

LAMENTATIONS
of the
FLAME PRINCESS
WEIRD FANTASY ROLE-PLAYING
COMPATIBLE PRODUCT



The Magician's House

A fantasy role-playing adventure for level 2–3 characters.

*This product is compatible with *Lamentations of the Flame Princess*.*



INTRODUCTION

The city of Blackrock is in peril! An army of shrieking demons marches inexorably closer, less than a week away from putting its people to the knife. The Duke puts out a call: brave and resourceful heroes are needed to recover the sacred words that will unleash the power of the Sealing Stone. Words that have passed beyond the world - and so these adventurers must pass beyond the world, into...The Magician's House!

The Magician's House is designed to challenge the party and delight the players with its whimsy. Within its enchanted walls, they will find doors that open to strange vistas: faerie gardens, abandoned cities behind the mirror, libraries of boundless size and crystal domes on the moon. They will encounter beings that interrogate and imperil, beguile and betray, entreat and entertain; children and ogres and aliens and magical statues.

How to use this adventure

The Magician's House is an old-school "dungeon" crawl, in the sense that PCs are traveling together between numbered map locations, and because this enterprise is dangerous and potentially profitable. The text has been organized with the intent of making it easy to run at the table. Here are some suggestions for how to best do so:

- Read through the adventure ahead of time so that you fully understand the [Setup](#) and the basics of all the [Locations](#).
- The [Overview](#) map shows the connections between locations in the house. However, most of the time, it's much easier to refer to the maps of individual locations.
- [Locations](#) are designed to utilize facing pages. Whenever a location extends beyond two pages, content is divided in a manner to minimize the need for page flipping.
- The "**First impression**" section of each location detail was intended to be paraphrased, but the GM can read it aloud if he or she wants to.
- Feel free to improvise in place of anything that is unclear or undesirable to you. It would be impossible for this text to cover every eventuality, so it doesn't try.

Using this adventure as a one-off

You're in luck! *The Magician's House* is written as a one-off adventure for *Lamentations of the Flame Princess*, providing the Referee and players with pre-generated PCs and a predetermined hook. These PCs have their own motives and goals, which players are

encouraged to pursue. It's very open-ended: even as a one-off, there are several different ways to fulfill the primary quest, and the motives of the pre-generated characters will interact in unpredictable ways.

The Magician's House presents genuine danger, but unlike most *Lamentations of the Flame Princess* adventures, it is entirely possible for the adventurers to succeed without a single fight. However, the peaceful solution is not necessarily obvious or without its own costs, so it's a rare group that emerges from Mordank's abode without having drawn their swords.

Using this adventure in a campaign

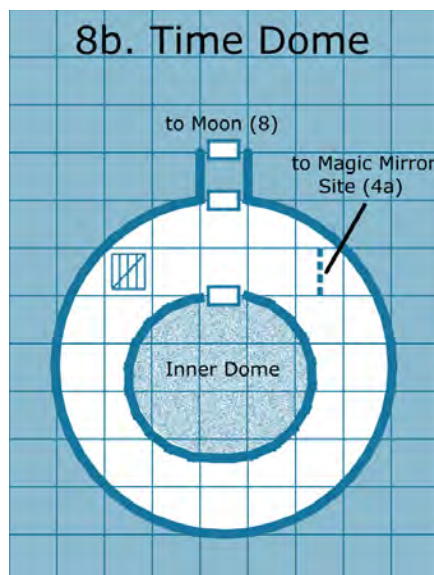
Even though it was designed as a one-off adventure, *The Magician's House* can easily be inserted into an existing *Lamentations of the Flame Princess* campaign. It's appropriate for 3-6 characters of levels 2-4, although it could even serve as a very dangerous "funnel" adventure for zero-level PCs.

When using this adventure in an existing campaign, it shouldn't be hard to invent a hook. Something that the PCs want is in the house, and the wizard hasn't been seen. Even better, the Referee may introduce Mordank earlier into the campaign, making it possible that the PCs have more than one reason to enter his home.

However, if you adapt this material to an ongoing campaign, keep in mind that a number of the challenges were designed to play on the fact that the party has a time limit of five days. A Referee who uses this adventure with existing characters might want to design a hook that has a similar time limit. It's not strictly necessary, but it can add to the dramatic tension of certain decisions that the party may have to make.



8b. The Moon - Time Dome



Scale is 5' per square.

Overview

This dome has another dome inside it. The [inner dome](#) loops time inside. Within, an ogre corners a boy and eats him, over and over.

First impressions

Within this crystal dome, there is smaller [inner dome](#) made of a smoky crystal, and it has a crystal door facing the airlock. There's a sign beside the door that depicts an hourglass in the center of a loop - give the players [Handout D](#). Two figures are dimly visible beyond the glass: a hulking humanoid far bigger than a man, and a small one cowering.

Some odd [tools and outfits](#) are scattered on the floor in front of the [inner dome](#) door. To the side is an oval [looking glass](#) fixed in an polished brass frame with a relief of smiling faces.

Outside this dome, [another dome](#) can be seen not too far away amidst much darkness.

Features

Tools and outfits

The tools are designed for cutting and shaping the crystal of the domes (and other locations). They rely on very short and super-sharp blades, as well as small intense heating elements. The key to the [Ring Forge](#) (17) is mixed in with them.



The outfits consist of **three** green, bulky and raggedly looking space suits. They look suspect, but will safely traverse the vacuum. Wearing one suit and carrying another across the gap is feasible, but trying it with both requires a **save versus paralysis** to avoid falling for **1d3 damage** and tearing the carried suit.

