



**The Haunted Mansion
Of Baron Astrophel
An Osric Adventure**

By Joseph Mohr

THE HAUNTED MANSION OF BARON ASTROPHEL

An OSRIC Adventure With Special Player Characters

By Joseph A. Mohr

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BACKGROUND

A diverse group of adventurers meet on the doorstep of a decrepit old mansion on the outskirts of the noble district of Barrowmar. Barrowmar is the capital of Zanzia and is a bustling center of commerce and activity. The local residents have walked by this old structure for many decades giving it little notice. It has appeared abandoned for most of that time. Recently, however, there are lights in the windows and occasionally shadows passing by those windows. Someone is home now.

This group of adventurers are not friends. They are not even acquainted. Each has received an unsolicited invitation to come here this night and get answers to questions that each has long sought. Some are here for more than answers. Some want justice. And others want revenge.

All that any of them know for sure is that this house was once owned by Baron Astrophel. Astrophel was known to be a doctor, a wizard, a noble and even a scientist. He was considered, at one time, to be one of the richest men in Barrowmar. Perhaps even one of the richest in Zanzia. No one has seen or spoken to the Baron in decades. If he is still truly alive.....then he must be a very old man.

DUNGEON MASTER **NOTES**

This adventure comes with five, very special, player characters. These are not normal pre-generated characters. Each of these characters is more than just a normal adventurer. Each has been cursed in some way. All have utter hatred for Baron

Astrophel. And each of them has a very good reason for hating the man.

None of the characters know each other or know anything about each other. Nothing should be disclosed about the nature of the characters in game unless the players choose to reveal it to the others or unless it comes up in game play. At some point....everything will come up in game play. Each character has a detailed description and back story. You will need to allow the players time to read over their sheet before game play begins. For obvious reasons....I would not just put them on the table and let the players read them all and choose. That will ruin the effects of having the players discover that the others that they are relying on are a golem, night hag, vampire, werewolf or a ghost.

It should be apparent that this is written for use on or around Halloween. The haunted house and the various monster characters are staples of the holiday in the United States and perhaps in other places as well. Of course, there is no requirement, that it be used with that holiday. It could be used as a change of pace from a long campaign.

Some of these "characters" have the appearance of normal character classes. Some of them even have the abilities of those classes. And some once had the abilities but no longer have them. The strengths and weaknesses of each are not exactly equal. But since they are not fighting each other (hopefully) it should not matter too much.

For purposes of this game ignore the +x weapon to hit component for each creature or character faced in combat. Assume for purposes of this adventure that their natural form will allow them to hit any creature

within this adventure regardless of whether they have the appropriate magical weapon to do so. Some of them do, in fact, have magical weapons and devices with them. For obvious reasons these characters are intended only for use in this adventure but you could find ways to extend their use should you choose to.

Because these characters are so unusual some of the normal rules laid out in the PHB do not really apply here. In many instances the GM will have to make decision on the fly as to the effects of certain spells or abilities in this adventure. Specifically consider the level draining abilities of vampires. Will this affect one of these characters? If so...then in what way? There are two vampires here. One is a player character. The other is Baron Astrophel. Will either be able to level drain the other? I would say no. But that is up to you to decide.

Some of these player characters are evil. But despite their alignments they have good reason to work together as all of them know that the Baron is quite powerful.

THE MANSION OF BARON ASTROPHEL

The adventurers find themselves on the doorstep to the mansion. A large metal knocker in the shape of a demon face can be used to announce one's arrival. Of course, one could just open the door, and walk in. The front door is not locked. Each adventurer has an engraved invitation stating that they are invited to the mansion and that all of their questions will be answered once they arrive. Who will answer these questions is not mentioned in the invitation.

Strange magical runes can be seen on the front door, the windows, the walls, the roof (if one looks closely enough from above) and other places along the mansion. These are magical seals which prevent one from gating or teleporting into or from the mansion. Until these seals are removed one can do neither.

Random Encounters within the mansion should be rolled every hour. A roll of 1 or 2 out of 8 will indicate an encounter. Not all encounters will be necessarily hostile.

1. Eeeeeegorr the servant
2. Dramax the butler
3. Helana the maid
4. Zuhira a ghost

Eeeeeegorr the servant

Eeeeeegorr is a fomorian giant. He is a runt for his species and is only ten feet tall instead of the normal size for that race. Still, he towers over those in the party of adventurers. But he has a hunched back and is quite misshapen and deformed looking. He is a pitiful sight and those that look upon him can hardly feel otherwise.

If treated kindly he may reveal some of the limited information that he knows. His master never treats him kindly. And he greatly resents this mistreatment.

- His master often seems to have dirt on his cape
- His master has strange appetites. And he never eats in front of his servants.
- He only drinks from a golden chalice
- What actual food he eats is

unknown but he is frequently brought young maidens and these maidens never seem to leave the mansion

Eeeeeegor, fomorian giant: AC 3; MV 9; HD 13+1-3; HP 42; # AT 1; Dmg 4-32; SD never surprised; AL NE; MM2 page 68.

Dramax the butler

Dramax is a derro who has been imprisoned by Astrophel in this mansion by magical seals which prevent his return to the underdark. He desperately wants to return home and will gladly aid anyone who might help him regain his freedom from the master. He bears many scars on his back and even on his face where he has been whipped by his master for not following commands quickly enough.

He has some information which he can relate if he is treated kindly:

- The master has several hiding places
- The master seems to pop up out of nowhere and disappears just as quickly
- The master is always home and is always watching
- The master has super human strength

Dramax, Derro: AC 10; MV 9; HD 3; HP 20; # AT 1; Dmg (by weapon); SD hates the sunlight; AL CE; Magic Resistance: 30%; MM2 page 42. He carries with him a **dagger +2/+4 versus the undead**.

Helana the maid

Helana is a succubus who has been imprisoned here in the mansion by

Astrophel. She was summoned long ago by the wizard but magical seals around the mansion prevented her from escaping her imprisonment. She will gladly aid anyone who she can manipulate into serving her needs. She has some limited information that might help:

- There are multiple levels to this mansion and many magical things
- One should not be too trusting in this place. Few of the people to be found here are exactly what they seem to be
- The master does not treat his servants kindly

As she is a demon she cannot be trusted. She will abandon or betray the adventurers if she sees a chance to escape.

Helana, Succubus: AC 0; MV 12/18; HD 6; HP 25; # AT 2; Dmg 1-3/1-3; SA her kiss or touch energy drains one level; SA at will she has the following powers: charm person, esp, clairaudience, suggestion, shape change; SA she is unable to use her gate powers within the mansion due to it's magical properties; Magic Resistance: 70%; AL CE; MM page 18.



Zuhira a ghost

Zuhira was once a maid that served Astrophel many years ago. Like many of his female servants Zuhira was strangled in a fit of rage by the master of the house. She dared to reject the affections of her master and suffered for it. Now she haunts the mansion unable to rest until her master is brought to final justice for his crimes.

While she is a ghost and is evil she will not initially be hostile and will gladly speak to adventurers that do not immediately attack her on sight. She will, of course, defend herself if necessary.

Some of the important information that she knows and can reveal if questioned kindly:

- The master is home but she does not know where
- The master is no longer among the living but does not rest
- The master is quite evil and quite powerful
- The master wears a magical necklace which gives him great powers

Zuhira, Ghost: AC 0 (or 8); MV 9; HD 10; HP 52; # AT 1; Dmg age 10-40 years; SA magic jar ability; SD ethereal at will; SD others seeing her may flee in panic unless they save versus magic; AL LE; MM page 43.

