

Magical Murder Mansion

A Challenging Funhouse Dungeon



FRENDEN

BY SKERPLES

COINSANDSCROLLS.BLOGSPOT.CA

Magical Murder Mansion

INTRODUCTION
1

THE NEW WING
4

THE OLD WING
6

THE GARDENS
8

THE TOWER
10

THE SALON
13

THE MOLE DRAGON'S DEN
14

THE WORKSHOP
15

MONSTERS
18

RANDOM ENCOUNTERS
23

SUPPLEMENTAL TABLES
24

TRAPS
25

NOTES
26

Written by Skerples
(coinsandscrolls.blogspot.ca)

Editing by David Shugars
(gmdk.org)

Proofreading by Shane Liebling
(rollforyour.party)

Art by Frenden
(frenden.com)

Additional Public Domain Art from the British Library Collection

Prompts for the Corpulent Callowfex and Tooth Fairies

provided by Brian Ashford and Chris Wilson

Thank you to the Patrons for your support. Keep on being weird.

Introduction

FUNHOUSE DUNGEONS have a mixed reputation. The “classic” funhouse dungeons—*Tomb of Horrors*, *White Plume Mountain*, *Tegel Manor*—are notorious for their difficulty, bizarre traps and monsters, and comical lethality. They were designed as challenges for experienced players.

This dungeon is designed to be a funhouse challenge with a modern twist. Sure, it’s full of traps and challenges, but there are patterns and lessons to be learned. The strange, even cruel, design of the Mansion encourages lateral thinking in players. The obvious answer is often the wrong one.

This dungeon is also designed to be fair. There are ways to disarm and circumvent traps; the interesting part is finding out how. There are ways to discover dangerous magical effects other than dying to them. Combat can be avoided. Treasures found in one area can be used elsewhere. Solutions to the puzzles in this dungeon should not require the players to guess what the GM (or the module writer) is thinking. Most of the time, there is no single solution. Lots of plausible plans will work.

Some of the traps in classic funhouse dungeons seem like jokes designed for the module’s author and the GM to share, with the poor players left frustrated and baffled. I’ve tried to make *Magical Murder Mansion* entertaining for everyone; even the deathtraps and surprises should get an joyful “oh no, I can’t believe we walked into that one” from the players. The GM knows it’s a trap. The players know it’s a trap. But someone’s got to open that door.

THIS MODULE IS FOR...

- Experienced GMs with experienced players.
- GMs who want to learn about lateral thinking and unusual trap design.
- Experienced GMs with experienced players, but who are new to OSR-style content and would like a challenge.
- As a completely new GM, you can still use this dungeon and learn a lot from it, but it will test your skills and possibly irritate your players. I would recommend trying *Tomb of the Serpent Kings* first.

GROUP SIZE AND BALANCE

Treasure amounts are balanced around the idea that 200gp is enough to level a single character from level 1 to 2. For typical D&D purposes, adjust treasure values by 5× or 10×. There is approx. 1,000gp in easy to find and transport treasure and at least 3,000gp in inconvenient or hidden treasure. These totals do not include the many unique magic items in the Mansion. Surviving PCs should have leveled at least twice, assuming the usual rates of attrition, loss, and panic. Large groups may have an easier time (and get less treasure per PC).

Damage is scaled around PCs having between 15 and 30 hit points and daggers dealing 1d6 damage. Saves are listed in a general format (Save vs. Poison, Save to Dodge, etc.).

A group of high-level PCs, run by experienced players, may be able to circumvent the hazards of the Mansion. PCs who can fly, pass through walls, resist acid, fire, electricity, and cold, and call on demigods for aid won’t be challenged by pit traps and magical hazards. They might still enjoy it. A group of mid-level PCs run by keen-eyed players will (hopefully) have a great time. A group of low-level PCs run by battle-scarred and wily veterans might be able to make out like bandits.

Depending on play style and speed, side adventures, time in town, and other diversions, it could take between 5 and 12 hours at the table to completely explore this dungeon.

BEFORE YOU BEGIN

- Read the entire module.
- Makes notes on things you like and don’t like.
- Replace monsters listed on pp. 18–22 with ones from your system of choice.
- Adjust treasure values as needed.
- Print pp. 4–24, and the maps on pg. 3 and pg. 27



ADVENTURE HOOKS

The Magical Murder Mansion should be located in or near a city or town. **Hubert Nibsley** was a famously wealthy and eccentric man, known throughout the region for his prowess in the magical arts and his wicked sense of humour. When he finally died (during a community-based bonfire event in which he played a central role), his obituary read:

Hubert Nibsley was peerless among gentlemen. In his spare time he helped blind orphans and burn victims. He was sympathetic and charitable to the meanest residents of the city. No guest left his house hungry, thirsty, or impoverished if he could help it. Whenever disaster, fire, or calamity struck our city, Hubert was often the first on the scene. In his few idle hours he practiced many subtle jokes and tricks. His funeral was extremely well attended by crowds of diligent mourners, some of whom remained in vigil well into the night, and even now I am certain many citizens mention him in their daily prayers.

Here are some possible adventure hooks. The goal is not just to get the PCs into the mansion, but to give them a good reason to explore the entire thing. Hubert's spellbook is the key item.

1. Hubert Nibsley's nephew-in-law and heir Heinrich P'flem, (balding, hesitant, only willing to meet in bars and other public places) hires the PCs to break into the mansion and retrieve Hubert's secret notebook. "It's in his workshop. Check to make sure it has his spells inside it; he might have left fakes around. Anything else you can loot is yours—I'll sign it over to you—as long as you bring me his notebook. No payment in advance."

(Heinrich P'flem could be Hubert in disguise, having faked his death to enact yet another practical joke. Alternatively, the spellbook could contain Hubert's will, disinheriting Heinrich and leaving his vast wealth to charity.)

2. The source of Hubert's wealth was, it is said, a spell to turn straw into gold. His mansion is empty and apparently unguarded. Someone with that spell could become king of the world. You'd just need to find his spellbook...
3. Just before he died, Hubert said he "accidentally" altered the moon's orbit. It's getting larger by the hour. The spell he used, and hopefully the counterspell, are probably somewhere in his workshop or spellbook.
4. Hubert once hinted he had a spell to solve a specific problem the PCs are having. Was he lying? It's worth the risk.



REPLACEMENT CHARACTERS

The Magical Murder Mansion is deadly. It's not called the Magical Happy Fun Time Hug Mansion. Replacement characters will be needed. Putting the Mansion in a city allows replacement PCs to:

1. Walk in through **1: CLOAKROOM**.
2. Hop over the wall to **33: GARDEN**.
3. Climb in through **16: COAL STORAGE** (assuming the Coal Golem has been defeated.)
4. Drop into **43: COURTYARD** by parachute.
5. Escape from **19: PRISON CELLS**.
6. Smash an exterior wall.

Conveniently, these are all ways the PCs can enter the Mansion for the first time.

EXTERIOR AND APPROACH

The Mansion's exterior is brick with white stone columns and a grey slate roof. Ivy creeps up several walls. Windows are painted on, with plaster shutters and bars. The Mansion does not loom or glower, though it has a sinister reputation in the region. Locals will point it out (and then make appropriate signs to ward off evil). The front of the building is new; the rear seems much older. There is a short fence around the building, a few overgrown flowerbeds, and a brick path to the front door.

ENCHANTMENTS

The Mansion has several enchantments that apply to the entire structure:

- Scrying and teleportation will not work inside the true Workshop (**76: THE WORKSHOP** and above) and may be unreliable elsewhere.
- Walls and doors can be smashed (except for walls and door around **76: THE WORKSHOP**), but they will be repaired in 6 hours. Treasure and furniture will not be repaired. The repair work will be somewhat shoddy; repeated attempts will result in walls made of mixed wood fragments, brick, wet plaster, bones, and gravel.
- Fire will not spread beyond a 5' area. Walls or doors set on fire will be extinguished in 1d6 minutes.
- Magical light suffuses the entire structure. Torches and lanterns are not required inside the Mansion, but the lights can go out (see the **Random Encounter Table**, pg. 23).