One of the suits has a lot of small holes in the legs from chemical burns. This is not apparent without inspection. When used on the surface, the air leaks out



halfway through the first round of movement. The partial air gives a +3 bonus to the PC's saving throw to reduce Constitution damage for that round.

Inner dome

The inner dome contains a time loop; for **twelve rounds**, it repeats the same events. The only thing that can change the loop is if something new enters the inner dome. That creates the potential for new events. Otherwise, anything that is still in the dome at the end of the loop will be part of the repeating events. Those inside are unaware of any looping.

Leaving the dome before the end of the loop will cause a "copy" to repeat the character's actions while in the dome. If the character re-enters, the copy disappears from that point in the loop.

As one enters the inner dome, everything outside it is dark. Inside, it's lit by a glowing purple gem set in the ceiling (**10' high**). If the gem is broken (blunt melee automatically breaks; otherwise **AC 20**) or pried out, the loop ends.

Currently, the dome is looping the events of a child named **Zenni** running into the dome, followed by a grinning ogre named **Bloody Bones**, so named because he has the head of an ogre on the body of a hulking blood-dripping skeleton. Here's the timeline:

Round	Events
1-2	The inner dome is empty.
3	Zenni runs into the dome and collapses on the floor.
4	Bloody Bones enters, grinning, and advances while Zenni crawls into the corner.
5-6	Bloody Bones picks up Zenni 's form and taunts him as sobbing turns to bawling.
7	The ogre angrily throws the Zenni against the wall near the door.
8	Bloody Bones skips over to the dazed boy, scooping him up.
9	Bloody Bones stares Zenni in the face, roaring as the child screams.
10	With a sickening crunch, the ogre bites down on the boy's head.
11-12	Bloody Bones feasts upon the still-twitching body of Zenni

Zenni

Zenni is a scrawny boy with long brown hair and a squeaky voice. He's currently terrified of the ogre, and he will be somewhat traumatized even if rescued.

Looking glass

This is a closed **magic mirror** that can be used to travel to the **Mirror World - Magic Mirror site** (4a). The faces in the frame scowl when the mirror is open and smile when it's closed. The mirror version of this room has the inner dome, but there is no time loop, ogre or young boy. It does have a purple gem, however.

Another dome

The **Time Dome** (8a) can be seen from this one, although all that can be determined is that it is lit with its own airlock.

The rest of the terrain is mostly darkness. The **shadowy ruins** can be made out in the distance, and this is all situated on a barren stone plain. The **low gravity** of the moon is very apparent.

Crossing between domes is dangerous but feasible.

Encounter statistics

Bloody Bones (1): Armor 17, Move 150', HD 5, 1 grab attack (special) and 1 smash for 1d8 damage, Morale 10. Half damage taken from non-magic attacks, as well as cutting and piercing weapons (cumulative). The grab is a grapple with +6 wrestling roll. Held characters can be smashed into another character, causing damage to both.

Zenni (1): Armor 12, Move 120', Hit Dice 1d4-1, 1 unarmed attack for 1 damage, Morale 5.

Treasure

- The key to the **Ring Forge** (17) is on the floor behind the **inner dome**.
- The purple gem in the **inner dome** is worth **400 SP** intact.
- The purple gem in the mirror version of the room is worth only **40 SP** intact.
- The **magic mirror**.