KEY TO **ASTROPHEL'S** **MANSION**

All rooms within the mansion are well lit by

candles in holders on the tables, torches in sconces along the wall or by chandeliers that seem to magically provide light. Even rooms without these features will be well lit by continual light spells.

Many of the room have red carpets and rugs upon the floor. Close inspection of these may reveal the presence of dried blood upon them.



GROUND LEVEL

1. Foyer

If the door knocker is used it will create an incredibly loud sound which echoes through the mansion. The butler Dramax will answer the door within moments. If the knocker is not used then this area will be found to be unoccupied.

On the west wall is a portrait in an old wooden frame. The portrait shows an older gentleman wearing a dark cape. Presumably this is a portrait of Astrophel. The portrait, however, is just an illusion. If the frame or painting is touched the illusion will be dispelled. A dispel magic or dispel illusion will also dispel the illusion. Once this is done the picture in the frame will vaguely resemble Belmont (the werewolf in the party). This home was once owned by his family and the painting is of his father who was ruined by Astrophel.

Two finely woven red rugs cover parts of the floor. Each of the rugs is of fine Juralian workmanship and is worth 500 gold pieces.

Crystal chandeliers light the foyer area brightly. No source of fuel can be seen to keep this light going. These chandeliers are magical in nature. If dispelled the room will fall into darkness.

Two red rugs cover parts of the floor. These rugs are made of strange fabrics and have disturbing patterns woven into them.

Looking at this pattern will make one dizzy. Anyone who looks at the rugs closely must save versus magic or be confused for 2-5 rounds.

2. Main Hall

The main hall of the mansion is well lit by magical chandeliers similar to the ones in area 1. A fireplace along the west wall of the main hall has firewood in it. The wood bursts into flames as the adventurers enter the hall to welcome them. A mantelpiece over the fireplace holds a framed portrait of Astrophel. He has a wicked smile and his eyes seem to shimmer when one looks into them. If the portrait is moved to the right the secret passage to area 8 will open.

Portrait of Baron Astrophel

In addition to being the trigger for the secret door this portrait has a strange magical effect as well. This painting is similar to the one in the Picture of Dorian Gray. If you are not familiar with this fine work of fiction then you should be. But in any event the portrait represents the Baron as a clean and wholesome looking person. But if touched it will reveal an ugly and evil being. Should any of the adventurers die during this adventure the picture's appearance will take on a much more evil and ugly appearance. For each character slain it will get far worse looking.

On a little stand near the fireplace is a marble bust of Baron Astrophel. This bust will begin speaking when the adventurers approach. He welcomes the characters and will tell them that dinner shall be served promptly at eight. Until then the bust advises the adventurers that they are welcome to look around the mansion and that this may answer many of their questions.

Two finely woven red rugs cover parts of the floor. Each of the rugs is of fine Juralian workmanship and is worth 500 gold pieces.

A cuckoo clock is on the wall here and will announce the hour shortly after the

characters enter this room. A little griffin pops out of a door in the clock and screeches the hour. Should the adventurers notice this they can find out what time it is later if needed. It will be seven o'clock when the adventurers arrive here.

3. Library

This well lit room has a continual light spell permanently cast in all corners. A table sits in the west end of the room. There are several large book cases filled with books. If any book is taken from the room it will automatically teleport back to the bookcase in where it was originally found. Some of the volumes to be found in these stacks include:

An Alternate History of Zanzia, By Malcon the Firebringer

Elvish Poetry Volumes One through Forty

The Belmont Family History (this mansion was once the home of Belmont's Family and now he is a member of the adventuring party)

Manual of Golems (with burnt out pages and no longer usable - it was used to create Bhudran with)

Principles of Ethereal Travel

A Survey of the Dragonteeth Mountains

Occupants of the Astral Plane

Tome of Leadership and Influence

The Complete Works of Zaniv the Bard - In between the pages of

volume one is a scroll of magic user spells: **rock to mud, passwall.**

Maps and Surveys of the Underdark

Hidden inside of volume 29 of the Elvish Poetry books is a cut out hole in the center. Inside of that hole is a ring. It is a **ring of fire resistance.**

If the adventurers spend more than a turn in this room the librarian will arrive. He will be very angry if the adventurers have taken any of his books from the room and may come looking for them at a later point (50% chance). If he finds them in the library and they have not taken anything yet or caused any damage he will be friendly enough and suggest certain volumes that they might find interesting.



Airian, Librarian of the Manor, Spectre: AC 2; MV 15/30; HD 7+3; # AT 1; Dmg 1-8; SA Energy Drain 2 levels; SD +1 or better weapons to hit; SD not affected by sleep, charm, hold, cold, poison or paralyzation; SD holy water does 2-8 damage to him; SD raise dead destroys him (save vs magic); AL LE; MM page 89.

Airian was once a living servant of Astrophel but was killed by his master for a minor mistake. He serves his former master now because he no longer remembers his former life. If he did remember...he would certainly be a formidable ally to have.

4. Formal Dining Room

This large room has a long table in the center of it. Two long red rugs cover the floor to the north and south of the table. Each of those rugs is a finely made Juralian work and is worth 750 gold pieces each. A fireplace is in the northwest corner and has logs burning in it. There is a mantelpiece over the fireplace with a small painting depicting the sacking of the former Zanzian capital of Onm. This painting is a fine historical work of art and is worth 500 gold pieces.

Fireplace

There are fireplace instruments nearby. A stoker and a small shovel are present which can be used to stoke the fire or shovel out ashes. Should the stoker be used in the fireplace the fire within it will roar and the room will become much brighter. When this occurs two of the paintings will shimmer brightly for a moment.

On the table are silver candlesticks (twenty in all worth 50 gold pieces each).

The walls of this room have a number of paintings. One depicts a lovely young woman. Close inspection of this painting may reveal that it looks remarkably like Aurin. She does not look quite as pale in the painting as she does now in the adventuring group. This portrait was made before she was murdered. If the fireplace is stoked this painting will shimmer brightly for a moment. The character Aurin will suddenly faint for a moment.

Several other paintings depicts Astrophel in the process of creating a flesh golem. None of the paintings shows the face of the golem but Bhudran will recognize these paintings as showing his own creation. If the fireplace is stoked the last painting of the creation of a flesh golem will suddenly shimmer. For a brief moment the face of Bhudran will appear in the painting.

GM NOTE

If the adventurers have not yet encountered Astrophel they can find him here at 8 O'Clock as stated by the marble bust in the main hall. The two Annis cooks will also be here serving dinner if they have not already been slain by this point.

Astrophel, Elder Vampire: AC 1; MV 12/18; HD 16+3; HP 90; # AT 1; Dmg 4-24; SA energy drain two levels; SD +1 weapons or better to hit; SA 18/76 STR; SA regenerate 5 HP per round; SD if brought to zero HP he will turn to gaseous form; SD immune to sleep, charm, hold, poison and paralysis; SD half damage from cold and electricity; SA charm gaze (-2 to saving throws); SA Astrophel has no ability to summon creatures to his aid here in the dungeon as there are no such creatures in the area to summon; SD holy water does 2-7 damage to him; SA he was an 8th level

magic user before he became a vampire; Spells Memorized: **magic missile, shield, shocking grasp, burning hands, web, detect invisibility, mirror image, lightning bolt, suggestion, slow, dimension door, ice storm**; AL CE; MM page 99.

He carries a **wand of fear** with 11 charges on it. He wears a necklace made of platinum with a gem encrusted emblem with his family crest around his neck. It is the **Necklace of Astrophel** (see below). On one hand is a golden ring with a fire opal worth 2500 gold pieces. On the other hand is a **ring of shooting stars**.



