

Storm of Tears

Written by Chris Fuller



The rain will simply not stop. Crops have failed and livestock has drowned or fled. Farmers and their families have fled to the high ground, but the water is slowly building. The high priest has no answer and the king is desperate.

The land is surely under a curse, but from whom and why?

Storm of Tears is an adventure designed for four to six characters of eighth to eleventh level. The scenario requires the **First Edition Advanced** rules and is compatible with the **OSRIC™** game system.



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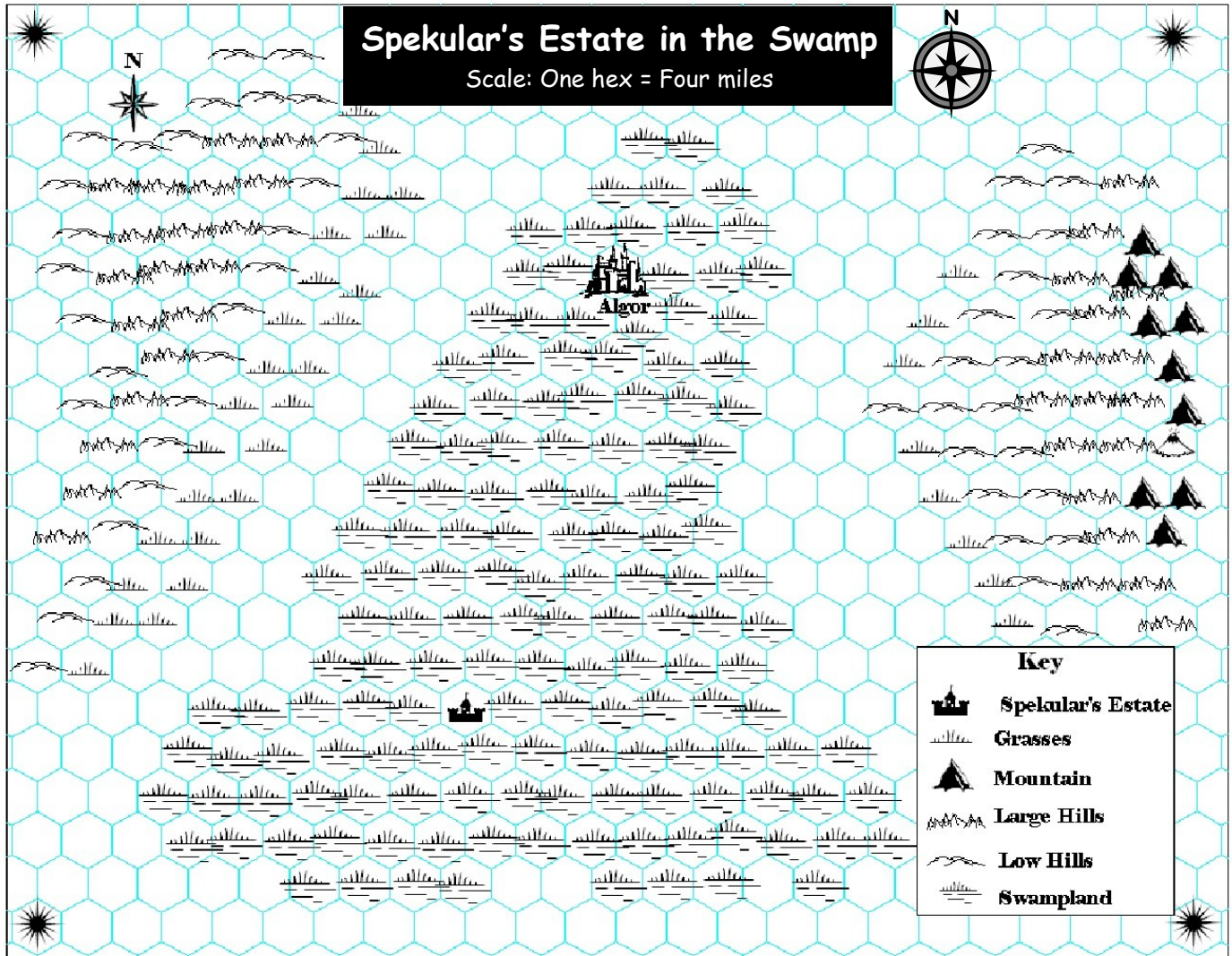
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THE SWAMP



Storm of Tears

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Sometimes It's Better to Have Never Loved at All

The Storm of Tears is an AD&D adventure for four to six characters of levels 8-11 (about 50 total levels). The adventure is best played by a good-aligned party containing a mixture of abilities and classes.

The adventure takes place in the Algor Valley near the city of Algor, but the DM may change the names of people and places to fit his or her own campaign. Any hills and valley region will suffice.

The History of Algor

In a land known as the Algor Valley, there lived a great wizard and a great king. They were the best of friends and they were titled, Spekular the Spectacular and King Balager the Bold. Together, they conquered many evils. The wizard possessed incredible intelligence and Balager provided strength, common sense and resolve. They were a team.

Tragically, Balager was fighting evil forces at the edge of his kingdom when he was fatally injured and his lifeless form was beyond recovery. The Kingdom of Algor was stunned. Thousands came to honor the fallen king,

but his death was too heavy for Spekular to process. He cried for weeks. Finally, a young priestess of unusual ability comforted Spekular. She was awed by his position, and he was taken by her charm and youth. Spekular latched onto her friendship to relieve his profound grief.

Within weeks of their meeting, Spekular and this young priestess, Moona, were married. The other clergy were not pleased at Moona's decision to invest in a relationship when she had so much promise as a priestess. Worst of all, they not-so-secretly criticized her decision to marry a non-believer. Moona was uncomfortable with the criticism of her peers and urged Spekular to move away from the city after their marriage. Spekular was also uncomfortable remaining in Algor because the city and its environs brought back painful memories of times shared with Balager. Spekular retired from kingdom life, and he commissioned the building of an estate some distance from the city.

Once Spekular and Moona moved to their estate, no one heard from them again. Strange rumors of witches and ghosts came from the land surrounding the estate. The people avoided the area, but few spoke out because



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Spekular had served the kingdom so faithfully in the past. No one dared venture toward the haunted place except for a foolish few who never returned.

Balager was succeeded by his head general, Dalronne, who, though not as wise or daring, provided a smooth transfer of power. The church gave its blessing to Dalronne's leadership. The Algor Valley continued to prosper and grow some of the best produce in the land.

One spring however, the clouds and spring showers came without end. Rains and storms raged over the land without respite. The water table rose until the lakes and rivers could hold no more and then the flooding began. People had to evacuate in mass exodus to the hills, mountains and city. Dikes were erected. What at first seemed an unfortunate quirk of nature quickly evolved into superstition and whispers of a curse spread through the populace. The local high priest searched for the truth. He concluded, regretfully, the source of the problem was emanating from Spekular's Estate. Spekular had requested privacy but something had to be done. Dalronne sent a small contingent as to not anger the wizard. They never returned. A larger group of soldiers were sent and they never returned. Dalronne, leery of losing any more troops and fearing that his soldiers would disobey an order to go anyway, sent out messengers to search for a group of specialized explorers who could solve their problem. The incessant rains had to stop!

For the Dungeon Master

The city did what it could to deduce the problem. Dalronne and his administration know that Spekular's Estate is built on a sizable outcropping of rock and should be above the water level. The city soldiers sent to inquire encountered two obstacles. First, the spirit of the Balager the Bold is troubled due to the flooding of his tomb. Second, Spekular created a Stone Golem to handle trespassers. With both groups of soldiers, this ghost evoked such a strong diversity of opinion and fear among the troops, that it divided their unity and resolve to the point that many drowned fleeing the apparition. The rest of the weakened and demoralized soldiers died at the hands of the Golem.

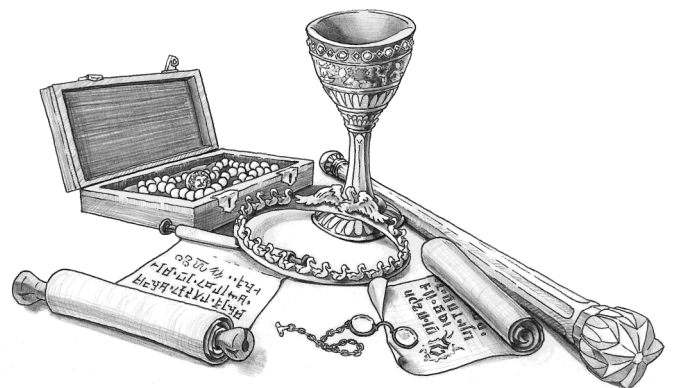
The church and its high priest, Ontobus, has not helped matters significantly. Due to his previous harsh judgment of the popular priestess, Moona, many people

point the finger his way. Ontobus has chosen to remain silent on the matter and has instructed the other priests to remain silent as well. This lack of forthrightness has opened the doors to numerous rumors. Even with appearances less than favorable, Ontobus is not involved in any way with the flooding.

Spekular and Moona's marriage has gone bad. Each are each in their own world, and both are contributing to the chaos now rampant in the Algor Valley. Spekular hoped the love he felt for Moona would wash away his pain and fear. Unfortunately, his fear remained and it destroyed his marriage. Spekular became distant, spending all his time researching a cure to his melancholy. In doing so, he delved into dark places.

Moona, already resentful of her faith and peers, fell into a deep depression as Spekular became more and more distant. Depression festered and soon it transformed into bitterness and hate. Moona turned from her god and devoted herself to a path of spite and evil. Spekular and Moona are out of touch with each other and with life.

The rains and flooding are effects of a magic item created by Spekular to cleanse the world of its dangers. In his insanity, the wizard believed the rains would wash away his depression or at least honestly reflect his internal reality. He has created a device using *control weather*, *gust of wind* and *permanency* spells to affect weather patterns over a large area. Spekular calls this device his **Sky Orb**. Spekular created the magic item, turned it on, and has neglected to turn it off. The effect of constant rain on the Algor Valley has led to the eventual floods. These floods and his Stone Golem have been effective barriers against all intruders or explorers so far.





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Starting this Adventure

King Dalronne has authorized a 25,000 gp reward to those who manage to solve the problem of the incessant rain. Upon further inquiry at any local tavern, the adventurers can be directed to and meet one of King Dalronne's messengers. The messenger informs the characters that the poster is true. The messenger will receive a 100 gp bonus if he is the first to return to Algor with a group of worthy explorers, although he will not willingly reveal this information. This incentive results in him offering the following pitch:

"You are just the group the king needs! I am certain that once you arrive, looking as you do, that King Dalronne will actually pay you more than the 25,000 gold pieces advertised. You should also know that this monetary reimbursement is just the beginning. Yes! Local soldiers and people are cursed from entering a certain house in our country that needs to be...blessed by a priest. The heart and main of our country is cursed, in fact, but out-of-towners should not be affected...by anything bad, at least. You see, our country is almost completely under water from constant rain. If you go inspect this house, you will stop the rain! I assure you, this exploring, if you want to call it that, should be easy takings. I wish I could be in on this job!

But wait! There's more! I also happen to know that this house is loaded with loot! And magic too! That's right! The former owner was a trusted counselor for the king, and I'm sure he has wands and...you know, magic things, all over the place. It can't be that bad; this guy's wife was a priest! What do you say?"

The messenger will accentuate the positive. To his knowledge, the above recounting is true, as this is essentially what he was told by the king's staff. He knows that the house needing to be "blessed" is the home of a former highly regarded court counselor, who he believes to be senile or dead. He does not know that Spekular was a wizard. He knows Moona by name after struggling with his memory. If the characters ask other townspeople, they know that the former king had an excellent reputation. The kingdom was, and still is, prosperous.

The way to the kingdom of Algor is common knowledge. The messenger will gladly escort the characters

back to Algor and has an adequate boat which can transport them there.

Along their way, or prior to their leaving, the group may hear one or more rumors. The true (T) and false (F) notes are for the DM only.

1. (F) Dalronne's army was inspecting some problem and annihilated by a horde of undead.
2. (T) Lightning storms are rampant in the swamp, as it will rain for days on end.
3. (F) Dragons roam this land freely.
4. (F) A devil has taken up residence in this kingdom.
5. (F) A "bogey man" has the whole kingdom scared.
6. (F) A cursed disease has affected a former court magician's mind, and he's gone crazy.
7. (F) Spekular and Moona died years ago. The high priest, Ontobus, in Dalronne's court is the mind behind the madness. He is creating the rain to ruin Dalronne and become king.
8. (T) A old ballad goes:
Balager the Bold, the greatest ruler of all,
Brought evil to its knees, it is told.
He defended the land, his endless quest.
The wise man Spekular, his right hand man,
If Balager can't do it, Spekular can.
Watch out evil! Glories untold,
Of Spekular the Wonderman and Balager the Bold.
9. (F) Moona, Spekular's wife, is wreaking her revenge for being unofficially excommunicated from Algor.
10. (T) Dalronne is too scared to deal with this problem himself.