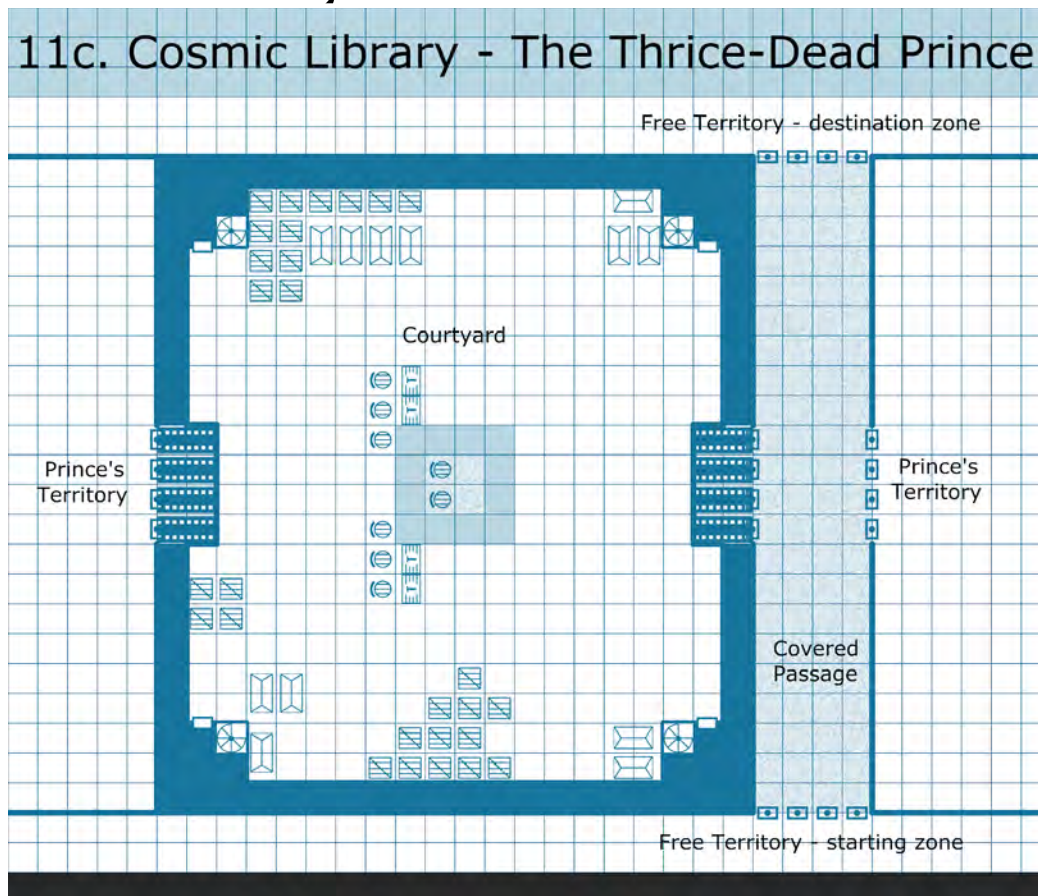
Exits

- A **magic mirror** is located outside the inner dome, leading to the **Mirror World - Magic Mirror site** (4a).
- A crystal airlock opens to the surface of the **Moon** (8).





11c. Cosmic Library - The Thrice-Dead Prince



Scale is 5' per square.

Overview

A pirate-king from the other side of the world has taken up refuge in the Cosmic Library and set himself up as a petty warlord. He charges for passage through his realm or access to his books. The Thrice-Dead Prince levies capricious fees, and his demeanor varies from welcoming to murderous.

First impressions

A rude barricade consisting of disassembled bookshelves and boat rigging bars the path. It extends out of sight in either direction and stands taller than two men. Before a [gate](#) made of rime-encrusted iron-bound planks lounges a small group of [guards](#). They ready themselves as the party approaches.

Features

Guards

The **four** guards are dressed in a hodge-podge armor and are attired in a motley of purple and gold. They have tattoos and jeweled piercings and slouch against the barricade. Today's fee to pass the gate is **500 SP** per person (Librarians are free), although anyone who wants to negotiate is in luck: The [Prince](#) himself is within.

If the guards are attacked, **four** more are waiting on a walkway on the other side of the barricade. They fire crossbows, or can descend the wall with an action. In **1d4 rounds**, they will be joined by **eight** more guards. On the



fifth round of combat, the **Prince** will appear on the wall and send his personal guard into the fray.

Gate

The gate opens into a small fortified gatehouse. The gate on the opposing side opens to the realm beyond the **Prince's** domain; this barricade lies at a chokepoint. However, a side gate opens into a barricaded courtyard ringed by barracks and a cooking area. The **Prince** is currently holding court here on a wooden throne atop an impromptu platform.

The Prince

The Thrice-Dead Prince is a barrel-chested man with a bald head, a sculpted black mustache and tufts of hair emerging from his open silk shirt. Swathed in purple and gold, he warmly greets visitors to his royal domain. He is attended closely by a man with a large shapeless satin hat with colored orbs of light that lazily orbit his head. Several armed men (the Prince's "cavaliers") lean against the rear of his platform with a falsely casual air.

Those who wish to negotiate for passage are made an offer: choose one of their number to face his greatest champion. If they win, he will let them pass for only **5 SP** per person. If they lose, there is no penalty.

Encounter statistics

Guards (16 total): Armor 14, Move 120', Hit Dice 1, 1 cutlass attack for 1d8 damage, Morale 8.

The Thrice-Dead Prince (1): Armor 13, Move 120', Hit Dice 3, 1 tulwar attack for 1d10 damage, Morale 9.

Cavaliers (5): Armor 16, Move 90', Hit Dice 3, 1 sabre attack for 1d8 damage, Morale 9.

Jacinto the Well-Read (1): Armor 12, Move 120', Hit Dice 1, 1 magic blast at 20' for 1d3 damage, Morale 6. Can create glowing magical lights that revolve around his head.

Treasure

- **Strongbox of ivory plates:** In a trapdoor under the platform (**Tinker skill check** to spot). There are **40** delicate plates carved with beautiful calligraphy. Each is worth **40 SP**. These are actually bank notes from a shipping insurance cartel on the other side of the world. If one can impersonate the rightful owner, they could withdraw **150K SP**.



Exits

- Backtrack to the **Trapper hunting grounds** (11d) in **six hours**.
- A long safe route to the Nexus in **thirty-three hours** with a rest for the night.
- After passing through the gatehouse, it takes **twelve hours** to reach the Nexus with a night of rest.



The Challenge

If the party accepts the **Prince's** challenge, he reveals that the “champion” is his advisor, **Jacinto the Well-Read**, and the conflict is actually a debate. Here are the rules:

- There will be three questions about philosophy
- The **Prince** will ask each question in turn
- Each contestant shall answer before proceeding to the next question
- Answers should be wise, learned and concise
- The **Prince** will decide who answered better as soon as both answer
- The contestant who answers better for two or more questions in the winner
- The player can decide who answers the first question first; the other contestant answers the two following questions first

The Prince is not stupid, but he isn't well-read. Eloquence and an air of learnedness are most important. The **Prince** will get bored by long or technical answers. To win a round, the PC must **beat a 12 by rolling 1d20 + Charisma modifier**. This roll is modified based on the following criteria:

Criteria	Roll modifier
Appeal to the gods	+1
Has the sound of inescapable logic	+1
Gives the shorter answer	+1
Points out flaws in opposition *	+1
Mildly witty or clever	+1
Very funny or eloquent	+2
Partly rebuts opposing argument *	+2
Skillful flattery of the Prince	+2
Demolishes opposing argument *	+4
Uses esoteric terms	-1
Boring or rambling	-1
Nonsensical	-1

The Prince asks to start (3 min.)	-1
The Prince asks to wrap up (3 min.)	-1
The Prince cuts the PC off (5 min.)	-2
Disrespects the gods	-2
Disrespects the Prince	-4

* Only one of these bonuses can apply, and the PC must answer second to be eligible.