5. Staircase

A spiral staircase leads upward from this hall. Two red rugs lie on the floor here. Each is worth 250 gold pieces due to its fine workmanship. Portraits on the wall here depict Baron Astrophel hunting, fishing and in his duties as a noble. The eyes in each of these portraits seem to move with the adventurers as they travel up or down the staircase.

6. Kitchen

Two large black cauldrons on the floor here are boiling over with stew and soup. The master seems to be expecting guests tonight and his servants are preparing a fine meal. There is a stove in the corner burning wood. Some kind of meat seems to be cooking on the stove.

Two lovely ladies are preparing dinner for the guests. Both seem rather tall. Each wears a uniform indicating their service to the Baron. A wooden table is set up for the servants to eat meals.

Cooking pans and utensils hang from the ceiling in several places. Each seems to have had a great deal of use over the years.

The cooks are both Annis. Each serves Baron Astrophel and will defend him should they find him in danger. Each is an annis and is currently using change self to appear human.

Annis (2): AC 0; MV 15; HD 7+3-12; HP 35 each; # AT 3; Dmg 9-16/9-16/3-9 (strength bonus applied); SA grappling; SD 100% immunity to illusion/phantasm magic; SA fog cloud and change self twice per day; AL CE; MM2 page 9.

If they sense that the master is in danger they will immediately rush to his aid.

7. Recital Room

Music can be heard coming from this room. When the doors are opened, however, the music stops. No one is present in the room when the adventurers arrive here. The room is lit by torches in sconces in the walls.

A fine old grand piano with a matching bench sit in one side of the room. Plush red divans line the walls so that others may be comfortable while watching the recitals. Paintings on the walls of the room depict musicians long dead: the ancient bard DeAngelo, the composer Koluum and an unknown Elvish harpist. Each of these paintings is worth 200 gold pieces to a collector of historical art.

One large square red rug covers part of the floor. It is finely woven and worth 300 gold pieces.

The piano is itself a work of art. However it's size and weight would make it difficult for one to remove as treasure. It is a very old instrument and was once owned by Koluum and was used in his many compositions. It is worth over one thousand gold pieces.

Close inspection of the divans may reveal presence of a **pearl of wisdom** which has fallen between the cushions.

The music is played by a Poltergeist of a young girl who once lived in the house with Baron Astrophel. He murdered her one night in a fit of jealousy when he found out that she had become engaged to a boy from the town. She now inhabits the piano itself and plays music still.

Poltergeist: AC 10; MV 6; HD 1-4 hit points; # AT 0; Dmg 0; SA fear; SD invisibility; SD silver or magic weapons to hit; AL LE; MM 2 page 73. She will only attack if someone disturbs the piano or tries to open up the bench. She will begin playing music again once the room is empty again.

8. Secret Hallway

This hallway connects the trophy room in area 9 to the entry hall in area 2. The passage is clean and looks to be well used by the house's occupants. Lying on the floor here is a short piece of rope with very old bloodstains on it. Aurin will recognize this rope as the weapon used to murder her long ago.

9. Trophy Room

Several display cases stand in this room. The front rows of the display cases contain trophies from hunting trips of the Baron. A manticore head, the head of a unicorn and the head of a griffin are displayed. The middle rows contain the head of a Couatl, the head of a Sahuagin prince and the head of a Satyr. The final row of case contain the heads of three enemies of the Baron who he dispatched in combat: A dwarven king, An elvish warrior and a drow priestess are displayed.

Close inspection may reveal that **dagger +2/+4 versus the undead** is hidden inside of the head of the unicorn and a wooden mallet is hidden inside of the head of the Couatl.

Satyr Head

If anyone touches the head of the Satyr it will speak a riddle:

“Inside me the adventurous find

Quests and treasures of every kind.
Trolls, goblins, orcs, and more, await
Within my closed walls for
All those that wish to visit me.
Your hands are the key
To secrets untold,
And your mind will unlock the door”

Answer: A book

Should this answer be given a book will appear in the hands of the person speaking the answer. This book is entitled “Von Helsing’s Guide to Vampire Slaying”. Anyone in possession of this book while fighting against the Baron will receive a +1 to all saving throws and a +1 armor class adjustment. These effects are only against the Baron and will only apply if the person is still in possession of the book when the encounter takes place.

UPPER LEVEL

1. Staircase Landing

The spiral staircase leads to a well lit room. This area has torches in sconces along the walls. Between the sconces are paintings which appear to be quite old and possibly quite valuable. One depicts the epic Zanzian Battle of the Blood River. Another depicts an invasion from the land known as the Horde long ago which was beaten back by the Zanzian army. Both paintings are worth three hundred gold pieces to a collector of fine art.

The painting of the Battle of the Blood river is rather large and might be difficult to carry off without damage. Hidden behind this large painting is a secret door leading to the passage at area 8.

The spiral staircase leads upward from here

to the attic level of the mansion.

2. Game Room

This area is a game room. There is a long table with a soft green recessed surface and six holes on the corners and in the middle. Different colored balls lie on the table with two long sticks.

The head of a blue dragon is mounted on the wall overlooking the table. The head of a mantichore overlooks the table from the other side.

Hanging on one wall is a board made of cork cut in a circle with rings carved into it. Sticking out of this board are strange darts with feathers.

A long red rug lies on the floor. This rug is a finely made Juralian rug worth 500 gold pieces. To remove it one would need to move the table sitting on it.

Pool Table

This pool table has magical properties. If one chooses to play on this table there is always a chance that something good or bad might occur. A player will need to roll a “to hit” roll against AC 0 with no modifiers for strength or magic. A natural roll of one indicates a scratch. A natural roll of 20 indicates a bank shot and the ball struck will be sunk. A bank shot will impress the mantichore head which will then compliment the player on a fine shot. Each player will have eight balls to sink before shooting for the eighth ball. Anyone scratching on the eighth ball will receive a special penalty for doing so.

A player who sinks the eighth ball during normal play will find a gem worth 100 gold

pieces in one of the corner pockets of the table. After three games the player will find no more gems of this kind.

A scratch will result in the manticore firing one to six spikes into the player doing so for 1D6 each. No to hit roll is needed. The spikes will strike.

A scratch on the eight ball will result in the blue dragon head opening it's mouth and a lightning bolt striking the player doing so for 4-40 points of damage. A saving throw for one half damage applies (dragon breath).

On the break if a player rolls a natural 20 the eight ball will be sunk and the player wins automatically. The manticore head and the dragon head will both roar in approval and the person doing so will receive a 5000 gold piece gem which will appear in their hands instead of the pool cue.

Dart Board

There are three darts for each player. Each rolls a D20 to hit an AC of 0 with no modifiers for strength or magic. A natural one rolled will indicate missing the board. The dragon head will then roar and the manticore head will fire one to six darts from it's mouth at the offending player. Each will do 1D6 damage. No to hit roll is needed. A natural twenty will indicate a bulls eye. Both the dragon head and the manticore head will roar approval. A bulls eye is worth 3 points. Any other hit is worth 1 point. The first player to fifteen points wins. The winning player will be blessed for one turn. The losing player will be cursed (reverse bless) for one turn. Each bulls eye will result in the dragon head spitting a 100 gold piece garnet onto the floor near the dartboard.

Dragon Head

The dragon head is that of a blue dragon. It will radiate magic if detected for. Anyone inspecting the head will find that a star sapphire worth 2500 gold pieces is hidden inside of it's ear.

