bonus to his Pick Pocket roll due to the darkness and the PC's unconscious state. The minstrels have 45 gp and 134 sp in the wagon, locked in a secret compartment in a wooden idol. (The coins can be heard if the idol is vigorously shaken.) The minstrels know that the road to Maldun is dangerous and, if asked, they play the PCs a song about a dangerous mountain pass guarded by giant-sized orcs! They have not actually seen any giant orcs and admit this to the PCs, but they strongly suspect that the mountain pass is home to a troll or two. This is also pure speculation on their part and any PC that has Glean Information or a similar skill should be allowed a chance to detect Jacob's bull!

NIGHT 2

No encounter. Roll some dice, laugh, shake your head sadly and then inform the players that there is no encounter.

DAY 3**C. Broken Tooth Enters**

Around midday, the caravan reaches the edge of the Praxter Mountains. The ground has been steadily getting steeper and the horses are making slower progress pulling the heavy wagons. Up ahead there is a shout and a badly injured kobold comes staggering down the gravel path ahead of you. He has no weapons and throws up his hand in surrender. One of the creature's horns has been broken off, leaving only a jagged stump. His dirt-encrusted leather armor is in tatters and his malnourished form suggests that he's been lost in the mountains for weeks.

Broken Tooth the Lesser Kobold

The kobold's name is Broken Tooth. He is actually working for the half-orc, Grenstort, who hired Leonald. Grenstort has beaten him badly and threatened to kill him if he does not become the lackey of Leonald and the PCs. His job is to become Grenstort's "man on the inside" so the half-orc can still track the caravan, should it somehow miss the ambush they have set up outside the house. Broken Tooth also encourages the PCs to take the most direct route to the ambush, and to take refuge in the house. Broken Tooth has been treated miserably by Grenstort and becomes very loyal to a PC who

heals him and shows him kindness, though he is too afraid to reveal Grenstort's plan. Broken Tooth's missing horn was broken off by Grenstort in a fit of rage. He will flee and cower during any battle in which the odds aren't overwhelmingly on his side. If the odds seem to favor him, he charges into battle near the end and attempts to gain some measure of honor. Broken Tooth has the Skilled Liar skill and uses it quite frequently. If questioned by the PCs, Broken Tooth tells the truth (sort of). He says that he was injured by an orc, but managed to escape when the orc went to sleep. Broken Tooth had fled the caves of his tribe when it was attacked by a group of ogres, and he was the only survivor. (This is true). Broken Tooth has no treasure or weapons.

NIGHT 3**D. The Pit Pup**

From the darkness just outside your campgrounds you hear a tiny growl. Although determined and angry, the growl is nevertheless, cute. When you investigate, you find it comes from a brown pitbull pup with white ears that is attempting to steal food from your camp. The little guy has clearly bitten off more than he can chew, yapping and squeaking at a confused sheep that is much too large for him to drag away.

Pitbull Pup

A determined pitbull pup attempts to steal a sheep from the PCs caravan. The pup may give up and go after a chicken, depending on how vulnerable they are. Any successful attack against it causes the dawg to flee. Broken Tooth chases it away with a torch in 2 rounds unless the PCs stop him or attempt to befriend the canine. The pup gains its full abilities in 6 months time. It becomes a loyal companion to any PC that feeds it and treats it kindly.

DAY 4

No encounter. Roll a die and ask a random PC what sort of armor he's wearing. After he answers, say there is no encounter. If the players complain you are just taunting them, inform them that you are following the module's instructions as they are written. If they don't believe you, tell them you'll show them this description, but if it's correct, the challenging player must suffer a roll on the Smartass Smackdown Table in the GMG. Assuming the player does not back down, show him this description and then roll on the table. If the player backs down, you should say something like, "Yeah, I didn't think you had the stones." If the players get upset at you, go through the process a second time and threaten them with more rolls if they keep it up.

NIGHT 4**E. Adventure Hook**

You are awakened by the sound of loud clacking. The sound emanates from the south and continues to get louder every second. Whatever is making the noise in the darkness is not attempting to keep its movement quiet. Additionally, the sound suggests multiple sources of the same sound converging on your location.

Assuming the PCs have a campfire, they are attacked 2 rounds later. If the PCs do not have a campfire, they are attacked 4 rounds later by the same opponents.

Hook Horrors (6)

These Hook Horrors have a cave lair just 100 yards away. They are noisy and stupid and do not surprise the party. The PCs only surprise them 1 out of 10 times due to their good hearing. If more than half of them are slain, the rest retreat back to their nearby cave to make a final stand. The group has a communal sack of coins with a large ring fastened to it so that they can carry the bag with them on their hooks. The bag contains 40 sp, 6 gp and 12 pp.

DAY 5

F. Pitbulls!

Starting in the morning, the PCs are trailed by a pack of Pitbulls. Rangers, druids and other PCs with animal-related abilities notice that the caravan animals are becoming increasingly agitated. If any of the PCs can talk to animals, the first animal the PCs speak to tells them they are being stalked by vicious Pitbulls. If the PCs have the Pitbull puppy with them, skip to NIGHT 5 and there is no encounter today. Otherwise, pick a random PC and inform that player that he has to go to the bathroom. If he goes into the woods to take care of business, he is attacked by the pack. Otherwise, the pack attacks just as the PCs stop for a mid-day meal. Read the boxed text when the PCs see the dawgs.

A ferocious pack of nine pitbulls is upon you in the blink of an eye. The ragged canines appear frenzied and their eyes radiate anger and malice. Fortunately, the hellish dawgs are concentrating on (insert target's name here) and have yet to turn their terrible jaws toward the rest of the party. The dawgs' matted brown, black and white fur and poorly groomed coats indicate that they have been living in the wild for some time.

Pitbulls (9)

These dawgs are extremely hungry, and begin any attack already blood-lusted because of this. They attack the sheep or a lone PC first. Any person or animal assaulted has to save vs. fear or run in a blind panic for 1-6 rounds. Leonald and Broken Tooth attempt to keep the animals under control. If the PCs give up at least one sheep or three chickens, they can escape while the canines tear them to shreds. These pitbulls were once part of an immense pack of canines purchased by foolish adventures that could not control them. The Alpha male has 40 hp and a spiked collar, but has otherwise identical stats. Inside his stomach is a partially digested hand of a human still clutching a dawg whistle.

NIGHT 5

If the Pitbull pup is with the PCs, the Pitbulls wait for darkness and attack the sheep. If the sheep are all in the wagons, they attack a horse. The presence of the Pitbull pup delays the pitbulls from going into a bloodlust for 1-4 rounds. The pup is a former member of their pack. The pup will not fight the pack and bites any PC that attempts to make it do so. If the PCs have already defeated the pack, shrug your shoulders, roll your eyes, and tell them there is no encounter tonight.

DAY 6

Sometime early in the morning the trail splits left and right. Both trails look to be wide mountain passes with plenty of room for the caravan. Both paths lead in the general direction



Pitbull Attack!

of Maldun, which is directly on the other side of the mountain and still quite some distance away. Which way do you go? (If Broken Tooth is here, he urges Leonald to take the left path because it is a "short cut".)

Leonald scoffs at Broken Tooth's advice and ignores him unless the PCs insist on following the little guy's advice. Any PC with the skill Cartography: Overland or knowledge of the area can make a roll to determine if Broken Tooth's advice is sound. Rangers can also make a Wisdom check. Success means that the player realizes that Broken Tooth's advice is probably wrong.

IF THE PCS TAKE THE LEFT PATH: Skip to "Meeting with Grenstort".

IF THE PCS TAKE THE RIGHT PATH: Read the following:

About four hours later, the lead wagon comes around a bend and finds the mountain passage blocked by a rockslide.

Grenstort caused the landslide two days ago. Clearing the path for the wagons would take at least four weeks. At this point, Leonald is willing to follow the kobold's advice because in four weeks, the produce will be unsellable.

G. Meeting with Grenstort

(Also see Orc Base Camp)

If the PCs followed Broken Tooth's advice the first time, they arrive two hours after they broke camp that day; otherwise they arrive ten hours after breaking camp. In either case, the weather is cloudy in the afternoon and rainy in the evening.

The mountain pass winds next to what appears to be a wide plateau in the midst of the Praxter Mountains. The wagons approach a milestone marker with gnomish writing on it. "By the gawds!" exclaims Leonald happily. "There is an enclave of the House Indigo nearby! Some of my ancestors were members of that house. The milestone indicates that it's just off this pass." Leonald gestures to his left, towards a small path that leads to the top of the neighboring plateau. "I had no idea."

At this point, Grenstort and 8 Orcish archers are hiding 50' above the PCs. They give the group up to ten rounds to make a decision. If the group decides to visit the House Indigo, skip to "Approaching the House" and the orcs do not encounter the PCs unless they later try to escape the house. Otherwise, as soon as they continue down the mountain pass, read the passage below:

A flaming arrow lands in the wagon near Leonald. Above you and the caravan is a group of what appears to be orcish archers hiding amongst the rocks and light shrubbery. A figure dressed in a tattered robe shouts down to your group in Common. "We have blocked the mountain pass ahead as we did the other! Surrender your cargo to us!" shouts the figure from fifty feet above. "Do this and live. Refuse it and die!"

The flaming arrow that lands near Leonald is lit in a way that should not immediately start a fire. It's meant to get the PCs attention. At this point, give the PCs a chance to respond.

Leonald shouts back defiantly, "With the House Indigo nearby? You're the ones that should surrender!" shouts Leonald. "C'mon lads! This way!"

If the PCs decide to continue down the trail: The orcs are high up above the trail on the plateau and can shower arrows down at the PCs for at least four rounds if they continue down the mountain pass. (Grenstort didn't actually block it, but since mountain passes twist and turn, the PCs won't realize this until they are further down the path.) Leonald will not object to abandoning the sheep to increase the caravan's speed. There is a 50% chance he does this himself anyway. If the PCs attempt to take the animals forward or back down the pass, the orcs attempt to wound the animals in the leg with called shots. Due to their position overlooking the trail, these shots can be made with only a -1 to hit. Wounded sheep must be carried and wounded horses lose 1 point of movement per point of damage. Broken Tooth cuts the sheep loose (or lets them out of their wagons) if Leonald or the PCs do not, but will still stay with the party. In the unlikely event the PCs press on to Maldun, skip to DAY 7.

If the PCs decide to fight the orcs:

Unless the PCs can fly, climbing up at the orcs gives their archers +1 to hit for being on higher ground, removes the benefit of any Dexterity or shield bonuses and the PCs must make a successful climb check each round at -25% due to the crumbling nature of the rock face. While in their positions, the orcish archers have 75% cover giving them +7 to AC from PC missile weapons. Leonald believes that the House Indigo will protect the caravan. If the PCs want to battle the orcs, Leonald suggests that they first move the wagons to House Indigo to keep their cargo safe. He is willing to wait there at the house while the PCs battle the orcs, and then send help. He also suggests the PCs may be able to flank the orcs if they go up the side trail to the plateau the house is on. If the PCs insist on starting a fight immediately and right there, Leonald takes the wagons and heads for the house anyway. He may also attempt to cut the wagon with the chickens loose from the horses, and may even abandon the sheep if he believes his life is in danger.

ORC STRATEGY:

Orcish Brigands (8)

Grenstort and his orcs don't actually want to fight the PCs. They try everything they can to get the PCs into the house. They spend three rounds raining arrows down at them and then retreat to see the PCs reaction. They will spend more rounds in combat in the first ambush zone only if the PCs attempt to press forward on the main trail away from the house, or have climbed up and engaged them in melee.

Grenstort the Half-Orc Cleric

Grenstort is very crafty and quick-minded; he can react and adapt his plan to the PCs actions almost instantly. If they come up the side trail leading to the house, he quickly moves his archers to the lip of that trail. If the PCs then search for the orcs, the orcs ambush them once again from their new vantage (on basically flat ground, behind trees lining the trail) and attempt to herd them toward the house, firing a few arrows after them merely for show and not aimed to hit. If the PCs head toward the house on their own, the orcs let them go. The orcs only come down to the main path if the sheep or animals are abandoned and the PCs have fled into the house. If the PCs seem very strong, Grenstort may alternately use his **Staff of Weather Control** to make it rain or rain harder so the PCs are forced to take shelter in the house.

Should any of the PCs injure Grenstort, he immediately casts **Withdraw**, heals himself and then retreats into the hills and hides using his **Robe of Blending**. He will not enter melee unless absolutely forced and would rather

die than give up his staff. Only Grenstort knows the house is "alive". The other orcs think that Ligna is someone that they have never seen who lives in the house. If Broken Tooth is with the PCs he continues to act as a friend to them, and the orcs do not fire at him. If captured, Grenstort and the orcs refuse to divulge the location of their base camp unless tortured or magically forced. PCs attempting to track them back to their camp are unsuccessful, as the orcs were careful to hide their tracks when setting up the ambush. If Grenstort or more than four orcs are killed, the rest flee the area. Following one or more of the orcs who have fled leads the PCs back to the Orc Base Camp after four hours. This is the one of two opportunities the party has to discover the Orc Base Camp.

As a last resort (and only if the PCs provide them with no other escape) the orcs flee into the house hoping the PCs chase them inside. Ligna lets them out if they do, but only if they promise to bring her all remaining the animals from the caravan. She may hold several of the orcs hostage inside of her until this promise is fulfilled, and the PCs may later encounter them at your discretion.

Once the PCs are inside, the orcs may come to Ligna's rescue if the PCs are close to escaping or seriously damaging her. Any remaining orcs shut themselves in the gatehouse and fire arrows at the party if they try to escape. At least 50% of the orcs would attempt called shots at the PCs legs or horses.

As mentioned before, if Grenstort or more than four orcs are killed, the rest flee the area to their base camp. If the PCs don't chase them and kill them, the group returns 1-6 weeks later with 2-12 more orcs in the hope that Ligna has survived. If Grenstort is still alive, that number swells to 4-24 orcs. If Ligna is alive, the remaining orcs restart their plan from the beginning again. Unfortunately, without Grenstort, the orcs have to rely on hapless adventurers or foolish travelers passing through to feed Ligna. If Grenstort is alive, he engineers an immediate raid on Grubal in hopes of capturing slaves and forcing them into the mountains to their doom inside Ligna.

If the PCs trail a fleeing orc to the base camp, go to the Orc Base Camp section directly following. If they approach the house, skip to Approaching the House. There is nothing else on this plateau except the house and a few scattered groves of trees. The far side of the plateau juts up against one of the larger of the Praxter Mountains, and the other sides end in sheer drops. The total area on the plateau is about 3 square miles.

H. Orc Base Camp

Height: 8-12'

Dimensions: 20' by 90' (approximately, oddly shaped room)

The Orc Base Camp is located approximately 1/2 mile from the house. It is nothing more than a small cave whose entrance is trapped with a basic pit trap.

It is a 10' deep pit with spikes, D 1-6 for the fall plus 1-4 spikes for D 1-6 each. There is a 25% chance the PCs notice it and it is automatically noticed if the PCs follow the orcs because the orcs avoid stepping on it. During any combat near the cave entrance, the orcs may attempt to push the PCs into the pit.

Grenstort has a wagon and two horses that are badly malnourished tied up in the back of the cave. The horses collapse if anyone tries to ride them, and are too weak to walk out of the cave. Killing them would be considered an act of mercy by most gawds. The wagon is full of equipment from the previous victims of Ligna. The items that are marked by an asterisk below are old items left over from the House Indigo and are marked with their symbol. Found in and around the wagon are: 2 suits of human-sized splint mail, 3 longswords, 1 footman's mace, 6 daggers, 1 suit of human-sized chain mail, 1 suit of dwarf-sized ring mail, 2 hooded lanterns, 4 empty oil flasks, 2 vials of holy water, 3 suits of gnome-sized plate mail*, 8 short swords*, and 5 gnome-sized helmets*.

The following items are inside the cave heaped in a pile in the back, a little further behind the wagon. The orcs know that they are magic, but can't use them and yet won't part with them due to their inherent greed. There is: a suit of gnome-sized **leather armor** -2, **lance** +1, gnome-sized **helmet** +1, **Potion of Gnome Gibberish**, 14 gp (in a clay coffer), and 170 "diamonds"

(See area 12). These are actually crystals from the chandelier, and any character with Appraising or Appraisal: Gemstone can make a skill check at +65% to know that these are worthless.

The small wooden chest: This chest is placed in a separate alcove in the back of the cave. It is obvious to any PC who goes to the back of the cave. This is trapped with a Glyph of Warding (fire damage 4-16, save vs. spell for half, see PHB pg 261). The box contains a seal from a Dwarven house in Maldun that Grenstort used to convince Leonald to take the job. Any Dwarf PC should feel honor-bound to return the seal to its proper owner. If successful, the PC should receive 1 permanent Honor point. The return of the seal could be used as a springboard to a new adventure.

Also in the box is Grenstort's journal. Although most of it details his rise to power in the small orc "tribe" of which he is now leader (the rest were wiped out by a group of Elves), the later entries describe how Grenstort and the orcs stumbled upon Ligna. Any PC that understands written orcish can read the following passage:

"The voice in my head is called Ligna. She is a being of great power that controls the house. Although I have not seen her with my eyes, I sense her presence there. She used the house to kill two of my brothers, but I was able to convince her that we could be her thralls! We have obtained great wealth from her, but her demands grow increasingly large. I have told her I will travel to the human lands and lure a caravan of human and gnome fools for her to devour."

A later entry reads:

"It worked! Ligna has no use for metal weapons or armor and I can bribe the next group of fools by selling the equipment of the first! She has awarded me with a powerful staff that can make the heavens quake! I must bring her more victims. There's no telling what other power she may bestow upon me!"

The most recent entry is:

"The gnome Leonald has agreed to make the trek and the seal from the Dwarven house has convinced him. However, he has hired a group of ugly caravan guards. I did not expect this. Ligna does not seem worried, but she cares not for me and my brothers. If the caravan guards escape, we shall find them. Perhaps the power of my staff shall entice the orc tribes to unite under me and then we shall return!"

DAY 7

If the PCs decide to continue to Maldun, they find the road is not blocked despite Grenstort's boasts. If the orcs are still alive, they trail the caravan from a mile behind. Spells like Pass Without Trace function to cover the PC's trail, but there is only one path, so the orcs know where to go. They are all expert trackers and know the mountains well.

NIGHT 7

Assuming the orcs are still alive, they surround the PCs camp, wait until most of them are asleep and then all of them attempt to simultaneously sniper the guard from the longest shortbow range. If the pit bull pup is here, it begins barking whether this attack is successful or not. Broken Tooth attempts to assist by hiding the PC's weapons and armor if he can do this without being noticed. Additionally, he flees the camp with two of the draft

horses and a wagon as soon as the orcs attack. He steals the chicken wagon if it is still here. If caught by the PCs later, he'll lie and say that he was afraid of the orcs and was trying to flee with some food and supplies. If the orcs manage to assassinate the only guard and there is no pit bull to warn the PCs, they slip into the camp and steal all four wagons. The PCs awaken as the wagons leave. Additionally, they take the body of the dead PC guard and Broken Tooth if he's still there. They have no desire to engage in full-scale combat here, only to feed the animals to Ligna, and lure the PCs to her if they follow.

Assuming that the PCs still want to press on to Maldun, whether they still have the animals or not, go on to day 8. If they turn around and decide to go hunting for their wagons, they find the orcs have made no efforts to cover their tracks, and they lead up the trail to House Indigo. Any surviving orcs once again ambush them just past the top of the trail leading to Ligna and try to force them toward the house.

DAY 8

No encounter. Roll some dice, ask the players which PCs are in the lead, roll more dice. Feel free to slightly shake your head and mumble things like "lucky, lucky".

NIGHT 8

J. The Wee Dragon

As you settle in for the night, the animals grow more and more skittish and agitated inside the camp. There is something in the air, like the electricity right before a thunderstorm, and perhaps just the faintest smell of brimstone. Suddenly, there is the flap of wings and the very stars seem to be blotted out from the sky for a moment. A red dragon, wearing a plaid beret, perches himself on a nearby landing just at the edge of your campfire's light. The wyrm grins knowingly and says, "G'evening ye wee folk. Mi name's MacScorch and I'm feelin' a bit peckish for the nonce. Fill me belly or I'll toast yer wee limbs to a crisp!"

MacScorch, The Young Red Dragon

MacScorch is not really in the mood for battle, but he is hungry. If the PCs take up arms against him, he'll swoop by in an attempt to scare some of the horses into running off the nearest cliff. If he succeeds, he'll bother the PCs no further unless they manage to injure him. If the PCs want to parley, MacScorch does so at a discrete distance. He speaks in a thick Scottish accent. He seems interested to find out what the PCs are doing here and where they are heading. If asked about his history, he lets the PCs know that he was recently kicked out of his nest. (His entire treasure hoard consists of a 100 gp gem he keeps under his hat.) Fortunately for the PCs, MacScorch considers them beneath his notice and not worthy combat opponents. Even so, he is hungry and demands all the sheep, the PC's gold and a magic item to let them pass unscathed immediately. If they don't agree to this, MacScorch also has a gambling streak and offers the PCs a wager. If the PCs can beat him in a hand of Stud Poker, he offers "ta let ye wee folk go about unharmed". The PCs must bet all the animals they have left, or even if they win, MacScorch still eats all their animals out of a sense of fairness to himself. The GM may either play a real hand of Stud Poker with one of the players or roll 4d6; the highest roll wins. A PC that makes a successful Gaming check can roll an additional d6. If the players actually play a hand of Stud Poker, a successful Gaming check allows the player to draw one additional facedown card. MacScorch is young enough to honor the bet if he loses. He has much to learn!

DAY 9

K. Reaching Maldun

If the players somehow manage to get to Maldun with the caravan mostly intact and without discovering Grenstort's scheme, they and Leonald discov-

er it is all for naught. The dwarves do not officially purchase foodstuffs from outsiders under any circumstances. Leonald eventually manages to cut a deal with a shady character that nets him only 500 gp. (Less if some of the caravan was destroyed.) He consults the PCs before he makes the deal, as he can easily get at least twice that in Fangaerie. The GM will have to deal with the situation and the town of Maldun, but only the most stubborn and blind PCs should make it to Maldun without discovering that the whole trip was Grenstort's ploy anyway.

GETTING THE PCS TO THE HOUSE: The GM will have to make a judgment call about his players, but if all else has failed to get the PCs inside the house, use Leonald or Broken Tooth to encourage them.

Even on the return trip from Maldun, Leonald wants to approach the house until he realizes the House Indigo gnomes are long gone. At that point, he might urge the PCs to leave the house alone and its treasure undisturbed. Be wary of using Leonald too much, as urging the players forward with the gnome may tip your hand.

If Broken Tooth is still alive on the return trip, you can also try using him to get the PCs to the house. Unless he has seen Grenstort's body, he does not believe Grenstort is dead and continues with the plan. If the players have befriended him, he encourages them to rest the night in the house. If they don't trust him, he tells them the house is dangerous and full of orcs and they should stay away.

APPROACHING THE HOUSE

From the milestone, it is only about 200 yards up the side trail to the top of the plateau, and another 200 yards to House Indigo. An eight foot high wall topped with wrought iron spikes surrounds an expansive estate ground approximately 1700 feet wide and 1300 feet long. Directly ahead is the gate, flanked on each side by a gatehouse. The gate is inscribed with the insignia of House Indigo and is wide open.

The fact that there are no gnomes guarding the entrance is a dead giveaway that something is up. You should have no mercy on players who ignore this fact!

Area 1: The Gate

Height: 10'

Gate Opening: 40' across

The gate is made of sturdy oak and banded with iron. There is a stone, two-story gatehouse on each side of the gate and they are both dotted with arrow slits on all the sides you can see. The insignia of the House Indigo is also on both the gatehouses. A wooden sign that once stood a few feet from the gate has fallen forward.

If the PCs lift it up they can see that the words, "Welcome to the House Indigo! Please announce yourself and enter!" are written in Common and Gnomish.

Area 2: The Gatehouses

Height: 20'

Dimensions: 20' x 40'

Both gatehouses have long since been looted of any valuables. The east gatehouse contains a rotting flag on the second floor that bears the symbol of the House Indigo. The doors to the gatehouses are made of wood and can be barred from the inside, as well as the trapdoors leading to the second floor. There are a few heavy branches inside each gatehouse for just this purpose.

The orcs later use them as a defensive position should the PCs escape the house. If a PC makes a successful tracking check in either building, he notices orc footprints. Anyone firing arrows from the gatehouse gains a +10 AC bonus due to having 90% cover. The flag is too rotten to be of value to anyone.