The City of Algor

The great city from which Balager once ruled is now in danger of economic ruin. Food supplies are thinning. Dalronne's government is strained to the breaking point. Dikes have been erected and docks constructed to give some semblance of order. The water ranges in depth around the city from three to seven feet. The populace is depressed and angry. Superstitious folk believe the gods are angry at king Dalronne, or the church, or any one of several other circumstances of the day.

The economy was largely based on agriculture and trade. Thousands of people have already left city if they could afford a boat. Food prices have increased dramati-



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cally, and the few stores that remain open have few items to sell. The rains have come at a particularly bad time since it is now mid-summer. Even if the rain were to completely stop now, it would be too late to plant anything else in time to harvest this season.

An Audience with King Dalronne

King Dalronne and his castle can be easily found in the middle of Algor. He sees any group responding to his request for explorers immediately. Read the following to the party when the characters enter the throne room:

When admitted to the castle, you see King Dalronne and his court looking fatigued. Well-armed and stern soldiers stand around the throne room at attention, but the swords and shields are beginning to rust. The floors and walls glisten green from the algae and humidity. The throne itself is showing tarnish and stain. Once beautiful tapestries are mildewing where they hang. The throne room has an odor of a swamp. A smiling holy man stands nearby and behind the king to his right.

"I am glad you have arrived," the king begins. "My informants tell me you have experience with a variety of problems, and that is good. I seriously doubt my dilemma to be major, but my own people do not have the specialization required for the job. I am faced with political uncertainties regarding a former high official of this kingdom, and friend I might add, but I need an intermediary to intervene. I believe you can relay my desire to this individual that I seek him no ill will...if he still lives."

At this point the holy man whispers in the king's ear, smiles at the characters, and then the king continues.

"Yes, and his wife may also be disgruntled, but we seek her no ill will either. We want peace. The former court advisor was Spekular and his wife is...was...a priestess in the service of their king and church respectively. They have retired to an opulent mansion of marble some distance from here where they live in seclusion. They requested privacy; and to my knowledge, we have given it to them. My informants and seers have sought supernatural advice and have all concluded that the house is the emanating point of these

magical and deadly rains. The rain you felt as you entered our kingdom has not stopped for three months now. Our crops are ruined. We need the rains stopped.

It is also possible that our dear friend and wife have been kidnapped, seduced, replaced or worse, but my soldiers have been unable to determine the truth. Any treasure you find along the way is yours. If Spekular and his wife have passed away, I allow you to retain all their wealth except for the property itself, which will be reincorporated into the commonwealth of this kingdom and her people. Finally, in addition to a reward of 25,000 gold pieces, you will have my undying gratitude."

A loud crack of thunder can be heard from inside the throne room.

Ontobus had cast a *detect lie* spell just prior to the adventurers entering. He will listen carefully and report any lies immediately to the king. The king will negotiate hastily but not stupidly. The offer is 25,000 gp for the cessation of the rain and full exploration of Spekular's lair. Dalronne is desperate for an end to the rain, but he will try to hide this from the characters. If they push a hard bargain, King Dalronne will raise the amount to 35,000 gp, but no more.

Dalronne and Ontobus both know that Spekular was a wizard. Dalronne is lying because he did not know Spekular well, so he was not a "friend." Ontobus hardly knew Spekular as they never formally met. Dalronne theorizes that Spekular is somehow jealous which reveals his insecurity. Dalronne was jealous of Spekular's relationship with Balager when Dalronne was younger. Dalronne will not say this in so many words, but he couldn't care less what the party does to Spekular or Moona. The high priest during Spekular's days played a minor role in governing the kingdom with Balager, and is now dead from natural causes. Dalronne can describe Balager well and loves to wax historic, but can give only a sketchy description of Spekular.

Ontobus will only answer questions if directly asked by the party, and will be a man of few words. He does not lie, is polite and proper, but has the kind of personality that grates. Ontobus appears just a little too happy, but the reality is that he's only an optimist. Ontobus was disappointed with Moona's marriage, but adds that he nei-



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ther approved, nor oversaw any retribution. He did not know Moona well, even though she was a contemporary in his younger days. He might mention that Moona displayed unusual talent for someone so young.

Dalronne will supply rafts, a compass, oars and a map of the estate's location. He will not supply guides, troops, or any magic items. If the PCs ask about the distance to the estate, he tells the characters it will take two days of continuous rowing from the docks at the city walls to reach the home Spekular. Should they desire to start in the morning, the king will reluctantly house the group, but will not offer this. The explorers will be paid in full upon the completion of their task.

King Dalronne: AL LN; AC 7; MV 12; F 20; hp 108; THACO 2; #AT 2; D 1d8+7; S18/95; I 15; W 8; D 15; Con 16; Ch 14; carries a *golden ceremonial sword +2*, *ring of protection +2*, and a *rod of lordly might*.

Ontobus, the high priest: AC 5; MV 12; C 14; hp 85; THACO 12; #AT 1; D 1-6+4; AL N; SA spells; S 13, I 12; W 18; D 14; Con 15; Ch 13. He has the following spells: *command*(x3), *cure light wounds*(x2), *bless*(x2), *light*, *know alignment*(x4), *augury*(x2), *hold person*, *silence 15' radius*, *cure blindness*, *cure disease*, *dispel magic*(x2), *remove curse*(x2), *prayer*, *cure serious wounds*(x2), *neutralize poison*(x2), *detect lie*(x2), *commune*, *true seeing*, *flame strike*, *word of recall*, and *heal*, wears scale mail armor underneath his robes and carries a *mace +4*;

Elite Guards (20): AL N; AC 2; MV 12; F5; hp 34(x4), 33(x4), 31(x4), 28(x4) and 25(x4); THACO 15; #AT 1; Damage long sword 1d8+1.

Leaving Algor

As the characters are preparing to launch from the docks, read the following to the players:

You are all boarded on the raft. Rations, supplies and oars are firmly in place. For a moment, there is no rain and all is calm. Then, suddenly, a ray of sunshine breaks through the clouds. Everyone looks skyward spontaneously. You hear dozens of voices cheering in the distance. A chill runs through your soaking skin. But only a moment later, the clouds cover the hole, a

flash of lightning crosses the sky, and the sunshine is no more. Curses come from several soldiers. One of the guards falls to the ground, heaving with heavy sobs. Another soldier picks him up and carries him away.

"You'd better go now," says the closest guard. "We can't take much more of this."

Wandering Monsters in the Swamp

Spekular's estate is about 45 miles from the castle. However, the PCs can only travel by raft, which is slow. The PCs can travel approximately 20 miles per day (travel at night is impossible as getting lost is a certainty). For every mile traveled, roll a 1d6 to determine if a wandering monster is encountered. If the result is a "6", the party will have an encounter. Roll 1d8 and refer to the table below to determine which monster is encountered. Each encounter can only occur one time. Loads of ruined crops and dead livestock and few people have made this area easy-pickings for several new inhabitants who are not typically found in this valley.

1. Catoblepas: INT semi; AL N; AC7; MV 6; HD 6+2; hp 34; THACO 13; #AT 1; D 1-6+ stun; SA gaze causes death; MR standard; SZ L; ML 12; XP 972; MM/13.
2. Ghouls (5d6): INT low; AL CE:AC 6; MV 9; HD 15; hp 10; THACO 16; #AT 3; D 1-3/1-3/1-6; SA paralysis by touch; SD immune to sleep and charm spells; MR Standard; SZ M; ML 10; XP 85; MM/43.
3. Giant Frogs (5d4): INT non; AL N; AC 7; MV 3//9; HD 3; hp 14; THACO 19/16; #AT 1; D 2-8; SA surprise 1-4, leap 18" to attack, tongue strikes at +4 over distance of 18'; MR standard; SZ M; ML 7; XP 62; MM/41.
4. Hydra 8 heads: INT semi; AL N; AC 5; MV 9; HD 8; hp 64; THACO 12; #AT 8; D 1-8; SA 1-4 attacks on same opponent; SD all heads must be destroyed to slay; MR standard; SZ L; ML 13; XP 1290; MM/53.
5. Lizard Men: (5d6): INT low; AL N; AC 5; MV 6//12; HD 2+1; hp 11; THACO 16; #AT 3; D 1-2/1-2/1-8; MR standard; SZ M; ML 8; XP 68; MM/62.
6. Mottled Worm: INT non; AL N; AC 6; MV 9; HD 15; hp 70; THACO 8; #AT 2; D 2-24/1-4 + poison; SA Swallows victim; MR Standard; SZ L; ML 12; XP 6300; MM/80.
7. Shambling Mounds (1d2): INT low; AL N; AC 0; MV 6; HD 8; hp 42; THACO 12/10; #AT 2; D 2-16/2-16; SA creature hit twice in same round is entangled and suf-



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focused in 2-8 rounds unless shambling mound is killed; SD fire does not affect, lightning attacks add one hit die, cold does half or no damage, weapons score half normal damage, crushing has small affect; MR Standard; SZ L; ML 13; XP 2220; MM/87.

8. Will-O-Wisps (1d3): INT Exceptional; AL CE; AC -8; MV 18; HD 9; hp 51; THACO 12; #AT 1; D 2-16; AL CE; SA lures opponents to traps; SD only affected by Protection from Evil, Magic Missile and Maze spells; MR Standard; SZ S; ML 15; XP 1812; MM/101.

Travel through the Swamp

The land has changed considerably over the past few months and is now virtually a swamp. The water is three to seven feet deep around the city and Spekular's estate, but is four to 16 feet deep elsewhere. It rains 90% of the time, but even when it does not rain, the sun rarely shines.

There are lightning storms 10% of the time and they last approximately 1d4 hours. If the PCs move during a lightning storm, they have a 10% chance per hour of being hit by lightning. If a raft is struck, each PC on the raft will suffer 6d6 damage (save for ½ damage is applicable). If the PCs seek shelter (a low spot) during the storm, there is no chance of being struck.

The journey is approximately 45 miles from Algor. The PCs can move about 20 miles per day. Travel is slow due to the inefficient seaworthiness of the raft and the debris scattered on the lake. Dead animals float here and there, most with large chunks of flesh ripped away. The smell is stifling.

Fog usually hinders vision during the early morning and at night. The characters can see outlines at 50' and details at 25' during these times. During the day, the characters can see outlines at 300' and details at 75'. Casting a *light* spell at the object or area they want to see can improve these distances by double. At night, infravision can penetrate the fog up to 75' if no torches are lit on the party's craft or in the area. Characters with ultravision can see clearly at 100' and dimly at 200' during the night.

Flat bottomed rafts are the most feasible type of craft for crossing the countryside. They do not get stuck often and rarely tip if attention is given to the displacement of people and supplies. They are modified with a tarp roof to keep out the rain. The raft measures 12' x 18'.

Only two characters can stand safely at the edge of the raft on the same side unless counter-balanced by other characters. If three or more attempt to stand on the same side of a raft without appropriate precautions, it will tip significantly enough to spill those standing at the edge into the water. Additionally, remaining standing characters must make a dexterity check, if several fall in, to determine their also being dumped into the water. Remember to refer to the **Dungeon Masters Guide** (page 55) to asses drowning possibilities if the water is deep enough. The water is not cold, and the temperatures are moderate to warm.

There are two special encounters that must be introduced prior to the PCs reaching their destination. They should be run in order, as presented.

Encounter One: Balagar's Ghost

Sometime during one of the evenings before the party reaches the estate, the party will encounter Balager's ghost. The ghost of Balager has been disturbed by his flooded grave and the cries of his people.

A colorless silhouette seems to be purposefully walking on the water through the fog and mist toward your raft. It is a man; a huge man-physically stout and imposing. His eyes pierce the fog. His full, black beard hangs over his plate mail armor to a large, studded belt buckle. It is now apparent that he is not solid but ethereal, and he looks furious.

"So! It's about time somebody civilized came around here! I'm dead a decade and look at this place! Look at this place! Does this look natural? I don't think so. It's a fish farm! Who likes fish? Do I like fish? I don't think so! I'm sick of fish, and I hate water."

If the characters can cut through the anger and calm the boisterous Balager down for a minute, he can be quite helpful. He will be able to guide them directly to the estate but has no desire to enter. He retains his strong desire to lead and make decisions. He will constantly offer input and berate people who voice opposition and intimidate those who seem unsure. He will grow to like and respect the group, especially if they defeat a powerful monster. He will not participate in any battles, but will strut around the fray giving advice and admonition. He has



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actually been dead for sixteen years. His sword sheath is curiously empty. If asked about this, he says, "Argh! Real men don't need swords!" and refuses to discuss this subject anymore. He does not like conversation and hates questions.

If the characters attack Balager he will leave in disgust to return during their next battle (if any) on the lake.

Balager does not know Moona at all, and has only praise for Spekular. If the characters reveal king Dalronne's directives, Balager will be critical of the king and his leadership, frustrated he is not king anymore. He suspects Dalronne is jealous of his close relationship with Spekular. If asked about Ontobus, he couldn't care less about the man or "religion," but doubts the priest has done anything wrong. He knows that the second group of soldiers sent by Dalronne were finished off by a "green statue."