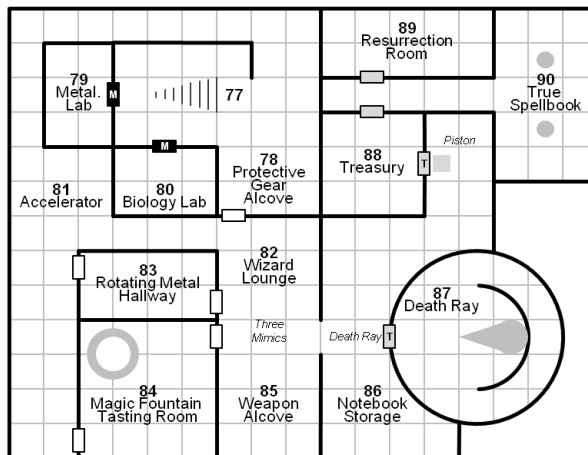
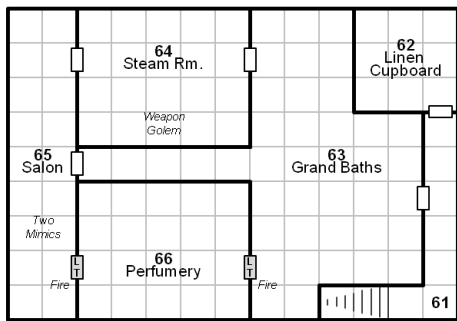
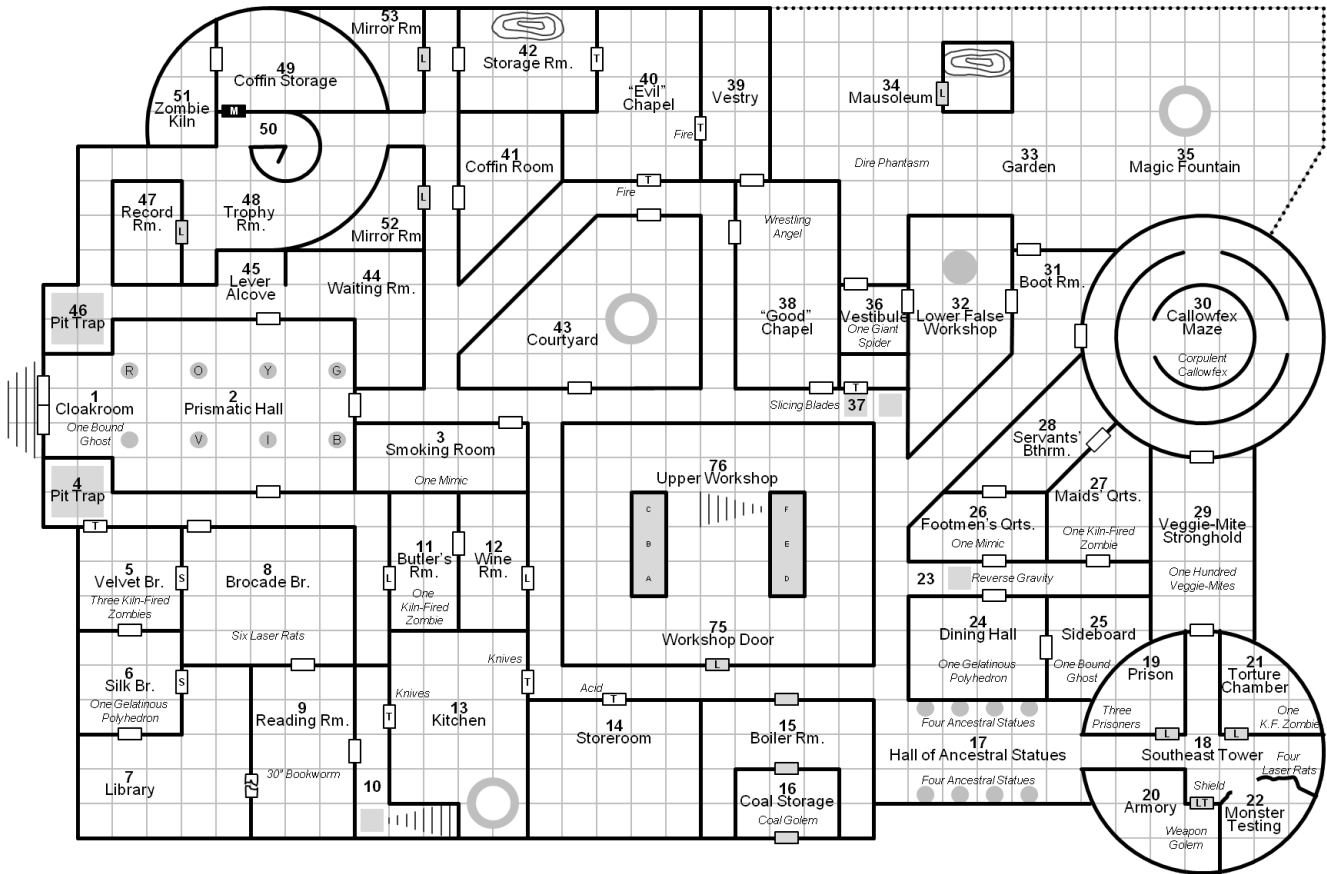
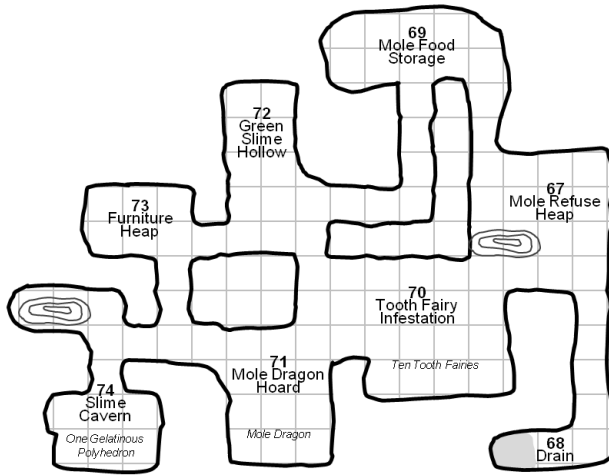
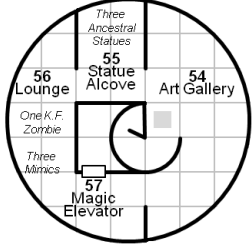
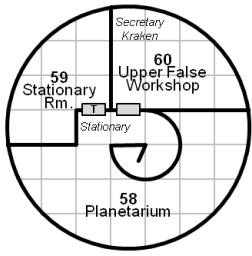
Whoever possesses the **90: TRUE SPELLBOOK** can disable the enchantments. Once disabled, they cannot be reactivated.

EQUIPMENT ADVICE

Many doors and chests are locked. Bringing means to open them, from lockpicks to a sledgehammer, is a good idea. A few hirelings to carry loot and extra equipment are always useful, though they may panic and flee.

Some monsters are immune to non-magic damage or take less damage from bludgeoning or slashing weapons. A good mix of damage types will be valuable, which is why this dungeon is recommended for mid-level characters with plenty of problem-solving tools.

Sprinting through the Mansion, focusing only on the 4 keys and the spellbook, is a viable but unprofitable strategy. Don't worry if your players skip rooms.



- Wooden Door
- Iron Door
- Locked Door
- Trapped Door
- Magic Portal

The New Wing

1: CLOAKROOM

Exterior doors are plain wood with elegant brass handles. Inside, white stone, soft white magic lamps, and two rows of eight silver coathooks. The coloured pillars of the Prismatic Hall are clearly visible from the doorway. One *Bound Ghost* (pg. 18) named Cheswick materializes, asks to take party's coats. Drops them if given any (is immaterial), sighs, and departs through a wall. Any fabric placed on the coathooks instantly catches fire. They could be made into magic daggers, dealing +1 fire damage to creatures with fabric clothes.

2: PRISMATIC HALL

White stone walls, black and white tile, eight colorful columns. Starting with the north-west column and working clockwise, they are blood red, smoky orange, lemon yellow, bilious green, sea blue, deep indigo, gleaming violet, and polished silver-grey metal. The seven colourful columns are painted stone. There are three unlocked wooden doors on the north, east, and south walls.

The lever in **45: LEVER ALCOVE** lowers the protective metal shield around the eighth column for 1d6 hours. While it is lowered, the room is bathed in strong octarine light. Anyone inside the room must Save each round or suffer a Magical Accident (pg. 24). Lowering the shield makes a tremendous grinding noise.

3: SMOKING ROOM

Small brass label on the door reads "SMOKING ROOM". Inside, two stained and shabby couches, three scattered leather chairs, glass ashtrays. Very faint smell of residual smoke. Cedar cabinet at west end contains:

- Fifty very cheap cigars worth 1gp total.
- Three elegant magical cigars in a wood case.

The magical cigars are enchanted to produce *solid smoke*. Once lit, a cigar burns for 1d6 rounds with a pleasant nutty aroma before the smoke hardens into an opaque taffy-like substance as strong as leather. Anyone smoking a cigar when the smoke hardens must Save or die. One use each. One chair is a *Mimic* (pg. 20), will try to ambush anyone dying to *solid smoke* or providing medical assistance.

4. PIT TRAP

Dark red rug glued to the floor. Wooden door to the south is trapped. If brass handle is turned, the pit trap opens, splitting carpet in half. 10' drop onto very sharp spikes. 2d6 damage. The person who opened the door can Save to leap into **5: VELVET BEDROOM**. Trap can be identified by examining the carpet or the handle. It resets in 10 minutes.

5: VELVET BEDROOM

Enormous plush bed with velvet curtains dominates the room. Three *Kiln-Fired Zombies* (pg. 20) claw their way out of the bed to attack intruders. The walls hold a small decorative fireplace and portraits of fruit with human legs. Secret door behind a tall portrait of a walking orange leads to **8: BROCADE BEDROOM**.

6: SILK BEDROOM

Luxurious four-poster bed with green silk curtains, two flimsy end-tables, a locked wardrobe, and a dresser full of dried herring. Bed contains an extremely slow *Gelatinous Polyhedron* (pg. 19) with a silver key to **11: BUTLER'S ROOM** embedded in it. Secret door in wardrobe leads to **7: LIBRARY**.

7: LIBRARY

Empty wooden bookshelves line the walls. Floor is lightly coated in shredded book pulp, slime, and bits of fabric. Shattered door to the east leads to **9: READING ROOM**. The sliding bookshelf on the northwest wall opens into the wardrobe in **6: SILK BEDROOM**.

8: BROCADE BEDROOM

Tawdry abstract red and orange wall hangings, badly chewed or motheaten. Disheveled bed with a torn mattress contains six *Laser Rats* (pg. 20) making a nest. Small water basin full of light pink *oil of slipperiness*: makes anything it touches frictionless for 10 minutes. Spilling it affects an area up to 30'x30' as the *grease* spell (when moving, Save or fall prone) for 10 minutes.

9: READING ROOM

Knee-deep chewed pulp and slime pours out when the doors are opened, along with a thick moist fog of rot. The *Thirty-Inch Bookworm* (pg. 21) lurks inside and will ambush the second person to enter the room. 3d6 bookworm eggs stuck to the wall, 20gp in shiny book bindings in the muck.

10: STAIRCASE TO THE SALON

Smooth white marble stairs up to the second floor (pg. 13). A dark red carpet glued to the floor at the base of the stairs conceals a pit trap activated either by stepping on the carpet or by stepping on the fifth stair. When the fifth stair is touched, the stairs tilt into a ramp that slides people into the pit trap. 30' drop onto very sharp electrified spikes. 3d6 piercing and 1d6 electrical damage, Save for half. Trap reset in 10 minutes.

Everything above the fifth stair is slightly less scratched and worn than the stairs below.

11: BUTLER'S ROOM

Locked wooden door (key in 6: **SILK BEDROOM**). Inside, a small neatly made bed, an empty writing desk, and a wardrobe. One *Kiln-Fired Zombie* (pg. 20) in a painted uniform intones, "Is everything in order?" while shambling forward to apologetically attack. Wardrobe contains twenty socks on hangers. Anyone touching a sock must Save or have it envelop their hand to the wrist. Not harmful but makes spellcasting, writing, or delicate tasks impossible. Socks can be removed by fire, acid, or pulling really hard, but are as difficult to cut as chainmail.

12: WINE ROOM

Locked wooden door (key in 6: **SILK BEDROOM**). Cream-coloured wood racks full of neatly stacked bottles of wine. In the middle of the room, a small chest sits on a chipped stone pillar. The 300 bottles in the room are worth 1d6gp each (900gp if entire collection is removed). The chest contains a magically animated steel sphere the size of a peach. If opened, the sphere will bounce around the room smashing bottles unless captured in a sturdy container. It smashes 10 bottles per round. Any living thing in the room must Save or take 1 damage per round. Hubert preferred sweet white wines.