Area 3: The Estate Grounds

Dimensions: 1720' x 1280'

If it is night or still raining, the PCs are unable to see the rest of the grounds unless they explore them. Then read the following description:

The grounds beyond the gatehouse are overgrown and ill-kept. A 40-foot wide path made from dark, well-packed dirt leads north towards the center of the estate. There are no lights on the grounds, but there appears to be lights up ahead at the manor house.

If it is daytime, read the following description:

The grounds to the manor house are overgrown and ill-kept. A 40-foot wide path wide made from dark, well-packed dirt leads north towards a large, wooden, two-story manor house. There is a large overhang above the front door. A smaller dirt path leads from the front of the house around the side of the manor to a low building that looks like a stable. About 300 feet to the right of the house is a large, open sandy area next to the skeletal remains of a wooden structure, but it is impossible to tell from your position what it was. To the left behind the house is what appears to be a small cemetery and another demolished wooden structure. The wall goes around the entire estate. A ring of trees and bushes lie just inside the wall.

Back of the house:

When the PCs decide to explore area 4, 7, or 8, (the sandy area, the cemetery, or the ruined church) read them the following description of the rear of the house. The hedge maze is area 6 and the porch/veranda is area 33.

As the rear of the house comes into view, you are surprised to see an enormous overgrown hedge, almost 500 feet long. On the back of the house, there are no visible doors, but a low, rotten porch juts out towards you in front of a decorative archway attached to the house.

Any ranger, druid or PC with a Forestry skill has a 50% chance of noticing the plant life gets steadily sparser as you move closer to the house. If any of the PCs ask specifically about the plants they automatically notice this.

Area 4: Old Practice Field

Dimensions: 120' x 400'

Any cavalier, knight errant or PC with a Military skill has a 75% chance of realizing that this was once a practice field and jousting area. Otherwise, read the following description:

This large field is devoid of plants and is mostly sand. The decaying wooden structure that you noticed here was made of long planks situated in tiers, perhaps once holding an audience of gnomes. Here and there are old horseshoes, bits of armor and weapons and other debris mixed in the sand.

Ligna has no use for this area and unknown to her the orcs have been stealing the wood for firewood. If any PC makes a successful tracking roll at -10% they find orc tracks that lead to Area 5.

If the PCs have not yet seen the back of the house, read that description in area 3 now.

Area 5: Gardener's Shed

Height: 10'

Dimensions: 20' x 20'

This shed is not visible from any direct approach. If the PCs are following the orc tracks from area 4, they lead right to the old gardener's shed, otherwise there is only a 25% chance the PCs see it. The chances are double if they are actively examining the hedge maze, and characters that explore the north wall automatically discover it.

Situated at the back edge of the overgrown hedge maze is a large ramshackle shack that is on the verge of collapse. This shed is about 20' x 20' and does not appear to be locked. It is made of weather-beaten planks that desperately need a new coat of paint. Flaking chips of paint indicated the shed was once painted a light lime green. Directly in front of its door is an area where a campfire has been previously lit. Leaning nearby on the wall that surrounds the estate is a crudely constructed ladder. You can just see the top of another crude ladder poking over the wall from the far side.

Closer examination reveals that the campfire has probably been lit repeatedly in the same place. However, the embers are cold to the touch. Grenstort built the ladders so he and the orcs could get in and out of the estate grounds without using the front gate. If the PCs climb the wall and then check for tracks outside the walls near the ladder, they can follow the orc trail back to the Orc Base Camp. This is the other way the PCs can discover the Orc lair.

Inside the Shed: Trap- Glyph of Warding

While the door to the shed does not appear locked, Grenstort did use a scroll with another Glyph of Warding to trap the door. Fire damage from the trap is 4-16, save vs. spell for half. This shed is not part of Ligna and burns normally, though the fire will not spread to the rest of the grounds. The chance the fire glyph starts a large fire in the shed is approximately 25%.

The interior of the shed contains rusting gardening tools. There are several straw mats for sleeping lying about the ground, all of which smell of orcs. There are nine total. In the corner of the shed is a small shrine built on a barrel.

A successful Religion skill check identifies this shrine as dedicated to Arnuya. Should this shrine be destroyed and he is alive, Grenstort is honor-bound to seek vengeance against all transgressors. Any PC that makes a second Religion skill check realizes this. A good character that destroys the shrine immediately gains one point of temporal Honor, and two if he is aware of the vengeance that may follow.

Area 6: Hedge Maze

Height: 10'

Dimensions: 200' x 480'

Just south of this hedge maze is the veranda, which should be visible to any PC – see area 33 for a description.

Behind the house is a large, overgrown hedge maze that hasn't been trimmed in decades. There is just enough room for you

to squeeze through the entrance into the maze itself. It would take hours to hack through the old maze, and no weak or thin spots present themselves to your eye.

In the center of the maze are two stone benches and a statue of Tellamar, the gnome leader that once led the House Indigo enclave here. The statues and the bench are worth 400 gp to a gnome buyer, 600 gp to a member of the House Indigo. Unfortunately, the two benches and the statues are connected and weigh 900 pounds.

Area 7: Ruins of the Church

Dimensions: 200' x 120'

Off to the west of the main building is a burned-out structure collapsed into a heap. The only thing that remains of this building is the charred stone foundation and some scattered wooden debris. It looks as if the fire occurred within the last two months.



House Indigo

A close inspection of the debris reveals pews, an altar and the scraps of gnomish religious writings. This was once the church of the House Indigo. If the PCs search the base of the ruined altar they may find a secret compartment that contains a golden holy symbol and a scroll. The symbol is a gold nugget for the LG gawd of gnomes, Garl Glittergold, that is worth 40 gp. The scroll has the following spells: Create Water, Cure Light Wounds, Remove Fear and Minor Raise Dead. The Minor Raise Dead spell has no effect on Ligna or her minions.

The ruined church stood up until a few months ago, but after Grenstort lured the first caravan here, they stopped to investigate the church first. After the caravan was devoured by Ligna, she ordered Grenstort and the orcs to burn it down so no other caravans would be delayed in reaching her.

If the PCs have not yet seen the back of the house, read that description in area 3 now.

Area 8: Cemetery of the House Indigo

Dimensions: 200' x 200'

Despite the destruction of the adjacent building, the cemetery of the House Indigo has green grass and wild flowers growing in it. A small iron fence separates it from the rest of the grounds. There are about 80 graves arranged in neat rows. The names and epitaphs are written in gnomish and the headstones are appropriately gnome-sized. Three of the graves near the entrance look like they have been recently dug up. One particularly large monument stands out amongst the rest of the gravestones.

Ligna's corruption cannot affect this area since it is consecrated ground. The monument gravestone is for a mass grave, and the marker has a list of names of the gnomes who "Died in the Great Plague" in gnomish. This is an allusion to the tainted water supply that the gnomes mistook for some sort of plague. If the PCs dig up all the graves, they find the skeletons of 120 gnomes in small unadorned boxes and the following magic items: three **Shortswords** +1, two Suits of gnome-sized **Chain Mail** +1, one Suit of gnome-sized **Plate Mail** +2, two **Footman's Maces** +1, a **Ring of Protection** +1 and a **Longsword** +3 that can only be wielded by those of LG alignment. For a party of four, it takes at least 24 hours to dig up and search all of the graves, and only evil PCs would condone disturbing the dead like this. All the magic items bear the symbol of the House Indigo and those that possess the items are cursed, suffering -2 to hit all gnomes until the curse is removed. PCs will eventually be hunted down by current members of the House Indigo for their desecration. Good PCs that participate in any type of desecration should be immediately penalized with four alignment infraction points. The only exception is if a cleric uses a *Speak to the Dead* on the gnomes. The gnomes only know that the water was tainted and that they were sick and dying. They know nothing about the final bugbear attack, the undead or the final fate of Ligna. If there is a LG PC or a paladin in the group, the dead spirits of the gnomes allow the PC to take the **Longsword** +3 if they swear an oath to right whatever wrong has befallen House Indigo. The other items cannot be recovered by good PCs without potential alignment infraction points.

If the PCs have not yet seen the back of the house, read that description in area 3 now.

The immense manor house is made of a dark wood. There are two stories. The second story of the house is much smaller and situated above the center of the first floor. The design suggests gnomish architecture that has also been heavily influenced by elves. The trim and shutters of the house are decorated with patterns of dried leaves, dead flowers and crumbling vines. The windows of the house are fitted with opaque glass that is impossible to see through clearly.

If the characters closely examine the wood and/or Ligna's construction read the following description:

The house's builders must've taken great care in preserving the wood, as there is no sign of decay anywhere. Though it seems similar to oak, it is difficult to identify the type of wood used in construction. Whatever finish the builders used has completely covered the grain and you cannot tell where one plank begins and another ends. The doors and shutters have all been constructed in a clever manner to conceal the hinges, nails, and screws used to construct the house.

As stated earlier, Ligna was a living tree that is shaped like a house, but is now undead. As such, she is instantly aware of any being that sets foot in her interior or inside her stable.

Detecting Ligna: Any high elf has a 10% chance of recognizing the house as the special sentient type of tree that some elves grow their homes from. Additional skills related to agriculture or construction such as Forestry, Plant Identification, Holistic, Carpentry, Construction: Fortifications, Construction: Defense Works, Farming or Botany adds the greatest percentile among the skills to a high elf's roll, should he carefully examine the structure. Other races have a straight % chance equal to whichever of the above skills is greatest. At your discretion, the -10% modifier for a very difficult skill check can apply, as detecting sentient house trees is not a normal use of the above skills. No amount of examination reveals Ligna's current state, although a successful high elf would recognize that Ligna is either dead or in a state of dormancy. Furthermore, the casting of a *Detect Undead* reveals at least one undead in the area, but no additional information. Normally, the sentient houses made from trees that most high elves would have encountered previous to this do not have significant intelligence or the abilities that Ligna possesses, so they should not expect anything unusual about the structure itself. Be careful about letting the PCs know the house is (or was) alive at all, as this may give away too much too soon and make the players suspicious. Telepathic communication with Ligna is possible for 1 out of 10 characters and more frequently for those attuned to nature. Druids have a 6 out of 10 chance and Rangers have a 3 out of 10 chance. Ligna will not initiate communication until the players threaten her heart or have escaped the main house.

Exterior Defenses: Ligna's exterior is a hardened bark that was originally colored light brown, but now is closer to black. It is still protected by a permanent *Protection from Fire* spell. This makes her exterior immune to normal fires. Magical fires are 50% unlikely to damage her and those that do so only do 25% of their normal damage. Additionally, even magical fires immediately go out after the first round. Ligna can exude a sap to make her completely immune to magic fires temporarily on a 30'x 30' surface on the interior or exterior. Each dose of the sap costs Ligna 12 energy points (see the Appendix for Ligna's powers and points).

If the PCs insist on attacking Ligna from the outside, the only effective strategy would be to use cold spells. Ligna cannot regenerate areas affected by cold spells for 1 round for every 5 hp of damage she takes. She can use her *Buffer Cold* power (see Appendix), but that rapidly drains her energy.

THE HOUSE

Height: 20'

Dimensions: 520' x 320'

Another possible means of attack might be with siege weapons, but considering the distance, time and money it would take to bring those weapons into the mountains, this strategy would prove more expensive than the final treasure. For purposes of individual strikes from the outside, treat Ligna as if she had an AC of 0. Each square foot of her exterior walls has 150 hp.

Should the PCs try siege weapons or should they attempt to escape the grounds and defeat any defending orcs, Ligna can force her roots up to attack the PCs. She can only do this within the manor's grounds and exterior to the house, and does so only as a last resort if she hasn't yet fed. If she has captured or killed at least half the PCs or all the animals and NPCs, she lets the rest go and saves her roots for greater threats. (See the Appendix for Ligna's root attack.)

Regeneration: Every wooden surface inside or outside Ligna is automatically regenerated for 5 hp a round, as is the nature of a house tree. Every door, every piece of furniture, and every 1' x 1' section of wall can be regenerated this much each and every combat round. She can spend additional points to regenerate each surface further (see Appendix).

The Roof: Until the PCs climb to the roof or fly to its height or higher they do not notice anything unusual. If they do manage to fly or levitate to the roof from the outside, see area 51B for a description of the encounter.

Windows: The windows are not made of glass, but of a semi-transparent hardened sap that is almost as hard as wood. However, the windows are still brittle enough to be shattered and save at -2 vs. crushing blow. It takes 15 points of damage from blunt weapons to break open a window, but Ligna snaps it closed on anyone that tries to escape, though she always lets people enter this way if they so choose. (see the Appendix for Ligna's "Crunch down with broken window" power).

Front Doors: The front doors are reinforced and can take 300 points of damage each and have the same immunities as Ligna's exterior.

Interior Doors: These doors are lighter and take only 20 points of damage to break down unless otherwise noted. They can be hit at an AC of 3. There are no visible hinges on any of the doors in the house. The doors are actually held by a thin membrane that is only noticeable after the door is torn off. Ligna can move the membranes to open, close and hold any doors.

Interior Defenses: The wood inside Ligna has an AC of 3. The interior walls, doors and furniture are only 50% resistant to normal fires and against magic fires they receive only a +2 saving throw. However, if the PCs start a fire, Ligna traps them inside the room where they started it and then seals the room airtight and attempts to suffocate them. The PCs will pass out and then suffocate in a number of rounds equal to the amount of 10'x10'x10' cubes in the room minus 1 for each d6 of fire damage. In other words, if the PCs set off a 5d6 Fireball in a 30'x 40'x10' room, besides suffering the fire damage, they would have only 7 rounds to hack their way out before the room would run out of air. In a 20'x30'x10' room, they would have only 1 round. After the air is gone, the PCs can attempt to hold their breath for a number of rounds equal to twice their Constitution, but must make a Constitution checks thereafter or suffocate to death with a cumulative -2 penalty each round thereafter. If the victims hack their way out of the room, Ligna will not continue this attack and any fire goes out in 2 rounds after the PCs stop tending it.

Cold-based attacks in Ligna's interior also cause her to go dormant in the chilled area and unable to use any of her powers, including regeneration. This dormancy lasts 1 round for every 5 points of cold damage. She can use her Buffer Cold power to oppose this (see Appendix), but that rapidly drains her energy. This useful fact should not be hinted at unless the PCs of their own accord decide to use cold-based spells.

Ligna's primary interior attacks are Maws, both large and small. She uses these to absorb hit points and turn them into energy points. She also controls many undead and statues via vines, which are all listed in the appropriate rooms. She can collapse most things in the house, control all doors, and can manipulate the floors to knock the PCs off balance. She won't use most of her attacks until the PCs have discovered her or are alone. She can regenerate any wooden furniture, walls or doors in the house automatically for 5 hp per round, and an additional 5 for every point of energy she spends,

though she can't normally regenerate more than 20 hp per round total in any one surface. If any door/wall/surface ever reaches 0 hit points, she is unable to regenerate it for at least two combat rounds. She can also reinforce doors and walls if they are too thin and in danger of being knocked down. This gives them additional hit points, though it takes one round in which she can't regenerate that surface. She may let the PCs go if she absorbs at least 400 energy from the caravan and they are causing too much trouble. See the appendix for a more complete description of Ligna's powers and abilities. Ligna has 178 energy points when the PCs find her. Her maximum energy is 638.

Mapping the interior: The GM's map has several sealed doors, windows and a staircase marked on the map. It's especially important that the GM remember not to draw attention to the sealed staircase in area 31 and the sealed door in area 49. IF YOU ARE HELPING THE PLAYERS SKETCH THE HOUSE, DO NOT DRAW THESE FOR THE PLAYERS UNTIL THEY FIND THE MAP IN AREA 48! The other sealed areas are in the room descriptions.

The Floor: If any blood drips onto the floor, Ligna waits 1-3 rounds, then greedily absorbs it. If a PC happens to be watching, he sees the blood seep into the floor very quickly, as if the floor were porous. Ligna gains one energy point for every 3 hp of spilled blood that she absorbs. If the PCs manage to levitate or stand on an object that is not part of Ligna, they are effectively invisible to her. She waits patiently until she senses the PCs again and does not reveal herself or panic, though if she knows about where they are, she may tip over the object the PC is standing on (see Appendix, under Absorption and Limited Polymorph Self).

Undead creatures controlled by Ligna: Any undead creatures under Ligna's control cannot be turned or controlled by others unless completely separated from Ligna's control. Items like Maces of Disruption that have bonuses to damaging or killing undead affect them normally. In the unlikely event that the PCs use such a powerful magic item against Ligna, she expends whatever energy points are necessary to stop the attacks. She ignores other opponents until the magical threat is neutralized.

Area 9: The Overhang

The large wooden overhang covers roughly a 40 foot by 120 foot area in front of the doors. The massive wooden doors in front of you look to be about 15 feet across and about 20 feet high, and have elaborate wooden handles. The area beneath the overhang is paved with small bricks set into the ground. The insignia of the House Indigo is emblazoned on both doors and carved directly into them. To the right; a hard-packed and well-trod dirt path leads towards the stables a short distance away.

Closer examination of the path reveals that it is also wood. All the paths around the estate are actually part of Ligna's root system. An inspection reveals a dark wooden path with no scratches, footprints or dust marring its surface. It looks like it's been well kept and newly swept. The front doors are unlocked and open outwards. The interior air smells musty and damp. Once the PCs are inside, Ligna collapses the overhang on any remaining wagons and livestock and locks the front doors. If Leonald is outside, there is a 25% chance he dives out of the way in time. Broken Tooth knows not to stand here once the PCs are trapped and wanders away the same round the PCs enter, if left outside. If the PCs have any special animals or mounts, there is a 25% chance that they escape the collapsing overhang in time. Ligna is able to eventually absorb all of the animals and NPCs buried in the rubble, but will always try to lure the PCs inside first, as she can absorb more of their life forces this way. She can rebuild the overhang in about three weeks time through natural regeneration or faster if she spends more energy points.

Area 10: The Stables

Height: 20'

Dimensions: 40' x 80'

The dirt path around the side of the house leads to a sturdy-looking stable that looks to be of fairly new construction. The path ends at a set of sliding doors that are apparently unlocked.

The stable doors require 50 points of damage to hack down. The doors are unlocked, but lock themselves after all the animals on the grounds have been moved inside and no more than one character is present. One of the previous caravan guards dropped a signet ring in the dying grass and weeds near the path. There is a 10% non-cumulative chance that one of the PCs discovers it each time they walk the path in front of the stables. PCs with the Heraldry skill can make a roll to recognize the symbol of a wagon wheel with two crossed swords behind it, but Leonald automatically recognizes it as belonging to a powerful merchant's guild in Fangaerie. Its return to the guild gains a PC a 5% discount on all equipment in Fangaerie for at least 1 year, plus 1-3 permanent Honor points.

Interior of the Stables:

The stables contain 30 stalls, each approximately 4 feet wide in a low-ceilinged, one-story building. Lying on the floor in front of some of the stables are assorted horseshoes, bridles and buckles. The hay on the otherwise clean floor of the stable appears to be gray and moldering. It is completely silent and deserted and appears to have not been used for some time.

Leonald does not object to housing the animals here, as the stable appears to be empty and safe. He'd like to keep the animals out of the rain that is still pouring down. (Unless the PCs appropriated Grenstort's staff and used the command word, or killed Grenstort on a previous day.) Closer examination reveals many small nails mixed in with the other objects on the floor. They were once used to hang saddles, reigns, etc. Ligna expelled the nails from her walls and rafters and absorbed all the organic matter. The reigns, bridles, buckles and horseshoes are rusted reminders of her previous tenants, but still usable by a PC in a pinch. The "hay" was once green and soft and Ligna grew it directly in each stall, but it dried out after she became undead. A close examination of the hay by a Ranger, Druid or anyone with a farm-related skill reveals that the "hay" is not really hay and more closely resembles long strands of wood.

Once the animals are stabled, Ligna will not let them out. She waits until the PCs go into the house before shutting the stable doors and sealing them. The stable fills with Animal Friendship Gas one round before her attack (see the Appendix for Ligna's powers).

Maws (4 per stall)

Each stall contains four hidden maws. These maws attack any being that's inside or within 3' of the stall beginning one round after the door is sealed until no creatures are left alive. Unless they are currently attacking something, the maws blend into the wood of the walls and disappear, unable to be attacked. This makes all ranged weapons useless against them. Although the maws attack as if they were 4 hit die creatures, they have few hit points and can be broken with just a few well-placed strikes. If a PC, Leonald, a henchman or a hireling is in the stable when the main party becomes trapped inside Ligna, he will be sealed in the stable, probably to die with the animals. Any individuals in the stables are attacked after all the animals, as Ligna absorbs every ounce of easy life energy she can before attacking tougher prey. If the individual starts doing damage to her maws or stable doors, she may change

her tactics. Ligna uses her ability to shift the floor to move a character from stall to stall where he is off-balance and attacks with four maws each round. They do 1-4 points of damage in their initial strike, and then can automatically use their blood drain the next round. If Broken Tooth is left here alone, Ligna frees him, as long as he has not warned the PCs. The kobold then runs to the Garden Shed to wait for Grenstort.

Area 11: Closed Doorway

Height: 10'

A character needs to make a successful find secret doors check or otherwise perform a very thorough search in the stables to discover the following information. Such a search is almost impossible after the maws have been activated.

Careful examination of the back of the stable leads you to conclude there was once a doorway here that led to the interior of the house, but it has been expertly sealed and painted over to resemble the rest of the wall.

The wall is not reinforced and a mere 8 hit points of damage cuts an opening into the house. Anyone trapped in the stable may be able to escape this way. There is essentially no chance for the PCs on the inside to discover this doorway, as it appears exactly as any part of the wall on the other side. Ligna reseals the door 2 rounds after it is hacked open.

Area 12: Entrance Hall

Height: 20'

Dimensions: 80' x 80'

This was once a lavish entrance hall for the House Indigo. The house's logo is embossed in faded colors in the center of the floor, atop of which rests a smashed chandelier. Tiny, diamond-sized crystals are scattered everywhere. An ornate double staircase winds its way to a balcony on the second floor. On each side of the grand hall are double doors, each flanked by two suits of gnome-sized plate mail and two empty daises. Directly ahead are two more double doors, one under each curving staircase. The ceiling here is a lofty 20 feet high.

Anyone examining the floor sees that the floor is not scratched or scuffed, even underneath the fallen chandelier. The crystals are worthless glass and Ligna rewards the orcs with them frequently. The armor is in excellent shape since the daises were enchanted to keep them from rusting. If Ligna is ultimately defeated, the daises themselves are removable and worth 500 gp each. Ligna has grown a solid wooden frame inside each armor to prevent anyone from taking them until she's ready to give them up. Any PC attempting to remove the armor notices this frame, and is unable to remove the armor without destroying it, at least until Ligna is dead. She already let the orcs take the other suits of armor. If a gnome dies on this adventure, it's likely his armor will end up here. The plate mail is covered with symbols from the House Indigo. Members of the house would vigorously investigate a non-Indigo caught wearing or selling this armor, or indeed any item with the House Indigo seal that is flashed about. If the PCs sell it through a thieves' guild, they only get 25% of the usual price, but won't be traced. The PCs can sell them directly to a member of House Indigo at 100% of the listed value, although any member would be very suspicious of where the PCs got them and would demand a full and accurate accounting.

If the PCs choose to go up the stairs, skip ahead to area 46.

Area 13: Hallways

Height: 10'

Dimensions: varied

The wide halls of the manor house are spartan and unadorned, but still inviting. Dark brown oak paneling goes from floor to about 3 feet in height, while the rest is a light off-white wood that goes up to the 10 foot high ceiling.

Area 13A: Hallway

Height: 10'

Dimensions: 20' x 90'

A lone gnome skeleton in tattered chain mail clutching a short sword charges forth the moment the door is opened. The creature swings wildly at the nearest living person.

Gnome Skeleton (1 each hallway)

As soon as the door to the hallway is opened, it charges forward and attacks. These skeletons were animated by the previous caravan's guards, who found them in the cemetery. Ligna trapped them and now controls them, and uses them to provide adventuring PCs with some mild resistance. It wears tattered, useless chain mail and carries a broken, rusted short sword.

Area 14: Standard Guest Room

Height: 10'

Dimensions: 20' x 30'

This room is a standard guest room with a bed, nightstand, water basin, wardrobe and footlocker. All the items in the room are ornately carved and bear the markings of the House Indigo. The bed has a canopy and the sheets appear clean, although dusty. Above the basin is a small spigot with a knob on the top. There is a second door leading out of the room. The room and all furniture in it are gnome-sized.

A closer examination of the tap reveals:

The spigot on the side of the wall resembles a keg tap. It consists of a wooden tube with a small handle on top. Twisting the handle causes clear water to flow out of the tap and into the basin. The water has a faint metallic smell to it that you find rather unpleasant.