Balager Ghost: INT High; AL CN; AC 0; MV 12/15; HD 10, hp 69; THACO 10; #AT 1; D 1d8; SD immune to sleep, charm and hold spells, impervious to cold and electricity; SA panics creature of less than 8 HD; MR standard; SZ M; ML Special; XP 5016; MM/43. He will not use his aging attack, but characters of less than 8 HD must save vs. paralysis or experience panic (per *fear* spell). Balager is brash, speaks in a gruff voice and continually on edge.

Encounter Two: The Green Golem

When the characters are within 200 yards of the estate, a stone golem will attack. Read the following to the players:

You know the estate cannot be far away. Your eyes strain through the fog hoping to glimpse this house and get off this confining raft. Suddenly the water surges and you grab wildly for support. Towering out of the water is a green, monstrous humanoid form.

Everyone standing must make a dexterity check to see if they remain on the raft unless they have tied themselves to support posts or taken other precautions. The water is only five feet deep at this location. The golem is green from the algae in the lake. The algae and water give him fire resistance, per the 2nd level cleric spell *resist fire*. The golem will first cast a slow spell and then attack to the

death. Any successful attack by the golem which does more than 15 hit points of damage requires a dexterity check to see if that character remains on the raft. Humans can attack at -3 from within the water. PCs that are smaller than human-size must use underwater attack rules (see **Dungeon Masters Guide** page 55). Climbing back on the raft requires two rounds unless that character is wearing plate armor in which case the character would require assistance and it would still take two rounds. All spells cast have a 25% chance of failure due to the heaving and swaying of the raft. The golem will not enter the estate.

Stone Golem: INT Non; AL N; AC 5; MV 6; HD 60 hp; THACO 9; #AT 1; D 3d8; SA slow spell every other round; SD +2 weapons or better to hit, only affected by *rock to mud* and *stone to flesh* spells, fire resistance; MR standard; SZ L; ML Special; XP 8950; MM/48.

Spekular's Estate

Read the following to the players as they approach the estate:

The Estate of Spekular is grand indeed. Made of huge blocks of gray and black marble, it is every bit as impressive as it was said to be. It stands on a large outcropping of granite, 100 yards across and 150 yards long. There is one other small structure besides the estate, off to the left and behind, as one faces its ominous presence. There are several windows around the Estate, but they are crossed by huge iron bars. Some steps, hewn out of solid granite lead up to the front entrance. The fog around the estate seems to descend upon you. The air grows dark. Loud thunder peals nearby. A warm fire and a roof overhead would feel good.

The walls of the Estate are 10' thick. There are four doors to the outside of which only three actually enter the main living quarters. All outside doors require 65 points of damage to allow entry unless otherwise noted, and all interior doors require 45 points of damage to destroy. The windows are rather small at 2' by 3'. The bars can be bent but at a -10% to the bend bars percentage due to their thickness. Two bars must be bent in this way to allow passage of gnome and halfling characters. Three must be bent



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in this manner to allow man-sized creatures to pass through. Thick curtains cover all the windows. The roof and observatory (room 30) cannot be clearly seen from ground level due to the fog and rain.

The ceiling, unless otherwise stated, is 20' high within the estate. The roof is constructed of thick oak beams with slate shingles. It would be nearly impossible to break through the roof without alerting everyone within the estate. The estate is protected by spells to prevent seeing and divining of its interior. This explains Ontobus' inability to accurately divine the nature of the problem. Gray carpet covers the floor unless otherwise stated.

Manes occupy every fireplace and keep the estate warm and dry. They are a peculiar type of Mane that has taken the form of the flames from which they originated. There is the slight smell of burning flesh but no other. Each was summoned by Moona for this purpose after tiring of Wilma and Margaret's (the cooks, room 16) complaints about gathering firewood. There are braziers scattered throughout the estate which are used to warm individual rooms.

If Balager's spirit is with the characters, he will inform them of their incompetence for believing Spekular has anything to do with these problems. He will not be seen again unless they exit the estate into the swamp.

The estate was originally constructed to host guests and banquets, but it never served that purpose. Moona's character change has been the primary influence on the estate's state of affairs. She is disillusioned with life, love and happiness. Moona mumbles to herself. She feels ignored by Spekular and rejected by the church. Even her child is rebellious and difficult (Kelgar, room 27). Unable to turn to anyone else, she fell into worshipping evil to find satisfaction and acceptance. Most recently, her gate spells have subtracted years from her youth. This estate is a reflection of her transformed self, though reminders of her former glory days, and Spekular's accomplishments, are still noticeable. Moona has not seen Spekular for months but does not care.

There are several enchantments within the estate. These can be dispelled (versus 18th level caster).

Wandering Monsters in the Estate

Roll a 1d6 every hour for a wandering monster(s).

1. Type I Demon: INT low; AL CE; AC 0; MV 12/18; HD 8; hp 42; THACO 12; #AT 5; D 1-4/1-4/1-8/1-8/1-6; SA Can cast detect invisible objects, telekinesis 2,000 gp weight, gate in another type I demon, 10% chance of success; MR 50%; SZ L; XP 1695; MM/18.
2. Mane: INT Semi; AL CE; AC 7; MV 3; HD 1, hp 6; THACO 19; #AT 3; D 1-2/1-2/1-4; SD +1 or better weapon to hit; MR standard; SZ S (3' tall); ML 4; XP 24; MM/17.
3. Wilma and Margaret (from area 16) Wereboars (2): INT very; AL N; AC 4; MV 12; HD 5+2; hp 32, 29; THACO 15; #AT 1; D 2-12; SD +1 or silver weapons to hit; MR standard; SZ M; ML 13; XP 450; MM/63. They are returning to their rooms for a nap (areas 10 & 11), or gathering food from the greenhouse (area 21).
4. Mimic: INT Average; AL N; AC 7; MV 3; HD 8; hp 39; THACO 12; #AT 1; D 3-12; SA glue; MR standard; SZ M; XP 1390; MM/70. The mimic (from area 23) is looking for food.
5. Dretch: INT Low; AL CE; AC 2; MV 9; HD 4; hp 23, 21, 20, 18; THACO 15; #AT 3; D 1-4/1-4/2-5; SA spell-like powers once per round: *darkness* 5' radius, *scare*, *stinking cloud* once a day, telekinesis 500 gp weight, *teleport* once per day, or *gate* in type I demon (5% chance of success); SD 1/2 damage from cold, lightning, fire, poison & gas; MR 30%; SZ S(3' to 4' tall); ML 9; XP 267; MMII/38. Each Dretch will cast *stinking cloud* spell or *darkness* spells at different characters during the first two rounds. They are checking on Kelgar (area 27).
6. Cambion (Kelgar): AL CE; AC 1; MV 15; HD 7; hp 38; THACO 13; #AT 2; D 1-6+4; SD 1/2 damage from cold, electricity, fire and poison gas, unharmed by silver weapons; MR 20%; S 18, I 14, W 8, D 14, C 14, CH 3; *leather armor +2*, *wand of magic missiles* (9 charges, command word, "ringy-dingy"), *dagger +2*. He carries keys to his bedroom (area 27) and the library (room 5). He is on his way to get a snack from the kitchen (area 16) or a book from the library (area 5).



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The encounters below will occur automatically if and when characters reach the appropriate area (shown on the map) within the estate.

1. The Porch

Two huge columns, hewn out of solid marble, support the porch roof. A rotting straw mat lies in front of the door with the word "Welcome" sewn into the weave. The front double doors are huge, each wrapped in iron bands and bronze plated over thick wood slabs. A huge ring-shaped knocker is centered on each door.

DM's Description: If a character steps on the porch, a permanent *magic mouth* will appear on the door and say, "Wipe your feet please," in common. It will repeat itself each time a character steps on the porch.

The doors are locked but not trapped. They are made of two-inch thick oak plated in bronze and wrapped in steel bands. They can take 85 points of structural damage. Should the characters knock, there will be a one round delay before the door opens.

If the characters knock, they will see standing at the door, a six foot tall, wooden man dressed in a black. He will motion for entry of the characters and, if unheeded, proceed to the fireplace where he is always preparing hot tea, and will serve them. He serves the tea on a silver platter worth 100 gp and a 10 piece crystal glass piece worth 300 gp. Whenever characters enter this area, this butler will serve them hot tea. The butler is actually a wood golem created by Spekular.

The golem will attack if attacked, has his serving set stolen, or is accidentally bumped, causing his serving set to drop. Even during battle, the golem will serve tea to all within the entry and ball rooms, where he will probably be bumped. The tea is hot, sweet and refreshing.

Wood Golem: INT Non; AL N; AC 3 (due to the additional clothing); MV 3; HD 50hp; THACO 10; #AT 1; D 3-12; SD +1 or better weapons to hit and immune to blunt and piercing weapons; MR standard; SZ M; XP 3400.

2. The Garden

The cast iron gate is rusted and the area beyond must have been a garden. The water and lack of sun has drenched the life out of nearly every plant. The garden is enclosed with an iron fence 10' high and the garden is 30' square. A wooden door stands in the middle of the east wall and an iron gate doorway graces the north wall.

DM's Description: There is nothing to do here but get wet. The iron gate into the garden is rusted shut and requires a strength roll to open. The gate doorway into area 22 is also rusted shut and requires a strength roll to open. The door to area 21 is double locked requiring two successful pick locks rolls or two knock spells. If a character decides to climb the fence, the iron bars are rusty and slippery adding a -10% chance to climb successfully.

3. The Entry

This quaint little area is apparently where guests are greeted. There is a large rug on the floor. Stitched in beautiful thread are the words, "Home, Sweet, Home."

DM's Description: If the characters have not made the acquaintance of the "butler" yet, they do now (refer to his behavior and statistics in area 1). If the characters are patient and listen for noise with the front door closed, they may hear the two type I demons lurking on the balcony above the ballroom (refer to room 4).

If the characters look into the ballroom from the entry room, they see the following:

The room beyond is stunningly grand, complete with roaring fireplace and a huge, unlit chandelier. The only light source is the fireplace which looks inviting. The form of a balcony rising 20' from the floor can be seen dimly overhead. A majestic staircase spirals up to the balcony in the southwest corner of the chamber. Several paintings hang from the walls and thick, dark carpet covers the floor.

The chandelier is worth 100gp but is cumbersome to transport.



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4. The Ballroom

DM's Description: If the characters have defeated the demons described below, then read the following:

There are three paintings on the south wall. One is obviously of the estate immediately after its completion. The second is of a young priestess in an azure cloak. She is smiling. The third is of a great warrior resembling the spirit you met on your way to the estate. The third painting hangs over the fireplace, larger than the first two. The painting portrays a handsome, well-dressed, elderly man holding a well-carved cane or staff.

The walls are light gray. There is no furniture in the room save one table with some glasses and a pitcher. The fireplace gives warmth and light to the room.

If the characters have not made the acquaintance of the "butler" yet, they do now (refer to his behavior and statistics in area 1). At the northeast corner of the balcony are two demons.

They will use infravision and detect invisibility to scan the party and size up their opposition. They then use their telekinesis on the two lighter members of the party, lifting them to the ceiling and dropping them to the floor. The ceiling is 40' high, so roll 4 d6 for each "fall." If other members of the party catch those who are falling, they reduce the damage by half and take 1d6 damage themselves. The demons continue this until some character or characters climb the stairway and approach the North east corner where the demons are attacking. They never attempt to gate in another demon as instructed by Moona. If the battle lasts longer than five rounds, there is a 25% chance per round thereafter that the Dretch in room 25 will investigate.

There is no smell of wood burning, but this is not obvious unless the party directly asks the DM. This because within the fireplace resides a Mane, and it will not attack unless attacked. The room is comfortably warm.

The painting of the priestess is of Moona a week before her wedding to Spekular. It was gift from him to her on their wedding day. The painting of the warrior is of Balager the Bold. The painting of the elderly man is, of course, Spekular.

The table is where the golem serves his tea. He warms the tea by placing the pot next to the fireplace.

Type I Demon (2): INT low; AL CE; AC 0; MV 12/18; HD 8; hp 42; THACO 12; #AT 5; D 1-4/1-4/1-8/1-8/1-6; SA Can cast detect invisible objects, telekinese 2,000 gp weight, gate in another Type I Demon, 10% chance of success; MR 50%; SZ L; XP 1695; MM/18.

Manes (3): INT Semi; AL CE; AC 7; MV 3; HD 1, hp 6 each; THACO 19; #AT 3; D 1-2/1-2/1-4; SD +1 or better weapon to hit; MR standard; SZ S (3' tall); ML 4; XP 24; MM/17.

5. The Library

DM's Description: The door to this room has been enchanted with a *wizard lock* spell.

Thousands of books line the walls. Two large tables occupy the floor with several cozy chairs around each one. A thin layer of dust covers the tables. There are two windows on the north wall with thick gray curtains sealing out any light from outside. The book shelves extend half-way up the 20' high ceilings. In the north east corner stands a peculiar, cylindrical metal cage with a man sized opening but no door. The cage is about four feet in diameter and seven feet high. There appears to be nothing in the cage.

Moona has instructed her demons stay out of this room. The secret door on the south wall is opened by pulling on the book, *The Vogue Necromancer*. A thief needs to roll his find traps percentage to discover this mechanism. The book case will rotate 90° and stay there until pushed back in place.