13: KITCHEN

A swarm of kitchen knives fling themselves at the first person to enter the room (1d6 damage, Save to dodge), then hop back to their original places in 2 minutes. Clean white marble counters, glistening copper pots, cold stoves. The room also contains a Magic Fountain (pg. 24) with a white marble rim. The drawers and cabinets contain:

- A tin of pungent spice worth 5gp.
- Three ladles.
- A wooden cheese-board.
- 30' of twine.

14: STOREROOM

The ring-shaped iron door handle is coated in magical acid (1d4 damage per round until washed off). Inside, mostly sawdust and empty shelves. The remaining supplies are:

- Two boxes of matches.
- An enormous crate full of dead crickets.
- 50' of very flimsy rope (1-in-6 chance of snapping if uses to support a person).
- Two sledgehammers.
- Ten glass jars full of human teeth.

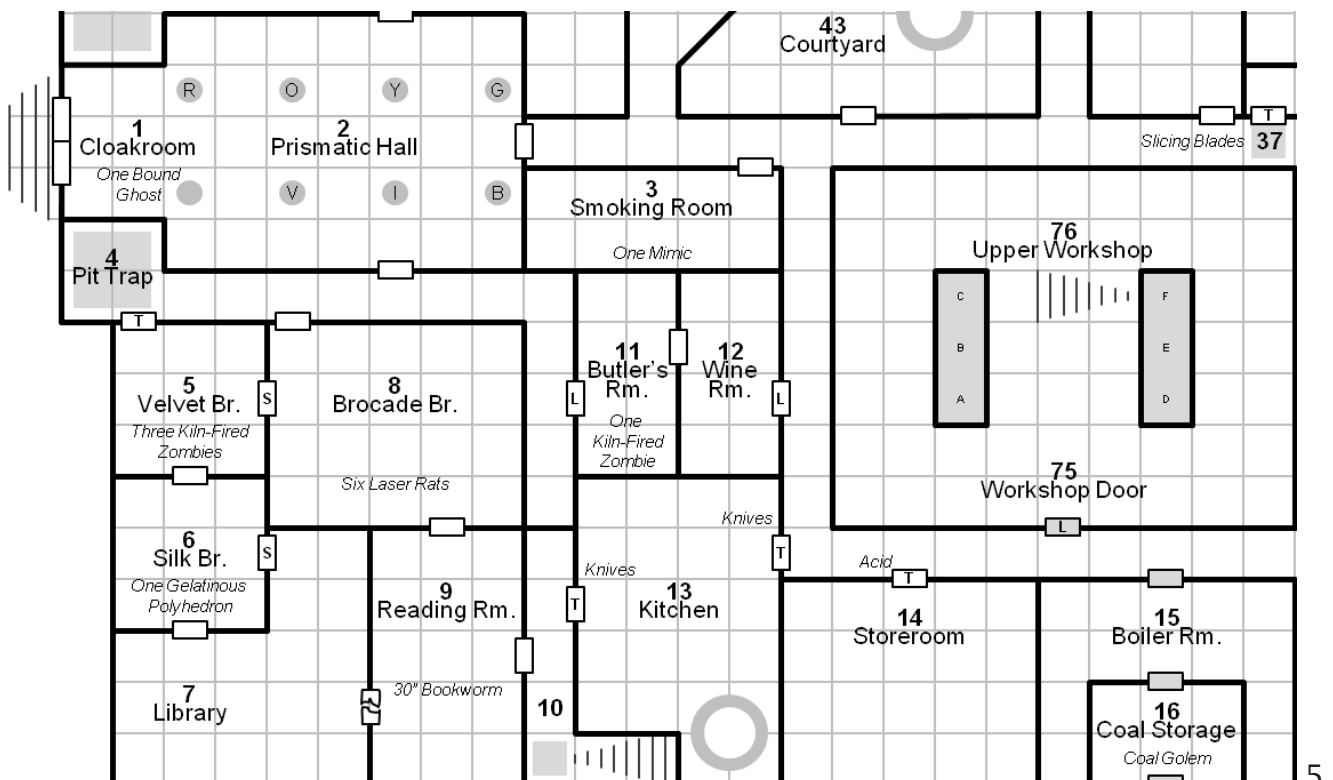
15: BOILER ROOM

A complex arrangement of pipes, knobs, boilers, and glowing coal-fired compartments. Smells of steam, oil and ozone. Fiddling with one of the dozens of red knobs has one of the following effects:

1d6	Boiler Room Adjustment Effects
1	Ominous rumbling. The whole manor shakes. No other effect.
2	Fluid Adjustment. All Magic Fountains (pg. 24) gain a different effect.
3	Healing Vapours. Magic steam bursts from a small pipe, healing everyone in the room for 2d6 HP.
4	Boiler Ghost. A <i>Bound Ghost</i> (pg. 18) emerges from the pipes to attack the intruder.
5	Bath Adjustment. 63: GRAND BATH goes from boiling hot to ice cold or vice-versa. Steam Catastrophe. Room is instantly filled with scalding hot steam. Everyone inside takes 3d6 damage, Save for half.
6	

16: COAL STORAGE

Metal-clad room half-full of coal. Iron dividers, overflowing bins, dust in the air. Dented and rusted iron doors lead to the exterior. When this room is entered, the deadly *Coal Golem* (pg. 18) rises up to smash intruders. If the golem is killed, this room can be used to enter or exit the mansion.



The Old Wing

17: HALL OF ANCESTRAL STATUES

Gloomy grey stone, tall arches, eight glowering archaic statues in alcoves. If anyone, in-character or out-of-character, says something like, “those statues will probably come to life and attack us,” the statues animate. All eight displeased *Ancestral Statues* (pg. 18) will attack whoever spoke while intoning “NO WE WON’T” or “NO WE AREN’T” or “IGNORE US,” as appropriate. They will pursue people up to 30' out of the room before sulkily returning to their alcoves. It is possible to sneak past them provided no one mentions animated statues.

18: SOUTHEAST TOWER

Crudely hewn stone blocks, traces of mold. Faint smell of vegetable rot and stagnant water. Four *Laser Rats* (pg. 20) gnaw on the remains of a *Veggie-Mite* (pg. 22).

19: PRISON

Locked iron door with a high grate. Inside, three prisoners in large brass birdcages, with four empty cages scattered around. Prisoners are:

- *Esmeralda Spugs, human fighter.* (If stats are critical, use one of the PC's.) Not particularly bright, very short fuse. Trapped here by Hubert Nibsley's schemes. Doesn't know exactly what's in the other two cages but is annoyed that they look like her.
- “Esmeralda Spugs,” a *Doppleganger* (pg. 19) pretending to be Esmeralda. Much smarter than her, will argue the real one is a lousy doppleganger. Will patiently try to get the party killed and eat their delicious pineal glands. Not a bad person... if well supplied with fresh pineal glands.
- “Esmeralda Spugs,” a *Veggie-Mite* (pg. 22) polymorphed to look like the real Esmeralda. Vicious, illiterate, speaks in words of one syllable or less, chews on bars, gibbers.

Anyone inside a birdcage doesn't need to eat or drink.

20: ARMOURY

The locked iron door has a brass shield on it at chest height. Any interference with the lock causes the shield to launch out on a comically human-sized spring, dealing 1d6 bludgeoning damage to anything at chest height or above within 10' of the door. Inside, haphazard pile of weapons and broken wood racks. Animates to form a *Weapon Golem* (pg. 22), if anyone enters. Will relentlessly pursue intruders, though it cannot break down the door.

21: TORTURE CHAMBER

One *Kiln-Fired Zombie* (pg. 20) chained to a rack, iron maiden (vertical coffin full of spikes) attached to the wall. The iron maiden is not trapped but twitches and creaks if anyone approaches within 5'. Other equipment includes 30' of chain, five iron spikes, a saw, and two thumbscrews.

22: MONSTER TESTING

An iron door and its frame have been torn wide open. Inside, fragments of a thick brass cage are embedded in the walls and ceiling. Straw on the floor, four crates full of dried onions and apples. A bright blue whistle hangs on a peg. The whistle summons the *Auburn Bulk* (pg. 18). It appears for 1d6 rounds in a random location within 20' of the whistle-blower (including locations outside the Mansion, through doors, etc.) attacks everything it can see, and vanishes. The straw conceals a red wand of *temporarily remove skin*, which doubles all damage a target takes for 1d6 rounds. 30' range, 3 charges.

23: REVERSE GRAVITY PIT TRAP

Stone floor is clean; ceiling is dusty and slightly stained. Anything that moves into the marked area activates the trap. Gravity reverses. Victim flies 15' upward, through hinged doors, and into a spiked pit, taking 2d6 damage. Next round, victim falls 15' down as the trap deactivates, taking a further 2d6 damage (Save for half). The trap resets in 2 minutes. Possible to leap over the area.

24: DINING HALL

Tattered pale blue wall hangings. Long oak table covered in roast meats, heaped vegetables, delicate pastries. Silver place settings equal to the number of current party members plus one. Food is harmless and reasonably delicious. Cutlery is coated in magical acid (1d4 damage per round until washed off) but is worth 3gp per place setting. One large gelatin aspic is really a sleeping *Gelatinous Polyhedron* (pg. 19), will wake up if anything on the table is touched.

25: SIDEBOARD

Precariously balanced stacks of dusty wine glasses and china plates on flimsy wooden tables. After 1d6 rounds, a *Bound Ghost* (pg. 18) appears, screams, “Don't touch my plates!”, and attacks. Smashing the plates and glassware makes enough noise to cause a **Random Encounter** (pg. 23).

26: FOOTMEN'S QUARTERS

South door has a handwritten sign that reads, “Beware of Leopard.” Door makes a sad trombone noise when it is opened. Inside, two rickety beds, flimsy dressers full of rotten fabric, two cane chairs, and a large badly taxidermied leopard on a painted wooden stand. It looks like it was stuffed by someone who'd only ever seen sheep. Bits of straw stick out from the joints and the glass eyes point in very odd directions. The leopard is a *Mimic* (pg. 20) and will ambush anyone who approaches within 5'. 60gp hidden under a mattress.

27: MAIDS' QUARTERS

Inside, a *Kiln-Fired Zombie* (pg. 20) in a maid's uniform. Not hostile. Will obey any command with literal bloody-minded persistence. Asked to dust a room; will sprinkle dust everywhere. Two small beds, dresser, mirror. Mirror reflects only vampires, ghosts, and lasers.

28: SERVANTS' BATHROOM

Wash basins, white tiled walls, walk-in shower with taps labeled "A," "H," and "C." Faint smell of soap, copper, and vinegar.