If the knob is twisted, a steady stream of water pours out of the spigot. One of the advantages of a living or undead house tree is that she can pump water to any "spigot" in the house, using the same physical mechanism plants use to move water from their roots to their leaves. The spigots can be broken off with 2 points of damage. Water does not pour from the tap unless Ligna desires it, but she generally lets the tainted water flow freely. Victims who drink the foul water immediately become stricken with Strickenson 90 (see Appendix). The victim's Strength, Constitution, Dexterity and movement are reduced by 50% for the duration of the disease, beginning 1d6 hours after

first drinking the water, lasting for at least 1-12 days. The disease is the same one implanted in her water supply by the bugbears some 70 years before. Ligna's natural filtration cannot get rid of it, and she now uses it to her advantage to weaken potential opponents. A search of the room's wardrobe, footlocker and nightstand yields small trinkets according to this chart:

Search Chart

Roll 1d10 for each the wardrobe, footlocker and nightstand

1	1-6 worthless beads
2	2-12 copper pieces
3	1-3 ivory buttons (worth 1 gp each)
4	one steel comb (worth 1 gp)
5	one silver buckle (worth 2 gp)
6	one gold letter opener (worth 4 gp)
7	1-4 empty perfume bottles (worth 1 gp each)
8	1-4 silver pieces
9	nothing
10	roll twice on this chart

A closer examination of the bed reveals...

The bed's sheets are as soft as flower petals, but as strong as linen. They are lightly rose colored near the headboard and gradually darken to the color of red wine at the base of the bed. The furniture, including the bed's canopy, looks as if it was carved out of the same wood from which the room was built.

Careful examination by anyone with a cloth-related skill such as Seamstress/Tailor or Weaving reveals that there are no weaves or seams in the bed sheets and they seem to be connected to the bed frame itself. All the furniture, including the sheets, is actually part of Ligna. She uses her absorption attack (see Appendix) on anyone who falls asleep, draining 2 hit points an hour. Anyone foolish enough to get under the covers or the canopy after Ligna exposes her true nature is pinned down by the sheets and attacked by Ligna's full absorption power, draining 1 hit point every round. Victims can attempt to rip through the sheets and get out of bed by making a bend bars/lift gates roll at double their normal chance. As the victim is further absorbed, his chances to break free go down by 5% each attempt (others nearby can always make the attempt at double their normal chances). If the PCs are totally clueless, they might all climb right into a bed to their doom! Removing the sheets from the bed causes them to rot in 2-12 days. The sheets cannot be lit on fire by any means.

Area 15: The Privy

Height: 10'

Dimensions: 10' x 30'

This indoor bathroom contains another basin with a spigot, and a place where guests could sit and use the privy. The privy consists of a hole set in a wooden bench at an appropriate height for gnomes. The spigot in this room is carved to resemble a winged cherub in a dancing pose.

When Ligna was alive, these rooms recycled the inhabitant's wastes, which fertilized the house tree. Now, they each contain four Maws and one Large Maw. All are located inside the hole of the privy itself. PCs that shine a lantern or other light source inside finds that the hole drops only about 6' and is about 8' wide at the bottom, much too shallow for a regular privy. If anyone puts their hand inside or stoops lower for a better look in the corners, the maws immediately attack with a +4 to hit.

Large Maw

Maws (4)

Ligna attempts to seal the victim inside the privy alone. If the victim has no firm footing when attacked, he is pulled inside the privy in 1 round per 100 lbs. of his weight. Lighter victims are pulled in immediately. Victims inside the privy need to be recovered before they are drained of life. A caught PC can attack the maws from inside the privy at a -6 to hit, due to the confined space, low light and constant attacks from all sides. Only Small-sized weapons are able to function in the cramped confines. PCs outside of the privy must cut through the 40 hp privy bench before they can begin attacking the maws directly.

The maws resemble the mouths of Venus Flytraps, except that they are made of wood and have spiky protrusions on both the inside of the maw and out. The maws seem to form out of the wood of the very walls and floors.

The large maws are exactly the same, only bigger.

Area 15A: The Privy

Height: 10'

Dimensions: 10' x 30'

This area is exactly the same as area 15 except there is a hand mirror lying in a corner.



When you gotta go...

There is an ornate hand mirror made of polished steel lying on the floor of this room near the privy. It is uncracked and the handle is shaped as a pixie fairy.

The steel hand mirror is worth 20 gp. It has no special properties, but can be used against the medusa if the party is dumb (or EP hungry) enough to awaken it.

Area 15B: Jasper's Privy

Height: 10'

Dimensions: 10' x 30'

Ligna holds the door closed in this room unless the PCs already know that she's alive. If the PCs are determined to get inside and begin hacking at the door, she unlocks the door, and attacks with Jasper as soon as a PC steps inside. There are maws inside the privy hole in this room as well.

The stench of this room is that of offal. Inside is what appears to be an elf retching in the privy hole. He makes no noise and is motionless, apparently frozen in place. A small book and dagger are strapped to the elf's belt. He is dressed in a green robe with silver trim. A faded pattern of stars, moons and clovers decorates the robe.

Jasper was examining the privy when he was surprised by Ligna and eventually merged into her. His skull has an interior wooden growth that is slowly eating away at his face and brain. A small but tough vine connects Ligna and Jasper. The vine goes from Jasper's right eye down into the privy.

As you come closer, the elf turns towards you. You see that his face has been eaten away by a growth of roots, one of which becomes a thick vine that trails out of his right eye and goes down into the privy. The elf immediately begins to stand.

Jasper

As soon as anyone enters and examines Jasper, he gets up and attacks. The vine is just long enough for Jasper to walk out of the room. Ligna can force Jasper to cast the following spells once per day: Color Spray, Grease, Magic Missile, Push, Sleep, Hypnotic Pattern, White Hot Metal. Ideally, Ligna traps one victim in the room with Jasper so the magic-user can stun him with Color Spray or cast Sleep and then throw the victim down the privy for the Maws to attack. Ligna knows Sleep won't work on an elf, but forces Jasper to use that spell first if the victim is anything else. If many confront him at once, he may cast Hypnotic Pattern on the group of PCs and/or henchmen. Then, if possible Ligna makes Jasper use Push to shove them into a privy across the hall. If the PCs begin to flee his line of sight, Jasper uses the White Hot Metal spell to destroy one of the PCs bladed weapons. The vine that controls Jasper can be cut if 16 points of damage are done to it at AC 5. Jasper immediately collapses if this happens. Jasper's traveling spell book contains the above spells plus Read Magic. Jasper is now immune to mental attacks and stunning attacks due to his condition. Jasper's dagger is a **Dagger of Throwing** +2 and he has a pouch with 34 gp, and 2 gems worth 10 gp each. Jasper is also wearing a tattered cloak, but like his body, it is beginning to rot. The maws in this room can only attack a PC within 3' of the privy.

Area 16: Standard Guest Room

Height: 10'

Dimensions: 20' x 30'

Read the description for Room 14. It is exactly the same as the other guest rooms in appearance.

This room differs only in that the footlocker here contains a suit of gnome-sized chain mail, a small gnome-sized helmet, a short sword of gnomish design, a pouch with 15 gp and an empty vial that once contained holy water. Do not roll on the search chart for this room, as the other searchable areas are empty.

Area 17: Standard Guest Room

Height: 10'

Dimensions: 20' x 30'

This room is the now familiar standard guest room with a bed, nightstand, water basin, wardrobe and footlocker. All the items in the room are ornately carved and bear the markings of the House Indigo. The bed has a canopy and the sheets appear clean, although dusty. Above the basin is a small spigot with a knob on the top. There is a second door leading out of the room. The room and all furniture in it are gnome-sized. Unlike in the other rooms, there is a large, shiny helmet sitting on the bed. It appears that it would fit a human. The helmet has a coppery finish. The bed also looks lumpy and unmade, in contrast to the other rooms you have seen.

One of Ligna's previous victims met his fate here. The entire underside of the canopy is actually a large maw.

Large Maw

The maw surprises a victim sitting or leaning over the bed 6 out of 10 times and makes a called shot to the face! If the called shot is successful, the victim suffocates unless freed in 5 rounds. Even if the victim survives, he automatically acquires nasty facial scars, lowering his Comeliness by 2 unless fully healed within 24 hours. If the maw misses, it fights normally after the first attack, attacking anyone within a 3' reach and melting back into the wood otherwise. If the PCs pull the bed sheets back, they find the partially digested remains of a human skeleton. Ligna decided to leave the helmet here as a trap. The helmet is *Helm of Thieves' Bane* +1. Do not roll on the Search Chart for this room.

Area 18: Guest Suite

Height: 10'

Dimensions: 30' x 40'

This room contains a large canopy bed, nightstand, footlocker, water basin, spigot, wardrobe, writing table, chair and a comfortable looking couch. All the furniture is ornately carved from the same wood and appears to be in excellent condition. The room and furniture were designed for human-sized guests.

Again, all the furniture is part of the house, just like the Standard Guest Rooms. The couches have a plush moss that is pleasant to sit upon. The spigots in each room are identical. A search of the room's wardrobe, footlocker and nightstand yields small trinkets according to this chart:

Search Chart

Roll 1d10 for the wardrobe, footlocker and nightstand

1	1-6 worthless beads
2	2-12 copper pieces
3	1-3 ivory buttons (worth 1 gp each)

4	one steel comb (worth 1 gp)
5	one silver buckle (worth 2 gp)
6	one gold letter opener (worth 4 gp)
7	1-4 empty perfume bottles (worth 1 gp each)
8	1-4 silver pieces
9	roll twice on this chart
10	roll three times on this chart

Area 18A: Guest Suite

Height: 10'

Dimensions: 30' x 40'

Read the description for Room 18 and then add:

This suite contains another gnome skeleton. This one lunges at you with a broken mace as soon as you enter.

Gnome Skeleton

It was trapped in this room just like the others were trapped in the hall.

Area 18B: Guest Suite

Height: 10'

Dimensions: 30' x 40'

Read the room description for Room 18.

This is exactly the same as the others except that there is a cloak inside the wardrobe. It is colored purple and has green trim. This item is called a Cloak of Comfort. It is enchanted to keep the wearer warm and dry, but has no other enchantments or abilities. Do not roll on the Search Chart for this room.

Area 18C: Arnie's Guest Suite

Height: 10'

Dimensions: 30' x 40'

Unlike the other suites of the same size, this room's furniture is nothing but charred nubs. The blackened skeleton of a human lies against the west wall. The human corpse is still wearing the remains of his leather armor.

As soon as the PCs enter the room, Arnie's Demented Spirit rises from his remains and begins babbling endlessly. He is still panicked about the "traps in the house" and the "bad magic". At some point, he'll mention the ring that is still on his remains. Read the following text, and feel free to add more babble about the house.

As you enter the room, a translucent apparition of a human rises from the charred corpse. The ghostly spirit seems agitated and the dark circles under his eyes suggest that he has been without sleep for some time. "The traps!" he mutters. "Traps everywhere! There! And there! And there! Never get out. Can't go to sleep. So tired. Jasper! Jasper, don't go in there! Oh, gawds! The doors are closing! They're closing! The ring will save us! No, it will kill us! But I'm the only one left! Help! Gawds! Help me!"

Arnie the Demented Spirit

The skeleton is all that remains of Arnie, a human thief that was part of the same caravan group as Jasper. When the group became trapped in the

house, Arnie was the last to go. Ligna eventually sealed him in here. Sleep-deprived, starving and nearly insane, Arnie set off a 6d6 Fireball from his Ring of Spell Storing, killing himself and destroying the room. Ligna has not bothered to regrow it yet. The ring is still on Arnie's left hand. It can hold the following spells: Identify, Fly, and Fireball. Only the Fly spell remains, cast at 6th level. The ring is encrusted with carbon and indistinguishable from the rest of Arnie's hand unless the PCs examine the hand specifically. A casual search of the skeleton gives the searcher a 25% chance of finding it.

Area 19: Trophy Hall

Height: 10'

Dimensions: 50' x 100'

This room houses the spectacular trophies of the House Indigo. Spaced around the room on short, gray stone pedestals are the following objects: Orcish War Banners from various tribes, Gnoll War Banners from various clans, a demonic skeleton in a glass case, a detailed statue of a medusa, a gnome-sized pair of weathered stomping boots, the shell of a Stegocentipede, and a mounted pair of red dragon claws.

Gray Stone Pedestals: Although they resemble stone, they are actually made of wood and are controlled by Ligna. If a PC takes refuge by standing on it and won't get off, she allows the PC to think he is safe for a while, then coats the floor with sap and collapses the pedestal.

Orcish War Banners from various tribes. A successful Heraldry skill roll identifies these banners as belonging to the Highland Orc Tribes known as the Compound Fractures, The Vile Piles, Scum Beaters, Toe-Cheese Eaters

and Stench Bringers. The final banner is actually exceedingly rare and worth 40 gp to a historian or sage studying Highland Orcs or orc culture.

Gnoll War Banners from various clans. A successful Heraldry skill roll identifies these banners as belonging to the Clan of the Shattered Pinky, the Clan of the Bleeding Eye, the Clan of the Sucking Chest Wound and the Clan of the Irritating, Pus-Filled Boil.

The skeleton of a demonic-looking creature propped in a glass case. This is actually the skeleton of a lesser devil known as a Devee'vant. It was slain by Tellamar 133 years ago and was cursed to rot on the Prime Material Plane for 666 years by its former master. The skeleton is worth 500 gp to an evil magic-user.

Lesser Medusa

A realistic statue of a medusa. This is actually a petrified lesser medusa. If someone is stupid enough to cast a Stone to Flesh spell on it, the creature will attack. The statue weighs 800 pounds. The players may be able to later use it to bash down some of the doors.

A pair of weathered stomping boots, gnome-sized. These boots once belonged to Tellamar. He wore them in all his battles except his last. He considered them lucky. They have no special powers.

The shell of a Stegocentipede. Anyone with Acute Smell smells rotting flesh of a different kind near the shell. Ligna refuses to absorb the shell because of its poisonous nature and anyone that climbs onto the shell and is not touching the floor is effectively invisible to Ligna. The interior of the shell is hollow and can be entered by a person of halfling-size or smaller. Inside is the dried husk of a gnome corpse that is the source of the rotting flesh smell.

This is Conway, a gnome thief that stumbled upon the house after fleeing into the mountains to avoid some gambling debts. He eventually figured out that Ligna could not see him in here and was afraid to leave the shell. Starving, he eventually ate a piece of the Stegocentipede shell and died from its poison. He has a pocket full of chandelier crystals, two normal daggers, rotting leather mail, a rotting back pack, a brittle short bow, a quiver, 4 hunting arrows, and a stack of I.O.U.'s from a gambling establishment in Fangaerie. He has a ring on his left hand inset with a gem worth 20 gp. On the inside of the shell, Conway scrawled several gnomish obscenities and then the gnomish words for "firkling house".

A pair of red dragon claws mounted on a plaque. These claws are real and worth 120 gp to a collector. They belonged to a relative of MacScorch's and he becomes enraged if he sees them.

Area 20: Conference Room

Height: 10'

Dimensions: 40' x 60'

This room contains a long table with two-dozen gnome-sized chairs spaced around it. At the head of the room is a large map carved in bas-relief directly into the wooden wall. The center of the table holds a large crystal ball. The ball rests on a wooden setting that seems to be part of the same table.

Ligna's Ghoul

Hiding under the table in the darkness is a ghoulish creature that is connected to Ligna via a vine that leads underneath the table. Ligna makes the ghoulish creature attempt to paralyze a victim and then pull him under the table. The creature surprises the party 8 out of 10 times unless a PC specifically looks under the table first thing in the room. Anyone over 3' in height fights at -2 to hit and -2 to AC beneath the table. The ghoulish creature's vine is connected to the center of the table and takes 22 hp to destroy at AC 5. The ghoulish creature can move up to any of the doorways, but won't leave unless the vine is cut. This merely cuts Ligna's control over the ghoulish creature, and does not kill it. If disconnected from Ligna, it goes into a blind rampage and attacks everyone and everything with-



Arnie's Remains

in sight until dead. Ligna has increased the ghouls' AC by growing a wooden breastplate over its torso. It also gains a +2 to saves against fire from this.

Anyone familiar with the Praxter Mountains immediately recognizes the map as displaying the area around this region. There are towns, villages and cities marked, but careful inspection shows the markings are at least 50 years out of date. The crystal ball is not magic, but is worth 400 gp if it can be removed from the table. Ligna has such a tight grip on it that until she is dead it will be impossible to move without breaking it.

Area 21: Visiting Room

Height: 10'

Dimensions: 30' x 50'

This room contains plush couches, a table and a wooden bar. The furniture is ornately decorated and the walls contain bas-relief carvings of the House Indigo's most famous battles. In the center of one of the scenes is a mighty Gnome Titan in full battle gear. For some reason, the gnome is depicted as not wearing anything from the waist down. The wall behind the bar holds several unbroken bottles of liquor, but all appear to be empty or almost empty. A shattered crystal goblet lies sparkling in the middle of the floor.

Ligna used her abilities to change the bas-relief of Tellamar. The bar still has several bottles that were once full of liquor. They have all evaporated except one sealed bottle of a rare gnomish cognac worth 150 gp to the right buyer. The bottle is situated in a plain wooden case made from tan-colored wood just larger than the bottle. The case rests on the floor behind the bar, apparent to anyone who searches back there. The case is trapped (Trap-Rusty Needle Trap). If the bottle is lifted from its padded impression inside the box, a small dart shoots into the victim for 1-2 points of damage. It is no longer poisoned, but the needle is rusty and the victim must save vs. poison or develop an acute, non-contagious muscle infection similar to Lockjaw. His body begins to ache and he receives -1 to hit and to his AC. This infection causes the loss of 1 point of Dexterity per week (15 percentile points of Dex per day) until cured. If the victim drops to 0 Dexterity, he becomes paralyzed. A Cure Disease or a successful Herbalism or Healing roll cures the infection immediately. There were once many crystal goblets behind the bar, but the rest were given to the orcs and sold months ago.

Area 22: General's Dining Room

Height: 10'

Dimensions: 50' x 50'

The doors that lead to this room have something written on them in gnomish. (If any player can read gnomish, the inscription reads "The General's Dining Room") Inside is a lavishly appointed dining room with a large circular table and 25 chairs. The table is set with fine silverware and two brass candleholders in the shape of brass dragons. There are green ceramic ashtrays for each guest. On the north side of the room is a small table affixed to the wall where two silver serving dishes sit, still covered. The lid of each serving dish is stamped with the insignia of the House Indigo. There is a small cart containing the remains of what have might have been cigars. On the south end of the room is another shelf, a wash basin and a spigot. Two pewter pitchers lay on the floor nearby.

The total value of the silverware in the room is a staggering 2500 gp, but it weighs 250 lbs. total. Each setting is worth 100 gp each and weighs 10 pounds and includes: two silver forks, a silver knife, a silver plate, a silver goblet and two silver spoons. The individual items break up as follows: Plates are 50 gp and engraved with the House Insignia, goblets are 25 gp, and the five utensils are worth 5 gp each. This total does not include the pitchers are worth an additional 2 gp each, and the silver serving trays are worth 10 gp each. During the final days, the servant gnomes abandoned the dinner that is still lies beneath the covered serving trays.

Subcutaneous Feeders (4)

Unknown to the servants, one of the pheasants was infected with Subcutaneous Feeder eggs, four of which survived the cooking process and managed to hatch. The four insects are dormant until a PC lifts the lid of the left tray and they attack. The only other thing beneath the covers are pheasant bones.

Area 23: Barracks

Height: 10'

Dimensions: 50' x 90'

This room is a large barracks that once housed many gnomish soldiers. There are 40 small bunk beds arranged in four rows of ten to house the soldiers of House Indigo. At the foot of each bed is a double locker and between every fourth bed along the wall is a washbasin and spigot. The lockers are made of a thin metal and many have been smashed open. Pieces of broken armor and weapons litter the room.

The final holdouts of the House Indigo made their last stand in this room against the bugbears. Although the bunk beds are in perfect condition (as they are continually regenerated by Ligna) the metal lockers are mostly smashed. If the PCs spend five minutes carefully searching each locker, it takes them six and a half-hours to examine them all. The following items can be uncovered in this manner: 16 rusty short swords (useless), 45 suits of rusty gnome-sized chain mail (useless), 117 gp, 215 sp, 16 gems worth 5 gp each, 30 silver buckles with the House Indigo insignia (4 gp each), 18 rusty gnome-sized helmets (rusty, but with polishing half of them could still be used), 28 pewter mugs (1 gp each), 4 pairs of dice, 25 empty vials that once contained holy water, a large rusty axe head, a rusty two-handed sword, a medium shield that is badly dented (but usable) and a bugbear skull that lies atop a ruined locker.

Area 24: Main Armory

Height: 10'

Dimensions: 30' x 60'

The door to this room says something in gnomish. (If any player can read gnomish, the inscription reads "Armory: Authorized Personnel Only")

The armory contains racks of short swords, daggers, lances and other weapons. Some appear to be in good condition. Almost immediately after you open the door, a pair of short swords from the weapons rack are launched right at you.

Anyone with the talent Keen Sight notices the wood undulate unnaturally just as the swords are being launched. Ligna has transformed the weapon

racks in this room into weapon launchers. After her maws or ghouls insert the hilt of a sword into a small hole in the weapon rack, she can fill a small chamber beneath it with pressurized sap. As soon as a PC opens the door, she fires 2 short swords per PC in the doorway. They strike as 5 HD monsters and do 1-6 points of damage. On a roll of a 20, the weapon becomes imbedded in the victim, causing a critical wound (Crit BSL: Def AC +3). Up to 4 PCs can be attacked this way through the doorway. Ligna continues to attack each round until the PCs run away or she runs out of weapons. Two rounds after all the weapons have been used, she'll use 10 energy points to regenerate the holes in the weapon racks so there is no evidence of how the weapons were launched. If the PCs are already aware of her presence, she won't bother. Any swords that miss can strike targets standing in Area 23, but these second attacks strike only as 1 HD monsters and the victim must be in the line of sight from room 24 to 23. The room contains the following weapons: 23 short swords (good condition), 66 spear heads (good condition), 40 light lances (rusted, warped and useless), 12 daggers (good condition, Ligna uses these weapons when she runs out of short swords) and 31 hand axe heads (good condition). On the north wall is a rack for storing armor. There are still 8 suits of gnome-sized chain mail, 2 Suits of gnome-sized **Splint Mail** (one is +2), 4 small shields, 3 gnome-sized helmets and a **Suit of Chain Mail Barding** for a Pony (this is also enchanted at +2). On the south wall is a cabinet built from a light colored wood. This wood is not part of Ligna. It contains tools and supplies for armor and weapon repair and maintenance. There is a secret compartment in the back of the cabinet that contains 4 vials of weapon black, a **Potion of Speed** and a **Shortsword +1**.

Area 25: Side Entrance

Height: 10'

If the PCs stop to examine the wall on the east and succeed at a secret door check, they notice a pair of doors that have somehow been fused to the wall.

The wall on the east once held a pair of double doors. The doors have somehow been fused together and merged with the surrounding wall. Only the barest outline of the doors can still be seen.

Ligna sealed this entrance years ago, but it is probably one of the best spots for the PCs to make an attempt to force their way out. This door only has 80 hit points total, compared to the 150 hp per square foot most exterior walls have. It leads to the manor grounds just north of the stables. A device like a **Ring of the Ram** or a **Bash Door** spell is useful. Another tactic may be for the PCs to take the medusa statue from Area 19 and use it as a battering ram. It would require 4 PCs of medium size or at least 6 PCs of medium and small size. Together, they must have a combined Strength of 60 and no more than six people can hold the statue at once. The group must make attacks against AC 2. If the PCs make four successful attacks within the first six melee rounds, the doors burst open and the PCs can dive through. Ligna begins form to Maws the first round the PCs attack the door, unless she's already absorbed the PCs mounts and the caravan animals and has at least 400 energy points. In that case, she just lets the PCs go. If the PCs begin to attack the door but stop for one complete round, Ligna takes that opportunity to reinforce this door, and will then spend the energy to regenerate any wounds as they are made.

Area 26: Prep Room

Height: 10'

Dimensions: 40' x 30'

This room is full of flats and props used in theater performances. The flat backdrops include: a castle on a hill, a dragon sleeping on a pile of gold, caverns with stalactites and a feasting hall. Some of the props include wooden short swords, a dagger, a 2' tall yellow egg, a fake gold necklace and tombstones carved from wood. Along the north wall there is a long counter that contains cosmetics, cloth hats and other bits of clothing. On the west wall in the corner to the north are two ropes that hang from a hole in the ceiling. One rope is 4" thick and ends in a large knot, while the other is 1" thick and ends in a tassel.