The only item to glow from a *detect magic* spell will be the cage. This is a teleportation device used to go upstairs and into the observatory. The bars of the cage not strong and are spaced eight inches apart. There is a small panel with two buttons and small inscription in common. One button has the number "2" and the other button is labeled "3". The inscription says, "Not to exceed 5000 gp weight" and below that it says, "You can be sure it's Easting-house." Pushing button two will teleport the person(s) to the game room (area 25). Pushing button three will teleport the person(s) to the observatory (area 30). If the weight limit is exceeded, the device will not work. There is a 10% cumulative chance each time the device is used incorrectly or overloaded that the character(s) will be tele-



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ported to another plane of existence (determine randomly).

There are some peculiar books on the shelves. They are:

101 Ways to Wok Your Dog, Greyhawk On Less Than 5 sp A Day, A City With Two Tails, How To Pick Up Girls, The Vogue Necromancer, Be Less Miserable, Old Yeti, Learn Orcish in Sixty Days, The Robbing Hood, Human Delicacies (in orcish). There are also several shelves with books of a more serious nature. They are: Power For Death, How To Live Longer, Magic and Your Body, Avoiding Your Local Cleric, Psychology and Death, The Undead, Vital Fluids, Cleric's Desk Reference (to potions). All books, if carried to a dealer, are worth 4,000 gp. The Learn Orcish is Sixty Days is magical and anyone who reads it completely will become fluent in the orc language.

6. Spekular's Study

In the southwest corner of the room there is a large desk with several papers scattered over it and a small bronze statue of a dragon. There are more bookshelves along the northern and eastern walls. There is also a poster on the southern wall of a scantily clad female with the words below, "Visit Beautiful Hochoch."

DM's Description: The papers on the desk are worthless and contain only scribblings. The brass dragon is worth 15 gp. There is one drawer in the desk, and it is not trapped but is locked. It contains only several daggers and a copy of the magazine, Truly Confessed, which has pictures and short stories of peculiar monsters. The lead story is of a vampire with a short article on How Being Undead has Changed My Life. The poster is worthless. The daggers are normal.

The secret door in the floor is especially difficult to find and each character has only a 1 on a d10 chance each time they enter the room. Elves, thieves and other non-humans have a 1 in 6 chance. Characters will not find it unless they are specifically looking for it. This door is magically sealed, although a *detect magic* spell will not reveal this. To open the door the characters must say, "Spekular says open" or use a spell such as *knock* or *pass-wall*. The door can also be opened by doing 100 points of

damage which will certainly invite investigation. The door opens to a long narrow stairway. If the characters rip the carpet off the floor they will have a normal chance to find the secret door.

7. Main Guest Chamber

DM's Description: The door to this chamber is not locked. Inside this unlit room is a huge bed and an unlit lantern on a small table. There is a small chest against the back wall and a brazier stands near the doorway with a few ashes inside.

The chest is not locked and contains only extra blankets and sheets. The lantern has enough oil to last one hour. The brass brazier is worth 15 gp.

8. Minor Guest Bedroom

DM's Description: A medium-sized bed, a small bedside table, and a chest are neatly arranged in this room. A brass brazier containing old ashes stands near the doorway.

The chest is not locked and contains only towels and spare blankets. The lantern has enough oil to last an hour. The brazier is worth 10 gp. The bedspread is dusty.

9. Minor Guest Bedroom

DM's Description: A medium-sized bed, a small bedside table, and a chest are neatly arranged in this room. A brass brazier containing old ashes stands near the doorway.

The chest is not locked and contains only towels and spare blankets. The lantern has enough oil to last an hour. The brazier is worth 10 gp. The bedspread is dusty.

10 & 11. Cook's Quarters

DM's Description: These rooms are essentially identical. Wilma resides in 10 and Margaret resides in 11. Descriptions for these cooks can be found in the kitchen (room 16). The doors are locked to keep out the demons.

Smoke greets your nose as you realize this room has been used recently. The bed is not made and the chest is open. An unlit lamp sits on the bedside table. You see no one.

The chest contains clothes for a large woman. A close



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inspection reveals bits of fur on the clothes, the sheets and on the floor. Someone with an animal lore proficiency has a 15% chance to realize it is hog hair. The only treasure in the room is their pay from Moona. It is 1000 gp each stuffed in their mattresses.

12. Broom Closet

Inside are two brooms, a mop, a barrel and several rags in a wooden bucket.

DM's Description: The barrel contains lamp oil but is almost empty. There is enough to fill one flask. Otherwise, there is nothing of value here.

13. Coat Closet

Two horizontal poles run along the north and south walls with a dozen or so empty hangers on each pole. There is one raincoat and one cape on the hangers. A large hat rack stands next to the western wall.

DM's Description: There is nothing of value here.

14. Bathrooms

A crude commode constructed of solid marble stands against the northern wall. There is an empty bucket next to the commode. Hanging over the bucket is a towel. Hanging low from the ceiling is an unlit lamp.

DM's Description: There is enough oil in the lamp to last an hour. A sign on the back of the door alerts people in common to "keep the door shut." The room smells like fecal waste. The rising water has kept the toilets from draining properly.

15. Banquet Room

You have obviously entered a dining area. A huge wooden table runs the length of the room, 24 chairs lining its perimeter. Four glass globes emanating a pale white light hang halfway from the ceiling to the floor. Double doors can be found on the southern wall, a sin-

gle door is located on the northern half of the eastern wall and another single door is located on the southern half of the western wall. You smell the odor of cooking food.

DM's Description: If they have not met Wilma and Margaret, also read the following:

You also hear yelling and screaming from the eastern door.

The glass globes contain a continual light spell and can be dispelled against 18th level magic use. The noise and smell comes from the kitchen (room 16). None of the doors in this room are locked.

16. Kitchen

DM's Description: As the characters approach the kitchen, the noise level increases. The door is unlocked.

As you open the door, two women are haggling each other about whether a tomato is a fruit or a vegetable. They are peeling potatoes and carrots into a large pot hanging over a blazing fire on the west wall. They are large, gruff women in simple dresses and messy aprons. The room is lined with cabinets except where doors and a brick fireplace require room. Two doors are on the eastern wall and one occupies the western wall. The room smells appetizing and feels warm. The women are startled by your entry.

The women are infected with lycanthropy and easily panicked. They throw their knives and change form in one round to attack. Wilma and Margaret are wereboars.

Wilma and Margaret were hired by Moona soon after moving to the estate. Unfortunately, both were attacked by a wereboar when gathering firewood last fall. They are hiding their lycanthropy because they fear (correctly) no one will hire them elsewhere, and the pay is good. Despite the bickering, Margaret and Wilma are the best of friends. They are loyal to Moona, although they think she's a religious fanatic and do not like being around her. They don't know Spekular well and just think he's creepy. They don't like Kelgar either but they fix regular meals for everyone. They are scared of the demons, but Moona



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has strictly instructed them to stay away and out of sight. They cannot believe it is raining so much and do not understand why. They are worried about supplies in the estate running low. They will not tolerate intruders and will report to Kelgar if the party runs away. Moona has instructed everyone that she is not to be disturbed in her chapel for the next three days.

A mane is in the fireplace and will not attack unless attacked.

One of the cabinets has silverware worth 1,000 gp. A secret panel hides more silverware and crystal dishes worth 7,000 gp. A pot of stew is cooking near the fireplace. Wilma and Margaret both have two keys. One key locks their private chamber door, and the other operates the outside door from the well room (room 18).

Wereboars (2): INT very; AL N; AC 4; MV 12; HD 5+2; hp 32, 29; THACO 15; #AT 1; D 2-12; SD +1 or silver weapons to hit; MR standard; SZ M; ML 13; XP 450; MM/63.

Mane: INT Semi; AL CE; AC 7; MV 3; HD 1, hp 6; THACO 19; #AT 3; D 1-2/1-2/1-4; SD +1 or better weapon to hit; MR standard; SZ S (3' tall); ML 4; XP 24; MM/17.

17. Storeroom

DM's Description: The door is not locked. Boxes and barrels line the room on shelves that reach to the ceiling. The crates contain foodstuffs of all sorts and the barrels contain wines, beans, grain, and cooking oil (which is not very flammable but is slippery). The crates and barrels are almost empty.

18. Well Room

DM's Description: The door to the kitchen is not locked but the southern door to outside is locked.

A well stands in the northeastern corner of the room. Several buckets, of metal and wood, are stacked beside it. A coil of rope lies on the floor and is tied to the handle of one bucket. A door can be found on the southern and western walls. A lone window on the eastern wall stares into the rain and fog.

The rope is 50' and the water surface is 20' down. The water in the well is 10' deep. The walls of the well are slippery and do not afford a solid handhold. Thieves climb

the wall of this well at -20% to their climb walls ability. There is a permanent illusion hiding the ceiling hole from room 28 above.

19. Museum

DM's Description: Only the doors to the chapel are locked. The northern double doors contain a *glyph of warding* on the inside (south side) of the door. The glyph will be triggered by the opening of the doors and will do no damage to any member of the party. The glyphs are undetectable from within the museum. The *glyph of warding* is a "Matabish" ward that sends a brief, weak surge of raw psionic power in a 100' radius. Only characters possessing psionic abilities, or an intelligence or wisdom of 18 and over, will feel the surge. This ward warns Moona of trespassers.

This fascinating room is full of objects, trinkets, displays and statues. Overhead, the skeleton of a Wyvern hangs suspended in dramatic flight between five globes of light. Insect collections, pieces of pottery and ancient crude jewelry line the north wall. A huge tapestry of some civilization hangs behind three suits of plate mail armor. A huge fireplace warms the room from the eastern wall. On the mantle are several small metallic statues. Two large statues flank the northern double doors. A large stuffed spider, several skeletons in humanoid shapes, skulls from curious creatures, and paintings cover the south wall. Skins of several animals cover the floor; a bear, a boar and a wolf. There two sets of double doors in the middle of the north and south walls. This bright and warm room smells musty and strange.

If magic is detected for, the two large statues glow along with the Continual Light globes, but nothing else. The light globes are identical to the globes found in the dining room (room 15). Nothing radiates evil specifically, but will be sensed in the direction of the chapel. The strange odors emanate from the chapel (room 20). A Mane is in the fireplace and will not attack unless attacked.

The two statues radiating magic are not impressive pieces of art. The faces display looks of horror and pain. They are both stone statues of adventures capable of avoiding the golem and not avoiding Spekular's wrath and his *flesh to stone* spell. One of the statues is dressed in plate armor, the other in leather. If they are returned to



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flesh with *dispel magic*, or a *stone to flesh* spell. Both have been stripped of all their possessions save their clothing and armor.

Upon closer inspection, the small statues on the mantle have writing on each of their bases. One is a statue of a man holding out a stick with the inscription, "Wizard of the Year." Another older statue features a human with arms outstretched with the inscription, "Wizard Academy Star Student Award." The final statue is of a man standing at attention with the inscription, "Outstanding Citizen Award, Algor." The plate armor is usable but non-magical. The furs are dirty and worthless. The pottery and collectibles have more sentimental value than real value and are worth a total of 300 gp. Everything else is too rusted, rotten or common.

Fistion the Flake: AL NG; AC 2; MV 12; F 6; hp 34; THACO 16; #AT 1; D by weapon type; S 15, I 7, W 5, D 14, C 15, CH 7; XP 1800; . He came to Spekular's estate on a dare. He is one of the least aggressive fighters the party could meet. When he has his back against the wall, however, he's capable. Fistion is physically small and talks too much. He loves dares and accepts them 25% of the time. He makes dares for everyone else constantly.

Baggile the Agile AL CN; AC 4; MV 12; T 8; hp 29; THACO 19; #AT 1; D by weapon type; S 13, I 14, W 9, D 18, C 12, CH 14; XP 2400; . Baggile is street wise and will try to convince the party he was sent on an errand to deliver a message to Spekular when zapped. He will pose as a fighter and remain friendly until he can pick a few pockets and make his escape.

Mane: INT Semi; AL CE; AC 7; MV 3; HD 1, hp 6; THACO 19; #AT 3; D 1-2/1-2/1-4; SD +1 or better weapon to hit; MR standard; SZ S (3' tall); ML 4; XP 24; MM/17.

20. The Chapel

DM's Description: This will be a difficult encounter for the party; read carefully! The double doors to this room are locked. Moona carries the only key.

Moona may have been warned by the *glyph of warding* on the double doors to the museum. However, she thought perhaps one of the demons disobeyed her and triggered the glyph, so she's not completely ready for intruders. She has only cast *protection from good* and *resist*

cold on herself before the characters enter.

Moona desires to cast a *gate* spell. She is praying and fasting in preparation. She will do so for the next two days. Unless the party waits around two days or more, read the following as the doors are opened:

Opening the doors reveals a dark, frightening sight. A 40' wide by 60' long room is completely black. Pungent smoke clogs your nostrils and makes your flesh creep. As your eyes adjust to dark and smoke, a human form moves at the far end of the room. You hear the raspy voice of what is probably a woman. Her voice rises in volume and intensity with each sentence. "I believe you are trespassing! How dare you invade my private chapel! Did you not find the doors locked?Do you disapprove of what you see here? Do you propose to judge me? Well, I am a fully accepted by my friends! They do not accept you however, because you are weak and you rely on your weapons and your false magic and especially your two-faced gods!