- A dispenses a stream of powerful acid. 2d4 damage per round to anyone in the shower, 1d4 damage per round to anyone in the room, anyone who takes damage must Save or go blind for 1d6 hours.
- H dispenses up to 30 ham sandwiches.
- C sprays up to 30,000 copper pieces (equivalent to 300gp but difficult to transport) and makes an incredible racket, automatically causing a **Random Encounter** (pg. 23).

29: VEGGIE-MITE STRONGHOLD

A high-ceilinged stone hall. Reeks of vegetable rot. Inside, dual barricades made of smashed furniture 5' from the doors. Behind them, a horde of 100 *Veggie-Mites* (pg. 22) who will gleefully attack anyone who threatens their fortress-lair. Newly sprouted plants, hanging foliage, heaps of soil. In the centre of the room, a large key carved from a single giant kidney bean rests on an ancient and moss-covered stone pedestal, illuminated by a shaft of sunlight.

The Veggie-Mite hoard contains:

- 200gp in mildewed coins.
- Nine rubies worth 10gp each.
- A *sword of slaughtering*. +1 damage, if a target is killed the wielder must make an additional attack against the next nearest target, friend or foe.
- The Legume Key to the 75: **WORKSHOP DOOR**.

30: CALLOWFEX MAZE

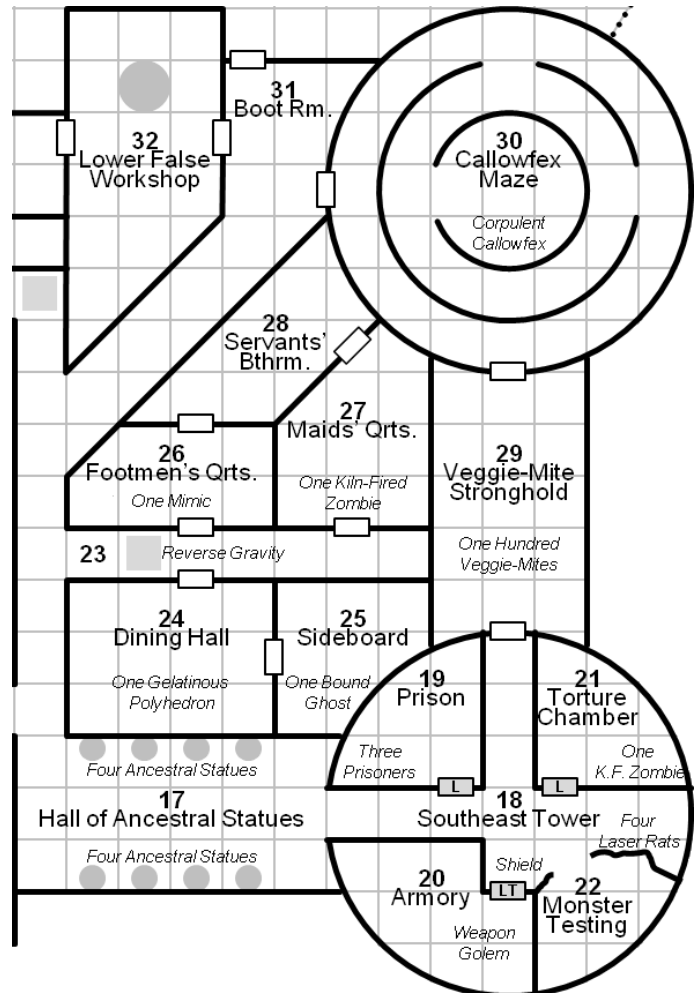
A very simple maze made of grey chipped stone blocks. Sand on the floor conceals the occasional bone or skull. In the centre of the maze, the *Corpulent Callowfex* (pg. 19), currently very weak and decrepit, sits on a very unstable three-legged wooden stand, nesting on 300gp worth of glittering diamonds.

The *Corpulent Callowfex* resembles a diseased iguana with murderous glimmering eyes. It will bite and hiss at anyone who approaches its hoard, trying to convince them to attack it so it can grow more powerful.

31: BOOT-ROOM

Two enormous heaps of old boots and torn gardening gloves. Searching the heaps reveals:

- Four pairs of wearable leather boots.
- A rake.
- Three magical *acorns of sprouting* that grow into 50' tall oak trees 1d6 minutes after being planted in soil, provided the soil has sunlight shining on it.
- A bright green *potion of cure poison*. Reduces poison damage on the round ingested—and on the previous two rounds—to 0.



32: LOWER FALSE WORKSHOP

West door has a paper sign reading "Do Not Disturb," east door has a paper sign reading "The Wizard is OUT." Inside, long black benches covered in flasks, glass tubes, wooden cabinets, bundles of dried herbs, and wall hangings with stars and arcane symbols. All are shoddily made.

In the southwest corner, a large metal book with dragon-shaped clasps rests on a small table. The front cover is engraved with "Warning: Dangerous Spells Inside." The air near it smells faintly of ozone and one of the adjacent cabinets is slightly scorched. There are four very thick metal pages in the book. Each page is enchanted with a *detonating runes* spell, dealing 5d6 damage (Save for half) to anyone within 10' of the front of the book when it is opened, in a colossal blast of flame and smoke.

A cabinet on the east side of the room contains a large iron lever. If it is pulled, a 10' wide perfectly black pit appears in the floor in the middle of the room. 2' down, the pit contains a *sphere of annihilation*. Anything that touches the sphere is destroyed.

A large cabinet on the north wall contains the following:

- A bright green *potion of colour alteration*. Changes the drinker's skin to neon green permanently.
- A clear and fizzy *potion of exceptional healing*. Heals for 3d6, but if this brings the drinker over their maximum HP, the drinker permanently loses 1 point from a random stat for each HP over their maximum.
- An oily *potion of smoothness*. Permanently raises the drinker's charisma by 1d4.

The Gardens

33: GARDEN

Surrounded by a 10' high stone wall capped with decorative iron spikes. Inside everything is decrepit, rusting, or overgrown. Moss-covered paths, unraked leaves, smell of mildew and old compost, benches half engulfed in grass and vines.

A thorough search reveals:

- The vegetable beds have been disturbed, as if large plants had been removed (the *Veggie-Mites*, pg. 22).
- Something has dug tunnels under the ground (the *Mole Dragon*, pg. 20).
- There are huge three-clawed tracks in the soil, as if a giant beast roams the garden (a *Dire Phantasm*, pg. 19).

A *Dire Phantasm* will stalk intruders, rustling grass and chittering ominously.

34: MAUSOLEUM

A gloomy stone building with a moss-covered slate roof and a locked iron door. Brass plaque reads "Albrecht Rudolph Nibsley. Died the way he lived: messily." The mausoleum is surrounded by tombstones buried in grass and leaves. The graves are all empty; fodder for Hubert's experiments. The mausoleum contains a 15' deep clay-lined pit leading to **67: MOLE REFUSE HEAP.**

35: MAGIC FOUNTAIN

White gravel paths lead to a small raised area surrounding this Magic Fountain (pg. 24).

36: VESTIBULE

Boot racks, clothes hooks, high shadowed ceiling. A small doormat that reads, "Watch Your Step" is glued to the floor by the north entrance. The rest of the floor is completely frictionless; anyone attempting to move or attack must Save or fall prone. A *Giant Spider* (pg. 19) lurks in the dark ceiling alcoves, waiting for prone and helpless prey.

37: FALSE SECRET DOOR

Wooden panel in wall is slightly open. Seam around edge. No handle. Opening the secret door activates a stabbing spear trap, filling the two marked squares with dozens of rapidly slicing and prodding blades that emerge from hair-thin slits in the wall and floor. 2d8 damage, Save for half, anyone killed is sliced to ribbons. There's nothing behind the panel except trap mechanisms. The trap resets in 10 minutes or if the panel is returned to its original position.

38: "GOOD" CHAPEL

Doors have elaborately carved angelic motifs: clouds, feathers, ascending souls. Solid gold handles are worth 10gp per door. Inside, two rows of dusty wooden pews flank an altar at the north end. Two gold candlesticks worth 10gp each rest on a white cloth. If the candlesticks or the cloth are touched, the *Wrestling Angel* (pg. 22) appears, shouts, "Ooh yeah! Who wants to wrestle?" and challenges the nearest person to a wrestling match.

Moving or tipping the altar unleashes a *lightning bolt* that strikes a random person within 20' of the altar. 40 damage, Save for half. The bottom of the altar has a platinum plate worth 100gp, but prying it free with a metal tool unleashes another *lightning bolt*.

39: VESTRY

Wood clothes racks, small desk, portraits of generic holy figures with moustaches, eyebrows, and fangs painted on with thick black paint. The clothes racks contain:

- A *cursed vest of singing*. Black with silver cords. Wearer cannot speak but can sing beautifully. Vest cannot be removed without a *remove curse* spell or immersion in unholy water.
- A *vest of armlessness*. Grey with blue buttons. While worn, wearer's arms vanish. They return if the vest is removed.
- A *vest of angelic flight*. Pure white with gold buttons. Tiny glowing white wings appear on the wearer's back. The wearer can ascend but not descend. Fall damage as normal (or use 1d6 for every 10' fallen past the first 10').
- A *vest of vengeance*. Grey with red buttons. Slightly sooty. Any weapon wielded by the wearer is engulfed in flames. The weapon deals +1d6 fire damage but also deals 1d4 fire damage to the wielder.

The desk contains only dust and dead moths.

40: "EVIL" CHAPEL

Doors have elaborately carved demonic motifs: sinners, pitchforks, cauldrons, fire. Metal handles are sizzlingly hot, dealing 1d4 fire damage to anyone who grabs them bare-handed. Inside, two rows of crudely carved stone benches flank an altar on the north end. Two black iron braziers rest on a black cloth. If anyone approaches within 30' of the altar, an illusionary demon appears. The demon can be popped like a soap-bubble with any solid blow but reforms one round later with a great deal of smoke and cackling. The demon will scream the following:

Interlopers! Answer me this riddle and I will let you leave unharmed. Fail, and I will slaughter you all! The riddle is this: there are three apples on a table and I take away two apples. How many apples do I have?

The correct answer is “two.” Any other answer is greeted with a 6d6+6 damage firebolt. The demon then vanishes. If the correct answer is given, the demon harumphs angrily, knocks the cloth off the altar, and vanishes in a cloud of brimstone. The illusion resets every 24 hours.

A small hollow on the top of the altar contains a *gem of false wishes*. This fist-sized ruby glows with faint magic. Anyone who picks it up knows, by supernatural means, that it can grant three wishes. The gem cannot actually grant wishes, but if a wish is spoken aloud while the gem is held it pulses with terrible and majestic power. The person who made the wish must Save or be convinced the wish actually took effect. Evidence will slowly convince them over a period of 1d6 hours, but during that time they will firmly believe their wish worked. The gem disintegrates after the third wish is made.