The sharp-looking dagger is actually fake and retractable. The yellow egg is made out of wood. The large rope can be pulled to open the curtain in Area 27. The PCs can only hear a distant rustle when they pull that rope. The rope with the tassel opens the secret passage from the prep room to the stage area. If they pull the tasseled rope, a small staircase falls out of the wall on the west side. The clothing is worthless and rotting. The cosmetics are long since dry. Beneath one of the hats is a set of silver pan pipes. These would be worth 20 gp to any bard and 40 gp to a gnome bard.

Area 27A: The Theater

Height: 10'

Dimensions: 60' x 80'

Area 27A and 27B are only separated by a thick, rotting velvet curtain. This curtain is not part of Ligna. Unless PCs pulled the thin rope in area 26, the curtain is closed and you should mention that in the room description below. The other ghoul from area 27B attacks the PCs two rounds after they enter this room, gaining a chance for surprise 5 out of 10 times because of the closed curtain.

If the curtain begins open or the PCs later pass through it, read the description for area 27B.

This room was once some sort of theater. There are dozens of gnome-sized chairs installed here, most of which have been smashed and scattered by the room's current occupant. In the center of the room is a humanoid creature, with rotting flesh, crooked fangs and claws. The creature may have once been human, but now skulks toward you moaning hungrily. A vine-like growth trails from his head to the floor.

Ligna's Ghoul

The creature is one of Ligna's Ghouls. He's connected to the floor via a 60' vine emanating from the dead center of the room. The vine is AC 5 and takes 30 points of damage to sever. This ghoul was part of the original undead pack that invaded the house. Its head is almost entirely encased in wood and its fangs are not as effective. The really deadly encounter in this room is hidden on the moldering curtain.

Yellow Mold

One side of the curtain is covered in Yellow Mold. The mold attacks any living creature that comes within 3'. Any time the PCs pass through the curtain, the mold attempts to spray them. If the curtain was opened, the mold is disrupted and unable to spray its spores effectively for 1-6 rounds. (GMs must decide how long it has been since they pulled the thin rope in area 26.) If the curtains are burned, the mold dies almost instantly.

Area 27B: The Stage

Height: 10'

Dimensions: 20' x 80'

The PCs can enter this area directly if they pulled the thin rope in area 26 and climbed the secret steps. If the curtain is closed, mention that as well in the room description below. The other ghoul from area 27A attacks the PCs two rounds after they enter this room, gaining a chance for surprise 5 out of 10 times because of the closed curtain. The yellow mold is on the other side of the curtains and cannot attack the PCs until they pass through it.

If the curtain begins open or the PCs later pass through it, read the description for area 27A.

This area appears to be a stage, with a polished wooden platform rising 5 feet above the surrounding ground. A few backdrops lean against the wall on the west side, along with three wooden chairs and a small table. The ceiling slopes down to the south, presumably to help acoustics. A creature is standing in the middle of the stage, lurching towards you. This humanoid has a dented helmet on his head and tattered armor.

Ghoul with a helmet

This ghoul was a caravan guard from the last caravan that was killed by the ghoul in area 27A. Ligna is unable to take control of this one because its steel helmet protects it from her growths. The caravan guard still carries a pouch with 3 gp, 14 sp and a gem worth 5 gp. It has a ring on worth 10 gp and an earring worth 3 gp that has fallen out of its decayed ear and rattles around in its helmet when it moves. This ghoul attacks the PCs until it's destroyed.

Area 28A: Dressing Room

Height: 10'

Dimensions: 30' x 10'

This may be some sort of dressing room for male actors. There is a large amount of moldering, moth-eaten gnome clothing hanging from wooden hooks and in a small, open cabinet. There is a counter with some decayed wigs and wooden props. The most striking feature is a long silver mirror resting on the counter.

The silver mirror is worth 100 gp to any buyer.

Area 28B: Dressing Room

Height: 10'

Dimensions: 30' x 10'

This appears to be a female dressing room. There is a large amount of moldering, moth-eaten gnome clothing that is decidedly female in appearance lying everywhere. There is a counter with some decayed wigs and wooden props. Some elaborate hats are piled in a corner of the counter.

Amidst the pile is a Hat of Opposite Alignment. This is equal to a Helm of Opposite Alignment in all respects, except that if the victim successfully removes the hat, he returns to his original alignment. However, the victim is unaware of his alignment change, no matter what his behavior might be. He will not willingly remove the hat unless tricked or unless a Remove Curse is cast upon him. Even subject to Remove Curse, the hat still retains its ability

to change alignments. Victims must put on the hat willingly or it will not function. Needless to say, an individual would never willingly put this hat on once its properties are known. It radiates a faint aura of magic if a detection spell is cast.

Area 29: The Grand Hall

Height: 10' to 30'

Dimensions: 80' x 160'

The Grand Hall of the House Indigo is truly an impressive sight. The vaulted 30 foot high ceiling holds three enormous crystal chandeliers running from east to west across the center of the room. The ornate bas-reliefs on the walls depict legendary gnome victories. The carvings themselves must have been the work of master craftsmen, as the scope of them is truly breathtaking, worthy of a cathedral. Three huge feasting tables and dozens of chairs fill this room. Sets of crossed swords and shields probably once hung above each of the doors but now lay in a heap on the floor, one set right at your feet. There are at least five visible doorways, and two short hallways leading to the south. The tables appear in pristine condition, with no silverware or place settings littering them. The very center table has a gnome-sized helmet resting on it.

Careful inspection of the north wall reveals there was once a large set of windows in this room, but they were apparently sealed up with wood, along with a large doorway in the north wall. Ligna has made these seals very solid, and they cannot be broken through easier than any other exterior wall. A PC with any engineering or construction skill notices that wood seems to have been grown over these openings, rather than nailed up there in sheets. The 16 swords and 8 shields that once decorated the hall are rusted and useless. The helmet on the table is rusted on the inside and contains a gnome skull. A closer examination of the relief reveals that Ligna has changed the images to give all the gnomes distorted facial features. Looking under the easternmost table yields the skeletal remains of a Bugbear chieftain and his equipment. They include a bugbear-sized suit of splint mail, a helmet containing a bugbear skull, a *Bastard Sword of Cursed Berserking* +2 and a clay coffer containing 44 gp. The other bugbears knew of their chief's berserk curse and would simply keep their distance until he calmed down. The cursed sword actually made the chief extremely popular amongst the bugbear tribes!

Ligna can drop the chandeliers at any time. They are roughly 12' across. When she does so, there is no telltale snapping or creaking; she simply quietly releases them to fall on unsuspecting intruders. Each are positioned directly above a table. The bugbear chieftain is beneath the eastern most chandelier and the gnome skull is on the table under the center one. Ligna needs to roll a hit as if she were a 3 HD monster. Victims with Acrobatic Skill Suite, Acute Alertness, or Jumping skills or talents can make a Dex check with a -6 penalty to roll away in time for no direct damage. As this is a silent attack, other characters hit by it cannot make a check, unless they were looking at the ceiling or were specifically suspicious of the chandeliers. Anyone struck by the chandelier takes 11d6 points of damage (Crit BSL: Def AC +1). Anyone in a 20' radius around it, including those that dive out of the way, take 1-4 points of damage from crystal shards unless they are behind a table or hold up a shield. The chandeliers weigh 200 lbs. and victims that cannot lift that much are pinned beneath them.

Area 30: Kitchen

Height: 10'

Dimensions: 30' x 60'

This room is a large kitchen where the servants of the House Indigo must have prepared massive feasts. The room seems completely devoid of foodstuffs or utensils, however. There are two large spigots on the south wall of the room. Wide-open, empty cabinets line the west wall and part of the south wall. Five metal tubs filled with ash sit near the eastern edge of the room.

The metal tubs were used as spits so the gnomes could cook. Ligna absorbed all the food in this room. The knives and utensils are on the ceiling. If the chandelier has already attacked the characters, give them a chance to notice this. There are approximately 50 knives and 40 heavy forks held up there. Ligna drops them on unsuspecting PCs that enter this room, and will do so the moment all the PCs and henchmen are there. Roll 1d6-1 to see how many items fall on each victim, then roll attacks for each hitting knife as if they were 3 HD monsters, and cause a critical wound on a 19 or 20 because of their position. (Crit BSL: Def AC +1) Victims struck take 1-4 points of damage per successful knife/fork hit. Ligna can only do this attack once each week, it takes her that long to reset the trap again. If the PCs remove the knives and other implements from this room, she cannot reset the trap. Amidst the knives that drop from the ceiling is a **Knife of Carving +2**. The other utensils are fairly standard, and most are slightly rusted. The whole set of 90 weighs 50 lbs. and could sell for all of 15 gp, though it would be extremely difficult to carry around without jabbing oneself in the back.

Area 31: Pantry

Height: 10'

Dimensions: 30' x 30'

This room is lined with empty wooden shelves. The eastern half has a small fence made of chicken wire set on the floor, and looks to have once held small animals. On the other side of the fence is a small trough, still filled with water. The south wall has a large metal wardrobe.

This room was once full of foodstuffs, but Ligna absorbed all she could. The animals that were kept here were also absorbed. If the PCs investigate the wardrobe, they find dried piles of meat stacked neatly on the shelves and one scroll on the highest shelf, visible only to PCs at least 6' tall. Ligna is unable to absorb things stored in the metal wardrobe, and the food inside has been decomposing for 70 years. The scroll contains Power Word: Freeze. This wardrobe once stored meats and other foodstuffs left over from the gnomes' grand feasts. Normally, as a druid Ellmay would cast an extended duration but less powerful version of Chill Metal on the wardrobe to keep the items inside cool to prevent decay. The scroll is stored there for emergencies when the druids were away. See the GMG pg 225 for rules on PC magic-users casting spell scrolls of higher level.

The room once had a trapdoor set of stairs that led down into the basement, but Ligna has completely sealed it off. It is beneath the trough behind the chicken wire. PCs cannot detect the trapdoor unless they are specifically looking for it, and they probably won't be until they get the map from room 48. Once PCs find out about the entrance to the basement, they can attempt to hack their way through. Ligna devotes every effort to keeping the PCs out of this staircase, and can regenerate the standard 5 hp a round in that door, plus she spends as much additional energy as necessary. The door was long ago reinforced by her and has 95 hp, and can be hit at AC 2. Remember that if the PCs chill the area using the scroll here or a spell, she can no longer regenerate it for the duration without a massive expenditure of energy. They can also use the medusa statue or the flesh golem to bash their way through. A concerted attack by two M-sized PCs or 3 S-sized ones (that is the maxi-

mum that can attack the door in any round – it's small and in the corner) may also prevail against her regeneration abilities. She will also create maws to slow down the PC's assault if it looks like they will break through. (See the Appendix for Ligna's powers).

Area 32: Ballroom

Height: 20'

Dimensions: 70' x 80'

This large open room has a polished wooden floor with a 20 foot high vaulted ceiling. It reminds you of some kind of dance hall. The walls are ornately painted with images of flowers, trees, unicorns, fairies and other sylvan scenes. The paint appears to be in excellent condition. The center of the room is dominated by a large wooden sculpture of a unicorn on a pedestal. The north end of the room has two wide archways that have been sealed up.

Closer examination of the frescoes reveals that the flowers, trees, unicorns, etc. are leering sinisterly. The wooden sculpture in the center of the room is part of Ligna and can be animated to attack.

Wooden Unicorn Statue

It costs Ligna 1 energy point per combat round. Ligna attempts to make the unicorn impale a victim on a charge, then gallop away and into a privy with the unlucky character. She opens any door for the unicorn statue, then slams them behind the statue so that the rest of the PCs cannot pursue. Once the unicorn has forced the victim into a privy, the victim is attacked by the maws while the unicorn waits. If the victim survives, the unicorn resumes its attack. If the unicorn is brought to 0 hit points, it immediately collapses. Ligna absorbs the statue into the nearest floor 1 round later unless the PCs light it on fire(which it is now susceptible too) or destroy it with acid or a similarly devastating attack. Ligna then immediately spend the 20 points to reform the statue in the ballroom. This process takes 6 hours.

Area 33: Veranda

Dimensions: 70' x 20'

The veranda is only accessible from the exterior of the house. The archways that once connected it to area 32 have been sealed by Ligna, and are now as hard to break through as the rest of her exterior.

This veranda is a small porch made from the same wood as the house, but its timbers are rotting and full of tiny holes. They are dry and brittle and look too weak to support much weight. Steps lead from the grounds up to the veranda, some 5 feet off the ground. At the back of the veranda are two large archways, both of which have been sealed over with wood. It is the only rotted and decrepit part of the house you have seen.

Ear Seekers (12)

In order to save energy points, Ligna let this part of the house die. It has become infested with a swarm of twelve Ear Seekers. A Cure Disease spell rids a host of the larvae. Seekers must make two successful attacks against victims with a helmet, although the second attack is as if the victim had an AC of 10. The seekers attack anyone that steps on the stairs or the veranda. There is a 20% chance that anyone who walks on the veranda forces their foot through the brittle wood and becomes stuck for 1-3 rounds.

Area 34: Billiard Room

Height: 10'

Dimensions: 40' x 30'

This room contains six bumper pool tables. There are racks on every wall for cues, but all of the remaining cues have become warped and useless. Sprawled across one of the tables face-up is the dried husk of a human dressed in a suit of chain mail. The chain mail has an insignia of a wagon wheel with two crossed swords behind it.

This was Gerald, the same caravan guard that dropped the signet ring. Leonald, if he is still with the PCs, recognizes the emblem on the mail even if the PCs don't. Ligna drained his body of nutrients, but hasn't gotten around to absorbing the rest of him. If the PCs strip him of armor and leave his remains on the floor, she'll absorb the body after they leave the room. Hidden beneath each table are four Maws.

Maws (4)

The maws attack only if Ligna's true nature has already been revealed. Otherwise, she lets the PCs draw their own conclusions about the way that the guard died. The suit of **Chain Mail** is +1, and he's also carrying a longsword in good condition, a pouch with 68 sp and 4 gp, a tinder box, two torches and a piece of parchment with a sketch of a battering ram. When the caravan became trapped in the house, Gerald decided to look for materials to construct a battering ram to open the front doors. PCs with siege weapon construction skills can tell from the sketch that Gerald's plans were overly ambitious and required materials that are probably not found in the house, though they did include the medusa statue. Still, if the PCs haven't realized they're trapped yet, they might get the impression they should get out quickly!

Area 35: Male Servant Quarters

Height: 10'

Dimensions: 30' x 30'

This simple room contains a dozen bunk beds and a footlocker for each one. There is one water basin and a spigot on the north wall of the room. The room is otherwise unadorned.

Footlockers #1 through 10 and 12 are empty, but #11 contains a silver ring worth 5 gp.

Area 36: Female Servant Quarters

Height: 10'

Dimensions: 30' x 30'

This simple room contains a dozen bunk beds and a footlocker for each one. There is one water basin and a spigot on the north wall of the room. The room is painted a dusky rose color.

Footlockers #1 through 7 and 9 through 11 are empty, but #8 contains an ivory comb worth 2 gp and #12 has a jade necklace worth 3 gp.

Area 37: Conservatory

Height: 10'

Dimensions: 30' x 30'

This room contains two-dozen folding chairs, music stands and instruments for the bands that once performed for the House Indigo. A small wooden podium in the center of the room serves as a conductor stand. The instruments include four lutes, three wooden flutes, two ivory flutes, two brass horns, a set of bagpipes and a large, golden harp. There is an ottoman positioned next to the harp.

Inside the conductor's stand is a thin wooden rod painted white that detects as magical. It was the conductor's **Wand of Time Keeping**. The instruments around the room include: 4 lutes (dry-rotted and useless), 3 wooden flutes (dry-rotted and useless), 2 ivory flutes (worth 40 gp each), 2 brass horns (worth 35 gp each), a set of **Bagpipes of Fog Control** and a large, golden harp (worth 600 gp). If the PCs are able to play any of these instruments with skill and demonstrates it here, there is a 35% chance Ligna later spares that player if she attacks them. She attempts to communicate with them and encourages them to play and stay with her. Despite her evil nature, she still misses the music, especially that of the harp. If the PC can play the harp with skill, the chance rises to 70%. She will not, under any circumstances, let the PCs leave the room with the harp. If PCs wish to become her thralls by the end of the adventure, learning to play the harp is first on Ligna's list of things for them to do. If the PCs destroy the harp, she pulls out all the stops to kill them at every opportunity, even if it means her own destruction.

Area 38: Library

Height: 10'

Dimensions: 30' x 40'

This large, comfortable room is lined with bookshelves and books. Most of the titles appear to be in gnomish. There are six comfortable chairs with green velvet upholstery spaced about the room. Most of the books in this library appear to be popular easy reading for gnomes with bright color covers.

If any character can read gnomish, they discover the following titles among the stacks of books on the floor or chairs. Feel free to make up more at your leisure. The books on the shelves are stuck fast and filled with sap, except for one row set at gnomish height and one row set at human height. There is one book in Common on the human shelf, and one book in High Elven on the gnome-height shelf that both stand out.

Random books found on the chairs and gnomish shelf include:

Groin Stomping for Dummies by Winston Fizzletooth (143 pages, paperback with a yellow cover). This describes the secrets of Groin Stomping for beginning gnome titans or gnome titans that just can't seem to hit the mark. Its information is so basic, it is useless to anyone of first level or higher experience.

101 Burrowing Animal Jokes by Makim the Druid (37 pages, paperback with a black cover). This is a collection of jokes told by moles, gophers and other burrowing ilk. Only a gnome (or burrowing mammal) would find it funny.

Gnome Like Me by Taldor Gronback (234 pages, leather bound with gold leaf). This is the story of Taldor. He was a magic-user who polymorphed himself into a gnome and lived amongst them as one of their brethren for two years as an experiment. The end of the book trails off into gibberish and was finished by his apprentice. It states that Taldor went mad during the last

three weeks of the experiment when he discovered he was unable to change back into a human.

The Treatise of the Four by Nezmore the Confused (400 pages, bounded in polished wood). An ambitious work of fiction fraught with editorial contradictions, this novel is about a supposedly real group of gnomish adventurers grasping at fame and fortune. Unfortunately, the writing style shifts from exciting tales of adventure to lists of the character's equipment in minute detail, and the voice of the narrator is inconsistent and vague. The liner notes say that Nezmore died in prison after strangling his editors. Letters he received and included indicate his editors felt the same way about him before his homicidal rampage.

Knowing your Trees (80 pages, paperbound with a green cover). This is a reference book identifying different species of trees and where they grow within about 100 miles of House Indigo. It has sketches of leaf and bark types.

Wizard's Guide to Items of Mass Destruction (110 pages, leather bound). This book purports to be a series of recipes for creating magic items such as Wands of Fireballs and Holy Avenger Swords written by Archmage Thimtor Greybeard. However, it was actually written by Zaxxor the Fourth, a gnomish prankster and is in fact 100% wrong. Attempting to follow the instructions result in a variety of prank-like cantrip effects ranging from explosions of unpleasant odor to turning a character's hands permanently green or causing their eyelashes to fall out.

Only the books placed at human and gnome height come out of the shelves. The rest are stuck fast by Ligna's sap, which has ruined most of the non-magical books. When a PC begins to examine a book from either loose shelf, Ligna attempts to squirt sticky sap on them from the shelving units themselves. She strikes as a 6 HD monster. Those struck must immediately make a Dexterity check or become stuck to the floor. A successful bend bars/lift gates roll can free an individual, but an unsuccessful one does 1 point of damage to the person stuck. On a roll of a 20, Ligna squirts the sap into the face and nose of the victim. The victim suffocates in 4 rounds unless the sap is removed. Alcohol dissolves the sap in one round. Burning or freezing the sap hardens it so it can be broken, but the victim takes damage equal to the burning, freezing and/or hacking.

One of the books that is stuck with sap on a higher shelf is a spell book for an illusionist that radiates magic. It is only loosely stuck and if cleaned with alcohol it can be read and contains the following spells: Read Magic, Audible Glamer, Change Self, Gabal's Magic Aura, Phantasmal Force, Phantom Armor, Spook, Blindness, Fascinate, Improved Phantasmal Force, Misdirection, Whispering Wind, Paralyzation, Phantom Steed, Fear, Improved Invisibility. On the unstuck shelf at human level is the only book in Common, one that lists all the great deeds of this enclave of the House Indigo and is titled "The Lamentably Condensed History of House Indigo". It includes record of the defeat of a bugbear tribe and the saving of a group of elf druids. In return the elves granted the gnomes a great boon, the seed of Matilda (Ligna's parent). Additionally, the book lists Tellamar as the gnome commander, Benister as the house magic-user and Ellmay as the elf druid who became Benister's wife. On the shelf at gnome level, there is a book entitled "Growing your House". It is noticeable because it is the only book in here written in the elven tongue. A character that can read elven discovers that the book is a guidebook to various types of trees and how to grow and shape them to be a suitable house. Ligna is not mentioned specifically, but the final chapter is has a page marked about new, intelligent house trees that are closer relatives to the Treant or Doorant. It mentions that communication with these trees is only possible with about 10% of the population or by those attuned to nature.

Area 39: Communal Bath

Height: 10'

Dimensions: Oddly shaped

This area contains four large, tub-like basins presumably used for communal gnome baths. A spigot is positioned above each of the basins and there are several rocks at the bottom of each one. The basins are all filled to the brim with clear water. On the north wall is a 20 foot long mirror, covering almost the entire wall. In the center of the room is a stone dais with a small depression containing rocks and ashes. A pile of dried firewood sits in one corner.

There was once a chimney that led to the roof, but Ligna sealed this. Those who wanted a hot bath would fill the basins with water then heat the rocks and drop them in. If a weak PC or hireling comes into this room alone, Ligna seals the doors shut and attempts to fill the entire room with water to drown him. The room takes 10 minutes to completely fill with water. After 5 minutes, the room is half full and the PC suffers -2 to hit and -10% to all die rolls due to the water, and only puncturing weapons can be used to attack the door. Either door takes 30 hp to destroy, but Ligna regenerates the standard 5 hp per round and may spend more points if the PC is close to drowning. The mirror itself on the north wall is actually the entire wall. If it is shattered (see GMG pg 104) the hole opens up to Area 40. Thereafter, the north wall between Area 39 and Area 40 on the map is gone. If the room completely fills with water, the PCs begin to drown. (See Drowning Rules on page 167 of the GMG.)

Area 40: Linen Storage

Height: 10'

Dimensions: 30' x 20'

This room contains piles of rotting white towels and robes stacked neatly on wooden shelves. A few overturned footstools are lying about.

(If the PCs did manage to shatter the mirror in room 39, read the following)

Shards of broken glass cover the entire floor and most of the shelves. The south wall is a gaping, jagged hole that looks back into the communal bathhouse.

(If the PCs did not shatter the mirror in room 39, read the following)

The south wall appears to be made from a different material than the rest of the room. The surface is dull, black and very cold and smooth to the touch.)

Careful examination of the south wall (if unbroken) reveals that this is the back of the mirror from Area 39. There is nothing else of interest here.

Area 41: Head Butler's Room

Height: 10'

Dimensions: 30' x 20'

This room contains a large, ornate bed, an open wardrobe, a closed nightstand, a writing table and a chair. The open wardrobe holds many fancy servant clothes that are rotting away, and a collection of fancy gnomish shoes. You see what looks like the remains of a tuxedo on the bed. This leads you to surmise this was once the room of the head butler of

House Indigo.

Large Maw

All the furniture in this room is part of Ligna. The nightstand drawer is actually a large maw and attempts to bite any PC that examines it. Inside the pocket of the tuxedo is a gem worth 25gp and a piece of parchment. Written in gnomish is the head butler's daily to-do list:

"Morning staff meeting, serve the morning meal, feed and water Ligna, prepare for the mid-day meal, organize Ligna's cleaning, serve the mid-day meal, prepare dinner, serve dinner, ask Ligna to turn down beds and close the doors and windows."

Area 42: Head Maid's Room

Height: 10'

Dimensions: 30' x 20'

This room has a distinctly feminine feel to the bed coverings and decorations. There is a large, ornate bed, a closed wardrobe, a closed nightstand, a simple writing table and a chair.

Inside the wardrobe is a tattered maid's outfit, but hidden behind it is another, sexier version of the same outfit with a small hand whip in the front pocket that would be unusable in combat. There is a piece of parchment in the same pocket. It contains a rather explicit love letter written in gnomish from Tellamar to the head maid, Genidere. The couple was having a torrid affair.