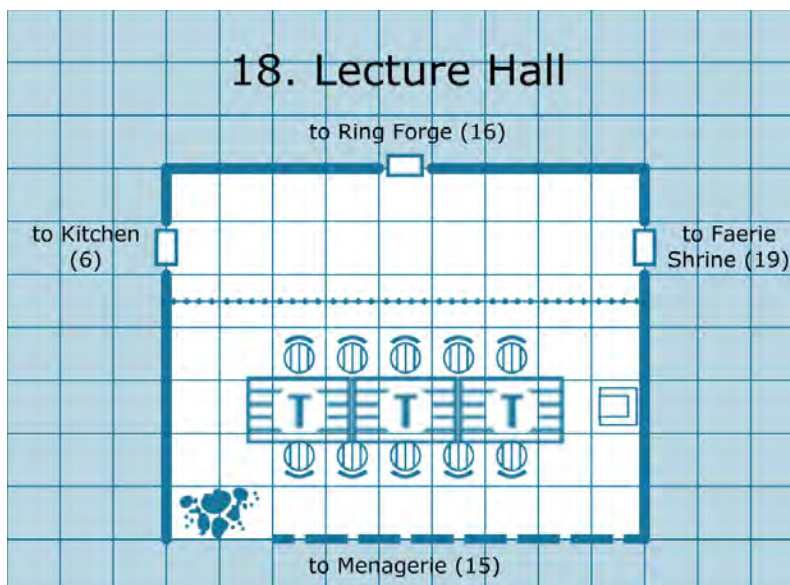
Questions and answers

- **Question:** “What makes boats float, even when they are full of men?”
 - **Jacinto's answer:** “My Prince, you of course recall that a branch or a plank will float on the water. Thus it is the will of the gods that wood should exist above water. We see this by the fact that a tree must be watered at the roots. Why have the gods ordained this? So men could find trees upon the land that would take them upon the water, honoring the gods with their brave deeds. Such as those undertaken by my Prince before arriving in this most unusual of places.”
- **Question:** “When is it acceptable to take another man's life?”
 - **Jacinto's answer:** “A man who lacks strength has been judged by the gods as unfit to care for that which is his. A man makes his place in the world through strength, and so does he lose it. This is the natural cycle of life, and those who claim otherwise lack the courage to see the truth. My Prince must surely jest by asking, for none know this as well as he.”
- **Question:** How is man to know the will of the gods?
 - **Jacinto's answer:** “The gods make their wills known through many, many signs. The stars, the flights of birds, and even the wind can speak their edicts to wise mortals. A wise man who lacks the otherworldly nature or the extensive training will allow himself to be guided by those who are. Guides and mentors are inevitably marked by their exposure to the Other Side.” <pulls open robe to expose third nipple, looks at PC triumphantly with a raised eyebrow>





18. Lecture Hall



Scale is 5' per square.

Overview

The only lighting is a candelabra held by a dangerous faerie lord called the [Lonely King](#). He will insist on the party's company, and he attacks if they insult him.

First impressions

The room is mostly dark. There's a long high table set for a feast that runs along a glass wall with a broken pane. At the head of the table is a handsome elfin man in a robe of ermine and lace; he wears an enormous moonstone on a mithril choker. He holds a candelabra in one hand as he stands to receive visitors.

Features

Table

The table is set with a mouth-watering feast that can scarcely be seen in the shadows. Sitting at **four** of the chairs are the corpses of adventurers; they all have their heads twisted at very unnatural angles.

Lonely King

The Lonely King is an arrogant and heartless faerie lord who usually appears as a dandy, but can transform in a blink to his murderous alter ego, **Rawhead**. He will do so if assaulted once or displeased three times. He will invite the party to sit and accept his hospitality. The Lonely King will be quite insistent, and dismiss the corpses as

"rude guests." He will attack if the party absolutely refuses to tarry.

The Lonely King urges guests to partake of the feast but is not insulted if they merely sit. His Highness will eagerly gossip and bandy wit. He is quick to boast, and just as quick to denigrate the dull and the crude. He can be condescending but may take a liking to characters who display wit and beauty.

The Lonely King was a captive of Mordank until he and his brother **Bloody Bones** (currently in the [Moon - Time Dome](#) (8b)) were released by the Fae Cats that now occupy the [Faerie Shrine](#) (19). The Lonely King and his brother would like to enter the [Faerie Shrine](#) (19) to slay Mordank, but a ward keeps them out. **Bloody Bones** is supposed to be looking for another way in.

The two passions of the Lonely King are his love of [games](#) and his hatred of Mordank the Irregular. He often insults the wizard, calling him an uncouth charlatan. If Mordank enters this room, the Lonely King will attack him.



Games

The **Lonely King** is eager to play games of chance. If they have nothing in mind, he'll teach a game called **Lachesis** that is played with a tarot deck.