Get out of my chapel! No! You cannot tell! You must not let the world know anything. You must die! My friends will enjoy having you for supper!" These last sentences are said with chilling passion and enthusiasm.

Moona is in the chapel desiring to gate in her former demon-lover from the Abyss, when she probably was informed of the party's entrance by her "Matabish" glyphs in the museum. Her first spell will be *blade barrier*, and her next spell will be *possession* (refer to **New Spell** section at end of adventure). If the possessing does not go well, she will attack with an offensive spell or two before casting *heal* on herself.

Moona has a dozen gems in a pouch attached to her sash worth a total of 8,000 gp, plus keys to the library (room 5), greenhouse (room 21), office (room 24), back doors, storeroom (area 26), front entrance and her own bedroom (room 27). The key ring also contains a magical, exploding key. Use of this key causes the user to take 10 hp of damage and not be able to pick locks, climb walls or cast spells for the next two days due to hand trauma unless a *heal* spell is administered.

A pentagram covers the center of the room, and two statues of demonic figures stand in the southwest and southeast corners. Touching or entering the pentagram



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results in 10 hp of damage (save vs spells for half damage) and *fear* (as the spell) causing the character to flee the estate (save at -3).

The statues were gifts from her demonic lover. They are each pitch black and radiate evil if detected for. These statues have the power to *bless* any neutral evil or chaotic evil character and curse everyone else. If Fiston (room 19) is with the party, he dares someone to touch the statue. Suggested curses include the following:

1. Skin color becomes permanently red.
2. Individual desires to eat raw meat instead of cooked meat.
3. Alignment changes slightly to more evil or more chaotic (DM's choice).
4. Passes out for 24 hours.
5. Catch a random disease.
6. Become obsessive compulsive needing to tidy up every room.

Moona: AL NE; AC 0; MV 9; C 16 hp 66; THACO 8; #AT 1; D 5-10; S 16, I 13, W18, D 15, C 11, CH 9; SA spells; ML Special; XP 9,000; *plate mail +2*, *ring of protection +1*, *ring of fire resistance*, *mace +3*. Her spells are: *command* (x3), *cure light wounds*(x5), *protection from good*, *hold person*(x3), *silence 15' radius*(x3), *slow poison*, *resist cold*, *know alignment*, *augury*, *dispel magic*(x3), *prayer*(x2), *feign death*, *create food and water*(x2), *abjure*, *cure serious wounds*(x2), *detect lie*, *neutralize poison*, *protection from lightning*, *flame strike*(x2), *wall of fire*, *dispel good*, *heal*, *blade barrier*, *possession*(refer to new spell section at end of adventure), *gate*. Underlined spells were cast one round prior to the PCs arrival.

21. Greenhouse

DM's Description: The door on the western wall (to room 15) is double locked requiring two successful pick locks rolls or two knock spells.

This is obviously a greenhouse, the roof rising 40' to a glass roof. Plants are everywhere of every type, but mostly garden vegetables and small fruit trees. A fountain can barely be seen between the foliage in the room's center.

There are no monsters present, but Wilma and Margaret (from room 16) come here once or twice a day to gather foodstuffs. The fountain will glow if *detect magic* is

cast. Twice a day, at dawn and daybreak, the fountain sprays water over the entire green house for 10 minutes drenching everything within. There are several unusual and rare plants, unidentifiable to all but a druid, ranger or those characters with a herbalism proficiency. These special plants are useful for spell components and the manufacture of potions. If properly gathered and stored, they could be sold for 900 gp!

22. Kennels

DM's Description: The iron gate door is neither locked nor trapped, but is rusted shut and requires a successful strength roll to open.

You see beyond the gate door a room filled with cages of all sizes. The room's smell is not pleasant but not over-powering. The cages range in size from 12' x 12' to as small as 1' x 1'. Bones and dried carcasses can be seen in several cages. Nothing moves within this long abandoned chamber except the rain splashing through the gate door.

These cages were used by Spekular to hold his experimental animals. They were of no use after he completed his experiments, so he simply let them die. There is no treasure here and the party should be able to rest and recover spells here in relative peace from creatures, but the moisture level makes sleeping and spell recovery difficult. Spells are recovered at half the usual rate as are hit points from rest. Rust has rendered these cages useless. The long dead animals were once a cat, nine bats, and a several monkeys.

23. Lounge

DM's Description: If the characters have not already encountered the demons described from room 4, they will now. The only illumination comes from the ballroom fireplace in the room below.

An open area with comfortable chairs and divans arranged casually throughout the room lends an air of relaxation to an otherwise eerie mansion. End tables are conveniently placed here and there and a small chest sits in the far corner of the room almost hidden from view. Thick curtains hide what would be an incredible view if not for the rains.

The small chest is a mimic but not of the killer variety.



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He will be friendly and informative if given food. The Mimic's name is Woot and has average intelligence. Woot speaks in a high squeaky voice. He was a gift from Balager several years before his death. Spekular trained Woot to sit near those seeking audience with the king to learn advance or secret information. Woot even help prevent an assassination plot against Balager. The Mimic now fears for his life. He has been ignored since moving to the estate and wants to leave. He hates the "ugly people" (demons) that roam the estate. Kelgar (room 27) occasionally plays with him and feeds him. He has no treasure. There is nothing else of value in the room.

Mimic: INT Average; AL N; AC 7; MV 3; HD 8; hp 39; THACO 12; #AT 1; D 3-12; SA glue; MR standard; SZ M; XP 1390; MM/70.

24. Moona's Office

DM's Description: The door to this room is locked and has a *glyph of warding*. The glyph is "Jend" which causes 32 points of fire damage to all within 10' unless one saves for half damage. Moona has the key. Using the key bypasses the glyph. Picking the lock does not bypass the glyph. Using a *knock* spell causes the glyph to detonate and damage all within 10' (save for half damage). *Detect magic* will reveal the presence but not the nature of the glyph.

This cluttered room is an office of some kind. There are odds and ends hanging disordered on the walls and spread jumbled on the desks and tables. A heavy desk backs against the northern wall. A large skull of some misshapen creature holding a greasy, unlit candle and sits on a small desk against the western wall. A tall bookshelf containing scrolls, flasks, candles, a mace and books divides the southern wall. Some of the flasks have labels and some do not. The final piece of furniture is a chair sitting in the middle of the room on a dark brown rug.

If magic is detected for, a scroll on the book case, a candle, the rug and a dim glyph on the desk will glow. The scroll contains two cleric spells, *resist fire* and *flame strike*. The book is a *Book of Vile Darkness*. The candle is a *candle of invocation*. The rug is permanently *fire resistant*, but it would be too thick and cumbersome to be effective, personal *protection from fire*.

All other papers are gibberish, scribblings or doodles of hearts. The flasks, on the other hand, contain potion components galore that may bring as much as 1,000 gp to the right buyer. The flasks are fragile and cumbersome weighing a total of 100 gp. There are such components as bat legs, couatl wings, snake tongues, and dehydrated mice. The mace is non-magical. There are about two hundred romance books. They have all obviously been read.

The four drawers in the desk are all locked. The top right hand drawer has a glyph of warding "Beel" which causes 32 points of electrical damage unless one saves for half damage. This drawer contains nine paper envelopes. Three will glow if *detect magic* is cast and contain: *dust of appearance*, *dust of disappearance*, and *dust of sneezing and choking*. Four of the envelopes contain ground up gems for use in drawing magical diagrams worth 500 gp per packet. One of the envelopes is empty and the last envelope contains a note that must be ten years old. It reads:

To my beloved,

I think of you all the time. I wish we could simply spend more time together. Your fine features tell of your intelligence that so attracted me to you the first time we met. You do not notice my features anymore. You do not notice me at all. Please, let us renew the vows that made us one. We should be a team. We can do so much together.

I promise not to talk so much and get right to the point. I want to please you. I promise to not interrupt you when you are in your study anymore. Please, just spend some time with me. I feel so distant from you. You are not looking healthy and should take care of yourself. Please, let's talk it out.

Love,

Your vision of loveliness.

This letter by Moona was never delivered. The other three drawers contain equipment required to write scrolls and make potions. The equipment is worth 25 gp.

25. Game Room

DM's Description: None of the doors to this room are locked or lockable. If characters listen at the door, they can hear unintelligible arguing.



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Tables of all sizes are scattered throughout this room. All the tables have chairs surrounding them except for a large green table in the middle of the room. In the northeast corner stands a metal cage with no door.

If the characters have not already met the dretch, also read the following.

Four disgusting humanoid type creatures are sitting at one southeast corner table quibbling about something in a strange, guttural language.

There are four dretch playing cards and gambling. They are all cheating, stealing, lying and enjoying themselves immensely, although it might appear they are about to kill each other. The dretch will not immediately notice intruders, but will attack vigorously. Each dretch will cast their *stinking cloud* spell or their *darkness* spells at different characters during the first two rounds.

The Dretch are play mates for Kelgar, Moona's child (room 27). Moona specifically gated them in for this purpose. The dretch hate Kelgar and would consider attacking him, if they learn of Moona's death and are given half a chance. They tolerate their subservience because of Moona's power. They know Kelgar's *necklace of adaptation* (a gift from Moona) makes him impervious to their *stinking cloud* powers, and his *wand of magic missiles* is deadly. The dretch believe Kelgar to be reading in the master bedroom but will not reveal any information willingly.

The large table is a pool table. There are a few "staves"(cues) and colored glass balls on the table. Another table has dice on it. The table where the dretch sat has stiff slips of paper (cards) lying about. Money from the wagering is scattered all over the table (21 pp, 52 gp, 12 sp, & 78 ep).

The metal cage is identical to the cage found in the library (room 5) and observatory (room 30) except for the two buttons being labeled "1" and "30".

Dretch (4): INT Low; AL CE; AC 2; MV 9; HD 4; hp 23, 21, 20, 18; THACO 15; #AT 3; D 1d4/1d4/1d4+1; SA spell-like powers once per round: *darkness* 5' radius, *scare*, *stinking cloud* once a day, *telekinesis* 500 gp weight, *teleport* once per day, or *gate* in type I demon (5% chance of success); SD 1/2 damage from cold, lightning, fire, poison & gas; MR 30%; SZ S(3' to 4' tall); ML 9; XP 267; MMII/38.

26. Storage Room

DM's Description: The door is locked.

There are boxes and barrels scattered around the floor. A fine layer of dust covers all but the foremost containers.

The boxes contain clothes, soap, hardware items and other minor supplies. Three barrels contain some fine wine worth 100 gp per barrel. Stashed in the back of the room are a few boxes containing four lanterns and 30 flasks of oil. It would take the party no fewer than six turns to completely search the room.

27. Master Bedroom

DM's Description: The double doors are locked. Kelgar locks them because he does not trust the dretch (room 25). If the party is able to open the door quickly or quietly, read the following:

An over-sized bed in the center of the south wall dominates this large chamber. A roaring fireplace is against the southern half of the east wall, and an open door is also on the eastern wall. A wooden dresser and a mirror cover the western wall. An unlit brazier stands in the southwest corner. In a chair next to the fireplace, reading a book, sits an older child staring at you.

The child is a cambion (demon), an offspring of Moona during her affair. Upon closer inspection, the party will notice the scaly skin and the beginnings of tiny horns on the forehead. Kelgar is not his real name. He is called Kelgar to protect his being controlled or compelled by other beings. His real name is "Bra'at miut". The child is by no means helpless.

Between Kelgar being engrossed in reading a book, and his sitting next to the crackling fire, he will likely not hear the characters approach. He might even attribute any ruckus outside to the dretch fighting amongst themselves or Wilma and Margaret fussing. When he suddenly discovers the intruders, he will pull out the wand, wave it menacingly at the characters, and say:

"Back off, scum! There are too many of you to be my father, and you're not anyone I've ever seen before! Get out! Now!"



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Kelgar is nervous, and will fire the wand at the first character that moves toward him. He learned to talk tough from his playmates, the dretch. He will also quickly move toward the open eastern door, slamming it shut. While the characters are opening the bathroom door, he will position himself between the eastern wall and the well hole (covered by an illusion) in the adjoining bathroom (room 28). Kelgar hopes characters will fall into the hole and on into the well. Characters will fall unless they are taking precautions. He will continue to fire the wand until all charges are expended before swinging his dagger or jumping down into the kitchen and running to his mother. Kelgar is a jerk and brat.

If the players choose to dialogue, he knows nothing of the reason behind the rains. He fears his father's return and desires it at the same time. He has figured out that he is not the son of Spekular, and he fantasizes his real father's return and approval. Kelgar is studying to be a magician and has easy access to all the books he needs from the library. He is reading a book entitled, Basic Spells. The only conversation Kelgar will tolerate of any length is if the characters can convince him that one of them is indeed his father or knows about his father. Otherwise, he will begin yelling and screaming for help. The dretch will come if they are still alive. The cooks from room 16 have a 25% chance each round of hearing any battle if they are alive. He does not know about his father's study (area 6).