Area 43: West Wing Armory

Height: 10'

Dimensions: 30' x 20'

The door to this room is labeled in gnomish but otherwise unadorned or marked. (If any PC can read gnomish, the door says "West Wing Armory: Authorized Personnel Only").

The room contains racks of weapons along all three walls. Many have fallen off the racks, and some of the weapons and armor are heaped in piles on the floor. Two wooden gnome-sized mannequins stand in the middle of the room and are each wearing a suit of very finely wrought plate mail and are holding halberds.

Ligna's Mannequin (2)

If the PCs are aware of Ligna by now, the first person entering the room is attacked by the wooden mannequins that are controlled by Ligna. She slams the door shut before anyone else can enter. If the PCs are still unaware of her, she waits until they have examined the room and are leaving, closing the door before the last person can leave and trapping him inside. The armor and halberds cannot be removed without breaking pieces from the mannequin, and any attempt to do so activates them. If the PCs are suspicious and attempt to destroy the mannequins from outside the room after opening the door, she shuts the doors and animates them. Both Suits of Plate Mail are +2, but only fit a gnome. If the PCs use a Fireball or similar destructive magic (probably they have learned not to use fire, since the wooden mannequins share Ligna's fire immunity), the GM should check to see if the armor is destroyed. The rest of the room contains 4 short swords (good condition), 2 long swords

(rusted and useless), 13 hand axe heads (good condition), a Dagger of Gnomish Fighting +1/+3, four suits of rotten leather armor and a pile of broken crossbows and crossbow bolts. Amidst the pile are two Bolts +4.

Area 44: Warden's Room

Height: 10'

Dimensions: 30' x 20'

The room contains a desk, three chairs and an open cabinet containing many parchments. This room seems to have been some kind of office. You strongly suspect it was once occupied by a soldier or guard captain, based on the calendar of semi-nude female gnomes that is still visible on the desk.

All the furniture is controlled by Ligna (as is all furniture in the house). She does not particularly want the PCs reading the files in the cabinet and slams the cabinet door on the hand of anyone reaching for the papers for 1-4 points of damage. Roll for surprise and roll the strike as an 8 HD monster. The files are insect-eaten but still legible, although written in gnomish. They detail the prisoners that were held in House Indigo. The later entries include several bugbears from a local tribe led by a bugbear named Grouf and a servant who was caught stealing. One of the last entries mentions that the prisoner bugbears became very ill soon after their capture (they tainted the house water supply, but were caught, and the immunity Grouf promised them had no effect). In the desk are two pairs of handcuffs and two sets of keys for them. They still function.



Everything in House Indigo seems to have a mind of its own.

Area 45: The Brig

Height: 10'

Dimensions: 30' x 80'

The door to this room says something in gnomish. It is a very thick and heavy wooden door. This is the only door you have seen in the house that is reinforced with steel. There is a heavy and elaborate lock on the door. (If any PC can read gnomish, the door says "The Brig: Authorized Personnel Only").

The door is unlocked, because Ligna chooses to leave it that way. This door has 60 hp. After the PCs open the door to the room, read the following description:

The interior of this room contains 8 barred cells along the north wall, with a simple chair and desk in front of them. Each cell has a wooden slab jutting from the wall for prisoners to sleep or sit on. The corpse of a bugbear lays on the slab in one of the cells, its empty eyes staring at the door you just entered.

After all the PCs enter the room, read the following description:

Immediately the door behind you slams shut and the wooden slab supporting the decaying bugbear collapses. This disturbs the emaciated corpse and it staggers to its feet slowly. You breathe a sigh of relief as you realize it is still trapped in its cell. Suddenly, the bars that make up its cell fall forward and the hideous creature lunges for you!

Coffer Corpse

It is due to the bugbear's great size and strength in life that this coffer corpse has the greater hit points and a +2 bonus to its damage. The keys to the cells are in the desk, but Ligna allows the bars to fall out of the floor and ceiling so the creature can get out and attack the PCs. Ligna was unable to merge with it, but she has managed to keep it inside this room. She likes the fact that the Coffer Corpse strangles a victim and then leaves them to die. Ligna has absorbed several dying individuals discarded by the Coffer Corpse over the years, and will seal the PCs in here, spending extra points to regenerate the door if necessary. Even if they escape, the creature pursues its victims outside the room until destroyed. This bugbear was caught before the main attack on the gnomes. The other bugbears caught with him died of illness, and the later invading bugbears also died of the illness before they got around to freeing him. They thought it was funny to leave him there. He was naturally immune to the disease he helped spread on the grounds, and he eventually died of hunger in his cell.

The steps on the staircase are very low and narrow, as appropriate for a gnome. The wide spiral double staircase ends in a balcony that overlooks the entrance hall. An ornately carved railing continues from both stairways. There are two passageways from the balcony, one on each side.

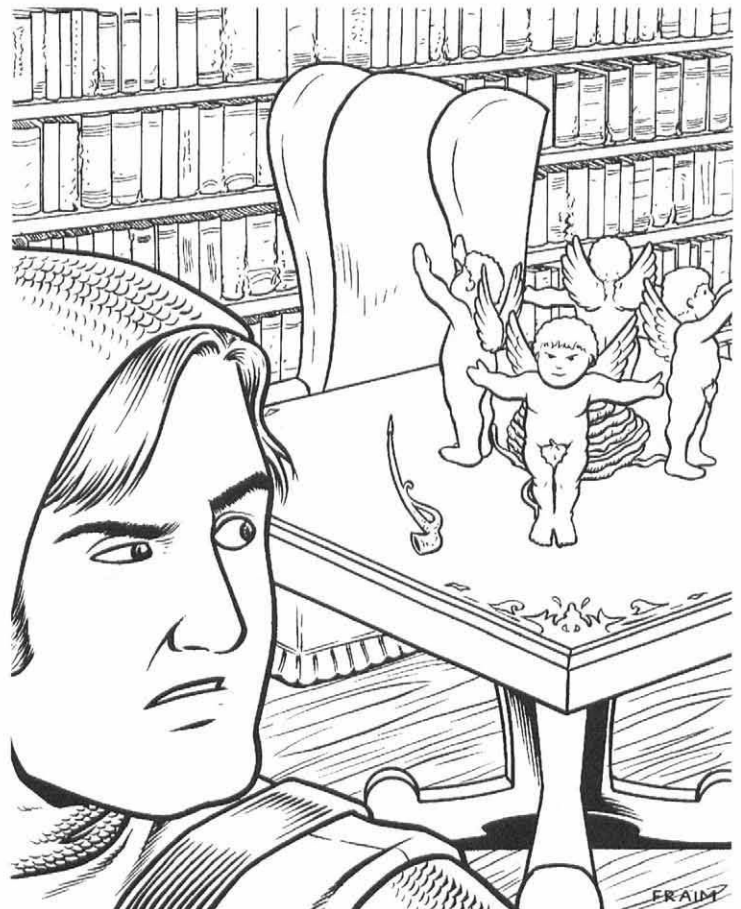
This balcony overlooks the entrance hall of area 12. If the PCs want to get a better look at why the chandelier fell here (not the attacking chandeliers in area 29), the railing would be a perfect place to stand, as a 6' tall PC can almost reach the point it was attached to. If a PC tests the railing, he finds it sturdy. A PC standing on the railing causes Ligna to collapse it and they take 1-8 points of damage from the 15' fall. If no one seems inclined to climb the railing, Ligna collapses the railing when any character leans on it (you can choose which character does so, as one almost surely would). It causes the victim to take 1-6 points of damage from the 10' fall.

Area 47: 2nd Floor Library

Height: 10'

Dimensions: 30' x 50'

This room is lined with bookshelves and books of every size and shape from its floor to its ceiling. A wheeled 10' ladder can roll over and get books from any shelf in the room. Most of the books appear to have gnomish titles. In the center of the room is a comfortable purple reading chair and an ornately carved table. The table has an elaborate centerpiece featuring four winged cherubs. Sitting on the table is a well-



Ever feel like you were being... watched?

SECOND FLOOR

Area 46: Balcony

Height: 10'

Dimensions: 10' x 80'

crafted and expensive looking smoking pipe.

All of these books were once a treasure trove of magical research, but Ligna has ruined most of them with her sap. Only the books on the top shelf on the east side are not firmly stuck in their place and can be removed without destroying them. Unlike in the other library, many of the books are magical if detected, but only one is not ruined. She also squirts sap once per round in any attack (see area 38 for the sap attack description).

Cherub Statues (4)

The cherub centerpiece sprouts spikes and attacks if Ligna so commands. There are thin vine-like extensions connecting the cherubs to the table that extend 30'. These vines are tough and woody and have an AC of 3 and 25 hp. While they cannot fly, the statues are light enough that the animating vines connecting them to the table give them the appearance of flight. They tend to gang up on a single PC. Any PC that is hit by the Cherub and the sap in the same round becomes stuck to the cherub. The pipe is an ornate ivory and silver smoking pipe worth 100 gp.

Amidst the mundane books on spell research on the one open shelf (which they must use the ladder or levitate to discover) are a few interesting volumes. The PCs must spend at least an hour searching the shelves to discover this one. There is a Common to Gnome dictionary that may slightly assist the PCs (unfortunately, it does not contain a Gnome to Common section). After they discover this, when they encounter a sign in gnomish, let them try and guess what it describes from your description, then if they guess the right word they can look it up and see that yes, indeed, this is the gnomish word for what they guessed. There is a large set of four volumes on Gnome History in Common that if read and studied for three months, grants the reader the skill of Ancient History: Gnomes. PCs that have this skill can then make a learning check each month after to add 1d12 to their percentile after reading the books again. Also on the shelf is a gnomish hymnal book that contains a *Scroll of Protection from Fire*, and a beginner's guide to making golems, both in gnomish. There is one book on this open shelf that detects as magical, a spell book with the following spells: Read Magic, Bash Door, Hold Portal, Magic Missile, Protection from Evil, Push, Run, Shift Blame, Chain of Fire, Irritation, Knock, Premonition, Haste, Hold Undead, Wind Wall, Remove Curse, and Lygg's Cone of Cold.

Area 48: Diplomatic Meeting Room

Height: 10'

Dimensions: 30' x 50'

This room has a red velvet wall covering that's unlike any other you've seen in the house. The room contains a large, polished table and seven high-backed wooden chairs with rotting cushions on them. In the northeastern corner of the room is a small end table with a single drawer.

The red velvet wall covering in this room is not velvet at all, but a type of fungus that Ligna specially grows. Any PC that touches it realizes it is not a fabric, because although it has the appearance and correct texture of velvet, red spores rub off on their hands. Any PC that scrapes off a sample and examines it carefully with Herbalism or other similar plant-based skills has double the normal chances of realizing the fungus is a strong hallucinogen, though of course this doesn't stop them from being affected. Should anyone enter the room, Ligna causes the spores to almost invisibly fill the room 1 round later. Victims inside must make a save vs. poison or suffer from mild hallucinations for 1-6 hours. Victims that make their saving throw only suffer for 1 hour, minus ten minutes for every point of Constitution above 13. Feel free to introduce the hallucinations at random times in the adventure after the PCs are exposed. Roll 1d20 on the hallucination chart:

Hallucination Chart

Roll	Resultant Hallucination
1	Out of the corner of his eye, the PC sees another random PC reaching for his pocket, possibly in an attempt to pick it.
2	Out of the corner of his eye, the PC sees another random PC slowly approaching him from the side with his weapon drawn.
3	The PC sees a strange mold growing on his body and possessions.
4	The PC sees a strange mold growing on a random PC.
5	The PC feels nauseated and projectile vomits in a random direction for 1 round.
6	The PC feels nauseated and projectile vomits in a random direction for 1 round, then stops for 1 round, then does it again.
7	The PC sees a tiny blue and pink spider slip into the folds of his armor/clothes/cloak. He can feel it crawling on his body. If he removes all his clothes, the feeling stops, but continues until that point.
8	The PC sees something incredibly funny and giggles uncontrollably for 2-12 turns.
9	The PC is followed by a hallucinatory ghost of one of the people who has died in the house. The ghost floats around in random directions for 2-12 rounds. The PC must run after the ghost to keep up with it. It will not communicate with the PC.
10	The PC sees an evil, leering face in the patterns of wood in the wall. The PC must save vs. fear or begin crying. Lose 1d6 temporal Honor if this crying is witnessed by anyone.
11	The PC sees a blue and pink spider crawl into the ear of a random PC. For the next 2-12 rounds he sees it occasionally poke out of the random PC's nasal passages, ears and other orifices if they are exposed.
12	The PC is convinced that his hands are covered in blood for 1d10 turns.
13	The PC sees one of the previous encounter's monsters' ghosts come through the floor for 1d6 rounds. The ghost will lunge at the PC, and most PCs try to attack it.
14	The PC sees random colors that disorient him, giving him an additional -2 to hit for 1d6 turns.
15	The PC hears voices telling him to get out of the house "before its too late" in a spooky voice for 1d6 turns. He must save vs. fear or want to leave the house immediately, to the point of not entering any new rooms and running downstairs to bang on the front doors.
16	The PC smells a fire and hears the crackle of flames in the next room, but when he goes to investigate he does not find a fire. This lasts for 2d12 rounds.
17	Everything the PC touches feels soft and rubbery for 1d6 turns. During that time, the PC has trouble keeping his balance and movement is slowed by half, and the player receives an additional -2 to hit with his rubbery weapon.
18	The PC sees the ghost of a dead loved one rise up through the floor. It hovers above him, keeping him entranced for 2-12 rounds. The PC will not move unless physically moved by another person. The ghost speaks whatever hallucinatory message the PC might expect them to say.
19	GM's choice or custom hallucination
20	Roll 1d4 times more.

During combat, these hallucinations leave the victim feeling slightly not 'right' and distracted and give them -1 to hit for all 1-6 hours they are affected. At the end of this time period, whether the victim makes a save or not, he becomes temporarily energized, gaining a temporary +4 on Dexterity for one turn. At the end of that time, the victim becomes extremely sleepy (as if awake an extra amount of time equal to the 1-6 hour duration of the hallucination).

The end table is held shut by Ligna. It takes 15 hp of damage to smash open, although cutting off the four legs of the end table at 2 hp each makes it easier to open. If the PCs do cut the legs off first, Ligna is unable to hold the lid shut or regenerate damage to the rest of the end table. Inside is a metal box containing a treaty between the House Indigo and the Dwarves of Maldun marked with a gold seal. (Members of House Indigo would pay 300 gp for its return.) There is also a map of the house. (Show map on inside back cover to the players.)

The map includes all the sealed doors and exits including: the one leading to the veranda in area 32, the door to the outside in area 25, the staircase going down from area 31 and the door to the secret closet in area 49, but does not include the stable. As soon as the PCs acquire this info, Ligna increases her attacks against them if they have discovered that the house is alive. The basement storeroom is on the map, but not the secret passage to Ligna's heart.

Area 49: Tellamar's Room

Height: 10'

Dimensions: 30' x 60'

The door to this room says something in gnomish. (If any PC can read gnomish, the door says "General Tellamar's Quarters").

These still lavish quarters have a large, circular bed on a raised dais, a private dining table, a chair, a writing desk, a second chair and a large, stuffed boar's head over the headboard. There is a spigot above a water basin in the corner. Lying beside the large window that overlooks the front of the estate is a pair of chain mail breeches that seem to not be empty.

Closer examination of the breeches reveals the lower portion of a dried husk of a caravan guard inside. He broke the window to get out and Ligna cut him in half with the window crunch maneuver. She spent her energy consuming the top portion of the guard, but hasn't gotten around to completely absorbing the rest. The guard's boots are **Boots of Elvenkind**. He was half-elven.

When the bugbears took over the house, they thoroughly destroyed this room and looted all its contents. Ligna has since regenerated all of the furniture to its original, pristine condition. Ligna managed to seal up the closet to protect Tellamar's personal belongings. Beneath the bed is a large, well-preserved battleaxe brought inside by one of the bugbears. If any PC attempts to climb under to get it, Ligna immediately collapses the bed on him for 1-20 points of damage with no saving throw. She then begins forming up to four maws on the floor and draining the helpless PC. The maws disappear once the PC is freed. The bed can withstand 50 points of damage before it is damaged enough that a trapped PC can get out from under it, and regenerates 5 hp a round like all of Ligna's furniture. It weighs 400 pounds.

Area 50: Tellamar's Secret Closet

Height: 10'

Dimensions: 10' x 10'

The entrance to the closet has been completely sealed by Ligna. No trace of it remains on the east wall of area 49 where it once stood. Once the players visit area 51, they may be able to reason out that there must be something here because of the bulge in that wall. Alternately, the map from area 48 has this clearly marked.

The closet door requires 50 hp of damage to punch a hole big enough to get a hand to the treasure. Ligna continually regenerates it for 5 hp a round, even after the person sticks their hand inside, which could trap a PC. If the PCs seem close to getting the treasure and have not encountered the Skithering Yith Monkeys yet, Ligna may summon them to attack here in area 49 (see area 51B for description). The items stored here were the back-up magic items Tellamar left behind during the last attack. It contains the following items: Tellamar's dry-rotted clothes, a small bag, a suit of gnomish chain mail, a dagger, a quartz ring, a round piece of crystal and four locked chests.

Trap- Sleep Gas Trap

This closet has been sealed since the day of the bugbear attack. Tellamar's clothes are worthless, but the rest of the treasure consists of a small **Bag of Holding**, a Suit of gnome-sized **Chain Mail +4**, **Dagger of Far-Reaching Vengeance +3/+6**, **Ring of Stone Passage** with 14 charges, **Joun Stone of Wisdom +1** and four locked chests (all are trapped with a sleep gas: save or sleep 2-24 rounds, 5' radius). Chest #1 contains 5600 sp. Chest #2 contains 230 gems worth 5 gp each, 150 gems worth 10 gp each and 59 gems worth 25 gp each. Chest #3 contains maps, strategies and other documents that were once vital to House Indigo's defenses, but they are outdated and now

worthless militarily. A Military Historian would pay 100-400 gp for them. Chest #4 contains **Potion of Healing x 4**, **Potion of Extra Healing**, **Potion of Superheroism**, **Potion of Troll Control**, three bottles of rare gnomish ale worth 50 gp each and a box of expensive cigars worth 20 gp. The chest also contains a bundle of letters to Genidere, the head maid. It is obvious to anyone that spends time reading the letters that the twosome was having a torrid love affair. They were from two different social classes, so they kept their love a secret. The letters are almost exclusively praises for each other's qualities and prowess, and would make excellent fodder for a minstrel to write a song about. If anyone spends 1 hour reading all the letters they find the following passage of interest:

"Dearest Genidere. Last night was spectacular! It occurred to me that what you did with those velvet ropes we could get Ligna to do! She can make almost any shape within the house. I've been discussing with Ellmay about adding a secret room for just you and me! Ligna can make secret passages that are undetectable even to an elf! It occurs to me that this would also provide us with a military advantage since she could seal off rooms completely in times of war! I will have to investigate the possibilities further, sweetie-buttercup. Until tomorrow! Love, Tellamar. P.S. Could you wear the outfit again?"

Area 51A: Tellamar's Bath & Privy

Height: 10'

Dimensions: 30' x 30'

This room contains a private bath with a large spigot and a privy. There is a stone dais with a pile of rocks and a small pile of firewood near the center of the room. A pile of rotten linen sits near the bath. The tub is filled with murky liquid. The room is not perfectly square because the western wall juts out 10 feet at its south end.

If the GM feels the PCs are getting close to the end of the adventure and have no intention of flying up to the roof, Ligna summons the Skithering Yith Monkeys from area 51B to attack. Read their description under 51B. They jump through the windows (which Ligna allows to open just for them) surprising 6 out of 10 times. Beneath the water are eight Maws.

Maws (8)

These maws are extra-long and can extend to reach the doorway of the room. Ligna attempts to drown anyone she manages to catch. The maws surprise 4 out of 10 times. Beneath the rotting linen is a jade comb worth 15 gp and an ivory hand mirror inlaid with gems worth 150 gp.

Area 51B: The Roof

If the PCs are in room 50 or 51 and are attacked by the monkeys, read the following:

Suddenly, the windows explode in a shower of shards and three, fearsome, emaciated, ape-like creatures with wooden growths on their heads are now standing in the room. With an unnatural grace, their horrible rotting forms move to attack.

If the PCs manage to levitate/fly up to the roof from the outside, read the following instead:

As you pass over the roof of the house, you see nothing unusual. There is no door you can see, only windows and shingles. The roof slopes downward on all sides. The second floor is smaller than the first, and there is a flat section in the middle of the roof around this area. The recent rains have made it all appear very slick. Suddenly a strange skittering-like noise near you attracts your attention. You see three fearsome, emaciated ape-like creatures with wooden growths covering much of their heads. Thick vine-like structures connect them to the roof. Their chattering noise has now become more of a chant.

Ligna's Skithering Yith Monkeys (3)

A few weeks prior to the PCs arrival, a cabal of three Skithering Yith Monkeys arrived. The trio was driven out of a larger cabal that lived in the caves located 40 miles away inside one of the Praxter Mountains. The monsters were looking for a new secret lair when they stumbled upon the house. After hearing and sensing a presence in the house, the threesome decided to wait on the roof until morning to break inside. While they slept, Ligna trapped them with sap and then merged with them. The creatures each have a woody growth over most of their bodies providing a better AC and the usual vine that extends from the growth back to Ligna. Each vine has 45 hp and is 120' long, with an AC of 0. They attempt to flee if the vines are severed, though Ligna will not allow them to escape if she can prevent it. The extra long vine allows the creatures to pursue anyone on the second floor up to the door that leads to Area 46 in the hall outside of Tellamar's Room. They also can attack any PC within 120' of the roof's top, by 'flying' when Ligna manipulates their vines. To use their magical powers, Ligna must expend 1 energy point per round of combat and 5 energy points per spell attack, per

monkey. After being merged with Ligna, the creatures can blend in with the roof and they go unnoticed by anyone not passing within 10' of them. Ligna first uses the Skithering Yith Monkeys to kill any PC magic-users, or anyone who comes alone to the roof. She may also use them to attack anyone who figured out how to get to the treasure in Area 50. The monkeys all cast a Mirror Image before initiating combat. Next, they attempt to use Charm Person on three different PCs. The monkeys order anyone that fails a saving throw to go downstairs and "go to bed". Next all three cast Cloud of Pummeling Fists in the same area around the PCs. If the PCs flee, the monkeys fire Magic Missiles after them. If the PCs have any weak-looking hirelings, Broken Tooth, Leonald, or any of the orcs with them, one of the monkeys casts Sleep. Sleeping, charmed or stunned victims are held by Ligna with her sap and then merged as quickly as possible. If combat takes place on the roof, Ligna lets the roof collapse into a room underneath one PC each round. Victims must make a successful Dexterity check at -6 to avoid this, at -3 if they are already wary of this attack. If successful, Ligna immediately spends 10 energy points to seal the hole on the next round. The immediate area near the window by area 51 drops the PC into areas 18A, 22, 15, 13A, 18B or 19. Roll 1d6 to determine where they land unless the PCs are on another part of the roof. If it is still the same day in which they fought the orcs, the roof is slick with rain and provides no decent footing, giving PCs -2 to hit. Unbeknownst to Ligna, the monkeys brought a gold idol of the Ape Gawd with them. It is hidden in a nook on the roof in a burlap pouch along with their communal spell book. The idol has two gems for its eyes. The gems are worth 75 gp each and the idol without the gems is worth 600 gp (750 gp total). The spell book is written in a secret code known only to Yith Monkeys, and unfortunately useless to any spellcaster.

Area 52: Ellmay's Grove

Height: 10'

Dimensions: 30' x 50'

A pleasant odor wafts into the hallway when you open the door. This room seems to be some sort of indoor botanical garden. Pots and large troughs of dirt line the floor in what you presume was once neat rows. Unfortunately, it has not been tended in some time and weeds and overgrown potted plants now reach to the ceiling. Roots push through most of the pots, covering the floor in a tangle of vines. Remarkably, you can no see no dead or dying plant life despite its untended state. A Continual Light spell illuminates the ceiling, and the pleasant smell is a welcome relief.

If the PCs investigate the smell, they come upon the Mantrap. It lives in the northeast corner of the room.

Amidst the overgrown vegetation is a large, tropical plant. It resembles a giant Venus Flytrap although this breed must be especially resistant to colder climes. The pleasant odor in the room is emanating from the plant.

Mantrap

Trap- Cursed Box

This plant is a Mantrap and is rooted inside Ligna and cannot be removed. It attempts to eat anyone it can catch. Ligna slowly drains its energy when she needs it. In a pinch, she will kill this creature and completely absorb its hit points for her energy. If the PCs seem to be killing it, she finishes off the plant and absorbs it herself. This causes the plant to shrivel up and start to turn brown and decay right before the PCs eyes. Careful examination of the room reveals a small, flat patch of dirt where the druid Ellmay used to sleep.