Resolve any game with three opposed checks of **1d16 + Intelligence modifier + Luck modifier** (**Lonely King Intelligence modifier** is +1 and **Luck modifier** is +2). Professional gamblers roll **1d20**. The first to win two rounds wins the game.

The **Lonely King** will not cheat, and he treats cheating as an insult. He has little to wager at this time except his moonstone choker, but he will only bet it if goaded. He will take it as an insult even if he loses it fairly, however.

Ending the feast

Unless angered, the **Lonely King** will eventually let them pass. If he is especially pleased by the company of a Magic-User or Elf, he will insist on teaching them the spell **Resplendence**.

All who ate or drank at the table are cursed to try to kill the wizard the first time they see him outside the **Faerie Shrine** (19); they get a **save versus spell** to resist.

This curse is broken if Mordank or the **Lonely King** dies.

Fighting the party

The **Lonely King** becomes **Rawhead** in a blink as soon as he is engaged in combat. He appears to be an ogre with long muscled arms and a skinless bloody head.

If the **Rawhead** fights the party over an insult and is reduced to one-quarter hit points, he will revert to gaseous form and (probably) escape.

However, if they pass into the **Faerie Shrine** (19), the **Lonely King** will wait for their return, fully healed. If they return with Mordank, he will fight to the death, assisted by any PCs who partook of his feast and do not resist its enchantment.

Encounter statistics

Rawhead (1): Armor 15, Move 180', Hit Dice 6, 2 hand attacks - grab (+6 wrestling) or head twist for 2d6

damage, Morale 7. Half damage from non-magical sources. The head twist automatically hits any grabbed opponent. Assume gaseous form once per day for as long as desired.

Once per day, the wearer of the Moonstone Choker may command up a mass of elemental substance (e.g. dirt, flames, rock, ice, etc.) to blast one target within **50'** for **2d6 damage**, **save versus breath weapon** saving throw to avoid.

Treasure

- On burly female warrior corpse:
 - Splint mail
 - High elven blade: Mithril sword that damages as a magic weapon: worth **45 SP**
 - On tall tattooed shaman corpse:
 - Red flower robe: Endure any weather as long as it stays dry
 - On bald female thief corpse:
 - Thief tools
 - Pair of extremely high-end custom daggers worth **60 SP**
 - On wizened male alchemist corpse:
 - Potion carrying case: Handy tote, snaps open, secures up to **20** potions. Contains one potion; acts as **Stinking Cloud** cast by a 6th level Magic-User if exposed to air. Worth **120 SP**.
 - Moonstone choker: **Once per day for one round**, the wearer may command up to **200 lbs.** of a natural elemental substance (e.g. dirt, flames, rock, ice, etc.) within **50'**, moving it up to **50'**. **Strength 20** and **2d6 damage**, **save versus breath weapon** to avoid. Worth **300 SP**.
- Flatware setting (9): Paper-thin bone china, **30 SP**.
- Silverware setting (9): With Mordank's crest, **40 SP**.
- Wine bottle (5): Fine vintage, **50 SP**.

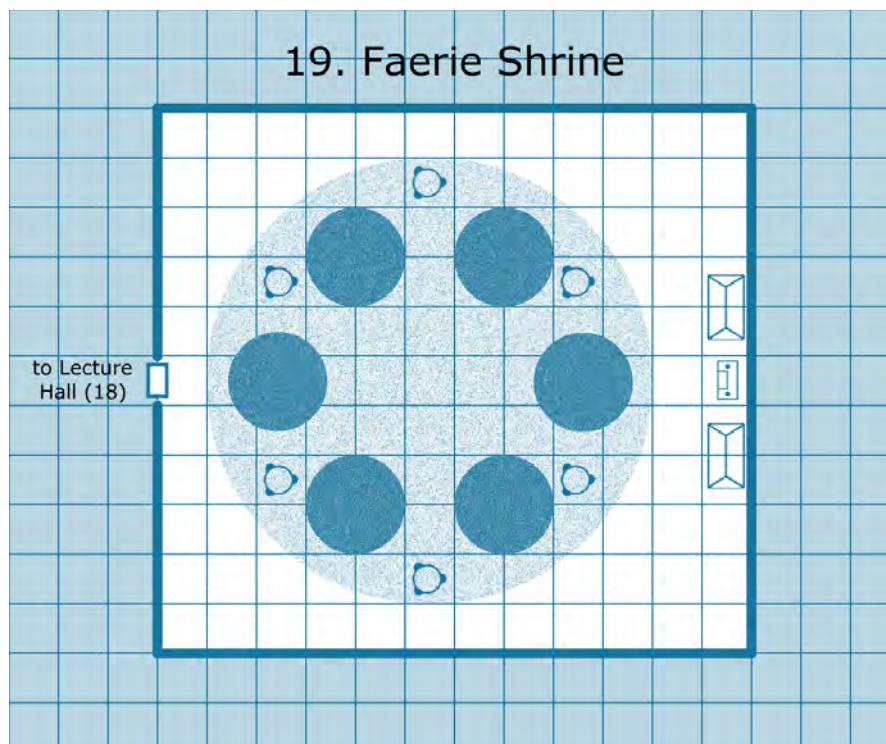


Exits

- **Kitchen Door** to the **Kitchen** (6).
- The broken pane on the transparent wall opens to the **Menagerie** (15).
- Door to the **Ring Forge** (17).
- Door to the **Faerie Shrine** (19).