His birth father is a type III demon "Agrizozerwal", who approached Moona in polymorphed form fourteen years ago. Agrizozerwal called himself "Selat" and appeared to be a muscular, handsome, middle-aged man. Although the affair was mutual, Moona was depressed and upset over her failing relationship with Spekular. In a weak moment, Kelgar was conceived. Agrizozerwal's name is not known by Moona or Kelgar and has no intention of returning to the relationship at this time.

Moona is embarrassed by her affair, and has not revealed to Kelgar his true name or parentage. She has explained to Kelgar that his skin and horns are the result of a curse her for past sins. Moona is, or was, in the chapel trying to gate Agrizozerwal back to the estate to re-establish a relationship with his son. Moona is frustrated with her own lies to Kelgar.

A Mane is in the fireplace and will not attack unless attacked.

The dresser contains both Moona's and Kelgar's everyday clothing. A small jewelry box underneath the clothes contains jewelry worth 2,500 gp and a key to the storage room (room 26).

Cambion (Kelgar): AL CE; AC 1; MV 15; HD 7; hp 38; THACO 13; #AT 2; D 1-6+4; SD 1/2 damage from cold, electricity, fire and poison gas, unharmed by silver weapons; MR 20%; S 17, I 12, W 8, D 14, C 14, CH 5; *leather armor +2, wand of magic missiles (9), necklace of adaptation, dagger +2*. He is carrying keys to this bedroom and the library (room 5).

Mane: INT Semi; AL CE; AC 7; MV 3; HD 1, hp 6; THACO 19; #AT 3; D 1-2/1-2/1-4; SD +1 or better weapon to hit; MR standard; SZ S (3' tall); ML 4; XP 24; MM/17.

28. The Bathroom

DM's Description: The door is not locked or lockable from the bedroom side. There is a small lock latch on the bathroom side.

In the middle of the south wall you see a large, brass, oval container over four feet long, two feet wide and two feet deep. A bucket with a long rope attached to the handle lies next to this container. Several water-filled metal buckets stand next to the active fireplace. A mirror graces the middle of the east wall over a table covered with brushes, combs and hair pins. A small chest lies in the southeast corner.

The large oval container is a bath tub. The tub is filled with water by drawing water from the well in room 18 through a hole in floor. The five foot diameter hole to the well is located in the middle of east wall, but is not visible because of a permanent illusion. The illusion can be dispelled against 18th level magic use. Characters will fall through the hole into the well room (room 18) unless they save versus *petrification*, in which case they have caught themselves and are hanging from the ledge. Climbing back into the room takes three rounds with a strength of 16 or less and two rounds with a strength of 17 or more. Falling through the hole results in that character falling on into the well unless they save against *petrification*, in which case they have landed on the floor next to the well



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(roll 2d6 for damage). If they fall all the way into the well, they only take 1d6 damage, but may drown since the water is 10' deep and the walls are slippery..

The chest contains towels and several bars of soap. The chest is not locked or trapped. The rope is 60' long. The water in the buckets next to the fireplace is hot.

A Mane is in the fireplace and will not attack unless attacked.

Mane: INT Semi; AL CE; AC 7; MV 3; HD 1, hp 6; THACO 19; #AT 3; D 1-2/1-2/1-4; SD +1 or better weapon to hit; MR standard; SZ S (3' tall); ML 4; XP 24; MM/17.

29. Walk in Closet

DM's Description: The room is full of old, musty clothes, shoes and accessories on wall to wall shelves. Nothing much of value or interest is in this room.

30. The Observatory

DM's Description: This room is directly located over the other cages found in rooms 5 & 25. There is no other access to this room other than through the windows which have no mechanism to open. One of the windows is broken providing an opening for the stirges to enter and exit the room. This tower is 60' off the ground. Unless it is day time or the characters bring a light source, there is little illumination in the room. The stirges have adapted to the dim light. The characters will hear the fluttering of wings and feel the pain of blood being sucked from their veins if they enter the room without a light source. If there is light, read the following:

You materialize into a metal cage like the one you just left. Around the cage is a 20' diameter room with iron-bar-covered, broken windows overseeing the flood-lake you recently traveled. Wooden beams crisscross the ceiling, and dozens of bat-like creatures are flitting in and about the room. The floor is wet and filthy, and the air smells awful.

The bat-like creatures are Stirges, and they attack immediately. The Stirges have moved in since their cave is flooded from the excess rain. Stirge guano covers the floor making it slippery. With every weapon swing, a dexterity check must be made to determine if a character stays on

their feet. Failing the dexterity check means a character has fallen to the floor. A character can fight from the sitting position, hitting at -2. Regaining a standing position requires one round, and a character cannot fight while rising. A character can hold onto the cage or window sill to avoid making a dexterity checks while fighting, but at the expense of losing all dexterity bonuses to their AC.

This room overlooks the swamp in every direction. The ground is 60' below. Unless the characters have confronted Spekular, it continues to rain outside. A careful search of the room will reveal a compartment containing a tube containing maps. One map displays the Algor Valley, and the other map outlines constellations and the paths of planets. This celestial map is worth 50 gp to most collectors.

The metal cage is identical to the cage found in the library (room 5) and game room (room 25) except for the two buttons being labeled "1" and "2".

Stirges (20): INT Animal; AL N; AC 8; MV 3/18; HD 1+1, hp 8 (x2), 7 (x5), 6 (x7), 5 (x3), 4 (x3); THACO 18; #AT 1; D 1-3; SA Drain blood, attack as if a 4 HD creature; MR nil; SZ S; ML 11; XP 48; MM/92.

31. Storage Shed

There is another wooden structure behind the estate for what appear to be simpler purposes. Except for the splattering of rain all around you, you hear only the pounding of your heart.

DM's Description: This shed is obviously used for storage. There are broken boards, glass and iron on the floor. Piles of sticks and stones can be seen in the back. The air is musty and stale.

This shed is rarely used by people within the estate. It was once used for the storage of supplies but most of the supplies have run out. This place now contains broken glass, empty boxes and busted barrels. The only items of any value are the 10 bundles of firewood toward the back of the storehouse. Use the swamp wandering monster table and frequency if the party lingers here long.



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Spekular's Retreat

Spekular spent years constructing his retreat. He conjured earth elementals to do much of the difficult construction, and then he patiently manufactured guards and wards to protect himself from the force of intruders that could try to rob him of life. Then he began experimenting, mixing, stirring ingredients, spelling a web of longevity to fight the aging process. Constantly, the reminder of Balager's death pushed him to continue his research and his work. The process was long and arduous, but Spekular's paranoia project is now complete.

The interior walls of the gauntlet are two-foot-thick, lead-filled stone to prevent x-ray vision from penetrating. Also, *passwall*, *dimension door*, *clairvoyance*, and *wizard eye* spells will fail to perform and will be lost. *True seeing* and *clairaudience* spells work, but the results are distorted. A *wish* spell can temporarily negate these effects for nine turns. A *limited wish* can negate these effects for two turns. All spells are cast at 18th level of magic use.

There are ten, carefully crafted, permanent illusions of walls between each of the encounter rooms. These illusions cannot be disbelieved. These illusions not only prevent sight but sound and magic as well. A spell-caster cannot stand in one room and cast a spell into another room. All attempts will be unsuccessful, and there is a 50% chance of the spell rebounding at the caster. Personal spell effects like, *protection from evil* and *fly* spells, will carry over from room to room. They will faintly glow if *detect magic* is cast.

There are seven carefully crafted golem guardians within this crypt. They are smaller, simpler versions of an iron golem. Each has a 20' x 20' area to guard against all intruders. They will not wander beyond their respective rooms.

There are no wandering monsters on this level. The ceiling is 10' high except where noted.

Small Iron Golem: INT Non; AL N; AC 3; MV 6; HD 60 hp; THACO 9; #AT 1; Dmg 3-24; SA strength of a Stone Golem; SD the only spells which affect them are electrical-based, all bigby's spells, and *disintegrate*, requires +3 weapon or better to damage, immune to poison and psionics; MR nil; SZ L (8' tall); ML Special; XP 9,000; MM/48. All carry a sword and non-descript metal shield. They attack whoever is closest.

32. Spekular's Laboratory

DM's Description: From Spekular's study descends a lengthy, narrow stairwell. Read the following to the players when they reach the bottom of the stairs.

This 40' x 30' room is dominated by long, narrow tables and strange glassware. A globe of light hangs from the ceiling. Tubes, flasks, and bottles line tall shelves with colorful liquids and substances. Two wooden doors stand partially open on the south wall. The air smells rotten. A cage hangs from the ceiling in the northwestern corner, and a black bird calls from inside, "I'm gonna live forever!"

Half of the western wall is a special permanent illusion (refer to the paragraph in the **Spekular's Retreat** section for details).

If *detect magic* is cast, several items glow; three potions on the tables, *longevity*, *growth* and *extra-healing*; a scroll on the bookshelf with the spells *control weather*, *permanency* and *wall of force*; a small box-like object in the bird cage (a bird feeder); part of the west wall, a four-foot diameter circle on the floor, the *continual light* globe (cast at 18th level of magic) and a strange, silver and gold-speckled, metallic flask with a bronze stopper. This flask is an *iron flask*.

The *iron flask* contains a night hag that Spekular tricked in order to acquire certain ingredients necessary for his experiments. If the characters open the flask, the night hag will use her *polymorph self* powers upon exiting to appear as a beautiful maiden. She will ask the characters, "Where is my periapt?", sense that it is gone and flee by becoming ethereal. The night hag will sense that she is over-matched and will worry about her periapt later. She will not use her ability to *gate* or become astral. The periapt is located amongst Spekular's treasure (room 42).

The "wall" glows because it is a special illusion wall described above. The circle on the floor glows because it was the area Spekular formerly used to conjure elementals. A Wizard from the invoker or conjurer school will recognize the magical pattern traces immediately. All other magicians and clerics have a 50% chance of recognizing the magic patterns.

The bird in the cage is a macaw and is old and com-



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pletely harmless. The bird's name is Blackie and was Spekular's familiar. Spekular did love Blackie, but when death for the bird became a greater possibility, he abandoned it rather than be faced with its death. The bird is fed by a small feeder which permanently supplies sufficient seed and water. The cage consists of a wire bottom and excrement has piled up several feet deep on the floor beneath the cage. The bird can say the five lines listed below. While fairly intelligent for a bird, Blackie will answer every yes or no question with "Yes!"

1. "I'm gonna live forever!"
2. "Bang, bang, bang!" (the sound of metal clanging)
3. "Bubble, bubble, bubble." (the sound of chemicals cooking)
4. "Hey Blackie!"
5. "Yes!"

The other flasks and bottles contain ingredients for potions and material components for spells. All valuable supplies, if carried and sold to a dealer, would sell for 2,000 gp. The total weight would exceed 4,000 gp. There is a 20% chance that any given material component, worth less than 20 gp and specifically searched for, can be found and correctly identified. There are no material components worth more than 20 gp.

The doors on the south wall reveal two small closets. One contains simple supplies like wax, string, glue, nails, small cages, sacks, empty jars and metal tubing. The other closet contains two large pieces of sheet metal, rivets, wire, hammers, and a long sword. The sword is normal.

A small pile of scattered and torn papers can be easily found toward the back of the room in a corner. This is Spekular's experimental log, or what is left of it.

This log is torn and mostly destroyed. Apparently some acid ate many of his entries of which a dozen are potentially readable. Spekular used this log to measure progress and track results. The log is written in his own distinctive shorthand, and only a *limited wish* or *wish* will reveal all of its readable contents. *Comprehend languages* will have a fifty percent chance of discerning an entry. *True seeing* will confer a ninety percent chance of discerning an entry. A thief or bard's chance of reading languages will operate at -10%. Roll for success on each entry independently.

1. The construction is nearly complete. The elementals are working nicely. I hope Moona does not come down here again to check on this noise.

2. What beautiful men! Ready for the kill, they will keep my retreat safe from mice, men and the non-material. I'd put my faith in these "gods" any day before religious fanaticism takes over.
3. The illusions are done. Constructing the correct effect and affect walls took some doing, but they are worth every minute.
4. The cold spells preserve the mice nicely, but they die after the spell is gone. I hate mice, they die too quickly.
5. Pain prevents me from thinking clearly. My vision of loveliness keeps interrupting me. The formaldehyde can be thickened and administered without much pain to the blood.
6. Blackie is old and feeble. My world is dying! I cannot stand the pain. I pinch myself. One sacrifice + three bloods, over preserves, under Light, added to stabilizers, times seven = life or Life or ?
7. How long have I been here? The time passes quickly. I must finish this project. I cannot die before I am done.
8. The spells are affecting my hands. I am falling apart. There must be a counter spell to negate these side effects. Perhaps the salts are mixed incorrectly.
9. I wonder if Necros used the L potion first or second. The monkey does not look right. I will kill it if it squeals again.
10. The pain to my body feels welcome. I find that I think more about my physical pain than my mental pain. The hag never knew what hit her! The creature's pets are mine now.
11. The end is near! The crystal worked well to avoid the jolts my brain must have experienced, but the effects are holding and should be permanent!
12. I did it! The final step is obvious, but I'm checking my notes against the final chapters. My fear will be no more!