Skithering Yith Monkeys attack

Beneath that spot, under the dirt, is a stone container. This container is trapped with a special glyph on the outside. Unless the name "Ligna" is spoken before it is opened, the victim is immediately cursed, suffering -4 to Dexterity and -20% to all Dexterity-related skills. The curse can be removed with a Remove Curse spell or by placing the filled container back into its original position. If this is done within 1 turn, the glyph is reset as well. Once the command word is spoken, the glyph disappears for good. It contains the Seed of Ligna. Ligna has been searching for her seed for many years, but the glyph also completely prevents her from sensing it.

Area 53: Benister's Room

Height: 10'

Dimensions: 30' x 60'

The door to this room reads, "This is the home of Benister and Ellmay. Please knock before entering!" in Common, and what is probably the same text written beneath it in gnomish and elven.

This room has a decidedly more feminine feel to the decor. There is a painting over the bed of a gorgeous, almost nude female half-elf druid and her dumpy, gnome magic-user husband. A tiny plaque on the bottom of the picture says, "Snukkums & Sweetie-Cheeks! TLF! (True Love Forever!)" in Common. The bed is enormous and heart-shaped on a raised dais, and there is a private dining table, a writing desk, and two comfortable looking chairs. There are nightstands on each sides of the bed and two spigots and two water basins in a corner. A closet door hangs ajar on the far side.

Benister and Ellmay were very much into PDA (public displays of affection) and often sickened the other inhabitants with their constant kissing and baby talk. The bugbears trashed this room as well, destroying or stealing anything of value. Ligna regrew the furniture. If the PCs investigate the open closet, read the next section.

Area 54: Benister and Ellmay's Closet

Height: 10'

Dimensions: 30' x 50'

This walk-in closet is full of musty, dry-rotted clothes. Ligna did not seal over this door.

A thorough search of the clothes requiring at least a half-hour reveals four items of interest: bracers, a sickle, a wand, and a love letter. Ellmay kept very few things in the house to wear, as she preferred to be nude at all times. However, inside the pocket of one of the cloaks is a pair of Bracers of Defense AC 4 that she used in times of battle. There is a box of dried holly leaves and a silver sickle worth 100 gp in the other pocket. Benister took most of his magic items with him when he died fighting the bugbears. (He was caught in a Fireball explosion during the last battle that killed him, Tellamar and destroyed all their possessions.) However, he did leave behind a Wand of Wonder with 46 charges, with the command word, "Gunderhike!" written on the wand in gnomish. The wand is in the pocket of one of the rotting cloaks. Also in that pocket is a love letter to Ellmay. If the PCs ask what it says, read them the text below in your best sappy voice.

"Darwing Sweetie-Cheeks! I know you wuv me! I wuv you! I wuv you so much my wittle Elven, dwuid Sweetie-Cheeks! Yes I do! I wuv how you work in your wittle garden! You are so cute! Yes you are! I wuv you so! I wuv our house! I wuv how you never weah clothes! I wuv to kiss you in front of

everyone and tell everyone that I wuv you! And soon, we'll have a wittle one to wuv! I hope it is as nice as the first! I hope it gwows up big and strong just like its mommy! I know you'll wuv and protect it just like you do this house. You've got such a wuvvy place for it under your bed where you can be the wuvingest mommy ever! I wuv you Sweetie-Cheeks! Wuv, Benister."

This letter is a sickening sweet clue to the existence of the Seed of Ligna. If the PCs can stomach you reading this, they should suspect he's talking about something other than his own children. Benister and Ellmay did not have kids and there is no evidence in the room or in the closet that they did. Anyone with Healing skills can make a check to figure out that it would be nearly impossible even with serious magical assistance for a gnome and an elf to have a child. There is nothing under the bed in this room, though Ligna may collapse it if the PCs actually crawl under there to search, see area 49 for the collapsing bed attack.

Area 55: Benister's Bath & Privy

Height: 10'

Dimensions: 30' x 30'

This room contains a private bath with a large spigot and a privy. There is a stone dais with a pile of rocks and a small pile of firewood near the center of the room. There is a pearl necklace perched on the edge of the tub. The side of the tub facing you has a large charcoal black stain on it. Lying on the floor in the corner near where you entered is a small wooden chest left wide open. You can see another, smaller metal box inside it. The lid of the chest says something in gnomish. (If any PC can read gnomish, the lid says "Benister's Private Spell book").

Trap- Fire-Trapped Spell Book

The pearl necklace is worth 200 gp. There is a spell book inside the metal box inside the wooden one. All three were trapped with a Fire Trap spell (see PHB pg 210), but the bugbear set off the first one many years ago. If the metal box or the spell book inside is opened, a fiery explosion causes 1d4+9 points of damage to anyone within a 5' radius of it. Thieves only have half their normal chance to detect this trap. The wooden chest was found in the neighboring room and brought here by a bugbear that opened it up and was killed instantly. Ligna eventually absorbed the charred corpse, but the corpse fell against the metal tub and left a smoking impression. The book and box automatically survive the explosion and land closed on the nearest flat surface. Opening each one after the trap has been set off has no effect.

Benister was a 9th level battlemage who collected unusual spells and his private spell book contains the following spells: Enlarge, Taunt, Pool Gold, Wizard Mark, Deep pockets, Heat Seeking Fist of Thunder, Spectral Hand, Grow, Sure Grip Snare, Fire Trap, Fireball Volley, and Power Word: Freeze.

Area 56: Benister's Lab

Height: 10'

Dimensions: 30' x 50'

The door to this room says something in gnomish. (If any PC can read gnomish, the door says "Benister's Lab: Authorized Personnel Only").

This looks like a workshop or lab, probably for a magic-user.

One of the tables holds a series of glass tubes and containers, many of them cracked or chipped. There are shelves filled with jars, vial, coffer and other containers of magic components. Most of the components have long since rotted away into an unidentifiable black sludge that lines the bottom of most containers. In the center of the room is a stone slab with a large humanoid figure. He appears to have a mismatched body, sewn together from several different people's body parts. He is missing his left arm, but is otherwise whole and completely preserved. There is a large book lying open on a pedestal next to the figure.

Flesh Golem

This is an unfinished Flesh Golem that Benister was attempting to construct before he was interrupted by the bugbear attack. The body lays upon a stone slab, so Ligna was unable to consume it or merge with it. There is a Manual of The Flesh Golems (see GMG pg 259) written in Common lying open nearby. Any magic-user that studies it and the golem for more than 10 minutes realizes that Benister was probably only 2 or 3 days away from finishing the creature. Any PC magic-user can finish the job by using the book. If the PC follows the instructions, he can be finished in 54 hours. If the PC rushes to do the job in 36 hours, he can finish, but the golem's chance of going berserk increases to 3% per round. For every additional magic-user helping, the PCs can subtract 6 hours from the construction time. The PCs may wish to acquire an arm from another victim in the house (the ghouls or bugbear coffer corpse are possibilities, along with any dead henchmen), otherwise the golem has only one attack. It is otherwise identical to a regular Flesh Golem. If the PCs are successful, they finally have a weapon capable of bashing through the doors to escape. It can break any normal door in one round, any reinforced door (such as the trapdoor in area 31 or the closet

entrance) in 4 rounds, and the front doors in 10 rounds. It cannot bust through exterior walls. If you wish, you can actually have it roll for combat against the surface, using its two attacks a round, but it almost certainly will prevail anyway. However, the brain used in the golem's construction is one that can communicate with Ligna. She contacts the golem and attempts to sway it to her side. The golem mutters to himself but ignores her pleas unless the PCs treat the golem poorly. If the golem is abused in any way, make a reaction roll for the PC spearheading the abuse. If the result is negative, the golem turns on the PCs and attempts to lure them to their doom, following Ligna's instructions.

Area 57: Storage

Height: 10'

Dimensions: 30' x 40'

This area is only accessible by the secret entrance in area 31. See area 31 for a description of how the PCs can enter.

The air down here smells very musty, as if no one has set foot in this room in decades. There is also the faint odor of wet, rotting trees. You surmise this was apparently once a basement storage area for foodstuffs, utensils, kitchen items and furniture. This room is one of the most unkempt rooms you have seen in the house. There are several miniature mountains of rusted utensils, rotten tablecloths, cracked jars and broken furniture lying around. Pieces of worthless debris from these items, along with the crates that once contained them, litter the few open floor spaces in this room. To the right, a large stone set in the wall has fallen onto the floor. It has revealed what would otherwise be a concealed passage.



C'mon! It's all in the name of Science!

The items are all junk, but Ligna took over four ghouls that are hiding in the rubbish.

Ligna's Ghouls (4)

They spring to attack, surprising 5 out of 10 times. They are each connected to the east wall via a 40' vine with an AC of 5 and 30 hp. Severing the vine does not stop their attack. Ligna has them attack until they or the PCs are dead. All characters in this room have their movement reduced by half because of the enormous piles of scattered debris.

Area 58: Root Steps

Height: 10'

Dimensions: 60'

Behind the fallen stone, you see a large spiral staircase that appears to be carved from a white wood. The ceiling, walls, and steps all seem to be made from this same wood, which almost gives the stairs the appearance of a hollow circular tube spiraling down through the dirt. The wood is not the same as the wood the rest of the house is built from, and has a slick sheen to it. You think it pulsates slightly when you touch it, though it could be your imagination.

PCs with plant-related skills can make a check to identify the wood. It is actually Ligna's roots, and a successful PC identifies it as a root system. Once the PCs have reached this far, Ligna cannot use any of her powers, save for

the attacks located in her heart. If any ghouls are still alive, Ligna lets their vines break so the ghouls chase the PCs. If it is still alive or she has had time to regenerate it, Ligna summons the wooden unicorn statue here to attack. The staircase makes an awkward battleground and is only wide enough for two PCs at a time, and its spiral nature makes missile weapons impossible to use. The PCs would do well to force any battle back into the storage room, area 57.

Area 59: Ligna's Heart Room

Height: 10'

Dimensions: 30' circular

After 60 feet of descent you come to a 20 foot hallway that opens out into a circular room about 30 feet in diameter. The pungent smell of rotten wood almost overpowers you as you set foot in the room. In its center is what looks like a giant heart grown from a black wood. Many thick vines and tendrils emanate from the heart and go into the ceiling, floor and walls. The ceiling is covered in a thick canopy of vines and roots that lead back to the heart. Lying in front of the heart is the dried husk of a female half-elf in leather armor. A gleaming scimitar lays nearby.

Ellmay the Haunt

This is the body of Ellmay who has become a Haunt. Her mission as a spirit is to slay the evil Ligna and save the Seed of Ligna. She tries to accomplish this by any means at her disposal, including killing all of the PCs if nec-



FRAM

Now we're getting to the heart of the problem...

essary. She shares no information with the PCs, whether good or evil, until Ligna is dead and the Seed is recovered. She attempts to inhabit the bodies of other female druids, other druids, other females, other spell casters and other half-elves or elves in that order. As a Haunt, Ellmay drains 2 points of Dex per successful hit, and when targets have zero Dex they are possessed by her and Dex returns to normal. Her body is wearing **Leather Armor +2** and the weapon is a **Scimitar +2/+4 vs. Undead**. On the scimitar's pommel is the image of an undead spirit inside a circle with a slash across the center. After possessing a body, Ellmay first attempts to slay Ligna's heart using whatever abilities the possessed character has (except arcane spells, which she has no access to), and then retrieve the Seed of Ligna from its hiding place in the garden upstairs. If the PCs hinder her in any way from attacking the heart or retrieving the seed, she attacks them until they stop. She attempts to possess another body if the first one dies, having to drain the new character's Dex before possession can take place. During this time she is vulnerable to attack.

Wights (2)

Hanging in the vines in the ceiling of the room is the very Wight that led the undead attack on Ligna and drained her heart and an unfortunate thief the wight killed. They have both been merged with Ligna. They drop down silently from the ceiling behind the PCs unless the PCs look up and notice them. If the PCs examine the ceiling closely, they automatically see the wights. Otherwise, the creatures drop down behind them and surprise 8 out of 10 times.

Ligna's Heart

In addition to the attacks of Ellmay and the wights, Ligna attacks with her vines in an attempt to incapacitate the party while her undead minions drain their life. 1-6 thin vines attack each PC in each round. They attack as 2 HD monsters. A successful hit does no damage, but the vine is wrapped around the PC and negates 1 point of Strength, 1 point of Dex, and 1" of movement until removed. Each round, another 1-6 attack each PC, regardless of how many were successful the previous round. One point of damage breaks one of these vines, but the PC must use up an attack. Cold spells kill all vines in the effected area instantly and stop more from attacking for 2 rounds. Ligna's Heart is AC 0 and has 120 hp. She cannot regenerate the heart at all. In the unlikely event that the wights and the PCs are killed, but Ligna survives, she loses her ability to merge with undead until the wights are replaced with new wights or similarly powered undead. If the PCs are slain, those that are turned into undead wights are merged with Ligna to help protect this room.

If the PCs do more than 40 points of damage to Ligna's heart and have killed at least one of the wights, she immediately tries to communicate with them. She offers neutral or evil PCs she can communicate with the chance to become her allies and use her as a base of operations. If that fails, she offers the PCs the treasure in the closet (area 50), the magical items buried in the graveyard (area 8), the suits of armor downstairs (area 12) and any other treasure they have not found, except for the Seed of Ligna. If they have the Seed, she pleads with them to give it to her and promises to let them go and take whatever treasure they can carry. If the PCs pause a round to think about her offer(s), Ligna has time to get six vines ready for each PC, just under the surface of the wall. If they decide to resume fighting, she automatically gets to attack with six vines per PC that next round. She will honor any commitment involving her Seed, but probably not honor promises made without it. If the PCs accept her offer of the treasure, she lets them take it, but attacks them with her roots once they leave the house itself and their guard is down.

Destroying Ligna's Heart: Once Ligna's heart is destroyed the house tree is just dead wood like any house. All the remaining undead under her control break free and run amok in the house. The items that were connected to Ligna become lifeless and any items destroyed in Ligna will no longer be repaired or regenerated. The entire house begins to decay normally, but since the wood is not treated, it actually decays twice as fast as a normal house (though it still takes years for the house to become significantly decrepit). PCs can now hack their way out of the house at any time through a door or wall and Ligna's bonuses against fire no longer function.

If Ellmay the Haunt is still present at the end and the PCs have retrieved the seed, she asks them to take care of it and bring it to an elven druid. This is the only information she will ever communicate to the PCs. She releases

the body she possessed and gratefully fades away. If the PCs have not retrieved it, she goes and gets it herself from its hiding place. She then gives it to the PCs with the same instructions, unless they seriously hindered her or sided with Ligna. In that case she takes it herself to give to a druid. A character still possessed in this fashion wakes up 1d3 weeks later in an unfamiliar location inside a forest, at the GM's discretion.

CONCLUDING THE ADVENTURE

Assuming the PCs destroy Ligna and her undead minions, it should only be a matter of time before the treasure contained in her walls is obtained. The Seed of Ligna is an extremely valuable and rare item. If they are given the Seed by Ellmay's haunt, they are under no obligation to do as she instructs and do not have to give it to a druid, though failing to do so may result in the loss of Honor points. If the PCs are foolish enough to let the world know they have obtained it, the GM should create a laundry list of NPCs to hunt them down.

PCs who do locate elven druids and give them the seed are rewarded. The PCs may keep the seed and grow their own manor house, though the GM should only allow this under the constant supervision of the druids. The druids and the PCs will have to work to find a location that is remote enough so that the druids can work in relative secrecy, but close enough to civilization so that the PCs have access to the house.

Alternately, the PCs may outright sell the plant to a group of druids. Any circle of druids would pay handsomely for this rare plant, including offering free Reincarnation for fallen comrades. The druids may offer money of up to 15,000 gp per player or a permanent magic item for each PC. If the PC's continue to drive a hard bargain, they offer a 2nd level druid as the party's personal spell caster for the next year. The druid companion will serve the party faithfully, healing them when appropriate and never ask for any pay or booty. The druid will not participate in activities that would damage forest, flora or fauna. If the PCs still hold out or threaten to destroy the seed, they are hunted down by a group of angry druids and their animal companions. Druids will do anything to protect this rare plant and there may also be NPCs in the GM's campaign that would do anything to obtain the plant for themselves. (see The Seed of Ligna in the Appendix.) << LAYOUT note – once we decide what goes in what section of the appendix and what the labels are, go back and see that all references to the appendix reference a specific part >>

If Leonald survives, he wishes to return to Grubal and the gnome protectorates. Depending on the PCs disposition to him, he tries to make the best of things, offering to help carry booty on his wagons if any animals survived. He is anxious to tell other gnomes of the discovery of the house. This may help the PCs if they are good and wish to return objects to House Indigo for honor and reward. PCs looking to cash in on other valuables in the house may want to silence the gnome or buy him off. He's not above a bribe.

If Broken Tooth survives, he convincingly tells the PCs the orcs made him do everything. He continues to be a lackey for the PCs, although he's always looking for a way to steal something for himself. He's an extremely untrustworthy henchman, but he has his uses if the PCs watch him carefully. Broken Tooth is a great liar and might be used as the party's contact "on the inside" of demi-human or monster groups, just as Grenstort used him against the PCs.

Becoming Ligna's Thralls

Should the PCs opt to kill the orcs and replace them (only evil or extremely bold neutral PCs would do this) they would make excellent thralls for Ligna. Depending on the PCs sincerity, the party may have to leave behind a hostage while they seek to hire another caravan of livestock. Additionally, they may just choose to drive a herd of sheep and horses up into the mountains for her to feed upon. The GM should feel free to roll random encounters or even create a caravan of NPCs for the PCs to lure to their deaths. (See Ligna's Ultimate Goal in the Appendix.) Eventually, the PCs become merged with Ligna unless they are exceptionally careful. If Ligna becomes an ongoing part of the GM's campaign in this manner, you should award Honor points if the PCs manage to control the house. Spells and magic items that

charm or control undead and plants would be best for this, but they should be difficult to obtain and have at least a 50% chance for failure.

Other Evil NPCs

Depending on the GM's campaign, Ligna could make a powerful ally for an evil NPC. The GM should feel free to replace Grenstort with an evil NPC from his own campaign if the half-orc is killed or driven away, and some time passes before the PCs return to the house. Additionally, the evil NPC may vie for Ligna's attention if the PCs attempt to become her thralls. This could create an interesting scenario as the NPCs and PCs attempt to win Ligna's trust, and the winners acquire her protection while the losers are merged with the house.

MacScorch vs. Ligna

If the PCs become Ligna's thralls and eventually get her enough victims to build the chimney (see Ligna's Ultimate Goal in the Appendix), the smell will attract the attention of MacScorch and the PCs will have to battle the dragon. The dragon will be unaffected by the chimney's powers. Even with her magical fire resistance, Ligna will most likely be destroyed and the dragon will end up with all the treasure. If the PCs manage to slay MacScorch anywhere on the manor grounds, Ligna will attempt to absorb as much of the dragon as possible. The GM should feel free to grant the house additional powers based on the consumption of dragon body parts in the Hacklopedia of Beasts Volume 2, page 74. With these additional powers, Ligna is likely to overwhelm the PCs and become an ever-increasing threat in the GM's campaign.

NEW ITEMS

Weapon Black

This is a non-magical substance used to coat weapons, especially shiny blades, with an inky black color that hides them during nighttime raids. Each vial contains enough weapon black to coat one long sword blade, two short sword blades or four dagger blades. Hiding PCs may add 5% to a Hide in Shadows skill check when all their exposed weapons are coated in weapon black.

NEW MAGIC ITEMS

Bagpipes of Fog Control

In order to use this item, the wielder must have at least one wind instrument skill. If the user has such a skill, but not in bagpipes specifically, he may cast a Fog Vision on himself and all within a 10' radius, as long as he continues to play. If the user has at least 1% skill level in bagpipes specifically, he can also cast a Fog Cloud and a Wall of Fog once per day. For every 20% of skill after that, the user can cast both spells again once per day. If the user stops playing for any reason, any spell immediately ends. EPV: 1000, GPV: 8000

Cloak of Comfort

This appears as a normal cloak. It magically grows or shrinks to fit anyone from halfling size to hill giant size. It keeps the wearer warm and dry even when it is unseasonably cold. It provides no protection against cold attacks of any kind. It is a mundane magic item for personal use and is not designed for the rigors of adventuring. EPV: 100, GPV: 300

Dagger of Gnomish Fighting +1/+3

This dagger is a standard +1 dagger in the hands of anyone except a gnome. In the hands of anyone with gnomish blood, including gnomelings, the dagger has a magical bonus of +3. It increases the temporal Honor of anyone with gnomish blood by one. EPV: 300, GPV: 1500

Enchanted Dais

This dais is enchanted to preserve anything non-organic material that rests on it indefinitely. Typically, these small, raised platforms are used to display armor, weapons and other important military objects. EPV: 0, GPV: 500

Helm of Thieves' Bane +1

The wearer of this great helm cannot be surprised by non-magical means. (Opponents attempting to surprise the wearer using magic like Invisibility

have their chance to surprise lowered by 50%.) Additionally, he cannot be the successfully backstabbed as long as he wears the helmet. When attacked from behind, the wearer can still add his Dexterity bonus to his AC even if surprised. EPV: 1000, GPV: 16,000

Knife of Carving +2

This knife gives the wielder +75% to the Skinning and Slaughtering Livestock or Game Animal (depending on its use) skills when wielded. Additionally, butchering an animal takes half the time and the wielder can easily skin an animal without fear of damaging its pelt. The blade has a self-cleaning function that keeps it free from all filth. It cannot be poisoned as the poison instantly evaporates. Anyone using the knife at a feast can gain 1 temporal Honor point if he cuts the roast beast. The knife is not designed for combat and its thin blade suffers a -4 saving throw from crushing blows. EPV: 400, GPV: 2000

The Seed of Ligna

This seed, the "daughter" of Ligna, is capable of growing into a house tree. The rate of growth is equal to a 10'x 10' x 10' area every 6 months. Plant Growth spells can double the growth rate, but the spells must be cast under the supervision of a druid. The first building grown must be a privy, so that the new plant can gain nutrients from its inhabitants. It is inhabitable 18 months after being planted. EPV: 2000, GPV: 60,000 and up

Scimitar +2/+4 vs. Undead

This scimitar is normally +2, but against undead it is +4. It was created specifically for a druid, but anyone can wield it. Druids that wield this scimitar increase their temporal Honor by one point. EPV: 1200, GPV: 10,000

Wand of Time Keeping

This wand allows the user to conduct a group of musicians and keep perfect time as if he was an expert conductor. Any band of musicians led by the wielder automatically gains +20% to the crowd's reaction to their performance. High level minstrels would pay handsomely for this magic item. EPV: 300, GPV: 500 or 2000 for minstrels.

NEW DISEASES AND OTHER EFFECTS

Strickenson 90

Strickenson 90 is a debilitating sickness that lasts for 1-12 days minus the victim's Constitution bonus. At the end of that time, the victim gets a saving throw vs. poison. If the save is made, the victim recovers completely in one week regaining any lost scores at the end of that week. If the victim misses his save, he continues to get sicker until he dies or is cured. While sick, the victim's Strength, Constitution, Dexterity and movement are reduced by 50%. Victims die in 1 month unless cured by a cleric. A Cure Disease spell or a successful Healing Skill check at -20% cures the victim. Strickenson 90 can be found in any water that's been fouled and polluted, especially by undead creatures. The disease was created by a gifted bugbear shaman and first used against the inhabitants of House Indigo. This fact is not commonly known, and the disease is instead named for Strickenson Abbey and the 90 victims there who later died from the disease.

Starvation and Dehydration

There is no edible food or clean water inside Ligna, so the GM should keep careful track of how much food the players have on hand. They may have left significant supplies on the caravan, which are now lost. See the GMG pg 138 for a full description of the effects of starvation. Take careful note of the fact that sleep deprived PCs suffer additional damage from these effects.

Sleep Deprivation

It is likely that the PC party becomes trapped in the house for several days. The GM should keep careful track of the amount of sleep the PCs have had. Ligna will not let the PCs sleep for more than a half-hour at a time. She forms maws to attack them if they try sleeping on the floors, and see area 14 for a description of what happens when they sleep on the beds. This means that spell casters are unable to regain spells in the house unless extraordinary measures are taken, such as sitting on something not attached to Ligna or being constantly defended by other and taking the hit point drain from her

absorption. Depending on when the PCs meet Grenstort, they may begin to feel fatigued a few hours after being trapped. Eventually all the PCs begin to suffer.