19. Faerie Shrine



Scale is 5' per square.

Overview

Mordank the Irregular is in this room with **five Fae Cats** who are pretending to be him. They are all imprisoned in magic circles from which they cannot escape, but the party can easily free any of them. They all try to convince the party that they are the real wizard.

First impressions

The center of this wide room is lowered three steps, and five unlit braziers surround it. A rustic altar stands at the far end of the room from the door. On the floor of the recessed center of the room is a great diagram of complex glowing geometry. Six smaller circles are arranged in a circle, and within each of those there is a rumpled middle-aged man. All six men are identical!

Features

Situation

The **Fae Cats** got into the house through a [magic mirror](#). They were sent by **Gentleman Hob** to torment Mordank. When they came here, Mordank imprisoned them, but the magic of the **Fae Cats** reflected this on him. Now, they use a glamour to mimic Mordank. The magic circles

occur at the intersection of complex patterns of glowing geometric lines.

Nothing may cross the lines, but a circle's containment is broken if the symbols are defaced from the outside. Magic cannot pass in either direction, but a circle can be dispelled from outside as though it had a casting roll of **20**. The gap is large enough that one may not discreetly whisper to a circle's occupant.

Time distortion

Passing through the door into this room, in either direction, causes an entire day to pass. This is a side-effect of the seal against magic entities. Mordank can toggle this at will if free. The prisoners will volunteer this information.

The Dilemma

All of the circle occupants will try to convince the PCs that they are Mordank. The **Fae Cats** are cunning!

Things they definitely know about Mordank:



- Mordank's relationship with **Gentleman Hob** and the **Gentle Lady**.
- The fact that he gets much of his powers through his **magic rings**.
- The command words for the rings are the names of flowers.
- The wizard's general personality.
- The nature of the **Leaf Boys** and the **Mean Old Man** in the **Garden** (9).
- The nature of the **Mirror World** (4).
- The passphrase to *open* the **magic mirrors**.
- The existence of the **Back Door** (12).
- The nature of the house and the **goblins**.
- The **golem** in the **Main Hall** (3).
- The **Kitchen Doors** and **Goblin Tunnels** (7).

Things they definitely don't know:

- The actual command words used to activate any rings.
- Mordank's soft spot for children.
- The passphrase to *close* the **magic mirrors**.
- The secret of the **golem**'s **Creation Rune**.
- The passphrase for the **Back Door** (12).
- The **Golem Necklace** in the **Barracks** (5).
- The owner of the **Kitchen Door** key (i.e. the Chief Steward in the **Kitchen** (6)).

Mordank will be extremely reluctant to reveal any command words or other secrets. The gap is too wide to safely whisper without being overheard.

Freeing a captive

If a **Fae Cat** is freed, it will attempt to free its fellows as soon as it's feasible to try. In the meantime, it will try to maintain the ruse.



Once Mordank is free, he will be friendly. Mordank will try to get the party to escort him to his rings. He fights with great reluctance. The gap is too wide to safely whisper without being overheard.

Horned altar

Surrounded by an ivy-covered bier, this scented altar of dogwood sprouts antlers atop. Lit candles coat most of the surface with wax. A **magic ring** left on a horn point will regain one charge per day. Two rings are hanging fully recharged.

Encounter statistics

Fae Cat (5): Armor 16, Move 150', Hit Dice 2+1, 1 claw attack for 1d6 damage and 1 bite attack for 2d4 damage, Morale 8. May leap up to 30' each round.

Mordank the Irregular (1): Armor 12, Move 120', HD 3, 1 punch attack for 1d2 damage, Morale 5. May spend an action to create a purely visual illusion in a 10' cube.

Treasure

- **Magic rings** on the altar; see below for more details:
 - **Stolen Moments**
 - **Transmute**
- **Mordank the Irregular!**

Exits

- Door to the **Lecture Hall** (18)



Ring name	Command word	Design	Power
Transmute	Posey	Obsidian band carved as a lifelike serpent with lapis lazuli eyes.	That which is touched by the index finger can be temporarily transformed into whatever he or she names, so long as it is of approximately equivalent dimensions and mass and something that the wearer has observed. After one turn , the original form is restored no matter what happens to the new shape i.e. damage doesn't carry over, even death and destruction.
Stolen Moments	Wild Rose	Complex woven silk braid with colorful feathers and a ruby cut in the shape of a hawk.	Stops time for two rounds except for the wearer. Objects may be moved and imparted momentum, but they can't be damaged, and will hang in mid-air when released.



NEW SPELLS

Animate Trees

Magic-User Level 3
Duration: 1 turn per level
Range: 10' per level

This spell causes nearby trees to uproot, animate and obey the caster's orders. Commands must be spoken and explicit, and the trees will understand whatever language is spoken. One tree will animate for every three levels of the caster, rounding down.

Animated Tree: Armor 16, Move 60', Hit Dice 3, 1 limb smash attack for 1d8 damage in a 10' diameter, Morale 12. Takes half damage from piercing attacks and +2 damage per die from fire attacks.

Create Golem

Magic-User Level 5
Duration: Permanent
Range: Touch

This spell allows the caster to enchant a golem to serve him, as well as an amulet to control the golem. The body of the golem depends on the material used to create it, although this is also capped by the caster's level. It's Intelligence is determined by rolling 2d6 + (caster level - 13). If Intelligence is negative, it will be possessed by an evil spirit, and attack the Magic-User when created. It takes 1 month to build a golem.