41: COFFIN ROOM

Complex mechanisms allow the door to this room to be locked, but it is not currently locked. Inside, grey walls with dribbly candles and soot stains. A black coffin sits inside a 10' wide circle of salt. The coffin smells of cedar, vinegar, and soap. Slightly camp voice from inside the coffin introduces itself as “Otto Gottlieb, who has been trapped in zis coffin by a vherly naughty vizard.” Otto is “definatly not a vampire, what even is zat, I certainly do not know?”. In fact, Otto is just an enchantment, though he will answer questions intelligently and try to bargain for his release. He knows nothing about the mansion. The coffin contains only gold and compressed poisonous gas. If it is opened, stabbed, or otherwise damaged, the gas begins to fill the room. The door also slams closed and locks with a dramatic thump.

Everyone inside the room can hold their breath for CON Bonus rounds. After that, they take 1d6 poison damage per round. Picking the door’s lock takes at least 1d4 rounds. Breaking the door open is also possible, but requires at least two people with crowbars or sturdy swords.

Once the door is opened, the gas harmlessly dissipates in 10 minutes. The coffin can be opened safely and contains a solid gold gas mask (pretty but useless) worth 100gp.

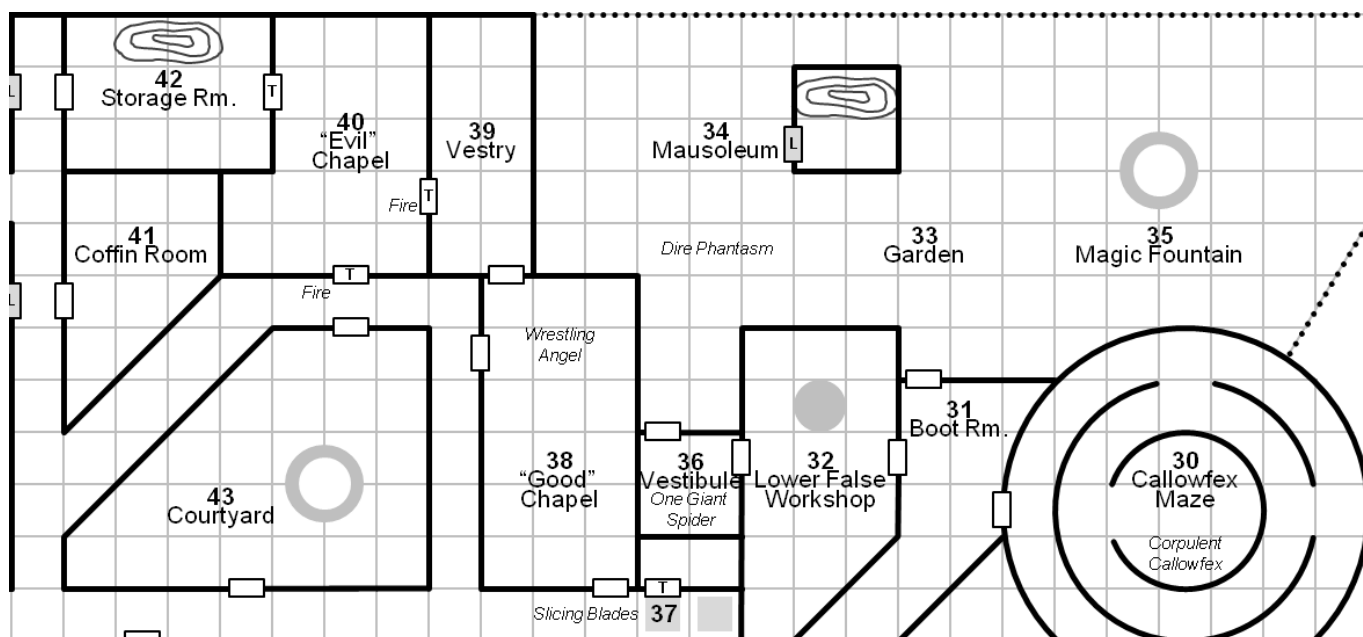
42: STORAGE ROOM

Muck, rotting floorboards, unpainted walls, smell of ammonia and grease. Part of the floor has collapsed. A 15' deep clay-lined pit leads to **74: SLIME CAVERN**. Three locked iron chests line the south wall. They are attached to the floor with long bolts. From west to east:

- Engraved snake on the top. The lock has an easily-detected and disabled poison dart trap (1d4 damage to anyone picking the lock). If the chest is opened, three *Paper Snakes* (pg. 21) spring out and attack anyone they can see.
- Engraved gemstone on the top. The lock makes alarming but harmless buzzing noises if picked. The chest appears to contain 40 gems the size of oranges worth 200gp each. If removed from the dungeon, the gems transform into paper slips with gems drawn on them.
- Engraved purse with gold coins on the top. The lock contains an easily detected and disabled poison dart trap (1d4 damage to anyone picking the lock), and a second, much more difficult to detect electrical trap. The first time anyone touches the sides or top of the chest, they are struck for 2d6 electrical damage. The trap is then disabled for 1 hour. The chest contains a purse with 3gp inside.

43: COURTYARD

Dead grass, rusted benches, one dismal leafless elm tree. A Magic Fountain (pg. 24) bubbles gently, surrounded by a small gravel path. A pile of leaves conceals a *curled magical cap of incompetence*, which reduces the wearer’s Intelligence to 2 and can only be removed with a *remove curse* spell or the touch of a geriatric librarian.



The Tower

44: WAITING ROOM

Smooth wooden benches, small table with a single drawer. A very neatly painted sign on a wire stand reads "Wait Here." Benches are enchanted; anyone who sit on them must Save or "choose" to remain seated, waiting for "their appointment." The effect ends if they are removed from their seat for any reason. The table's drawer contains a spring and a box of feathers. If the drawer is opened, the spring pushes the feathers into the air in an alarming but harmless poof.

45: LEVER ALCOVE

A sturdy iron lever protrudes from the wall. It has a shiny red knob on the end that looks like it would fit perfectly into a person's hand. Pulling the lever lowers the shield around the ocatarine column in 2: **PRISMATIC HALL** for 1d6 hours with a terrible grinding noise.

46: PIT TRAP

Dark red rug suspiciously glued to the floor. A tripwire runs across the corridor from north to south. It can be easily stepped over but isn't actually connected to anything. A pit trap occupies the marked squares. If anything that weighs more than 5lbs touches the carpet it splits in half. 10' drop onto very sharp spikes. 2d6 damage, Save for half. Trap can be identified by examining the carpet. It resets in 10 minutes.

47: RECORD ROOM

Brass label on the door reads, "Record Room." Inside, bundles and sheaves of yellowing paper protrude from densely-packed iron cabinets. Most seem to be in some sort of code. A cursory search (at least 10 minutes) reveals that some files seem to be named for visitors to the mansion, and that it might be possible to find the current date and visitors. Diligent searching (at least 1 hour) reveals the character sheets of the PCs currently in the mansion. The players can have a PC look at the PCs' sheets in-character, though stats and effects will not be explained.

48: TROPHY ROOM

Dozens of taxidermied heads of deer, elk, sheep, goats, lions, tigers, leopards, elephants, unicorns, octopi, and ostriches dot the walls. Empty wood plaques await new trophies. On close inspection, the heads are made of paper, paint, and glue. 50 glass eyes of various sizes can be collected and are worth 10gp total.

49: COFFIN STORAGE

A glowing magic portal blocks the entrance to this room. Translucent purple mist fills the archway. The mist is harmless to most creatures; a fly-killing enchantment to keep maggots and other grave insects from invading the rest of the tower. It's a Save or Die effect for insects. Inside, visible through the portal, twenty stacked empty coffins, grave dirt, rot, and flies. If searched, the coffins contain:

- A non-magical badly chipped ruby ring worth 10gp
- 135gp in loose change and small gold grave trinkets
- An *amulet of alarm*. If the large green button on this silver amulet is pressed, an ear-splitting mechanical wail starts up and continues for 10 minutes. The first use automatically causes a **Random Encounter** (pg. 23)

50: SPIRAL STAIRCASE

Polished white stone, dark hardwood handrail. Small paper sign hanging on a nail at the bottom of the stairs reads "TURN BACK." Walking up the staircase while facing forwards or sideways is impossible. Anyone doing so walks out of the entrance to the staircase on the floor they entered after a few seconds, though from their point of view they climbed a full turn of the stairs. The only way to ascend or descend is to walk backwards. This type of magical trick is well-documented in local folklore.

The landing on the second floor (just before 54: **ART GALLERY**) is trapped. A small area of the floor is covered in faint silver sigils. The first person to step onto the marked square must Save or vanish for 1d6 minutes. They take 1d6 permanent Charisma and Intelligence damage and return with the inability to tell the truth for 1 hour. They can't remember where they went except that it was "very bright."

51: ZOMBIE KILN

A stained and dented metal surgical table along the north wall and a dark red brick kiln along the south wall. Above the table, metal racks hold glass tubes full of clay and menacing articulated injection arms. The arms will stab anyone who lies on the operating table or leans over it. They inject the victim with clay, killing them instantly (Save to dodge). The corpse can be turned into a *Kiln-Fired Zombie* (pg. 20) using the kiln.

A plate-sized red wheel and two glass discs are attached to the kiln. The wheel can be rotated freely: counterclockwise increases the heat in the kiln; clockwise eventually shuts off the flames. If the wheel is turned three times counterclockwise, the first disc glows with green light, indicating the kiln is ready to use. A clay-filled corpse will rise and climb out as *Kiln-Fired Zombie* after 3 hours. If the wheel is turned ten times counterclockwise, the red light comes on and the kiln begins to shake. It explodes after 1d4 rounds. 30' radius, 5d6 damage, Save for half.

52 & 53: MIRROR ROOMS

Locked iron doors polished to a mirror sheen. Opening one door opens the other. Inside, the walls of the rooms are covered in foggy mirrors that seem to shimmer like mercury. The two rooms are really one room with a very unusual property. Anything that enters one room appears in the other, but mirrored. Walk into 52 and emerge in 53 with left and right reversed, and vice-versa. Mirrored objects usually still function. Mirrored living organisms are sterile and will slowly starve in 6 weeks unless fed mirrored food. Entering and exiting the rooms un-mirrors objects.