Unless otherwise stated explicitly (as with a character who has the less sleep talent), all characters need 8 hours of sleep in a night (or per 24 hour period in a dungeon setting). Less than that can result in grogginess and slow reaction times. For each hour of sleep less than the standard 8 in a 24 hour period, a character must make a Constitution check. If he fails, treat him as if his Fatigue Factor is 1 lower than his normal maximum. These effects are cumulative, so lack of sleep can become a severe problem. On a successful Constitution check, the character's Fatigue Factor does not change.

Experience can make up for some of this, however. For every level of experience a character has attained, he can automatically succeed at one Constitution check per week. Thus, even a 1st level character can get by on 7 hours of sleep. A mighty 20th level character can go days with no sleep, if absolutely necessary. However, sleep requirements for spell acquisition still apply.

A **Potion of Vitality** negates up to 7 days of sleep deprivation. A **Potion of Speed** or a **Haste** spell increases the sleep deprivation effects by 24 hours.

NEW MONSTERS

LIVING HOUSE TREE

DESCRIPTION: Living House Trees can vary in appearance just as much as any houses built by humans or demi-humans. Most of them have an elven influence in their architecture and their colors range from light beige to deep amber or dark brown. Cold temperatures make the house go dormant, so most are found in Temperate or warmer climates. The outer bark of the tree is usually a few shades darker than the interior.

COMBAT/TACTICS: By itself, the house is a vulnerable creature once an enemy gets inside. The exterior of the house grows a bark that makes it resistant to all normal fires and 50% resistant to magic fire. Unless otherwise reinforced, the interior doors have 20 hp and hacking a hole in a wall requires at least 100 points of damage. The only way to destroy a house permanently is to hack apart its heart located in the middle of its roots. The heart has 20 hp + 1 hp per year of life.

Living House Trees are vulnerable to cold attacks and they cannot use any powers in the immediately vicinity after a cold-based attack for 1 round per point of damage.

The maximum number of energy points a house can hold is equal to 1/2 point per 10' x 10' block on its map. Living (but not undead) house trees regenerate their energy points at the rate of 1 point per hour. This rate can be doubled if the house is fed nutrients such as animal and human wastes. In the spring, the rate automatically increases by 1 and in the winter, the rate drops to 1 point per two hours. The house's energy total determines its powers and each one is cumulative:

Automatic Powers:
Absorption (waste material in the privies only), Telepathy (with 1 in 10 individ-

Living House Tree

AKA: Manor Oak, Mansion Birch, Estate Maple

HACKFACTOR: 1 per six 10' x 10' blocks

EP VALUE: 10 per 10' x 10' block

CLIMATE/TERRAIN: Any non-arctic

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Variable

ALIGNMENT: Neutral

NUMBER APPEARING: 1

SIZE: G+

MOVEMENT: Nil

PSIONIC ABILITY: Telepathy with 1 in 10 people

Attack/Defense Modes: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 3 (exterior), 5 (interior)

NUMBER OF ATTACKS: Variable

DAMAGE/ATTACK: Variable

SPECIAL ATTACKS: See Description

SPECIAL DEFENSES: See Description

MAGIC RESISTANCE: See Description

HIT DICE: Variable

FATIGUE FACTOR: n/a

THRESHOLD OF PAIN: n/a

uals), Limited Polymorph Self (up to 1' x 1' x 1' area), Normal Regeneration (the house can regenerate 5 hp every round in any wooden surface), and Detection (the house can detect any living creature that is touching any part of its interior, or its exterior paths).

Once the house has at least the minimum energy points listed in bold, it can use the corresponding powers and all less than that.

1-10 Energy Points: The house regenerates an extra 5 hp in a 1' x 1' x 1' area for 1 energy point per round. The maximum regeneration any surface can have in any single round is 20 hp. If a surface is ever brought to 0 hp, it cannot be regenerated for two rounds.

11-20 Energy Points: The house can make the wooden statues in its interior come to life and attack. It costs her 1 energy point per round. They cease moving and become normal, unanimated wood if they lose physical contact with the house for at least 2 rounds. They must be reformed to use them again.

21-40 Energy Points: The house can use a sap attack for 3 energy points. The tree can fire sticky sap at an opponent up to 5' away from its walls, floors or ceiling. A successful bend bars/lift gates roll can free an individual, but an unsuccessful one does 1 point of damage to the person stuck. On a roll of a 20, the tree squirts the sap into the face and nose of the victim. The victim suffocates in 4 rounds unless the sap is removed. Alcohol dissolves the sap in one round. Burning or freezing the sap hardens it so it can be broken, but the victim takes damage equal to the burning, freezing and/or hacking. It takes a tree 1 round to prepare an area for her to shoot sap and a living tree may only use the attack 1 time per day for every 20 total energy points she possessed at the beginning of the day.

41-60 Energy Points: Animal Friendship Gas can be released for 6 energy points. The tree can flood a room or any area within 20' with a pleasant smell that soothes all normal animals. Specially trained animals, like Warhorses, War Dawgs, familiars and special animals are entitled to a saving throw. Success means the animal notices the smell and is unaffected. The affect is equal to the druid spell of the same name. Animals that miss their save cannot attack the tree under any circumstances.

61-80 Energy Points: The house can create food and water for one person for a day per 2 energy points expended. The food is a mixture of basic fruits and vegetables. Water naturally flows through the 'veins' of the living house, and can be released at taps on command. It will not be filtered and may be contaminated if the ground it came from is poisoned.

81-160 Energy Points: The house can reinforce a wall or door for 8 energy points. This reinforcement can give any interior wall half the strength of an exterior wall, generally an extra 75 hp per square foot. It can give this total amount of reinforcement (not per square foot) to interior doors as well.

161+ Energy Points:

Reform Animated Statue: A Manor Oak can reform any of her old statues in 6 hours by expending this much energy. The statues reform with the exact same abilities.

Create Animated Statue: To create a new animated statue takes 12 hours and costs 35 points for a 2 HD statue like the ones in area 47. She can add one HD for every 15 energy points and 6 hours creation time expended thereafter. Statues are immune to mental attacks, poison, hold magic and get +2 on saving throws against fire. Cold spells of any level automatically slow them and do double damage. They are affected by plant spells, but cannot be charmed. Warp Wood instantly immobilizes them with no saving throw.

HABITAT/SOCIETY: The original Manor Oak was created by an enclave of elven druids who are thought to now all be dead. Many houses survive, though few intelligent ones. Seeds for new house trees are exceedingly rare and valuable. Druids would rather die than see a seed from one of these creatures destroyed.

Most houses are raised by druids and elves and tend toward neutral good. They make excellent strongholds and can provide food, water and shelter almost indefinitely.

ECOLOGY: Houses of this sort require specialized care that only druids can provide. Older houses need less attention, but houses under 10 years must be closely monitored during their growth. The tree grows at the rate of a 10' x 10' x 10' area every 6 months. This rate can be doubled with Plant Growth spells, but only under the careful supervision of a druid. The tree begins with an Intelligence of 1 and gains an additional point for every year of life, as long as there is someone to teach it with a higher Intelligence. Its alignment will be neutral and lean toward that of its closest benefactor.

YIELD:

Medicinal: Any normal medicinal herb can be grown inside the house tree.

Spell Components: Any natural spell components that can be grown from a plant may also be grown as above.

Hide/Trophy Items: Those who live in the house gain 5 permanent points of Honor. Druids that serve the house gain 10 permanent points of Honor.

Treasure: Nil

Other: There is no limit to the amount of powers a Living House Tree may eventually obtain. GM's can create new powers for older houses. These powers should all be naturally occurring or druidic in nature.

UNDEAD HOUSE TREE

DESCRIPTION: (see adventure)

COMBAT/TACTICS: The exterior of the house grows a bark that makes it resistant to all normal fires and 50% resistant to magic fire. Exterior walls have 150 hp per 1' x 1' area. Unless otherwise reinforced, the interior doors have 20 hp and hacking a hole in an interior wall requires at least 100 points of damage. The only way to destroy a house permanently is to hack apart its heart located in the middle of its roots. The heart has 20 hp + 1 hp per year of life.

Ligna has a finite amount of energy. It is possible that over a long campaign, the players could deplete her body completely through interior and exterior attacks. Additionally, if the GM is running a group of evil PCs, they may want to join forces with Ligna and lure other victims to their doom. (However, as Ligna grows, so does her power! Evil PCs may later find themselves under the evil house's sway!) Ligna's power is measured in energy points. When the PCs reach the house, Ligna has 178 energy points.

Ligna gains 1 energy point for every hit point she directly absorbs,

whether from an animal or sentient source. Ligna no longer naturally regenerates energy points as she did when alive.

Starting Energy Points: 178. If the orcs are still alive, they bring her 1-10 energy points worth of normal animals per day.

Maximum Energy Points: 638 (1 point for every two 10x10 blocks). Assuming Ligna absorbs all the animals in the caravan plus Leonald, this would bring her total to 606 points. Subtract the hit points of any animals that died away from Ligna's estate from this total, and any powers she uses.

Powers the house can use at no cost:

Absorption: Ligna may absorb any dead, sleeping, spell memorizing or unconscious victim touching her floor or furniture at a maximum rate of 1 hit point per round. As long as Ligna's true nature is a secret, anyone who falls asleep loses only 2 hp an hour as Ligna subtly drains them. Be mysterious about why their hit points are draining – perhaps try and convince them an Invisible Horror or Stalker is nearby. Only characters with Acute Alertness or Sixth Sense can awake from sleeping to detect this subtle attack, with a cumulative chance of 10% per hour. Anyone who dares to fall asleep or unconscious after Ligna's true nature is revealed is drained for the full 1 hp a round. In this case, there is a 3% cumulative chance per round of the victim awakening, and those with Acute Alertness or Sixth Sense awaken after 1 round. Be sure to penalize any character with the sound sleeper flaw with several extra rounds of absorption. If the victim is already dead, the rate can be increased to 2 hit points per round. Ligna gains 1 energy point for every hp drained in this manner. Ligna also absorbs blood spilled on her floor. Unless the PCs clean it up immediately and carry the bloody rags with them, Ligna gains 1 energy point for every 3 hp of living blood spilled.

Detection: Ligna can now detect any living, dead or undead creature that is touching any part of her interior, or her exterior paths. She only knows whether they are alive, dead, undead, and conscious or unconscious. If she learns additional information about a character, she always knows which character it is.

Limited Polymorph Self: Ligna can change the shape of up to a 1' x 1' x 1' square of her wood once per round. This allows her to do things like hold doors and windows closed, open and close windows and make minor repairs on her surfaces. She can also modify carving on her walls, release things from the ceiling and knock PCs slightly off balance by making the floor uneven. This last attack causes no damage, but can force a PC to move 2' in any direction she chooses. This power also lets her do things like slowly move knives from the floor to the ceiling (see area 30).

Telepathy: One in ten individuals can speak with Ligna telepathically. High elves and half-elves have a 2 in 10 chance, rangers have a 3 in 10 chance and druids have a 6 in 10 chance. The chances are cumulative. This telepathy extends to the edges of the estate. Only verbal communication can be transmitted. Ligna can cut off the link at any time. Any druid that makes telepathic contact with Ligna is instantly aware of her evil alignment. Rangers sense something is wrong with Ligna's mind, but are unable to pinpoint it. Once contact is made, Ligna has an innate sense that can distinguish powerful and dangerous individuals from those of lesser power, especially magic-users. The house attempts to kill or drain these individuals first.

Normal Regeneration: Ligna, even undead, still regenerates 5 hp a round in every wooden surface. If any door/furniture/square foot of wall ever reaches 0 hp, she is unable to regenerate it for 2 rounds. She can enhance this regeneration by spending energy points, see Extra Regeneration below.

Powers that cost points:

1 point: Extra Regeneration: Ligna can regenerate an extra 5 hp in a 1' x 1' x 1' area for 1 energy point per round. The maximum regeneration any surface can have in any single round is 20 hp. If a surface is ever brought to 0 hp, it cannot be regenerated for two rounds.

Undead House Tree

AKA: Ligna, Slaughterhouse Indigo

HACKFACTOR: 250

EP VALUE: 17,760

CLIMATE/TERRAIN: Any non-arctic

FREQUENCY: Unique

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: 16

ALIGNMENT: Neutral Evil

NUMBER APPEARING: 1

SIZE: G+

MOVEMENT: Nil

PSIONIC ABILITY: Telepathy with 1 in 10 people

Attack/Defense Modes: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 0

NUMBER OF ATTACKS: See Description

DAMAGE/ATTACK: See Description

SPECIAL ATTACKS: See Description

SPECIAL DEFENSES: See Description

MAGIC RESISTANCE: See Description

HIT DICE: See Description

FATIGUE FACTOR: n/a

THRESHOLD OF PAIN: n/a

- 1 point: Animate Wooden Statue:** Ligna can make the wooden statues in her interior come to life and attack. It costs her 1 energy point per round. They cease moving and become normal, unanimated wood if they lose physical contact with Ligna for at least 2 rounds. She must reform them to use them again.
- 3 points: Sap Attack:** Ligna can fire sticky sap at an opponent up to 5' away from her walls, floors or ceiling. A successful bend bars/lift gates roll can free an individual, but an unsuccessful one does 1 point of damage to the person stuck. On a roll of a 20, Ligna squirts the sap into the face and nose of the victim. The victim suffocates in 4 rounds unless the sap is removed. Alcohol dissolves the sap in one round. Burning or freezing the sap hardens it so it can be broken, but the victim takes damage equal to the burning, freezing and/or hacking. It takes Ligna 1 hour to prepare an area for her to shoot sap, but some areas are prepared ahead of time.
- 4 points: Crunch Down with Broken Window:** If the PCs break open a window and attempt to climb out, Ligna slams the jagged edges on the first PC that tries to move through it. Ligna must roll a hit as an 8 HD monster. Any creature that tries to climb out, even acrobatic characters that jump through, can still be caught by Ligna's speedy crunch. A victim just putting their hand or foot through can roll a Dex check with a -6 penalty to avoid the slamming window. Should the victim get caught, the damage is 2d10 plus a critical wound (Crit BSL: Def AC -4). Ligna will not let them pass without at least the loss of a limb, though she will allow people inside to pull the unfortunate back in with no further damage.
- 5 points: Open New Maw:** If Ligna is anxious to feed she can create new maws at the rate of 2 per round. These maws are AC 3 they attack as 4 HD monsters, but can be severed with only 8 points of damage. The maws can reach up to 5' away from where they are anchored. Each maw does 1-4 points of damage on a bite and thereafter automatically drains blood at the rate of 1 hit point per round until severed. Each hit point of blood drained gains an energy point for Ligna. These maws cannot gain bonuses for penetration damage. While attached to a victim, they reduce his Strength by 4. If a victim is hit by enough maws to reduce his Strength to 0 or below, he can no longer move. Ligna can only use this power on her interior surfaces. The maws are permanent thereafter, but hide in the wood and will not be discovered until they attack. She does not have to use energy points for maws already grown. She cannot grow more than 8 maws or two large maws in a given 10' x 10' area.
- 6 points: Animal Friendship Gas:** Ligna can flood a 100' x 100' x 10' area with a pleasant smell that soothes all normal animals. Specially trained animals, like war horses, war dawgs, familiars and special animals are entitled to a saving throw versus magic. Success means the animal notices the smell and is unaffected. (GM's should roll the saves secretly for the PC's animals.) If the animal that makes the save can communicate, it immediately informs the nearest PC that can understand him. Animals under the control of Ligna will not leave the area or attack anything, even when they are being drained of life.
- 8 points: Reinforce Wall:** Ligna can reinforce any wall or door for 8 energy points. This reinforcement takes one round and can give any interior wall half the strength of an exterior wall, generally an extra 75 hp per square foot. It can give this total amount of reinforcement (not per square foot) to interior doors as well. She can reinforce a surface once every 2 rounds, and cannot reinforce a surface that is currently under attack. Several important interior walls are already reinforced, and cannot be further strengthened.
- 10 points: Open Giant Maw:** This maw is larger and takes 1 full turn to grow. It is AC 2 and attacks as an 8 HD monster for 1-8 points of damage. It can drain blood for 1-4 points of damage and is severed if more than 16 points of damage are done to it. It can reach up to 15' away from where it is anchored. While attached to a victim, the giant maw reduces the victim's Strength by 8 and each round the victim must make a Strength check or get lifted off their feet and thrashed for an additional 1-6 points of damage. If he fails the check, Ligna can then use the PC as a weapon for 1-6 points of damage against another opponent. Victims over 200 pounds get +1 to their Strength check per 25 pounds over, while anyone under 100 pounds gets -2 per 25 pounds under.
- 12 points: Anti-Fire Sap:** If the PC's attack the house with repeated magical fire attacks, this sap can quickly stop it in one round and make Ligna immune to further attacks for 12 hours over a 30' x 30' surface.
- 18 points: Superfast Regeneration:** This is similar to the regeneration above, but this allows Ligna to completely regrow any surface in less than a round. Ligna only uses this power to keep the PCs inside when they are about to break out, and can only use it once per turn.
- 20 points: Reform Animated Statue:** Ligna can reform any of her old statues in 6 hours by expending this much energy. The statues reform with the exact same abilities.
- 25 points: Root Attack:** Forcing her roots through the soil, Ligna can attack with 3-8 (1d6+2) roots within a 30' radius, each as a 6 HD monster. Each root has 15 hit points and an AC of 0. The roots do 1-6 points of constriction damage per round and negate 1-4 points of Strength while holding a PC. If a PC falls unconscious or his Strength drops to 0 or less, he is pulled beneath the earth and suffocates in 1-6 rounds. While underground, the victim is unable to move or speak, but can employ a magic item to escape. Victims that do not escape are eventually consumed by Ligna over the next few days. Ligna only uses this attack in desperation if she hasn't fed. Ligna withdraws the roots if more than 6 are severed or the PCs escape. She regrows the severed roots in a day.
- 35 points: Create Animated Statue:** To create a new animated statue takes 12 hours and costs 35 points for a 2 HD statue like the ones in area 47. She can add one HD for every 15 energy points and 6 hours creation time expended thereafter. Statues are immune to mental attacks, poison, hold magic and get +2 on saving throws against fire. Cold spells of any level automatically slow them and do double damage. They are affected by plant spells, but cannot be charmed. Warp Wood instantly immobilizes them with no saving throw.
- 50 points: Merge Victim:** Ligna's most disgusting and horrifying ability is to take over the nervous system of a victim and manipulate him. The victim must be recently dead (within 1 day) and does not get a saving throw. It takes 3 full turns for Ligna to merge with a victim. Thereafter, she can control the victim's body and use his abilities as if the victim were alive. Victims merged in this way become undead, but cannot be controlled or turned by anyone except Ligna. If their physical link is severed from Ligna, they immediately collapse and are lifeless. For purposes of magic items that affect undead, they are considered equal to zombies. The vine that connects them to Ligna has 6-36 hp (6d6) and an AC of 4.
- Variable points: Buffer Cold Attack:** Any cold attacks directed at Ligna cause her to go dormant. Ligna can spend triple the amount of damage in energy points to revitalize that area. Otherwise, this dormancy lasts 1 round per 5 points of damage. When dormant, in that area she cannot regenerate, detect people, polymorph, or use any other attacks.
- HABITAT/SOCIETY:** Ligna's Ultimate Goal: Ligna wants to be able to lure victims to the manor grounds on her own. To do this, she needs to achieve her maximum energy and then expend 400 points to create a chimney. It takes her 4 days to grow the chimney and make it operational. Ligna grows this chimney in the center of the wall in area 29. After the initial adventure, the GM can create new powers and new energy point costs for Ligna as he sees fit. Ligna may eventually add an altar room so her thralls can worship her and a large stable and slaughterhouse. Merging with more powerful and corporeal undead creatures may further increase her abilities at the GM's discretion. If left unchecked, Ligna may become a powerful force of evil in the Praxter Mountains!

5 points per day: Chimney Power: The chimney has no fireplace and resembles stone. It is AC 3 and takes 100 hp to destroy. It constantly exudes a pleasant smelling gas that resembles a light gray smoke and can be smelled up to 5 miles away. Any creature that smells this smoke must make a saving throw vs. poison or become drawn towards the pleasant smell. Saves are made at +1 for every mile farther than the first. Victims that make their save and cover their nose and mouth with a cloth are immune to the power. Victims that miss their save must make a second saving throws or become vulnerable to Suggestion. A third failed save and the victim acts as if he was under a Charm Person spell and must be physically removed away from the house. If a victim spends 1 hour away from the house's influence, he comes to his senses. Charmed victims willingly enter the house and allow themselves to be drained and then merged. If the PCs have become Ligna's thralls, she lies to them and tells them that she has granted them immunity to this power. She allows the gas to affect the PCs and waits until at least half the party is under her control before giving them any new orders.

ECOLOGY: Ligna is undead and no longer a part of the ecosystem. For purposes of turning, control and magic items like Maces of Disruption, Ligna is equal to a Lich. Spells like Minor Raise Dead, Raise Dead and Resurrection have no effect on Ligna unless they were specifically written to raise plants from the dead. In that case, they affect her just as a Lich would be affected by the normal versions of the spells.

YIELD:

Medicinal: Nil

Spell Components: Wood from Ligna could be used to create spells that would specifically target undead plants.

Hide/Trophy Items: Nil

Treasure: (see adventure)

Other: An object carved from Ligna's wooden heart would be suitable for enchantment. The object could be no bigger than a short sword and only one such object can be created.

- ❑ Defeating the Sheep (420 EPV)
- ❑ Defeating the Chickens (154 EPV)
- ❑ Coins (300 GPV)

ENCOUNTERS ON THE WAY TO THE HOUSE:

A. The “Accident”

Encounter: Human (1), Halfling (1)

Stitch the Halfling (HF 2, EP 125, Int 14, AL CN, AC 8, MV 9", HD 3d6 (3rd level thief), HP 30, SZ S, #AT 1, D punching, SA: backstab, SD: thief abilities, Lang: Halfling, Common, Elf, Hon: Ave, TOP: 15, Crit BSL: Def AC -3, FF: 6, Skills: Pick Pockets 85%, Open Locks 20%, Find Traps 25%, Remove Traps 15%, Move Silently 50%, Hide in Shadows 40%, Detect Noise 20%, Climb Walls 60%.)

John Heel (HF 2, EP 125, Int 12, AL CN, AC 7, MV 9", HD 3d6 (3rd level thief), HP 35, SZ S, #AT 1, D 1-6 club, SA: backstab, SD: thief abilities, Lang: Common, Hon: Ave, TOP: 18, Crit BSL: Def AC -3, FF: 5, Skills: Pick Pockets 75%, Open Locks 20%, Find Traps 15%, Remove Traps 15%, Move Silently 40%, Hide in Shadows 30%, Detect Noise 20%, Climb Walls 60%.)

- 1). HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

- 2). HPs; □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Potential Yield:

- ☐ Defeating Stitch the Halfling (125 EPV)
- ☐ Defeating John Heel the Human (125 EPV)
- ☐ Coins (15.9 GPV)
- ☐ Two daggers (4 GPV)
- ☐ Two skins full of ale (2 GPV)
- ☐ Suit of halfling-sized Leather Armor (5 GPV)
- ☐ Suit of human-sized Leather Armor (5 GPV)

B. The Jacob Tinear Players

Encounter: Gnome Bard (1), Gnomes (6)

Jacob Tinear the Bard (HF 1, EP 65, Int 12, AL N, AC 6, MV 6", HD 1d6 (1st level bard), HP 25, SZ S, #AT 2, D 1-4 dagger, SA: nil, SD: bard abilities, Lang: Common, Gnome, Dwarf, Hon: Average, TOP: 13, Crit BSL: Def AC -5, FF: 4, Skills: Climb Walls 50%, Pick Pockets 20%, Detect Noise 30%, Read Languages 5%, Reference HOB 3 pg.75.)

Gnome Minstrels (6) (HF 1, EP 65, Int 12, AL N, AC 6, MV 6", HD 1, HP 24, SZ S, #AT 1, D 1-6 club, SA: nil, SD: nil, Lang: Common, Gnome, Dwarf, Hon: Average, TOP: 12, Crit BSL: Def AC -2, FF: 4, Reference HOB 3 pg 75.)

- [illegible]

- 2). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐

- 3). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐

- 4). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□

- 5). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□

NPCs AND MONSTERS

The Caravan:

Encounter: Gnome (1), Draft Horses (8), Sheep (12), and Chickens (22)

Leonald the Gnome Merchant (HF 1, EP 65, Int 12, AL N, AC 6, MV 6ⁿ, HD 1, HP 24, SZ S, #AT 1, D 1-6 short sword, SA: nil, SD: nil, Lang: Common, Gnome, Dwarf, Hon: Average, TOP: 12, Crit BSL: Def AC -2, FF: 4, Reference HOB 3 pg 75.)