Manticore Head

The manticore head looks like it came from a very old manticore. The mane is almost silver in color. Close inspection of it will reveal that there is nothing at all inside of it's mouth. Where the spikes are coming from is a mystery. The head will detect as magical if checked for.

3. Bath Room

This room has a bath tub with curtains for privacy. There are small chairs with holes in the center which are dark and smell. The walls here have strange tiles made of ceramic or similar type material. There are knobs near the bathtub that control the flow of water.

Bathtub

Anyone bathing in the tub will find themselves cleaner. They will also have a magical effect on the following table:

1. Blessed for one turn
2. Healed for all damage taken
3. Cursed (reverse bless) for one turn
4. Protected from evil for one turn (as per spell)
5. Silenced for one turn (as per the spell)
6. Shielded (as per the spell) for one turn
7. Water will be acid and the

person will take 2D8 damage per round that the player is in the tub (items will require saving throws)

8 Anyone in the tub is shocked for 3D10 damage



Toilets

They have no magical properties. There are

two of them present. One has a gem hidden deep inside of the nasty hole. If one reaches into the hole to grab this gem they have a 10% chance of contracting a flesh eating disease (lose one hit point per round until cured). The gem is a 1000 gold piece pearl.

4. Master Bedroom

This large bedroom is clearly the master bedroom. It is larger than any of the other bedrooms on this level of the mansion. There is a large bed with an owlbear skin comforter sewn from the hides of several of the beasts. This fur would be worth at least 200 gold pieces from the pelt value alone.

The bedroom seems a bit dusty. It does not appear that the master spends much time here.

There is a wardrobe against the west wall. It appears to be empty except for a ratty looking old cloak. Should anyone detect magic on this cloak a slight dweomer will be noted. It is a **cloak of Poisonousness**. But actually there is a secret panel in the rear of the wardrobe which can be found by the normal search for secret door mechanics. In this secret compartment is a **cloak of protection +1** which is folded up.

A painting of Astrophel sits on the west wall of the room. It is a portrait made long ago and is worthless to anyone but Astrophel. However when approached the face in the portrait will animate and scowl at the person closest to it. It will then bare it's fangs. But it will not physically attack.

5. Guest Bedroom One

This bedroom has a large bed with fine sheets and a bear skin comforter with a pelt

value of 100 gold pieces. There is an empty wardrobe in the corner of the room.

A painting of a ship at sea sits on the north wall. Close inspection of the ship will reveal that it is a depiction of the Vulture which was lost at sea with all hands long ago along the southern coast of Zanzia. It was rumored that this vessel was carrying great treasures taken from the Barbarian Lands during a retributive raid by the Zanzian navy. The painting might be worth as much as 100 gold pieces to a collector of historical art. Close inspection of the painting may reveal that the ship is foundering off of rocks just south of Zanzia. Should the dungeon master choose to allow this party to continue beyond this adventure this ship wreck might be found there leading to another potential adventure.

A secret door is hidden behind the wardrobe and leads to the secret hallway in area 8.

6. Guest Bedroom Two

This bedroom has a large bed covered by a comforter made from hellhound hides. This comforter is quite warm but is not worth much money. Few people would want to sleep close to such a pelt.

Laid on this bed is a set of human remains. Just bones and a skull lie here. Aurin will immediately recognize them as her own.

An empty wardrobe sits along the east wall. A small painting of the city of Jural hangs from the west wall. The painting depicts the Palace of some long dead Sultan prominently. The painting has sentimental value to Astrophel but little monetary value. Should anyone cut into the painting they might find that a scroll has been hidden in the backing of it. The scroll contains the

following magic user spells: **protection from evil 10' radius, plant growth, stone shape**. If anyone looks at the back of the painting there is a 1 in 20 chance that they might notice a small tear in the back of it. An elf or half elf would have a 1 in 10 chance of noticing this.

7. Reading Room

Four book cases stand against the walls in the four corners of the room. A birdcage sits in the southwest corner of the room. A table sits near the center with four chairs. A painting of Astrophel looks down from where it hangs on the wall near the birdcage. It radiates magic if detected for.

Painting of Astrophel

This painting depicts him in a wizard's robe doing magical research of some kind. Around him are potions and a Quasit sits on his shoulder. The painting has no monetary value but will radiate magic if detected for. Should anyone attempt to open the bird cage or destroy any of his books the picture in the painting will animate and cast a spell: magic missile (three missiles) at the perpetrator of the crime. The painting will revert to its inert state again immediately after this. It can easily be destroyed by any means once this occurs.

Book Cases

The cases themselves are not magical and will not radiate magic if detected for.

The books are mostly on mundane subjects interesting to the Baron. Topics include:

Collected stories from the Horde
Applied Ethereal Physics
Studies in Astral Projection

Histories of the Jural Empire
Anthology of Shipwrecks Along Zanzian Shores (in the margins of this book are notes regarding the shipwreck of the Vulture in area 5. Perhaps there might even be a map to the wreck should the DM wish to create a later adventure for these characters). A note in the margin indicates that Baron Astrophel may have had something to do with this ship being lost.

Raiders from the North: A history of the Barbarian Lands

Close inspection of the Book About Applied Ethereal Physics will reveal that there is a scroll hidden between the pages about halfway through the pages. It is a clerical scroll with the following spells: **cure serious wounds, neutralize poison, lower water**

The birdcage has a live griffin inside of it. The cage is well secured and it cannot escape. But should magic be detected for the cage will show a slight dweomer. If any of the books are taken from the room the cage will disappear and release the griffin which will immediately attack the closest person.

Griffin: AC 3; MV 12/30; HD 7; HP 25; # AT 3; Dmg 1-4/1-4/2-16; AL N; MM page 50.

The griffin could easily be slain from within the cage itself. If this occurs it will begin screeching loudly and this will bring a random encounter within 1-3 rounds.

8. Secret Passage

This passage leads from area 1 to area 5. It is dusty but there are footprints visible in the dust.

9. Guest Bedroom Three

This bedroom has a large bed with a Unicorn skin comforter made from several Unicorns that were slaughtered to make it. This pelt has no monetary value to good aligned creatures but it might be worth as much as 500 gold pieces to a chaotic evil buyer if one could be approached safely enough to sell it.

An empty wardrobe sits against the east wall of the room. A painting of Baron Astrophel looking at himself in a mirror can be seen hanging on the north wall. Apparently the Baron is a rather vain man. The painting has no monetary value. It does not radiate any magic. But close inspection of the painting may reveal that the mirror shows no reflection of the Baron.

ATTIC LEVEL

1. Attic

The ceiling of this area is angled as the roof is immediately above it. The area is filled with junk. Most of it is trash. But there are a few notable things that can be found here. For one thing....there is a skeleton in the northeast corner. There are also two trunks and three chests. There are also a few strange personal items. A wooden rocking horse, a jack in the box and a broken mirror can be found here as well. A large pile of refuse sits on the south western corner of the attic.

Skeleton

This skeleton belongs to Zuhira. She was a former maid of Astrophel and was strangled by her in a fit of rage. She is listed above as a random encounter but if she has not already been encountered then she will be now.

Zuhira a ghost

Zuhira was once a maid that served Astrophel many years ago. Like many of his female servants Zuhira was strangled in a fit of rage by the master of the house. She dared to reject the affections of her master and suffered for it. Now she haunts the mansion unable to rest until her master is brought to final justice for his crimes.



While she is a ghost and is evil she will not initially be hostile and will gladly speak to adventurers that do not immediately attack her on sight. She will, of course, defend herself if necessary.