54: ART GALLERY

Eight gilt-framed paintings along the east curved wall. The paintings are labelled, though the labels are only visible within 10'. They seem magical. The paintings are very heavy and awkward, even if cut from their frames, and will significantly encumber a person. They are each worth at least 100gp. From north to south:

- *Portrait of the Artist as a Young Man*. Small pink jellybean floating in red-orange space, tethered by some sort of cord. Touching the painting de-ages a person by 2d20 years. Adjust stats accordingly. If a person's age drops below 0 they cease to exist. This effect only works 3 times.
- *The Fallen Madonna*. Young woman wearing a very-far-off-the-shoulder red dress. If anyone approaches within 1' or tries to move the portrait, she scoffs and says, "Hands off!". On a second attempt, "I'm warning you." On a third, "You asked for it," as she pulls out a wand of *pigmented lightning* (50' cone, 4d6 lightning damage, Save for half, targets are deafened for 1hr). The painting will not answer questions. After firing the wand, the woman in the painting storms off, decreasing the painting's value to 20gp.
- *Picnic Scene*. A group of well-dressed picnickers on a hillside are menaced by giant ants. The picnic basket is real and can be removed or tipped out of the painting. It contains three ham sandwiches, a bottle of sweet white wine, and a small pot of mustard.
- *Hubert Nibsley in Repose*. The wizard lounges on a plush green sofa, nude behind a strategically placed fern. His smile is insufferably smug. Anyone within 20' who looks at the painting must Save or stare at it until they complement Hubert. Affected people are aware of this.
- *The Curious Monolith*. Metal post in the middle of a sun-dappled snowy forest. The first person to touch the painting is sucked in and vanishes for 1 round. They emerge 2d10 years older, fully healed, and gain enough XP to reach the next level. They have hazy memories of a "magical forest" and being elected "monarch of the muskrat people". From their point of view, they were in the painting for a very long time.
- *Sunset Styles*. Large orange sun glitters over the spires of a distant city. The painting glows as brightly as a torch. Its light has all the properties of natural sunlight (burns vampires, grows plants, etc.).
- *Twilight on the Honsu River*. Broad expanse of water with tiny stylized boats. Sails appear to wave; water appears to ripple. Tilting or moving the painting causes tidal waves, tiny stylized shipwrecks.
- *The End*. Streams of multicoloured paint flow towards a central black spot the size of an apple. The spot is painted with *paint of annihilation*. Anything that touches it, aside from the canvas it is painted on, is destroyed.

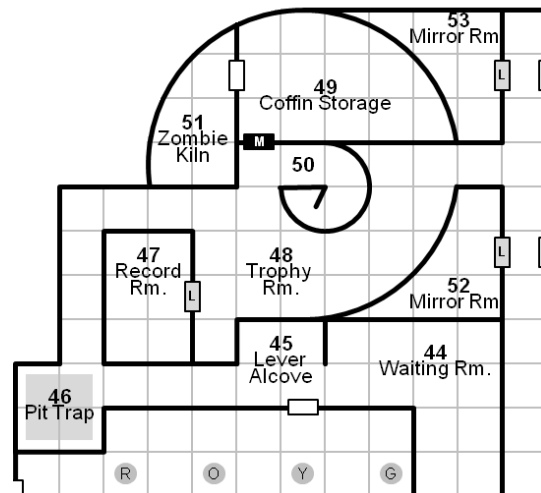
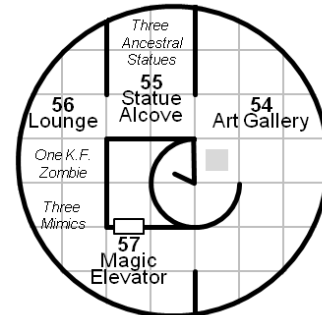
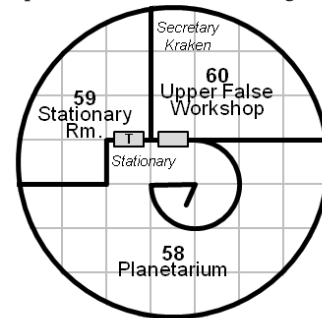
55: STATUE ALCOVE

Contains three green-grey marble statues of Hubert Nibsley. From left to right, one has its hands cupped over its ears to focus sound, one has its hand shading its eyes, and one has its hands cupped around its mouth to amplify speech. On the wall above them, a brass plaque reads "BE NICE."

A small metal box sits on a plinth between the statues. The statues will animate as *Ancestral Statues* (pg. 18) if anyone insults Hubert in this room or if anyone touches the box. If anyone pays Hubert a complement, they will bow and open the box. A compliment-giver may select one of the six *rings of resistance* (reduce incoming damage of the chosen type by 6) at random:

1. *Fire Resistance*. Glittering red ruby, gold band.
2. *Cold Resistance*. Shimmering sapphire, silver band.
3. *Lightning Resistance*. Indigo tourmaline, silver band.
4. *Acid Resistance*. Deep emerald, gold band.
5. *Poison Resistance*. Bright amethyst, silver band.
6. *Falling Resistance*. Cloudy diamond, gold band.

The statues will only willingly grant one ring per compliment-giver and snap the box shut after a ring is selected.



56: LOUNGE

Blue and yellow walls painted in a cheerfully gaudy floral pattern. Three plush sofas: one red, one blue, one green. A *Kiln-Fired Zombie* (pg. 20) wearing sunglasses and a painted-on floral shirt rests on the blue sofa, apparently snoring loudly. It will only attack if provoked or if anyone makes a loud noise in the room. The three sofas are *Mimics* (pg. 20) and will attack if sat in, tickled, or searched.

57. MAGIC ELEVATOR

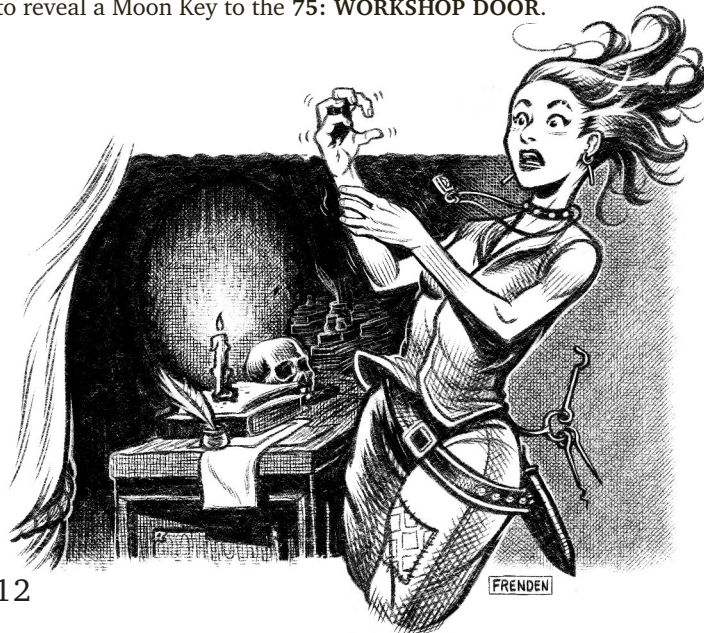
Wooden sliding door. Brass button to the right of the door opens it with a quiet hiss. Inside, wood paneling, blue paint, soft but profoundly bland music, two brass buttons marked "UP" and "DOWN." Press either button and the doors close and magically seal shut.

"UP" teleports the room 40,000 feet into the air. After a short pause, the doors open. It's -60 F (-55°C). People in the elevator can hold their breath for Con Bonus rounds but take 1d6 cold damage each round and 1d6 general damage each round they need to breathe. Pressing "DOWN" once closes the doors in 1d4 rounds and returns the elevator to the Mansion. The doors open with a pop of equalizing pressure and a rush of cold air. Pressing "DOWN" multiple times sends the elevator deep underground (as per the effects below).

"DOWN" teleports the elevator 40,000 feet into the earth. After a brief pause, the doors open. It's 350°F (180°C). People in the elevator begin to cook almost instantly, taking 3d6 damage per round. Pressing "UP" once closes the doors in 1d4 rounds and returns the elevator to the Mansion. The doors open with a rush of steam. Pressing "UP" multiple times sends the elevator high into the air (as per the effects above).

58: PLANETARIUM

Magnificent windows along the south wall show the city. Extremely diligent PCs might notice that the windows weren't visible from the outside of the Mansion. An elaborate mechanical model of the earth and the moon (plus associated asteroids and the bands of the zodiac) turns slowly in the centre of the room. Long thin telescoping arms support the painted ceramic orbs. Altering the model (by moving the moon closer to the earth, breaking the moon, prodding the earth with a finger, fiddling with the dials, etc.) affects the view outside the windows in a suitably apocalyptic manner. Realistic enchantments can also make the room shake slightly. The windows are just enchanted glass panels; the world is not actually affected. The model of the moon can be unscrewed to reveal a Moon Key to the 75: **WORKSHOP DOOR**.



59: STATIONARY ROOM

Wooden door opens outwards. Small brass label reads "STATIONARY ROOM." Inside, shelves full of paper, gold-tipped fountain pens, bottles of rare and expensive-looking inks, mysterious leather-bound blank books. 30gp worth of loot in total. The room is powerfully enchanted. Any non-magical person or object moving into the room gets stuck. Walking in merely gets your toes stuck; a violent blow gets your arm stuck a few inches in. Magical objects and spellcasters of level 5 or above can move freely. Removing a stuck object requires at least three people to pull as hard as they can. Chopping off the stuck parts also works.

60: UPPER FALSE WORKSHOP

A small paper sign glued to the door reads "Caution: Wet Floor." Inside, a 30' deep pool of murky water occupies the entire room (despite the fact that the tower clearly can't contain a pool of that size and depth). 20' away from the door, a wood desk bobs in the water. The desk contains a waterlogged leatherbound book. The book contains only obscene drawings of fish, squid, and local political figures.

Floating debris includes:

1. A *potion of minor healing* (heals 1d6 HP).
2. A *potion of water breathing* (allows the drinker to breathe only water for 10 minutes. Can't breathe air).
3. A floppy indigo felt hat with an ostrich feather. The hat is actually a *Mimic* (pg. 20), will only attack if damaged or placed on a head.
4. An empty bookshelf, large enough to act as a raft for one person.

Sunken debris includes:

1. A small iron chest too heavy for one person to lift while swimming. The chest contains 200gp in ancient gold pieces.
2. Loose change worth 10gp.
3. A bird's-egg-sized diamond worth 400gp.
4. An elegant silver key. The key opens nothing in the dungeon.
5. A great deal of slime, rubble, and broken glass.
6. A very heavy and badly damaged telescope.

The *Secretary Kraken* (pg. 21) lurks in the water and will attack swimmers after 1d6 rounds.

The Salon

61: SALON LANDING

Smells of steam and lavender. A small water basin on a thin metal stand rests in the corner. Just above **10: STAIRCASE TO THE SALON**.