Night Hag: INT Exceptional; AL NE; AC 9; MV 9; HD 8, hp 47; THACO 12; #AT 1; Dmg 2-12; SA *sleep* spell, *constitution drain*, *magic missile* and *ray of enfeeblement* three times/day, *polymorph*, *know alignment*, *gate*; SD Can become ethereal or astral, invulnerable to sleep, charm, fear, fire and cold based spells, requires silver, iron or +3 weapons to harm; MR 65%; SZ M; ML Special; XP 2220; MM/73.



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33. Cosmic Room

Your eyes instinctively flinch as you peer into a 20' x 20' room with a light flashing on and off from a tall, metallic warrior's shield. A huge warrior advances to attack.

DM's Description: The golem fights normally but all party members will strike at -2 due to the blinding strobe effect. Refer to the level introduction for monster stats. Once the golem is slain, the flashing stops, and the room becomes pitch black.

The main purpose of this room is to prevent entry of all creatures from other planes. Conjured or Gated creatures will immediately be teleported to their home plane with no saving throw.

Iron Golem: INT Non; AL N; AC 3; MV 6; HD 60 hp; THACO 9; #AT 1; Dmg 3d8; SA gas attack; SD the only spells which affect them are electrical-based, all bigby's spells, and *disintegrate*, requires +3 weapon or better to damage, immune to poison and psionics; MR nil; SZ L; ML Special; XP 9,000; MM/48.

34. Sonic Room

Your grab ears in pain as you look into a 20' x 20' room. A piercing scream comes from a tall, metallic warrior, who advances to attack. A few dead mice lay scattered on the floor.

DM's Description: A *continual light* spell has been cast on the center of the ceiling. Each character who enters this room will take 1d2 hp of damage each round they stay in this room due to the noise. In addition, every fifth round, each character must make a saving throw vs. paralysis or become deaf for one week. The noise effects can be countered by casting a *silence 15' radius* on a character before entering. A character holding their hands tightly over their ears or stuffing their ears with wax will halve the damage. Refer to the level introduction for monster stats. The noise comes from the golem's shield and will stop once the monster is slain.

Iron Golem: INT Non; AL N; AC 3; MV 6; HD 60 hp; THACO 9; #AT 1; Dmg 3d8; SA gas attack; SD the only spells which affect them are electrical-based, all bigby's spells, and *disintegrate*, requires +3 weapon or better to damage, immune to poison and psionics; MR nil; SZ L; ML Special; XP 9,000; MM/48.

35. The Static Room

A metallic warrior strides toward you in a 20' x 20' room. You notice that the walls and floor are made of shiny steel and the warrior's high boots are jet black.

DM's Description: A *continual light* spell has been cast on the center of the ceiling. Refer to the level introduction for monster stats. This golem permanently generates electricity. The metal walls and floor serve as a ground. Each time the golem strikes a character or a character strikes the golem with a metal weapon, that character will automatically take an additional 1d6 points of electrical damage unless they are levitating or flying. Leather boots and shoes are inadequate insulators from this electrical charge because the electricity arcs upwards of 12" from the floor.

The golem can be immediately destroyed by pushing it to the floor. Success is determined by a player rolling their bend bars percentage. A combination of up to three characters can add their percentages together for each attempt (one attempt per round). However, when the golem hits the floor, a huge explosion of electricity will result, sending arcs everywhere. Anyone in the room at the time must save vs. petrification or take 1d8 points of electrical damage.

Iron Golem: INT Non; AL N; AC 3; MV 6; HD 60 hp; THACO 9; #AT 1; Dmg 3d8; SA gas attack; SD the only spells which affect them are electrical-based, all bigby's spells, and *disintegrate*, requires +3 weapon or better to damage, immune to poison and psionics; MR nil; SZ L; ML Special; XP 9,000; MM/48.

36. Radiation Room

Looking into this room reveals no warriors. It is identical in size and nature to the previous three rooms.



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DM's Description: A *continual light* spell has been cast on the center of the ceiling. The danger of this room will not immediately be obvious to the party. There is radiation emanating from the floor. Characters will age one year for every hour spent within.

37. Gas Room

Your eyes squint in pain as you peer through thick green mist. A steel warrior approaches with sword raised. A few dead mice and rats lay scattered on the floor.

DM's Description: A *continual light* spell has been cast on the center of the ceiling. Refer to the level introduction for monster stats. The golem fights normally. Each character entering this room must save vs. poison each round or take 1-4 hp of damage. In addition, all two hit dice or lower creatures must save versus poison each round or die. Spekular included this room specifically to kill rats and mice from becoming a nuisance. Finally, staying in this room for longer than one turn requires a save vs. poison or characters will be temporarily blinded for one hour. Killing the golem does not eliminate the poison gas.

Iron Golem: INT Non; AL N; AC 3; MV 6; HD 60 hp; THACO 9; #AT 1; Dmg 3d8; SA gas attack; SD the only spells which affect them are electrical-based, all bigby's spells, and *disintegrate*, requires +3 weapon or better to damage, immune to poison and psionics; MR nil; SZ L; ML Special; XP 9,000; MM/48.

38. Pit Room

When you look into this 20' x 20' room, the warrior is stationary and has its back to you.

DM's Description: A *continual light* spell has been cast on the center of the ceiling. The warrior and part of the floor is an illusion covering a pit. Any attempted hand to hand attack against the illusion will result in a fall into the pit. The pit is 10 x 10 foot in the exact center of the room and is 30 foot deep. A fall will result in 3d6 points of damage. The illusionary fighter will not move. Touching the illusion will not dispel it.

39. Magic Neutralizer Room

In a 20 x 20 foot room a steel warrior comes toward you with sword raised. He looks like the other warriors save a glowing bronze collar around his neck.

DM's Description: The warrior fights normally. The bronze collar around his neck prevents the magic neutralization from affecting his operation. The magic neutralizer in this room prevents the use of all magic. Spells will not work and consequently, not be lost either. Magic items and all magic bonuses from rings, armor, swords, etc.... will be temporarily lost while in this room. Magic will only be dispelled temporarily, however and will work normally once out of the room. Personal effect spells like *protection from evil* and *fly* spells will not work while in this room but not be dispelled or lost.

The bronze collar is the golem's weak point, does not require a +3 weapon to hit, and can be attacked independently. The only illumination within the room comes from the glowing collar. The collar only takes 25 points of structural damage before becoming useless. Treat the collar as AC 0. If the collar is destroyed, the guardian will not "die" as such but fall to the floor, incapacitated by the room's magic-neutralization affect. If the collar is destroyed, the collar stops glowing and the room will go black unless there is another source of non-magical illumination within the room. If the golem is ever moved out of the room, it will once again be functional. If the guardian is destroyed, the collar's magic will be permanently destroyed as well.

Iron Golem: INT Non; AL N; AC 3; MV 6; HD 60 hp; THACO 9; #AT 1; Dmg 3d8; SA gas attack; SD the only spells which affect them are electrical-based, all bigby's spells, and *disintegrate*, requires +3 weapon or better to damage, immune to poison and psionics; MR nil; SZ L; ML Special; XP 9,000; MM/48.

40. The Gravity Neutralizer Room

Another steel warrior greets your presence with a raised sword in a 20 x 20 foot room. The floor of the room is metallic.



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DM's Description: A *continual light* spell has been cast on the center of the ceiling. The golem has on magnetic shoes and fights normally. The room has no gravity, and this will cause characters to float aimlessly, unless they are able to fly or possess magic items that give them this ability. Characters without the benefit of a *fly* spell will fight at -5, do half damage, and on any hit by the golem, a character will be slung back into the wall away from the fray. This will prevent an attack on the next round until they can bounce or push themselves toward the golem. It is possible that a character may be slung into another room and take 1d3 points falling damage. Characters with the ability to fly will fight with no penalties. Levitate spells too, can give the characters limited control in their vertical maneuvers, prevent them from being slung away, and fight at -2.

Iron Golem: INT Non; AL N; AC 3; MV 6; HD 60 hp; THACO 9; #AT 1; Dmg 3d8; SA gas attack; SD the only spells which affect them are electrical-based, all bigby's spells, and *disintegrate*, requires +3 weapon or better to damage, immune to poison and psionics; MR nil; SZ L; ML Special; XP 9,000; MM/48.

41. Light Neutralizer Room

DM's Description: Read the following only if the characters looking into the next room do not possess ultravision.

You peer into complete darkness. Suddenly you hear something approaching.

A device in the ceiling emits ultraviolet radiation allowing ultravision in this room. The golem has ultravision and fights normally. Spekular cast 30 successive permanent *darkness* spells, so casting a *light* spell will be ineffective in allowing the party to see. *True seeing* will allow normal combat. Characters with ultravision can see and fight normally. The golem does not emit heat so infravision will not work. Fighting blind by sound and feel alone causes the character to fight at -5. The "light" takes 10 hp to destroy. They can only find the light if they can "see" it.

Especially perceptive characters may notice the floor give slightly to their footsteps in most of this room. Dwarves have a 25% chance of detecting this pressure plate. Thieves can roll their find/remove traps percentage

minus 15% (due to darkness) to discover this pressure plate. Other characters have only a 5% chance. This is a pressure plate designed to warn Spekular of intruders.

The illusionary wall between this room and Spekular's Retreat (room 41) is a normal illusionary wall. Touching this illusion dispels it; and most importantly, spells and their effects can travel freely through it.

Iron Golem: INT Non; AL N; AC 3; MV 6; HD 60 hp; THACO 9; #AT 1; Dmg 3d8; SA gas attack; SD the only spells which affect them are electrical-based, all bigby's spells, and *disintegrate*, requires +3 weapon or better to damage, immune to poison and psionics; MR nil; SZ L; ML Special; XP 9,000; MM/48.

42. Spekular's Retreat

DM's Description: This is a major encounter! Remember, Spekular is highly intelligent even though he's mentally sick. Spekular is surprised that anyone negotiated his gauntlet of golems. Characters eyes may take a second to adjust to the light depending how long they were in the light neutralizer room.

Your eyes, after adjusting to the light, see a 20 x 60 foot room. The cathedral ceiling rises to 20' down the center of the room's length, somehow giving light to the room. The floor is made of polished gray marble except for the eastern most 20 x 20 foot section which is covered in a thick, smoky gray carpet. The western 20 x 40 foot section is empty. On the carpeted section lie several golden couches, a low table and a tripod holding a glass sphere. The table holds several books and a small pile of golden coins. Amongst the couches, a lone humanoid figure in long, rich robes, trimmed in gold, twiddles his fingers in your direction. You have a bad feeling about this room.

There is a 10' deep, 10' across pit running the width of the room covered by an illusion. Characters must jump over or fall in and climb out on the other side to traverse this pit. Characters falling in this pit take 1d6 hp falling damage and dispel the illusion.

Spekular has had time to cast *protection from good* and *minor globe of invulnerability* before the characters enter. Spekular likes to alternate offensive spells with defensive



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spells until characters get close and then use his power word spells. If the battle is going poorly for the party, the DM can have the night hag return (room 32) and make a grab for her periapt.

The ceiling is covered with six *continual light* spells. There is a concealed portal on the eastern wall leading to Spekular's treasure room. The glass globe is the weather affecting glass sphere called the *Sky Orb*. The furnishings in this room are worth 200 gp. The concealed door to Spekular's treasure room is not unusual.

Spekular (Lich): AL CE; AC 0; MV 9; HD 18; hp 49; THACO 10; #AT 1; D 1d10; SA spells, *fear* aura for creatures of 5 HD or less; SD Immune to charm, sleep, enfeeblement, polymorph, cold, electricity, insanity, or death magic, requires a +1 or better weapon to hit; MR standard; SZ M; XP 11,284; MM/61; spells (suggested): *magic missile* (x2), *protection from good*, *affect normal fires*, *push*, *web* (x2), *stinking cloud*, *detect invisibility*, *mirror image*, *fireball* (x2), *slow*, *monster summoning I*, *dispel magic*, *ice storm* (x2), *minor globe of invulnerability*, *wall of fire*, *wall of ice*, *cone of cold* (x2), *cloudkill*, *telekinesis*, *wall of force*, *death spell*, *disintegrate*, *repulsion*, *mordenkainen's sword*, *power word-stun* (x2), *power word-blind*, *maze*, *time stop*.

43. Treasure Room

Coins lie chaotically over the entire floor of this 20' x 20' room.

DM's Description: The heap contains 1,000 pp, 9,000 gp, 5,000 ep, and 15,000 sp. There are potions of *climbing*, *ESP* and *invisibility*. A *scroll* (18th level magic) contains *mirror image*, *wall of iron*, *dispel magic*, *monster summoning II*, *lightning bolt*, and *magic missile*. There are several magic items; a *ring of swimming*, a *wand of enemy detection* (8), *boots of speed*, a *black periapt* from the night hag (within Spekular's *iron flask* located in room 31), and a *sword of sharpness*. Spekular's spell book is also here containing all the spells he memorized plus; *alarm*, *armor*, *identify*, *shocking grasp*, *wizard lock*, *strength*, *continual light*, *dig*, *monster summoning ii*, *haste*, *conjure elemental*, *teleport*, *wall of iron*, *control weather*, *move earth*, *permanent illusion*, *flesh to stone*, *true seeing*, *permanency*, and *monster summoning vii*.