Some of the important information that she knows and can reveal if questioned kindly:

- The master is home but she does not know where
- The master is no longer among the living but does not rest
- The master is quite evil and quite powerful
- The master wears a magical necklace which gives him great powers

Zuhira, Ghost: AC 0 (or 8); MV 9; HD 10; HP 52; # AT 1; Dmg age 10-40 years; SA magic jar ability; SD ethereal at will; SD others seeing her may flee in panic unless they save versus magic; AL LE; MM page 43.

Trunk Number One

This steamer trunk looks as if it has seen some travel time. It has many customs stamps all over it. There is no lock. Inside of the trunk are several moth eaten robes and a worn out old wizard hat. Wrapped up inside of one of the old robes is a sharpened wooden stake.

There is also a very old looking skull in the trunk. This skull belongs to Airian the librarian (spectre) in area 3 on the lowest level of the mansion. Should this skull be brought to Airian he will suddenly remember his murder. And he will offer to aid the adventurers in confronting the baron.

Trunk Number Two

This steamer trunk is unlocked. It also seems to have seen a bit of travel time. Many custom stamps adorn it as well. Inside of it are several papers. None of these seem to

have much value. But one of these papers is an important legal document. It is the deed to the mansion that Astrophel forced Belmont's father to sign over to him in a crooked business deal long ago. This document might have some value to Belmont as perhaps the Baron could be forced to sign it back over to him..... The rest of the documents are mundane legal documents and personal letters.

Chest One

This chest is locked. It is not trapped.

The chest has one hundred pieces of quartz worth 5 gold pieces each. Mixed in with these rough gems is a an old doll that resembles Mardella Nox. The Baron used this doll long ago when he cursed her and made her become a Night Hag. Perhaps with this doll the curse might be reversed.....

There is also a small book in the chest. It is a diary of Baron Astrophel from long ago. There are just a few notable entries in this book along with nearly five hundred years of mundane entries.

Entry One "Today I find that I have two bite marks on my neck. When I tried to get a good look at the markings I was horrified to discover that I have no reflection in the mirror."

Entry Two "I have incredibly strong urges now to feed in the middle of the night. The sight of blood makes my hunger insatiable."

Entry Three "I have already lived more than four lifetimes. Is it possible that I shall never die?"

Entry Four "I have lost my ability to control myself. I fly into a murderous rage sometimes for little cause. I have murdered my one true love. And I have killed my apprentice and friend. "

Entry Five "All of my enemies in one place.....perhaps they can help me sleep....."

Chest Two

This chest is not locked. It is, however, trapped. If opened the chest will release a fog of gas from the lid. All those within ten feet of the chest when it is opened must save versus poison or take 1-4 damage per round for 1-4 rounds.

Inside of the chest are 500 gold pieces and 50 pieces of platinum. There is also a silver key.

Chest Three

This chest is locked. It is not trapped.

Inside are a golden necklace with a single large pearl. Astrophel once gave this pearl necklace to Aurin. He removed it after he strangled her and placed it here. It is worth 1250 gold pieces but has sentimental value to her. There is also a **wand of magic missiles** with 15 charges on it.

Wooden Rocking Horse

This toy appears quite old. It also has an aura of magic if it is detected for. Anyone sitting on this rocking horse can cause it to turn into a Pegasus which can be mounted and flown for up to three hours continuously. The Pegasus will revert back to it's rocking chair form after the flight. This ability can be used once per week.

Jack in the Box

This looks like the classic toy. It is a box with decorative art and a hand crank. When the crank is turned music is made. After a while the jack in the box will pop out. Only this one is not a pleasant clown. Instead it is a fierce skull with jagged teeth which will bite at the throat of the person cranking it. It will strike as a 12 HD monster once for 2D8 damage. On a natural 20 it will bite off a head.

Broken Mirror

When Astrophel first discovered that he had become a vampire he looked into this mirror. When he saw no reflection he flew into a rage and destroyed the mirror. He placed it here in his attic rather than dispose of it. Close inspection of it will reveal that someone incredibly powerful struck it and broke not only the mirror but the wooden frame surrounding it.

Refuse

This pile of trash covers a teleporter pad and a key hole. If the silver key is placed in the keyhole and turned the pad will begin humming. Should anyone stand on the pad they will instantly be teleported without error to the teleporter pad on the Dungeon Level in area 1.

DUNGEON LEVEL

Unlike the mansion this level is made of grey stone. The stone seems to be cracking in several places all over this level of the dungeon. Actually this is by design. Astrophel uses these cracks as an escape route. If he is struck down he will turn to gaseous form and escape through these cracks to one of the several coffins that he keeps down here. Some specific passages can only be entered via these cracks. There are no doors at all into these areas. They will be noted specifically in the text below.

Nothing on this level is lit. There are not torches. There are no light sources other than what the adventurers bring with them. All doors are unlocked.

The Golem Bhudran could easily smash through these cracked walls and enter these blocked passages and exit from them in the same way.

1. Teleporter Room

This room is circular and has a domed roof. The walls and roof are decorated with disturbing images in the form of murals. These images depict acts of depravity and murder. They also depict the transformation of Baron Astrophel into a vampire.

2. Passage

This passage is normal and untrapped. It leads to area 9. Cracks in the wall near the passage marked area 3 allow Astrophel access to one of his coffins.

3. Passage

This passage has no doors leading to it or from it. Cracks in the wall in area 2 and area

4 are the only means of entrance or exit from this passage.

4. Coffin Number One

This room has a wooden coffin sitting on two wooden saw horses. The coffin is open (unless Astrophel has been forced to retreat to one of his coffins) and is filled with dirt.

The coffin has a hidden compartment in the lid. Inside of this compartment is a book. This book is monogrammed with the name Dragos on it. This was a diary used by Lord Dragos back in the time when he worked for Astrophel. In it are entries indicated his suspicions about the evil nature of his employer.

There is also a golden ring with a small ruby chip in it which once belonged to Lord Dragos long ago. It is worth 750 gold pieces.

5. Passage

This passage is blocked and can only be entered or exited by cracks in the wall. It leads to area 6.

6. Coffin Number Two

This room is where Astrophel will first retreat if he is struck down. Otherwise this coffin will be empty. Like the previous one it sits on two wooden sawhorses. It is filled with dirt. But it has no hidden compartments.

7. Trapped Passage

This passage has a swinging blade trap which will strike as a sword of sharpness. If it strikes it will do a mere 1-8 damage to the victim. It will strike as a 12 HD monster. On a modified roll of 19-21 it will sever an arm,

a leg or a neck. For purposes of who or what can be hit by it treat it as a +3 weapon.

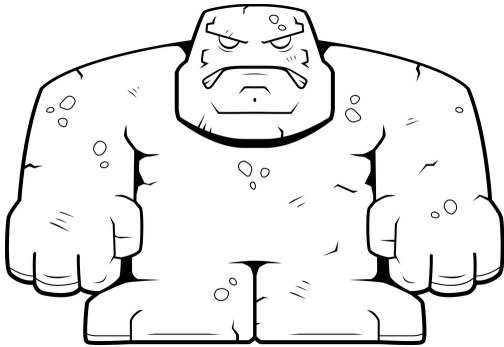
This passage leads to the door to area 6.

8. Blocked Passage

The only way in or out of this passage is through cracks in the walls. It connects area 6 to area 10.

9. Guardian

This circular room has murals decorating the walls. The murals depict Astrophel murdering several people. Strangling Aurin is depicted in one of these images. Murdering Zuhia is shown in another. And biting Dragos is depicted in a third. A fourth panel shows Bhudran being animated by the Baron as a golem. A fifth panel shows a woman being cursed and turning into a night hag.