Minimum Level	Cost	Golem
9	250 SP	Straw Golem: Armor 12, Move 90', Hit Dice 2, 2 punches for 1d6 damage, Morale 12, Immune to mind-affecting magic. Immune to non-magic damage, except fire. +1 damage per die from fire.
10	800 SP	Cloth Golem: Armor 14, Move 120', Hit Dice 3, 2 punches for 1d8 damage, Morale 12, Immune to mind-affecting magic. Immune to non-magic damage, except fire. Half damage from electricity. +1 damage per die from fire.
11	2500 SP	Wood Golem: Armor 16, Move 90', Hit Dice 4, 2 punches for 2d6-1 damage, Morale 12, Immune to mind-affecting magic. Immune to non-magic damage, except fire. Half damage from electricity and piercing weapons. +1 damage per die from fire.
12	7500 SP	Clay Golem: Armor 16, Move 60', Hit Dice 4, 2 punches for 2d6-1 damage, Morale 12, Immune to mind-affecting magic. Immune to non-magic damage, half damage from cold and electricity, immune to piercing weapons.
13	20K SP	Stone Golem: Armor 18, Move 60', Hit Dice 5, 2 punches for 2d6 damage, Morale 12, Immune to mind-affecting magic. Immune to non-magic damage, half damage from cutting, piercing, fire or cold, immune to electricity.
14	60K SP	Iron Golem: Armor 19, Move 60', Hit Dice 6, 2 punches for 2d8-1 damage, Morale 12, Immune to mind-affecting magic. Immune to non-magic damage, half damage from physical attacks and fire, immune to cold, electricity
15	200K SP	Mithril Golem: Armor 20, Move 120', Hit Dice 6, 2 punches for 2d8 damage, Morale 12, Immune to mind-affecting magic. Immune to non-magic damage, half damage from physical attacks and fire, immune to cold, electricity
16	1M SP	Diamond Golem: Armor 22, Move 90', Hit Dice 8, 2 punches for 2d10 damage, Morale 12, Immune to mind-affecting magic. Immune to non-magic damage, half damage from physical attacks and fire, immune to cold, electricity.



Golem Intelligence	Golem Behavior
1-2	Accompanies owner, can enter attack mode where it targets everyone in sight who is not the amulet holder.
3-4	Can be ordered to attack specific individuals or move objects.
5-6	As above, but can be ordered to perform simple actions in response to simple conditions.
7-8	As above, and capable of speaking, but only what it is told to say verbatim.
9-10	As above, but also able to perform series of basic operations with basic conditions.
11-12	As above, but capable of simple-minded conversation and recall of a small number of facts.
13-14	As above, but able to make reasonable judgement calls and handle complicated situation.
15+	As above, but capable of creating works of beauty such as dance, painting, singing or even poetry.

Create Magic Mirror

Magic-User Level 4
Duration: Permanent
Range: Touch

This spell enchants a mirror to serve as a conduit to the **Desolate City** (4). The precise location that it opens to within that lonely place is entirely random. It takes one day to establish the connection, transforming the surrounding terrain on the mirror side into a near duplicate of what's in the real world.

The caster chooses an opening phrase and a closing phrase at the time of creation. If the mirror is broken or moved away from its environs, the enchantment is lost.

Create Magic Ring

Magic-User Level 6
Duration: Permanent
Range: 0

This spell is used by the caster to create a ring of faerie magic. The process entails reaching an understanding with a faerie to provide its blessing to an enchanted ring of the caster's design. It costs the faerie nothing, but the greater the power, the greater the faerie, and the more it will ask of the Magic-User.

Each magic ring can contain three charges. The caster is also able to construct a faerie altar to restore one charge per day for any of its creators rings left upon it. It costs 5000 SP and two weeks to create an altar, and 100 SP per month to keep it operational. If upkeep lapses, the altar becomes ordinary and it must be consecrated from scratch.

The cost of the ring, the amount of time it takes to enchant, and the favors that must be granted all depend on the level-equivalent of the spell. In addition, although the Magic-User doesn't need to know the spell that the ring is enchanted with, he or she must be high enough level to cast equivalent spells.

Effect level-equivalent	Cost	Time	Favors
1	4K SP	1d6 months	None
2	8K SP	2d6 months	1 future favor, not hazardous or costly
3	15K SP	3d6 months	1 future favor, not hazardous or costly
4	30K SP	4d6 months	1 future favor, not deadly but big



5	65K SP	5d6 months	Major quest
6	125K SP	6d6 months	2 Major quests
7	250K SP	7d6 months	3 Major quests, to be named later
8	500K SP	8d6 months	<i>Anything</i> the faerie asks, to be named later
9	1M SP	9d6 months	<i>Any three things</i> that the faerie asks, to be named later

Resplendence

Magic-User Level 1

Duration: 1 hour per level

Range: 0

This spell causes the caster to be washed, groomed and perfumed, and dressed in fine attire. He or she is also able to produce coinage for any purchase of five times the caster's level in SP. Note that this is an all-or-nothing thing, and cannot be used to defray a more expensive purchase.



DESIGN NOTES

The Magician's House has evolved from humble beginnings as a side-quest in a larger Blackrock campaign (which will probably never see publication) into what you see before you today. The initial idea was that Mordank got himself into trouble with too much demonology - you know, standard wizard stuff. But then I took a fateful road-trip, during which I listened to my favorite fantasy novel on audiobook: *Jonathan Strange and Mr. Norrell*.