62: LINEN CUPBOARD

Dry heat and shelves covered in dozens of white fluffy towels. If anyone touches a towel in the room, they must Save or have all their non-cursed clothing and equipment neatly removed and stacked on the shelf, while the towel (or towels, if required) flies out with incredible speed and delicacy to form a chaste covering. Ten towels are worth 1gp. They have no special properties outside the cupboard.

63: GRAND BATHS

Crowds of steaming hot iron bathtubs with narrow winding paths between them. Bath temperature can be adjusted to icy cold by fiddling with the knobs in **15: BOILER ROOM**. If the baths are warm, the water deals 1 point of damage per round to living creatures. It's possible to move through the bathtubs very slowly, but running or panicking characters must Save each round or splash into near-boiling water.

64: STEAM ROOM

Billowing steam, cedar paneling, and the glimmer of fire on metal. The room is unpleasantly warm. PCs wearing more than a towel must Save each round or take 1 damage. Along the north wall, a furnace full of hot stones heats a metal plate. A complicated clockwork device worth 15gp tips water on it from time to time. A pile of birch branches, loofahs, scrubbing pads, and buckets occupies the southwest corner. The heap is a *Weapon Golem* (pg. 22). It will animate if anyone approaches within 20' and relentlessly pursue intruders, climbing through and over bathtubs if required. It can break down wooden doors.

65: SALON

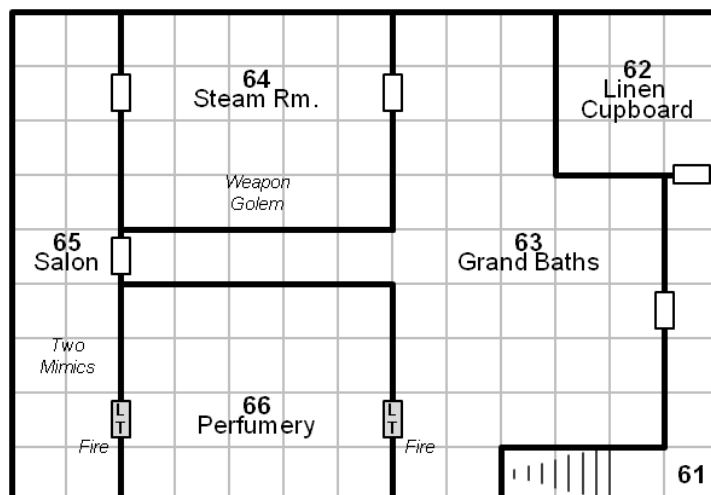
Sharp smell of medicinal preparations, herbs, and perfumes. Long white cabinets along the north wall, hanging ivory-coloured drapes, eight brown leather reclining chairs scattered around the room. Two of the eight brown leather recliners are *Mimics* (pg. 20) and will attack if anyone approaches within 10'. The remaining six chairs contain small magical explosive charges (10' radius, 1d6 damage, Save for half) that will detonate if the chair is sat in or struck with a solid blow. The cabinets contain:

- Three bottles of *hair remover*. Contact with the liquid instantly flings all the hair off the user's body. Also deafens them permanently (hair cells in the ears). One use.
- One jar of *healing salve*. Heals for 4d6 HP, restores 1d6 lost stat points, and regrows up to one lost limb or organ. One use.
- Six bottles of *cold cream*. After 3 rounds, deals 1d4 cold damage per round to living tissue until washed off. One use each.
- One bottle of *Barbicide*. Save or Die poison but only to barbers. Otherwise harmless, slightly minty.

66: PERFUMERY

The locks on the doors to this room fire a jet of flame (2d6 damage, 20' line, Save to dodge) from a small brass pipe if they are tampered with. Inside, hundreds of very small glass bottles on delicate glass shelves. A bowl of perfume sits on a plinth in the middle of the room. A key made of coral floats in it. This is the Perfume Key to the **75: WORKSHOP DOOR**.

Removing even one bottle, jumping, throwing something, sneezing, etc. causes a catastrophic chain reaction, smashing every bottle and filling the room with a thousand mixed scents. Anything inside the room must Save or be marked with a distinct scent for 1d6 days. 20 minutes of scrubbing with hot water will remove the smell.



The Mole Dragon's Den

Unlike the rest of the Mansion, the Mole Dragon's Den is not magically illuminated. Torches or lanterns may be required.

67: MOLE REFUSE HEAP

Huge stinking heap of clay, corpse fragments, dead leaves, gravel, and rotten potatoes. Slick clay hole in the ceiling leads to **34: MAUSOLEUM** 15' above.

68: DRAIN

Clay tunnel leads down to a 10' deep pool of murky water. Moving more than 10' away from **67: MOLE REFUSE HEAP** requires a PC to Save or slide the rest of the way down the passageway. Climbing up is difficult and time consuming. The pool contains 10gp in loose change.

69: MOLE FOOD STORAGE

Cavern full of earthworms ranging in size from a pencil to a python. Paralyzed by the *Mole Dragon's* saliva. Harmless but extremely weird to walk through. A giant earthworm is worth 2gp to an entomologist or an ambitious farmer.

70: TOOTH FAIRY INFESTATION

Soggy clay cave. Heaps of bones underfoot. Faint buzzing, smell of finely powdered sugar. 10 *Tooth Fairies* (pg. 21) are hiding inside skulls, looking for more teeth to lay eggs in. Unless appeased they'll target an isolated PC and try to pry out their molars.

An *Umbrella Sword* is buried in the bones. Via a small lever on the pommel, this weapon can unfurl an invisible and intangible yet completely waterproof umbrella large enough for two people. The umbrella only affects water.

71: MOLE DRAGON HOARD

Mountain of trash with the *Mole Dragon* (pg. 20) snoring on top. The *Mole Dragon* will attack if its hoard is disturbed, though it can be lured away with wiggling earthworms. A large black iron key is clearly visible under the *Mole Dragon's* left front paw.

Aside from dead earthworm parts, mole dung, dried grass, and clay, the hoard contains:

- A *belt of ogre strength*. Broad with an elaborate brass buckle. Wearer gains +2 Strength but must Save or strike a heroic pose after doing something particularly muscular.
- A *cursed cloak of invincibility*. Anyone wearing this dark green cloak believes they cannot be hurt and will ignore all injuries. Can only be removed with a *remove curse* spell or powder made from 100 moths.
- 50' of rope, two shovels, and 30gp in loose change.
- The Ancestor Key to the **75: WORKSHOP DOOR**.

72: GREEN SLIME HOLLOW

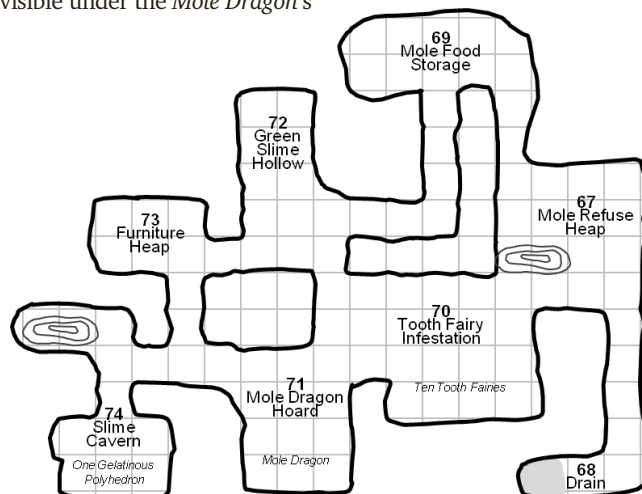
Black clay cavern with a very faint green glow. Puddles of green slime on the floor; more hanging from the ceiling. Creatures moving through the cavern must Save or have green slime drop on them. A creature with green slime on it must remove the slime in 1d4 rounds or die. Fire, acid, scraping with a sharp instrument, or other plausible schemes will remove the slime. It eats through cloth and leather in 1 round, plate armour in 3 rounds, and 6" of wood in 1 hour. The *Mole Dragon* (pg. 20) will not enter this area.

73: FURNITURE HEAP

Vast tangle of waterlogged broken furniture: chests of drawers, coffins, chairs, and tables. One drawer contains 50gp in ancient gold coins. None of the other furniture is valuable.

74: SLIME CAVERN

Clay cave coated in a thick layer of transparent goop. Smells like battery acid and old socks. A transparent *Gelatinous Polyhedron* (pg. 19) hangs across the mouth of the cave. Creatures that move into it without noticing the suspended bubbles and dead flies may be engulfed.



The Workshop

75: WORKSHOP DOOR

The walls around the workshop are thick and durable: stone, plaster, a sheet of copper, a 6" layer of lead, a sheet of electrum, plaster, and stone. Fortified with additional enchantments. A team of masons could chip away for a week and barely make a dent. Ceiling and floor are equally protected. A magic bunker. It might be possible to tunnel through, but the magical energy required would level the nearest ten city blocks. Hubert was very thorough.

The only entrance is a 10' wide circular steel door with four large keyholes (numbered 1 to 4) and a central steel wheel. The door is heavily enchanted. If anyone examines the door or passes in front of it, the central iron wheel forms into a pair of lips and sings, in a very smug and metallic tone:

I am the door to the wizard's lair,
To open me without a care,
Find four keys hidden elsewhere,
Without them you won't have a prayer.

One key lies in an ancient tomb,
The second key floats in a bowl of perfume,
A third key is held by the man in the moon,
The fourth key is carved from a giant legume.

The keys are located in:

1. Ancestral Key: **71: MOLE DRAGON HOARD**
2. Perfume Key: **66: PERFUMERY**
3. Moon Key: **58: PLANETARIUM**
4. Legume Key: **29: VEGGIE-MITE STRONGHOLD**

If a key not on this list is inserted into a keyhole, the door melts it and spits it at whoever inserted the key (2d6 fire damage, Save to dodge).

If a key on this list is inserted into the incorrect keyhole, the door sighs and sings the song again in a supremely patronizing tone, emphasizing the order of the keys. Repeated failures may result in more sarcastic singing, hasty mumbling, mimicry of the PC's accent, or other annoyances.