In the center of this room is a large stone statue. It is a stone golem. And it will begin attacking in 1-3 rounds after the adventurers arrive.

Stone Golem (1): AC 5; MV 6; HD 14; HP 60; # AT 1; Dmg 3-24; SA every other melee round it casts a slow spell to any opponent in front of it within 1"; SD +2 or better to hit; SD rock to mud slows it for 2-12 rounds; SD stone to flesh makes it vulnerable; AL N; MM page 48.

A secret door leads to the passage at area 16.

10. Coffin Number Three

Like the previous coffins this one is open and sitting on two saw horses. If Astrophel is reduced to zero hit points and turns to gaseous form he may retreat here. Otherwise this coffin will be unoccupied. It is filled with dirt like the others. Close inspection of the dirt may reveal the presence of a golden signet ring with the seal of the Belmont Family. It is worth 200 gold pieces.

11. Passage

This leads from area 9 to area 10. It is not trapped.

12. Blocked Passage

This passage connects area 10 to area 15. But it can only be entered via the cracks in the walls.

13. Trapped Passage

This passage will fill with gas if the loose stone is stepped upon before being disarmed. Anyone in the passage when this occurs must make a saving throw versus poison or fall asleep for 2-9 rounds. Meanwhile Astrophel will be alerted to the presence of enemies in the passage and will rise to investigate and attack.

14. Blocked Passage

This passage connects area 15 to area 2. It can only be entered via the cracks in the walls.

15. Primary Coffin of Astrophel

Baron Astrophel will be found here first. If he is surprised then he will be found sleeping in his coffin and could be dispatched quickly with the wooden stake and a hammer. If he is not surprised or if he is alerted by the trap in the passage in area 13 then he will rise and be waiting for his enemies or will immediately attack them in the passage.

Coffin

This coffin is more elaborate and fancy than the others. This one is decorated with golden handles (six and worth 250 gold pieces each) and with several gems (two black pearls worth 1000 gold pieces each and four fire opals worth 2500 gold pieces each).

Inside of a hidden compartment of the lid is a spell book with the spells that he has memorized as well as: **detect magic, sleep, message, fools gold, darkness 15' radius, wizard lock, hold person, feign death, blink, fire charm.**

Astrophel, Elder Vampire: AC 1; MV 12/18; HD 16+3; HP 90; # AT 1; Dmg 4-24; SA energy drain two levels; SD +1 weapons or better to hit; SA 18/76 STR; SA regenerate 5 HP per round; SD if brought to zero HP he will turn to gaseous form; SD immune to sleep, charm, hold, poison and paralysis; SD half damage from cold and electricity; SA charm gaze (-2 to saving throws); SA Astrophel has no ability to summon creatures to his aid here in the dungeon as there are no such creatures in the area to summon; SD holy water does 2-7 damage to him; SA he was an 8th level magic user before he became a vampire; Spells Memorized: **magic missile, shield, shocking grasp, burning hands, web, detect invisibility, mirror image, lightning bolt, suggestion, slow, dimension door, ice storm;** AL CE; MM page 99.

He carries a **wand of fear** with 11 charges on it. He wears a necklace made of platinum with a gem encrusted emblem with his family crest around his neck. It is the **Necklace of Astrophel** (see below). On one hand is a golden ring with a fire opal worth 2500 gold pieces. On the other hand is a **ring of shooting stars.**

Hiding in this room is his familiar Bashut. Bashut is a Quasit. And he will remain invisible until he feels that his master needs him. If his master is about to die he will appear and attempt to attack the most dangerous of his master's enemies. A spell caster would be the preferred target. He will only reveal himself if his master is about to get a stake through the heart. He will not reveal himself merely because his master is about to turn to gaseous form.

Bashut, Quasit: AC 2; MV 15; HD 3; HP 20; # AT 3; Dmg 1-2/1-2/1-4; SA claws cause a burning itch which drains 1 point of dexterity unless a save versus poison is made; SA at will can become invisible; SA at will can detect good or magic; SD regenerates 1hp per round; SA once per day can send out a blast of fear in a 3" radius; SD immune to cold, fire and lightning; SD saves as 7HD creature; AL CE; MM page 80.



16. Passage

This secret passage leads to area 17.

17. Treasure Chamber

This room is filled with coins and gems and other treasures of Astrophel. There are 1623 copper pieces, 2432 silver pieces, 1873 gold pieces, 434 electrum pieces and 354 platinum pieces lying on the floor. There are three polished pieces of coral worth 150 gold pieces each, a piece of topaz worth 500 gold pieces and a sapphire worth 2500 gold pieces. Against one wall leans a fine portrait of a long dead Emperor of the Jural Empire worth 1000 gold pieces. A stone bust of a Barbarian king from the lands north of Zanzia is also mixed among the gems and coins and is worth 500 gold pieces.

NEW MAGICAL ITEMS

The Necklace of Astrophel - This family heirloom has the symbol of the Astrophel family on a platinum medallion that hangs from the necklace. The necklace is adorned with rubies and emeralds and appears quite valuable. But this necklace is not just a pretty bauble. It is an artifact with powers and curses associated with it.

If worn by anyone who is not of the Astrophel clan it will act as a **necklace of strangulation**.

When worn by a member of the family the necklace bestows certain powers and abilities.

Minor Benign Powers

Once per day the user can speak with the dead

Seven times per week the user can animate the dead

Major Benign Powers

Once per day the user can heal (Astrophel can heal himself once per day using this artifact)

Minor Malevolent Effects

Touch of the wearer causes plants to wither and die

Major Malevolent Effects

Anyone who sees this necklace must make a saving throw versus magic or have a compulsion to take the necklace for themselves

The wearer of this necklace has a compulsion to be adored and loved by all without question and unconditionally. The wearer will become extremely hostile and murderous towards anyone who appears does not love or adore the wearer.

Prime Powers

Finger of Death once per day (saving throw versus death magic).

Side Effects

Any time that the prime power is used the wearer must save versus death magic at -2 or suffer 50 hit points of damage (or turn to gas in the case of the Baron).

Neckless of Bolts - This necklace consists of a thin golden chain. Hanging from this chain are little metallic objects in the shape of a lightning bolt. If this object is torn from the necklace and thrown in a particular direction it will turn into a lightning bolt similar to the necklace of missiles. As Bhudran is terribly afraid of fire he would have been unable to use a necklace of missiles. As lightning is part of what gave him life he has little fear of it. The bolts come in the same denominations as the fireballs in a necklace of missiles.

BHUDRAN

Bhudran is a flesh golem. He was created by Baron Astrophel decades ago and discarded as a useless toy. Bhudran has discovered that his renewed life is a horror. He is shunned in society. His misshapen appearance makes him a terror to children. His face is a patchwork of skin from different people. In fact, his entire body, is a patchwork. He wears a thick robe with a hood drawn back at all times to avoid being seen by others.

As a golem he has powerful fists. He needs no weapons at all in combat but sometimes he does use one to appear like a normal fighter. He wears no armor at all. It is uncomfortable to wear armor when your arms and legs are not all the exact same size and your neck is not your original.

He seeks revenge upon his master for creating him. He also seeks revenge for being thrown away like trash.

For purposes of this adventure he might well convince his companions that he is some sort of monk. He carry a staff but his fists are deadly weapons.

<u>STR</u>	<u>INT</u>	<u>WIS</u>	<u>DEX</u>	<u>CON</u>	<u>CHA</u>
19	11	11	12	18	4

Hit Points

40

Armor Class

9

Alignment

Neutral

Immunities

Immune to normal weapons

Immune to most spells but fire and cold slow you for 2-12 rounds and electricity heals you for 1 hit point per hit dice of lightning damage taken

Special Abilities



You have incredible strength. You can bash through doors, walls and other structures given the time to do so.