- 1). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

Draft Horses (8) (HF 0, EP 65, Int 1, AL N, AC 7, MV 12", HD 3, HP 36, SZ L, #AT 1, D 1-3, SA: nil, SD: nil, Lang: Horse, Hon: n/a, TOP: 18, Crit BSL: Def AC +1, FF: 7, Reference HOB 1 pg 57.)

Common Sheep (12) (HF 0, EP 35, Int 1, AL N, AC 7, MV 9", HD 2-12hp, HP 6, SZ S, #AT 1, D 1-2, SA: nil, SD: nil, Lang: Sheep, Hon: n/a, TOP: 3, Crit BSL: Def AC -4, FF: 4, Reference HOB 7 pg 53.)

Chickens (22) (HF 0, EP 7, Int 1, AL N, AC 9, MV 3", HD 1-2hp, HP 2, SZ S, #AT 1, D 1, SA: nil, SD: nil, Lang: Chicken, Hon: n/a, TOP: 1, Crit BSL: Def AC -4, FF: 1.)

Potential Yield:

- ☐ Defeating Leonald the Gnome (65 EPV)
- ☐ Defeating the Draft Horses (520 EPV)

- ❑ Defeating the Maws (260 EPV each stall, 30 stalls, 7800 EPV total)

Area 12: Entrance Hall

Potential Yield:

- ☐ Eight Enchanted Daises (1000 EPV, 4000 GPV) (see appendix)
- ☐ Four Suits of gnome-sized Plate Mail (8,000 GPV)

Area 13A: The Hallway:

Encounter: Gnome Skeleton (1 each hallway, 2 hallways, 2 total) (HF 1, EP 15, Int nil, AL N, AC 7, MV 9", HD 1, HP 24, SZ S, #AT 1, D 1-6, SA: nil, SD: undead immunities, Lang: n/a, Hon: n/a, TOP: n/a, Crit BSL: Def AC -2, FF: n/a, Reference HOB 7 pg 66.)

- 1). HPs: ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

- 2). HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□

Potential Yield:

- ❑ Defeating Gnome Skeleton (15 EPV each, 2 hallways, 30 EPV total)

Area 14: Standard Guest Room

Potential Yield:

- ☐ Various Trinkets (1-4 GPV each, 16 rooms, approx. 50 GPV total)

Area 15 and 15A: Privy

Encounter: Maws (4 each privy, 15 rooms, 60 total), Large Maw (1 each privy, 15 rooms, 15 total)

Maws (4 each privy, 15 rooms, 60 total) (HF 0, EP 65, Int Non, AL NE, AC 3, MV nil, HD 4, HP 8, SZ S, #AT 1, D 1-4, SA: 1 hit point blood drain, SD: see Ligna's description, Lang: nil, Hon: n/a, TOP: n/a, Crit BSL: Def AC +2, FF: n/a.)

Large Maw (1 each privy, 15 rooms, 15 total) (HF 0, EP 135, Int Non, AL NE, AC 2, MV nil, HD 8, HP 16, SZ S, #AT 1, D 1-8, SA: 1-4 hit point blood drain and thrashing, SD: see Ligna's description, Lang: nil, Hon: n/a, TOP: n/a, Crit BSL: Def AC +6, FF: n/a.)

(per privy)

- 1). HPs: ☐☐☐☐☐ ☐☐☐

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- 2). HPs: ☐☐☐☐☐ ☐☐☐

- 3). HPs: □□□□□ □□□

- 4). HPs:

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Potential Yield:

- ☐ Defeating Maws (260 EPV each room, 14 rooms, 3640 EPV total)
- ☐ Defeating Large Maw (135 EPV each room, 14 rooms, 1890 EPV total)
- ☐ Steel Hand Mirror (20 GPV) (Area 15A only)

Area 15B: Jasper's Privy

Encounter: Jasper, Maws (4), Large Maws (1)

Jasper (HF 5, EP 275, Int nil, AL NE, AC 8, MV 9", HD 4, HP 26, SZ M, #AT 1, D punch, SA: spells, SD: see Ligna's description, Lang: n/a, Hon: n/a, TOP: n/a, Crit BSL: n/a, FF: n/a, Spells prepared: Color Spray, Grease, Magic Missile, Push, Sleep, Hypnotic Pattern, White Hot Metal.)

Maws (4) (HF 0, EP 65, Int Non, AL NE, AC 3, MV nil, HD 4, HP 8, SZ S, #AT 1, D 1-4, SA: 1 hit point blood drain, SD: see Ligna's description, Lang: nil, Hon: n/a, TOP: n/a, Crit BSL: Def AC +2, FF: n/a.)

Large Maw (1) (HF 0, EP 135, Int Non, AL NE, AC 2, MV nil, HD 8, HP 16, SZ S, #AT 1, D 1-8, SA: 1-4 hit point blood drain and thrashing, SD: see Ligna's description, Lang: nil, Hon: n/a, TOP: n/a, Crit BSL: Def AC +6, FF: n/a.)

- 1). HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

- 2). HPs: ☐☐☐☐☐ ☐☐☐

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Potential Yield:

- ❑ Defeating Jasper (275 EPV)
- ❑ Defeating Maws (260 EPV)
- ❑ Defeating Large Maw (135 EPV)
- ❑ Jasper's Spell Book (900 EPV, 2700 GPV)
- ❑ **Dagger of Throwing +2** (350 EPV, 5000 GPV)
- ❑ Coins (34 GPV)
- ❑ Two Gems (20 GPV)

Area 16: Standard Guest Room

Potential Yield:

- ☐ Suit of gnome-sized Chain Mail (350 GPV)
- ☐ Helmet (8 GPV)
- ☐ Short Sword (10 GPV)
- ☐ Pouch of Coins (15 GPV)
- ☐ Empty Vial (0 GPV)

Area 17: Standard Guest Room

Encounter: Large Maw (HF 0, EP 135, Int Non, AL NE, AC 2, MV nil, HD 8, HP 16, SZ S, #AT 1, D 1-8, SA: 1-4 hit point blood drain and thrashing, SD: see Ligna's description, Lang: nil, Hon: n/a, TOP: n/a, Crit BSL: Def AC +6, FF: n/a.)

- 1). HPs: □□□□ □□□□ □□□□ □

Potential Yield:

- ☐ Defeating Large Maw (135 EPV)
- ☐ Helm of Thieves Bane +1 (1000 EPV, 16,000 GPV)

Area 57: Storage

Encounter: Ligna's Ghoul (4) (HF 5, EP 375, Int 10 if freed, AL CE, AC 2, MV 15", HD 2, HP 35, 34, 33, 28, SZ M, #AT 3, D 1-4/1-4/1-6, SA: paralyzation, SD: undead resistance, immune to turning or control by clerics unless vine is severed, Lang: n/a, Hon: n/a, TOP: n/a, Crit BSL: Def AC +0, FF: n/a, Reference HOB 3, pg 51.)

- 1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 2). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Potential Yield:

- ❑ Defeating the Ghouls (1500 EPV)

Area 59: Ligna's Heart Room

Encounter: Haunt (1), Wights (2), Ligna's Heart

Ellday the Haunt (HF 13, EP 2000, Int 15, AL N, AC 0, MV 6", HD 5, HP 50, SZ M, #AT 1, D 2 Dex points, SA: possession, SD: only hit by silver or magic which does 1 point of damage, fire does 1 point, magical fire does full, Lang: Common, Gnome, Elf, Hon: Great, TOP: n/a, Crit BSL: Def AC +3, FF: n/a, Reference HOB 3, pg 122.)

Wights (2) (HF 13, EP 975, Int 9, AL LE, AC 5, MV 12", HD 4+3, HP 47, 38, SZ M, #AT 1, D 1-4, SA: Energy Drain, SD: only hit by silver or +1 magic, Lang: Common, Hon: n/a, TOP: n/a, Crit BSL: Def AC +3, FF: n/a, Reference HOB 8, pg 86.)

Ligna's Heart: AC 0, 120 hp, 1-6 thin vines attack each PC each round as 2 HD monsters. A successful hit does no damage, but negates 1 point of Strength, 1 point of Dex and 1" movement. One point of damage breaks a vine, but the PC must use up an attack. Cold spells kill all vines in the affected area instantly and stop more from attacking for 2 rounds.

- 1). HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Energy Points:     

Potential Yield:

- ❑ Defeating the Haunt (2000 EPV)
- ❑ Defeating the Wights (1950 EPV)
- ❑ Destroying Ligna's Heart (17,760 EPV)
- ❑ Suit of human-sized **Leather Armor** +2 (1000 EPV, 400 GPV)
- ❑ Scimitar +2/+4 vs. Undead (1200 EPV, 10,000 GPV)

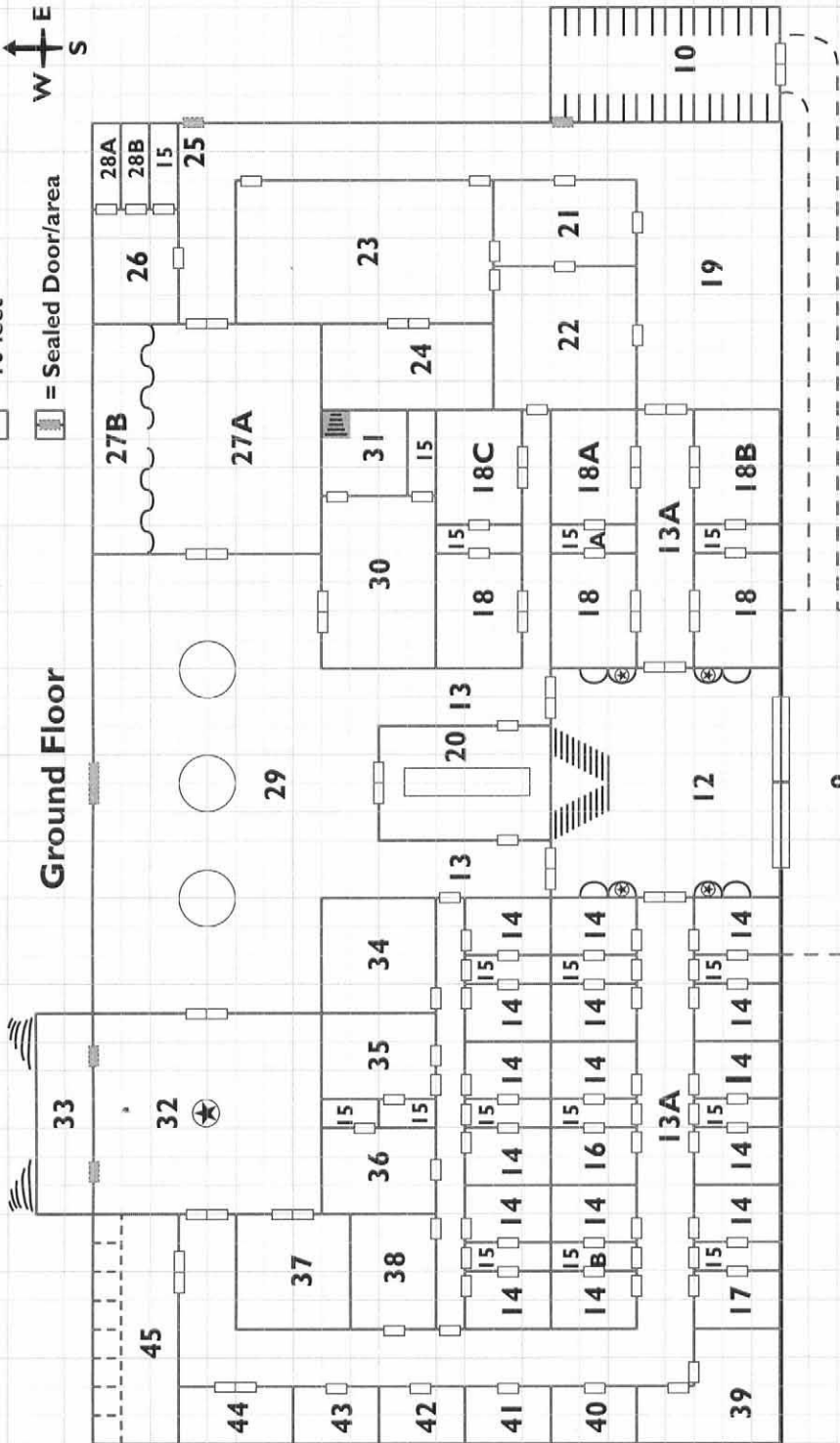
Slaughterhouse Indigo: Manor House Maps



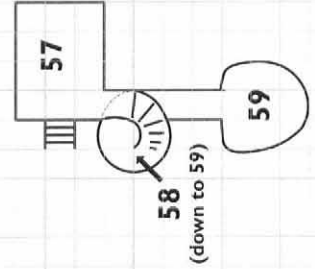
□ = 10 feet

▤ = Sealed Door/area

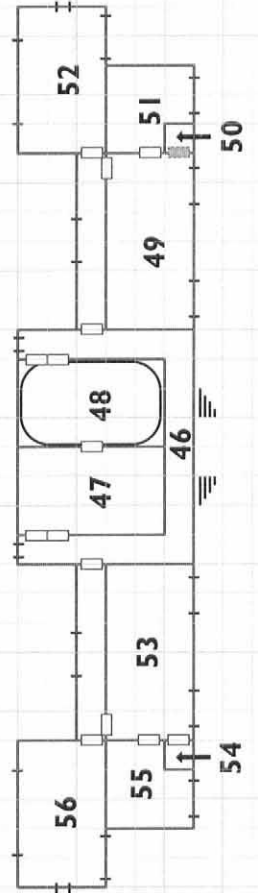
Ground Floor



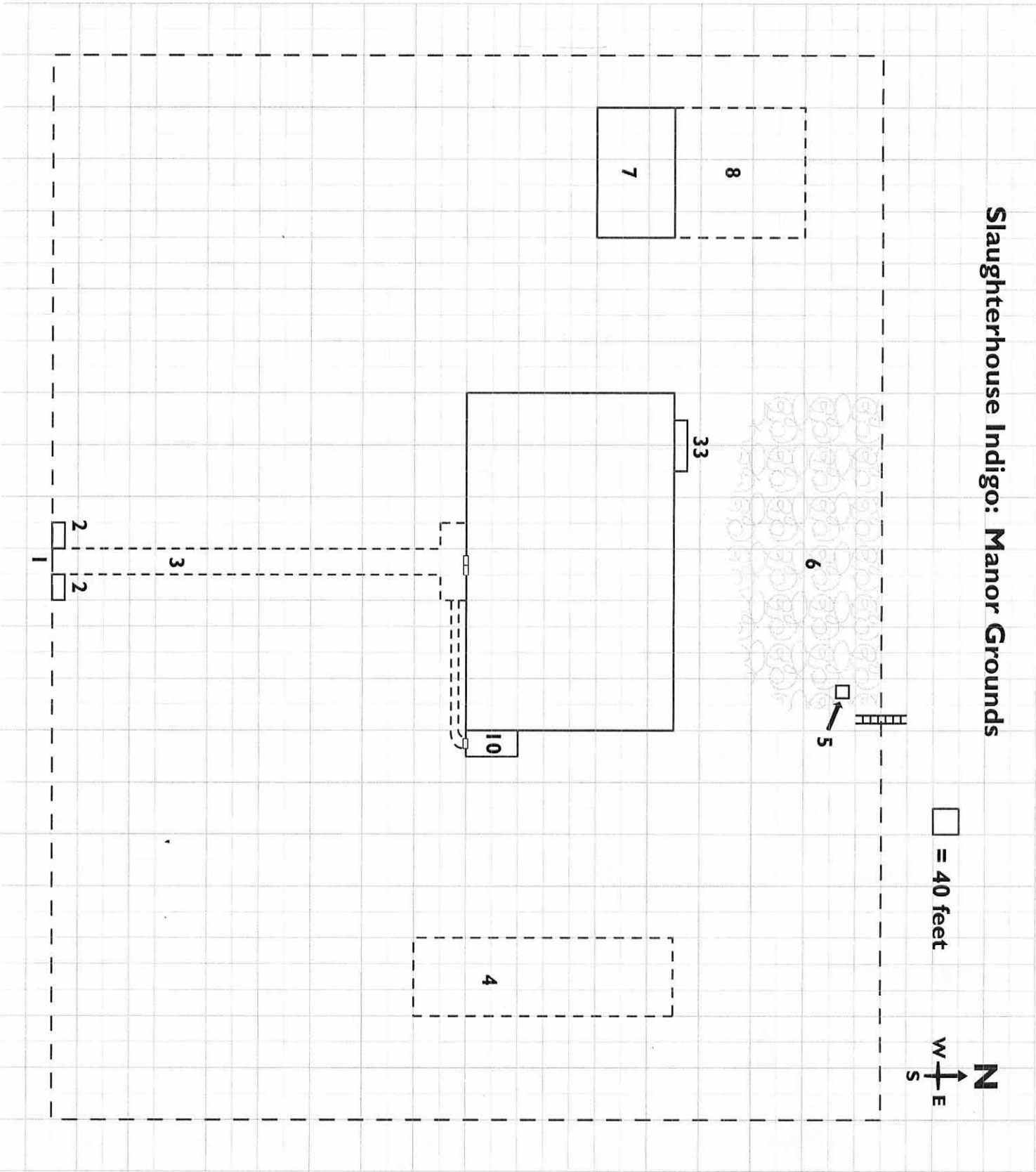
Basement



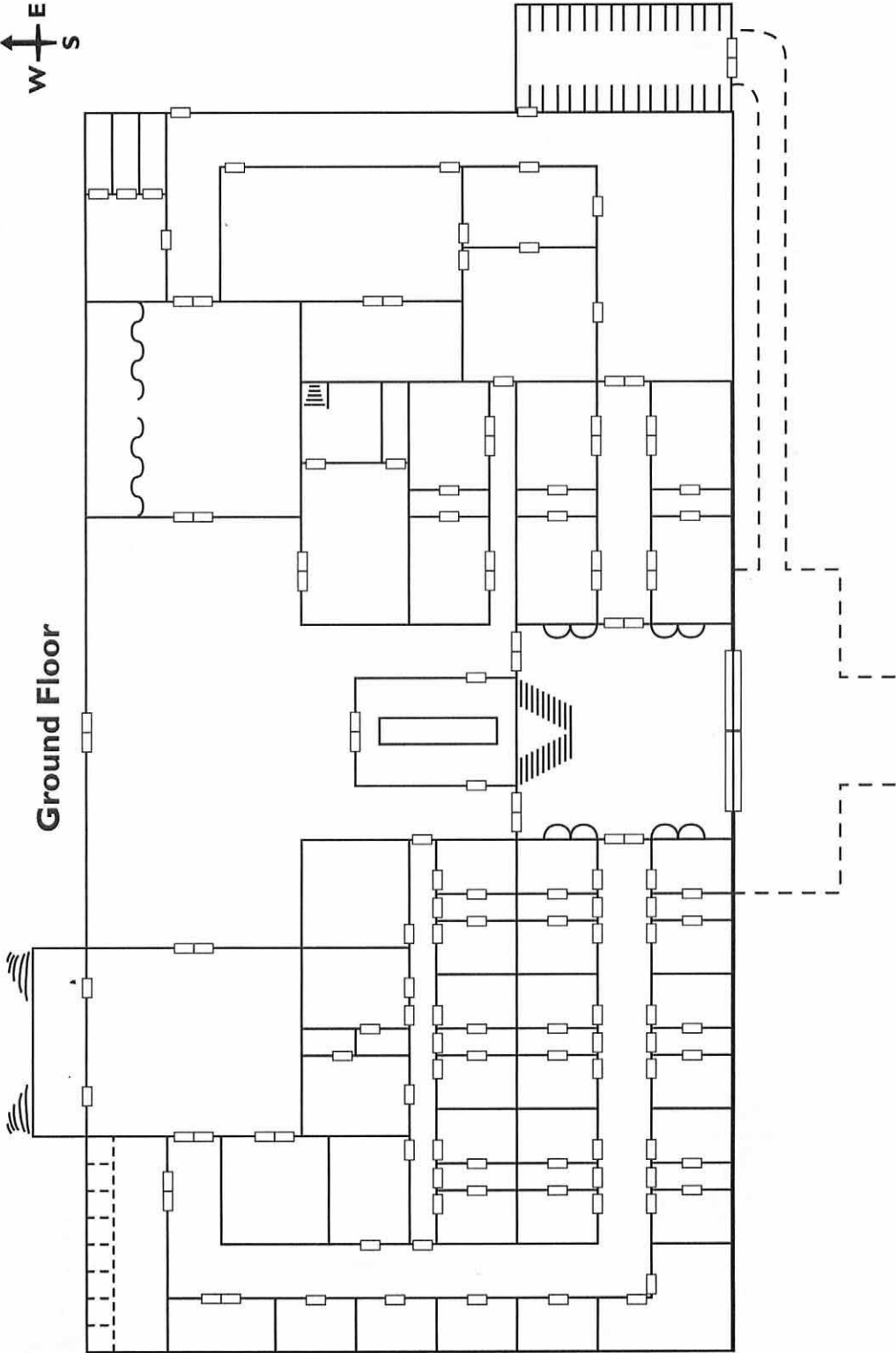
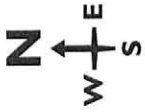
Second Floor



Slaughterhouse Indigo: Manor Grounds



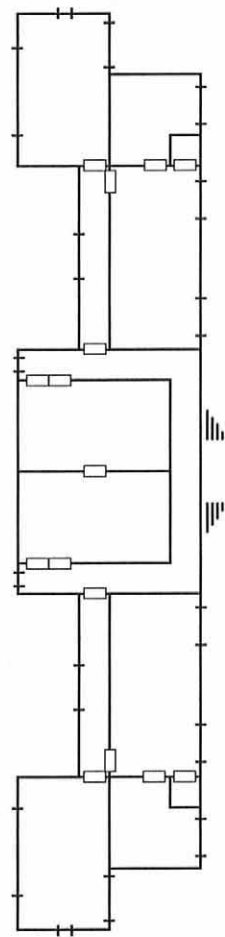
Slaughterhouse Indigo: Player's Map



Basement



Second Floor





Ligna had been quiet for many weeks. Since the last bugbear died, her rooms and passageways had been silent.

"Ellmay?" she called out to the Elf druid who had nurtured her as a seedling. "I'm very dry, no one has watered me in days."

Still no answer. The immense manor house that was actually a living tree was only dimly aware of all the death and destruction that had befallen her inhabitants. Finally, after days of silence, a door opened.

"Tellamar?" Ligna called out to the Gnome Titan that had once led the inhabitants. "Is that you? Where have you been? Are all the bugbears gone?"

But much to Ligna's surprise and disgust, the humanoids that entered her walls began butchering the rotting corpses. She became dimly aware of bones breaking, claws rending flesh and lips smacking with old blood. Ligna absorbed what little moisture she could from what dripped on her floors, but it tasted foul, like tainted water and liquid sorrow.

"Please," pleaded the house. "Tell me who you are. I can provide you with many things."

When Ligna "talked", she actually reached out to the minds of the intruders. Usually there was at least one in ten that could hear her, but not today. One of the humanoids tore one of Ligna's doors off the frame. She felt herself bleeding sap.

"Ow! Stop it!" she cried. "Please! I have no wish to harm any of you. I know one of you can hear me, why don't you respond?"

The humanoids continued their desecration and abuse. Her walls became nicked and slashed. Her doors and windows were smashed, and every corpse was hungrily devoured and its bones strewn across her floors. Ligna tried to repel the invaders as best

she could, but without at least one gnome or elf defender, all she could do was slow down her invaders. Finally, the leader reached the lower chambers.

The leader placed his claw on Ligna's "heart". She could feel the claw's foul magics draining her life force and slowly corrupting her.

"No! Please!" she begged. "Why do you do this? I can provide for you! All the nourishment you could ever need!"

"Yes," the leader finally responded with an evil rasp to his voice. "I know."

From the writer of the HackMaster Hacklopedia of Beasts series, Tony DiGerolamo brings you an all original HackMaster adventure unlike any other! Far into the mountains on a lonely trail your heroes discover a mysterious manor house. Once a stronghold for the noble gnomes of House Indigo, its abandoned walls hold rooms full of treasure for the taking! Are you bold enough to survive the treacherous mountain minions, crafty orc bandits, and an undead creature the likes of which Garweeze World has never seen? Don't let your guard down, trust no one and whatever you do, don't go to sleep! Not for the wuss-of-heart!



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