Balager willed the *sword of sharpness* to Spekular.

The hilt is bright red, and the blade is black, slim and jagged. The black periapt has several powers; it confers +2 on all saving throws and *cures disease*, but will decay in substance by 10% with each usage if used by a good aligned character, eventually vanishing.

New Magic Item - Sky Orb

Spekular's *sky orb* appears to be a crystal ball six inches in diameter. The crystal is of exceptional quality. It will radiate magic faintly and evil strongly if the appropriate detect spells are cast. The orb, if touched by someone of good alignment, will immediately feel nauseated and be incapacitated and dizzy for one turn. If touched by someone of evil alignment, the orb will feel the same temperature as the temperature outside, with no harmful side effects to the person. If touched by someone of neutral alignment, the sensation will not be damaging but will be unpleasant.

This orb can affect the weather patterns in up to a 16 square mile area. The orb only works if less than 100' underground. The *sky orb* will not work in extremely hot or cold climates. The weather is controlled by a user holding the ball with both hands, concentrating on the desired changes for one full turn. The effects of one's concentration will not be complete for 24 hours. Simply moving or touching the orb will return the weather fully to normal after 24 hours if changes have taken place.

Changes in the weather are determined according to the *control weather* spell listed in the **Players Handbook**. The important differences between the orb and the spell are: the time required to change the weather, the duration of the change and the area of effect.

New Spell - Possession

Level: 6

Sphere: Necromancy

Range: 3" + 1"/level

Components: V, S

Duration: Special

Casting Time: 9

Saving Throw: Special

Casting this spell allows the caster's mind to temporarily share or replace another creature's mind. Only humans, elves, half-elves, dwarves, halflings, and gnomes



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can be possessed. The caster's own body remains in a comatose like trance. The caster's body is subject to damage during this period and cannot defend itself until the caster's mind returns. The possessor must be able to clearly see the individual they are possessing when the spell is cast. *Protection from evil* will block possession.

There is a one round delay after the possessor's mind re-enters its original body to readjust. If a character is possessed, there is a one round delay while their mind readjusts after the *possession* begins and a 1d4 round readjustment period after the possessor has departed. The caster can break off the possession at anytime, returning instantly to his or her body, or attempt to enter another mind. The maximum total time a caster can be away from their mind is two rounds per level.

Possession can be complete or partial based on the saving throw. To avoid both types, one must save vs. spells at -3. If one did not save at -3, but did roll the required number to save vs. spells normally, then the character is partially possessed. A failed saving throw indicates the individual is completely possessed.

In complete *possession*, the caster takes over the strength dexterity, constitution, and natural abilities of the possessed (like infravision but not the ability to climb walls). In addition, the caster can cast spells if the possessed is a cleric or magic-user. The intelligence and wisdom are the caster's.

In partial possession, both the caster and the possessed can see, hear and smell the same things. The possessed individual can continue to talk normally (warning his comrades, etc.) The caster will have complete control of his body neck (i.e. he can fight and run). The strength, dexterity and activity are controlled by the caster, but the intelligence and the wisdom are the possessed.

In both complete and partial possession, the hit point total used in combat is that of the possessed. Once this total reaches zero, the caster must rejoin his former body or enter someone else. There is no distance limitation concerning the rejoining of the caster's mind with the body as there is with the initial possession. Casting a *raise dead*, *heal*, *dispel evil*, *limited wish*, *wish* or *resurrection* spell will exorcise the possessor out of the possessed.

The use of this spell by priests of good and neutral alignment must be closely monitored by the DM.

Concluding the Adventure

If any character touches or moves the *sky orb*, the weather will return to normal within 24 hours. The floods will begin to subside, and the people will return to the Algor Valley. By next growing season, the fields will yield their best crops ever due to the decay of organic material and renewing of the top soil.

Balager will meet the party upon their defeat of *Spekular* and exit of the estate. He will ask them about his old friend. Balager will be reflective and silent for a moment upon hearing of their adventures, but eventually acknowledge the truth. He can sense the presence of his former *sword of sharpness*. He tells the characters the sword's name, "Slick", and describes it. After a couple of good-natured jests, he "walks" off into the distance.

The characters will be heroes in the land to everyone they meet on their return to the city. Some will whisper suggestions that they overthrow King Dalronne. The king will welcome the return of the party with celebration. He will give the party their due reward of 25,000 gp (or whatever was arranged), but suggest they make a tithe donation to the church. Ontobus will nod his approval and smile at the characters. Whether the characters take King Dalronne's suggestion or not, the king will still be pleased that this disaster is over.

If the characters deliver the *sky orb* to the king, he will immediately hand it over to Ontobus who promises and assures; "It will be properly handled." Ontobus will unfortunately try to harness its power but will not succeed.

Ideas For Further Adventuring

1. The night hag will return and track down the characters if she is alive and they have her peripat.
2. The characters will be blamed for more inclement weather caused by misuse of the *sky orb* if they failed to destroy it and it fell into improper hands.
3. Kelgar's father comes looking for his son, and discovers the characters have killed his mother or his son or both.
4. A group of over-zealous acolytes and lower level priests meet the characters at the kingdom's border to "make sure they don't want to tithe some or more of their reward to the church." Ontobus has nothing to do with the plan, but the cleric's will lie that they were sent by him.

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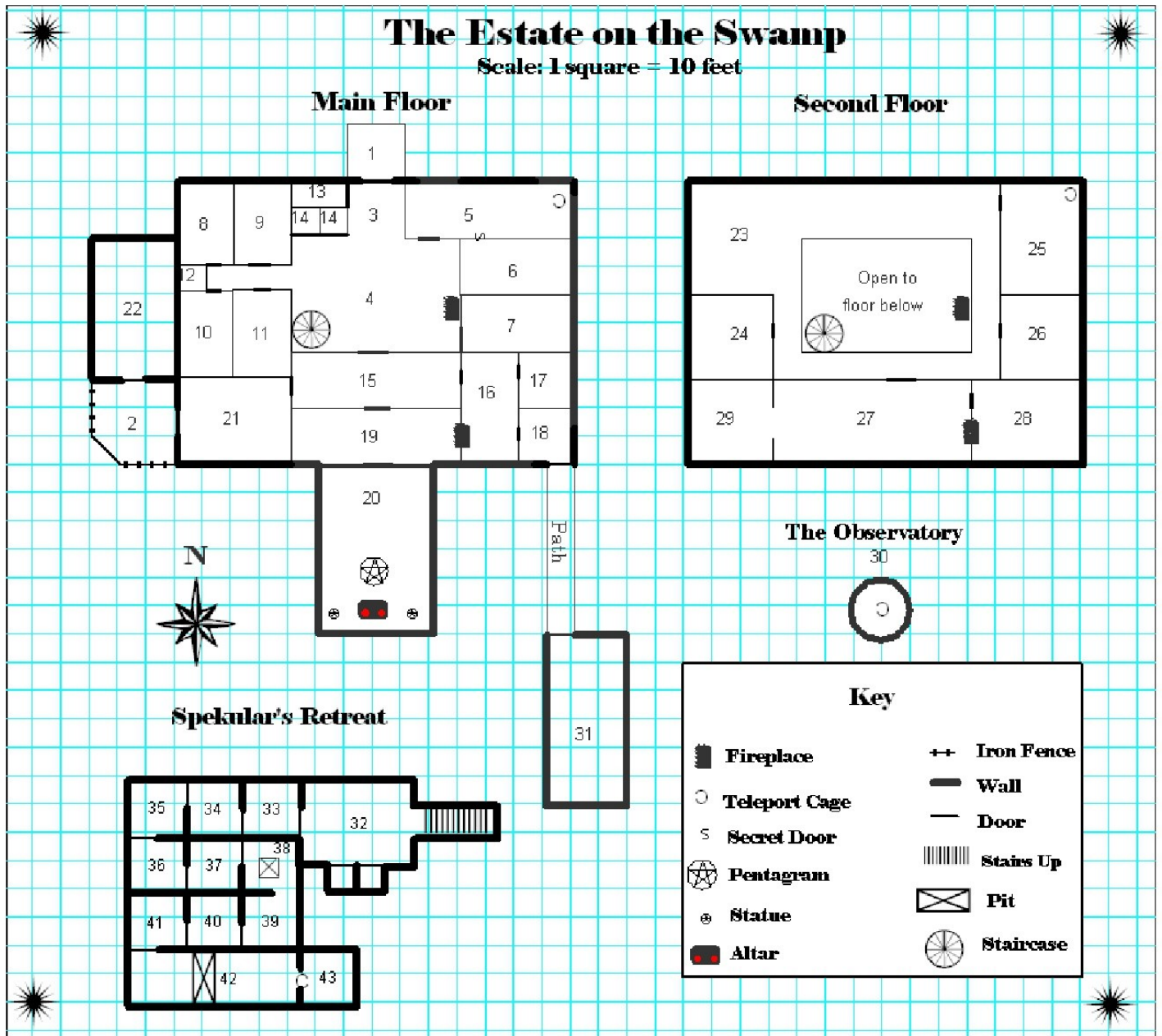
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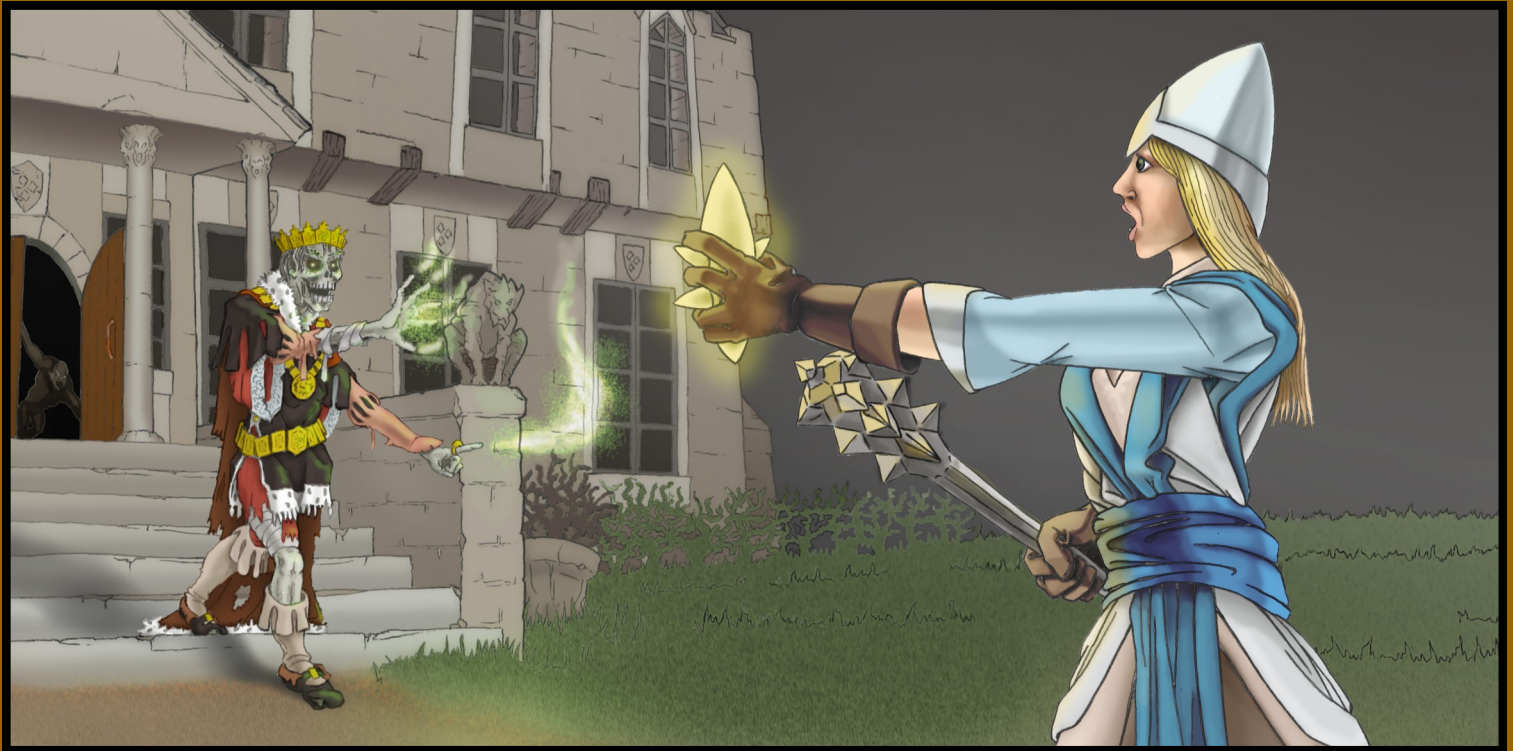


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