Some things encountered in Mordank's house were directly inspired by that wonderful tome: the magic mirrors and the Desolate City beyond and the Lonely King were blatant homages (what a nice euphemism for "theft!") to Ms. Clarke's timeless work. But more importantly, *The Magician's House* embraces the idea that faeries embody both whimsy and peril.

A couple other influences that stand out in my mind: *The Dancing Hut*, an AD&D adventure by Roger Moore in issue #83 of *Dragon* magazine, and James Raggi's *Tower of the Stargazer*, an adventure for his *Lamentations of the Flame Princess* RPG. Finally, Jim Ward's *Tower of the Scarlet Wizard* inspired the whimsical atmosphere and use of children.

Note that despite strong similarities between the Cosmic Library (11) and Emmy Allen's inestimable *Stygian Library*, I developed the idea for a home campaign before the latter was published. Note also that I am **not** implying that my private campaign somehow had influence on that wonderful work.

Oh yes! I almost forgot to mention that the Lover's Battlefield in the Cosmic Library (11a) was directly inspired by Brian K. Vaughan and Fiona Staples' *Saga*.

There were several design objectives that guided how the House is put together. First of all, it was important that there be multiple entrances and loops within the floorplan - all to encourage unpredictable exploration. Also, there had to be secret doors of some sort. That's what the Magic Mirrors and the Kitchen Doors are for;

they aren't traditional secret doors, but those wouldn't be terribly interesting, would they?

Something else that has occurred to me lately is that there's a dirty secret to traditional role-playing: combat is often the least exciting part. Many old-schoolers consider D&D to be a game of *exploration* and not a strict *wargame*. Combat breaks up the free-flowing conversation and action of normal play.

As a result, it's possible to actually "win" *The Magician's House* without drawing your sword. Of course, it's not *easy*, because combat serves a very important function: to create suspense. Whether or not the party gets into scraps, there's always the *threat* of bloodshed and malevolent magic.

Fortunately, *The Magician's House* puts several tools for creating tension at the judge's disposal.

First of all, there is the time limit of the adventure, and several encounters (i.e. the Garden, Cosmic Library and Faerie Shrine) have the potential to consume much of it.

Second, there are the goals of the pre-generated PCs, which are designed to interfere with each other while not leading to direct conflict.

Third, there are a couple of encounters (i.e. the Time Dome and the Playroom) where characters can be lost to dangerous magic. The Time Dome can even lead to a T.P.K.!

Finally, it is hoped that the presence of children NPCs (i.e. in the Time Dome (8b), Study (10) and Children's Observatory (14)) will give even the most stone-hearted player something to worry about beyond mere pillaging.

Or maybe not. *The Magician's House* is designed so it can be approached, literally and figuratively, in more than one way. Embrace the chaos!



DEVELOPMENT NOTES

The Magician's House was originally written for the *Dungeon Crawl Classics* role-playing game. I had this site in mind as part of a larger campaign, and I decided to develop it into an adventure of the spur of the moment. I was heading to Gen Con 2018 to judge for Goodman Games for my second year in a row, and I challenged myself to run an original adventure. So that's how this started.

I worked on it gradually from late 2017 until early 2019. The whole time, I figured I'd release it in a form like this. Between Gen Con and my limited personal gaming opportunities, I've been able to playtest the DCC version pretty well, if not exhaustively.

A few months ago, I thought it wouldn't be too hard to convert this adventure to a number of OGL systems. *Lamentations of the Flame Princess* is probably my favorite system after DCC, and it's mechanically simple, so that was a no-brainer. 5e was also obvious; it's the most popular RPG of all, and a cousin of DCC.

Just about a month prior to writing this, I agreed to run a session with a large group of utter role-playing novices. This is something I've long been very interested in doing, so I leapt to the task of creating a simple and intuitive RPG for people who have never played one. That became *Lark Fantasy*, which distills a number of ideas I've had about role-playing in recent years.

To keep things simple for me, I decided to run *The Magician's House* for this group, so I had to do a conversion of it for *Lark*, anyway. The session was a success, and the players are asking for more - plus, *Lark* received positive reviews from people I showed it to. So it

was only natural to bundle *Lark Fantasy* together with the *Lark* edition of *The Magician's House*.

Anyway, I'm being pretty straight with you, here: not all of this has been playtested in all the editions I'm putting out. The DCC edition has been around the block and I've played one session of the *Lark* edition once as of the time of writing. But the 5e and LotFP editions aren't battle-tested. So keep that in mind, and consider tweaking the adventure for your group.

On the other hand, *The Magician's House* isn't designed to be an exercise in fantasy military tactics. If an edition's stats are "unfair," keep in mind that it's possible to get through the adventure without resorting to violence. If things feel too tough, give the party a chance to fall-back, and try to more obviously signpost the dangers going forward.

By the way, the 5e conversion was performed by someone more knowledgeable in the ways of that wonderful game: Xavier Lebec. I encouraged him to stay true to both the spirit of this adventure and 5e, and otherwise do as he saw fit, and I think he did a great job.

Addendum: After some early feedback from Bryce Lynch (name-level OSR reviewer nonpareil) as well as Xavier Lebec (my 5e collaborator extraordinaire), some late game changes have made small but substantial improvements. Primarily, improvements to the layout have achieved something very useful: all the numbered locations are described in pairs of facing pages. A host of clarifications and tweaks have also elevated the final product. I'm extremely grateful for their input at this stage of the process.