Attacks

You carry a staff and can use it in combat. With this, or any weapon, you strike at +3 to hit and +7 to damage. Without a weapon you gain no such bonuses.

But your real weapons are your fists. You get two strikes with them and those will hit for 2-16 damage each.

Magic Items

You stole a medallion from your former master long ago with magical properties. It is a **necklace of bolts** with one remaining bolt to use. This missile is a 9 HD variety.

You wear a **ring of free action**.

Weaknesses

You have an irrational fear of fire and will always recoil away from it.

Saving Throws

As a 9th level fighter

NOTE TO THE ADVENTURER

Naturally it would be inadvisable to reveal your true nature to the adventurers that you are traveling with right away. You do not know them and they do not know you. Each of you has different motivations for visiting this house. And there is no way to know just how hostile the reaction might be from your companions to find that a flesh golem is in their midst. There is no telling what you may find in this place. You may need your companions. And they may need you.

MARDELLA NOX

Mardella was once a beautiful noble woman. She fell in love with Baron Astrophel and longed to be his wife. And then she learned of some of his more, creative, experiments. She was horrified. She ran away from the Baron but he tracked her down and cursed her forever. He transformed her into a Night Hag. While it is remotely possible for her to break this curse she has been informed that it will require the death of the Baron. As the Baron disappeared long ago she has been awaiting his return impatiently for many years.

Night Hags are not commonly welcomed in places like Barrowmar. So she wears a robe covering her features and she has disguised herself to appear as a common leper. Lepers are not welcomed either in the city but they are seen from time to time. No shop keeper will allow one into their places nor will any citizen offer one shelter. The city watch may tell a leper to move along if they find one in the streets. But they will not be imprisoned or thrown out of the city gates.

She can easily pass for some kind of spell caster. While she has only a few spell like abilities she will probably wish to use them sparingly.

<u>STR</u>	<u>INT</u>	<u>WIS</u>	<u>DEX</u>	<u>CON</u>	<u>CHA</u>
12	18	14	11	11	4

Hit Points

35

Armor Class

4



Attacks

She can strike with a clawed hand for 2-12 damage

She carries a **dagger +4** and wears a **+2 ring of protection**

Alignment

Neutral Evil

Special Abilities

She can cast a **sleep** spell which will affect up to a 12th level human (saving throw applies)

Three times daily she can cast a special **magic missile** that will hit and do 2-16 damage (one

missile only)

Ray of enfeeblement 3 times per day

Can become **ethereal** at will

Polymorph self at will

Know alignment at will

Can attempt to **gate** in a type I demon or barbed devil (50% chance of either coming) with a 50% chance of success. If you do this, however, you must reward the arrival with a new larva to take with them. Failure to do so will cause the arrival to become enraged with you.

Immunities

Sleep, charm, fear, fire and cold.

Weapons with less than a +3 magical bonus

65% magic resistance

Magic Items

She carries a **wand of wonder** with 12 charges on it.

She wears a **ring of protection +3**

Saving Throws

As an 8th level fighter

NOTE TO THE ADVENTURER

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LORD DRAGOS

Lord Dragos is a minor noble. While he holds a title he is but a small cog in the nobility of Zanzia. He holds a very small estate in central Zanzia bordering the swamps of the southern part of the country. His estate provides him a very modest income. And he has but a tiny tower keep which serves as his home.

Dragos is a vampire. He wants revenge upon the fiend that infected him with this curse. And that fiend is Baron Astrophel. The Baron sought an apprentice in his “practice” and scientific experiments and thought he had found the perfect person for the job. But his assistant found the work to be so cruel and evil that he made the nearly fatal mistake of saying “no.” His master revealed his true nature by biting him and turning him into the creature of the night that he has become. He knows that he can never turn back into the living. But he can get revenge on his old master nonetheless. And this is what he seeks here at this mansion.

To the others in your group you will have the appearance of a powerful fighter with no armor but a shimmering sword. As a noble this is not so unusual an appearance. Naturally this adventure must take place and be concluded before daylight or you may face serious, or perhaps deadly, consequences.

To avoid others discovering your secrets you wear a dark cape which covers your features and you speak infrequently so as to avoid others noticing your fangs.

<u>STR</u>	<u>INT</u>	<u>WIS</u>	<u>DEX</u>	<u>CON</u>	<u>CHA</u>
18/76	18	12	14	13	17

Hit Points

42 (when brought to zero hit points he will turn to gas and float back towards your coffin hidden in Barrowmar)

If turned to gas he must rest for 8 hours before returning to the party

He will regenerate 3 hit points each round until full

Armor Class

1 (this is without wearing any armor)

Alignment

Chaotic Evil

Immunities



Sleep, charm, hold, poison, paralysis.

Cold and electricity you will take one half damage with a failed saving throw or no damage with a successful saving throw.

Saving Throws

As an 8th level fighter

Attacks

without a weapon does 5-10 damage and drains 2 energy levels from an adversary (unless it is undead already)

with a weapon you strike at +2 to hit and with +4 to damage.

Weapons

He carries a bastard sword which has been in your family for generations. It is a **bastard sword +2/+4 versus ethereal creatures.**

He also has a **+3 dagger/+5 versus lycanthropes.**

Special Abilities

Can turn gaseous at will

Can transform into a bat at will

Charm gaze (must look directly into opponent's eyes) (saving throw versus magic applies)

Can summon 10-100 bats within 3-12 melee rounds

Special Weaknesses

He has no reflection in a mirror

Garlic causes him to avoid the area

A holy symbol may cause him to recoil

Holy water causes him 2-7 hit points of damage

Direct sunlight causes him to lose all power

A wooden stake, immersion in running water or direct sunlight can kill him

NOTE TO THE ADVENTURER

Naturally it would be inadvisable to reveal your true nature to the adventurers that you are traveling with right away. You do not know them and they do not know you. Each of you has different motivations for visiting this house. And there is no way to know just how hostile the reaction might be from your companions to find that a vampire is in their midst. There is no telling what you may find in this place. You may need your companions. And they may need you.

AURIN

Aurin is a pale looking woman. And she seems incredibly thin. She wears white flowing robes which give little insight into her true appearance. At times she almost seems to float instead of walking. And, of course, this is exactly her true nature.

She is a ghost. She was murdered long ago by Baron Astrophel and she wants nothing more than to put her soul to rest. Unfortunately, her remains, were never found. Until they are found....her soul can never rest.

She was a minor wizard before her death. The Baron had been her mentor for many years but was disappointed to find that she did not approve of all of his scientific methods or experiments. When he found this out he strangled her in a fit of rage. The body was never found and the local authorities were unaware of the murder. As she was but a poor trainee wizard she was hardly missed at all.

She still has marks on her throat where she was strangled. Naturally she wears her wispy robes up high so as to avoid others seeing these marks.

<u>STR</u>	<u>INT</u>	<u>WIS</u>	<u>DEX</u>	<u>CON</u>	<u>CHA</u>
10	17	12	10	8	15

Hit Points

45

Armor Class

0 (when she materializes)

8 (to anyone attacking her from the ethereal plane)

Spell Casting Abilities

4th level Magic User

Spells Memorized

She can memorize and 3 first level spells and any 2 second level spells and those should be written below. Once those spells are used she is out of spells.

1st Level:



2nd Level:

Alignment

Lawful Evil

Saving Throws

As a 10th level fighter

Special Abilities

She can turn ethereal at will

All those who see her (and who realize that she is a ghost) must save versus magic (at +2 for creatures over 8HD) or flee for 2-12 turns.

Magic Jar attack

To make physical attacks she must turn semi-material and this exposes her to physical harm in return (AC 0) and she can only be hit by silver or magical weapons in this form

Her physical attacks do no damage but cause the victim to age 10-40 years

Immunities

Spell attacks against her must be made from an ethereal state (unless she has materialized)

Weaknesses

None of her physical attacks do real damage

She cannot really attack at all unless she materializes and becomes vulnerable herself including spell casting

Magic Items

Around her neck hangs a **pendant of seeing** (similar to a gem of seeing). It has a crystal in the center of the pendant which can be looked through.

Spell Book

1st Magic missile, sleep, shocking grasp, affect normal fires

2nd Mirror image, levitate, scare

NOTE TO THE ADVENTURER

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BELMONT

Belmont is a merchant here in Barrowmar. Belmont is also a werewolf. He acquired this curse on a hunting trip long ago. Because he is fully aware of his own nature he makes sure that he is never in town during a full moon. In human form he wears light grey robes and leather armor giving him the appearance of a rogue. He carries a short sword and is good at some thief skills naturally.

Belmont has a certain hatred for Baron Astrophel. The Baron ruined his family in a business dealing. In fact, the Baron's mansion once belonged to Belmont's own family. Until the Baron stole it from them in this crooked business deal. Belmont's father was ruined as was his reputation. It has taken Belmont more than a decade to reverse his own fortunes and become a wealthy merchant.

Belmont wants to clear his family name. And he wants to destroy the man who ruined his family and took their home.

<u>STR</u>	<u>INT</u>	<u>WIS</u>	<u>DEX</u>	<u>CON</u>	<u>CHA</u>
14	11	12	10	12	14

He is a 6th level fighter.

Hit Points

22 (in werewolf form)

35 (in human form)

Armor Class

AC 10 in human form

AC 5 in were-wolf form



Attacks

As a werewolf he can bite for 2-8 damage.

As a human

Abilities

Can assume were-wolf form at will and will automatically turn into that form in the presence of a

full moon 90% of the time.

Alignment

Chaotic Evil (in werewolf form)

Neutral (in human form)

Magic Items

Belmont wears a necklace with a medallion made of gold. On this medallion is the emblem of his family. The medallion has a small magical dweomer but has no magical properties that Belmont is aware of.

He carries a **+3 broadsword/ +4 versus undead creatures.**

Weaknesses

As he is prone to becoming a were-wolf, at times beyond his control, he wears no armor.

NOTE TO THE ADVENTURER

Naturally it would be inadvisable to reveal your true nature to the adventurers that you are traveling with right away. You do not know them and they do not know you. Each of you has different motivations for visiting this house. And there is no way to know just how hostile the reaction might be from your companions to find that a werewolf is in their midst. There is no telling what you may find in this place. You may need your companions. And they may need you.

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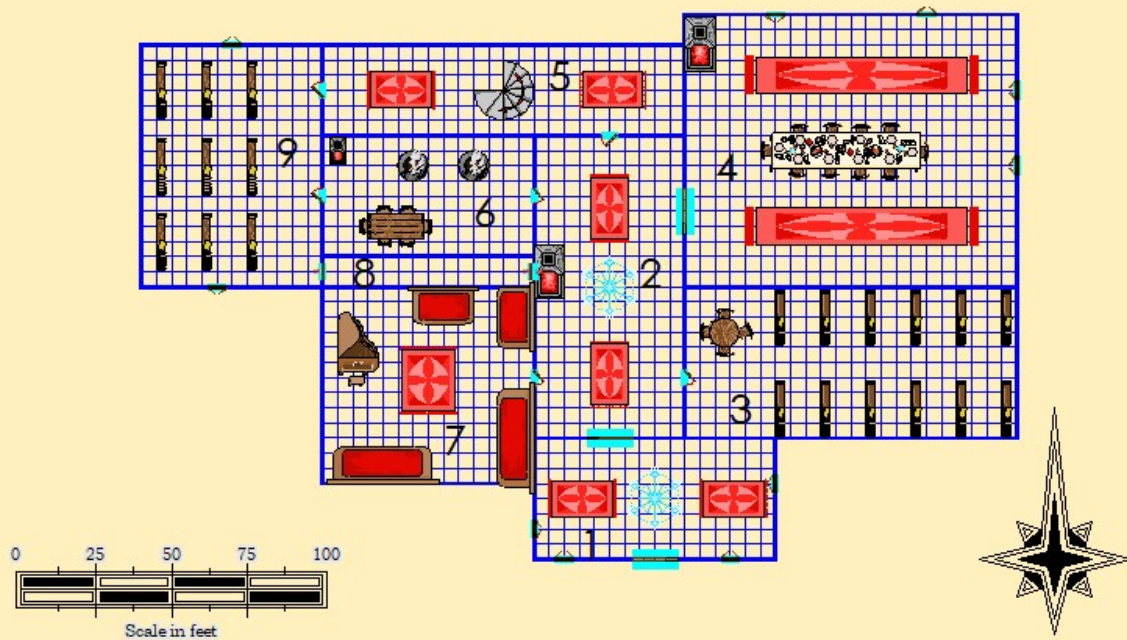
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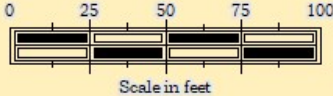
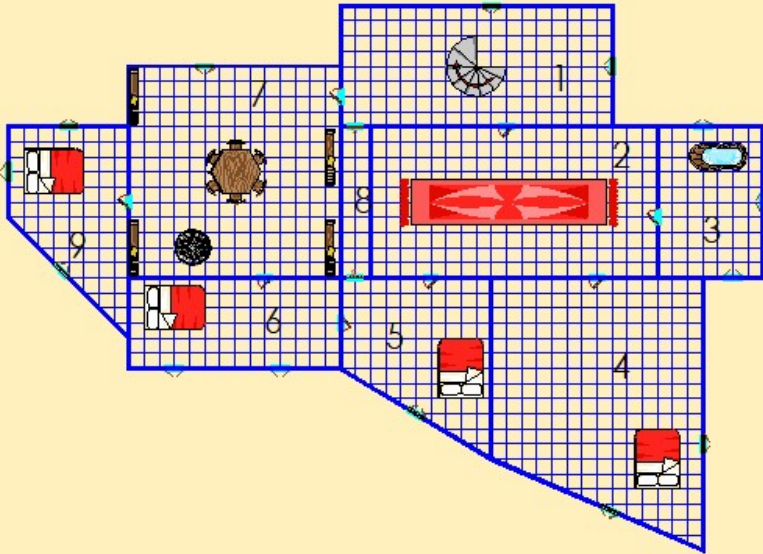
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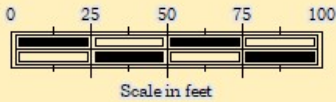
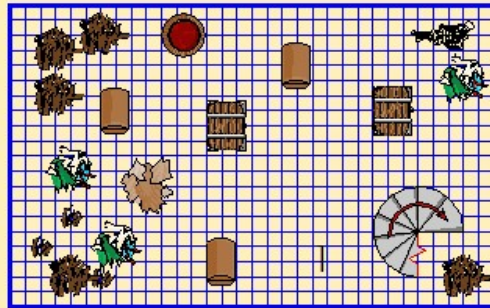
Astrophel's Mansion: Ground Level



Astrophel's Mansion: Upper Level



Astrophel's Mansion: Attic



Astrophel's Dungeon