If all four keys are inserted in the proper order, the door sings in a saccharine drone:

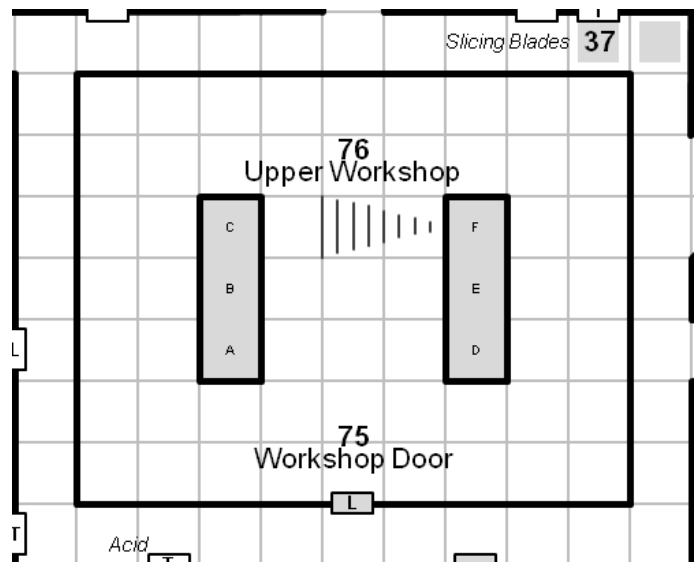
The assembly of all four keys,
Is sure to ease your inquiries.

No need to shout! The wizard's clout,
Will straighten out your every doubt.

76: UPPER WORKSHOP

Iron floor with non-slip bumps. Faint smell of bleach. Two floor-to-ceiling gleaming steel cabinets, each with three unmarked gleaming doors with white ceramic handles along the outside (west- and east-facing) sides, contain:

- A. Fifty glass jars, each containing a 2" tall *Veggie-Mite*. The creatures race around the jars, waving and silently trying to alert anyone who opens the cabinet. The jars are astonishingly heavy (50lbs each). Anyone who picks one up needs to test Strength or drop it, breaking 3d10 other jars on the way down. Broken jars release *Veggie-Mites* (pg. 22), who run about the place wreaking havoc. At least one will try to smash more jars. The jars are jars of shrinking. Anything inside an intact jar shrinks to 5% of its original height while retaining its original mass.
- B. Empty shelves. Actually holds 3 gold bricks worth 100gp each, protected by an invisibility spell.
- C. Large steel lever. Opens **77: TRUE WORKSHOP STAIRCASE** with a loud bang and a spray of celebratory confetti.
- D. Cabinet is full of rubbery acidic sludge. No shelves. Flops out, coating the 10' square closest to the cabinet in green goop. Deals 1d4 acid damage per round until washed off.
- E. Large steel lever with a handwritten paper sign reading "DO NOT PULL THIS LEVER -Hubert". Pulling the lever, even slightly, electrifies the floor for 10 minutes. 4d6 electrical damage per round.
- F. Elaborate roast turkey dinner, refrigerated. Potatoes, gravy, brussel sprouts. Enough for four people to eat well.



77: TRUE WORKSHOP STAIRCASE

Concealed by a high-undetected metal plate until the lever in cabinet C is pulled. Iron with non-slip bumps. Air feels cold and slightly electrically charged.

78: PROTECTIVE GEAR ALCOVE

Steel alcove with hooks, shelves. Contains:

- A *hat of blasting*. Floppy red wizard hat with black hazard stripes and a leather chin strap. Wearer takes ½ damage from fire and explosions.
- Two sets of bright blue *rubber gloves of dubious protection*. Completely protects wearer's hands from acid, poison, potions, or other liquids. 1% cumulative chance to disintegrate whenever they reduce damage this way.
- One set of *boots of hasty retreat*. If wearer is surprised or clicks the boot's heels, wearer is flung 10' in a random direction.

79: METALLURGY LAB

Silver label above an arched doorway. Red translucent fog fills frame. Behind it, complicated brass pipes, iron crucibles, glass vials. Only inorganic materials can pass the archway; flesh, wood, and leather instantly disintegrate. The equipment is fiendishly complicated, incredibly delicate, and full of false mechanisms. 60gp in components, gold, and rare metals can be looted from the machines.

80: BIOLOGY LAB

Silver label above an arched doorway. Blue translucent fog fills the fame. Behind it, a glass vat full of pink goo, jars of preserved curiosities, wood shelves, steel surgical table. Only organic materials can pass the archway; iron, gold, and glass instantly disintegrate. The room contains:

- Three *potions of minor healing* (heals 1d6 HP).
- A *scalpel of sharpness* (2d6 damage, very difficult to use, slices through flesh like it's not even there).
- An unformed *Mimic* (the pink goo in the glass vat). It forms a perfect *Doppelganger* (pg. 19) of the first thing to touch it, including a PC. A mimic-replica of a PC will have some of their memories, start at Level 1, and have absolutely no idea they are a doppelganger.

81: ACCELERATOR

A very complicated metal apparatus the size of a horse made of steel tubes, glass flasks, and copper coils sits in the north end of the room. The west side of the apparatus has a metal chamber capable of containing an object the size of an apple. Next to it, a red button reads "ACCELERATE." A shining pipe sticks out the front, aimed due south. The south end of the room has a stained and scorched mattress propped against the wall. When the "ACCELERATE" button is pressed, the metal chamber seals shut. The machine makes a very ominous hum. One round later, anything in the metal chamber is fired due south at incredible speed. Anything along the line of fire must Save or Die. No matter how hard the object in the chamber or in the path was, the effects resemble throwing a soggy tomato at a birthday cake.

The mattress is undamaged. It is completely invulnerable to anything short of divine intervention. It's also a mattress and very hard to haul around. The Accelerator can be rotated to point in any direction. It can also be unbolted and pushed to a new location. A single point of damage breaks it permanently.

82: WIZARD LOUNGE

Pale pink lights, two end tables, three sofas with very unconvincing elements (cat's legs, tufts of fur, blinking eyeballs, etc.). The sofas are *Mimics* (pg. 20). One of them groans "sooofffaaaaa" at anyone passing through the room, then all three attack. They won't attack anyone sitting on them but they will chase and devour anyone else.

83: ROTATING METAL HALLWAY

A spinning cylindrical tunnel coated in slippery oil. 40' long, 10' radius. The inside is painted in blue and red hypnotic patterns. Exactly halfway down the tube, a red and a blue gem float in midair. On contact, the red gem disables the red mist in **79: METALLURGY LAB** for 1 hour. The blue gem disables the blue mist in **80: BIOLOGY LAB** for 1 hour. It is impossible to walk through the tunnel without falling. The gems are worth 50gp each.

84: MAGIC FOUNTAIN TASTING ROOM

White stone walls with painted green vines. Wooden drinks cabinet with eight crystal glasses worth 2gp. Tasteful oak table, thin cane chairs. A Magic Fountain (pg. 24) gurgles in the corner.

85: WEAPON ALCOVE

Pegs along the walls. Weapons and chalk outlines of weapons: swords, axes, rifles, tridents, bidents, strange long shapes with handgrips, spheres, etc. Many are missing. All weapons are labeled with small paper tags. Those that remain are:

- *grenade of annihilation*. Iron ball the size of a melon with a large red button. Press the button and the sphere begins to glow. 1d6 rounds later it detonates, annihilating a 10' radius sphere. One use.
- *disintegrating pistol*. Bulbous, brass, complicated, elegant. When the trigger is pulled, the pistol disintegrates.
- *hammer of thunder*. +2 damage, +2 bonus to hit, each hit sets off a very loud thunderclap.
- *dagger of plague*. +1 damage, inflicts a debilitating and highly contagious disease on a hit. 1d6 hours before symptoms manifest, then 1 Con damage per hour for 3d6 hours. If CON hits zero, messy death. Plague spreads on a failed CON save.
- *freeze pistol*. Silver with a blue fluid chamber. When the trigger is pressed, user freezes in place for 1d6 minutes. Cannot move, deal damage, or take damage.
- *laser rat on a stick*. *Laser Rat* (pg. 20) tied to a stick with a handgrip. Pull the trigger and a tiny hammer hits it on the head. It might fire, it might not fire, it might bite your finger.

86: NOTEBOOK STORAGE

Long steel shelves full of leather-bound blue notebooks. The inside cover read "DO NOT REMOVE THIS NOTEBOOK FROM THE LABORATORY." All the rest of the writing inside is in a dense code. The drawings are a mix of magical esoterica and childish doodles. There are 500 notebooks. Breaking the code by cryptography takes 6 months. Reading the decoded notebooks for 1 week grants +2 INT, -2 CHA, +1 spell damage, and a dread and terrible proficiency with magical research, equipment, and schemes.

Removing a notebook from the workshop (i.e. any rooms below **76: UPPER WORKSHOP**) causes the book to detonate. Anyone within 10' of the book takes 1d6 damage and must Save or suffer a Magical Accident (pg. 24).

87: DEATH RAY

A sliding steel door labelled, "Death Ray." Small steel handle. If the door is touched, the massive death ray behind the door fires. Anything in the 10' squares due west of the door, and all the way to **84: MAGIC FOUNTAIN TASTING ROOM**, dies. No Save. The beam is a roaring coruscation of raw magic and bright light. It passes through metal, stone, and flesh, though it can be blocked by the mattress in **81: ACCELERATOR**. The death ray can fire once every 6 hours. It looks like a dish with a huge metal spike connected to a vast array of brass tubes and thin copper wires. It is far too large to be removed from the room, but if a massive tunnel was dug under the Mansion and the self-repairing enchantments could be disabled, the death ray would be worth a fortune. The range can be adjusted from 100' (current) to 10 miles.

88: TREASURY

If the lock is tampered with, the 10' square in front of the door slams upwards as if lifted by a piston. 4d6 bludgeoning damage, Save to dodge. It takes 2 minutes to slowly retract, during which time it might be possible to pick the lock or force the door open. Inside, red wood cabinets with polished brass handles. The drawers are lined with felt. Many are empty. The drawers contain:

- 10 very heavy gold bricks apparently worth 100gp each. Actually lead bricks wrapped in gold foil, worth 2gp each.
- Bag of diamond dust worth 50gp to a wizard.
- Stock certificates in a defunct fish canning company.
- One pair of blue-grey *Sidam gloves*. Fabric, delicate. Their touch turns gold into lead.

89: RESURRECTION ROOM

Faint smell of soap. Pristine white tile around an upright silver tank the size of a shower stall connected to a small control panel. A metal shelf full of glass tubes with metal screw-top lids lines the east wall. One is full of pink goo, the rest are empty. The control panel has a slot that will fit the cylinder, just above a green button that reads "RESURRECT."

When anyone enters the room, the machine loudly sings:

Put a sample in the tank, in the tank, in the tank,
Put a sample in the tank and we'll do all the rest.
Insert the protomatter gel, matter gel, matter gel,
Insert the protomatter gel, it really is the best.
Here's the wizard's guarantee!
Always highest quality!
Countermand mortality!

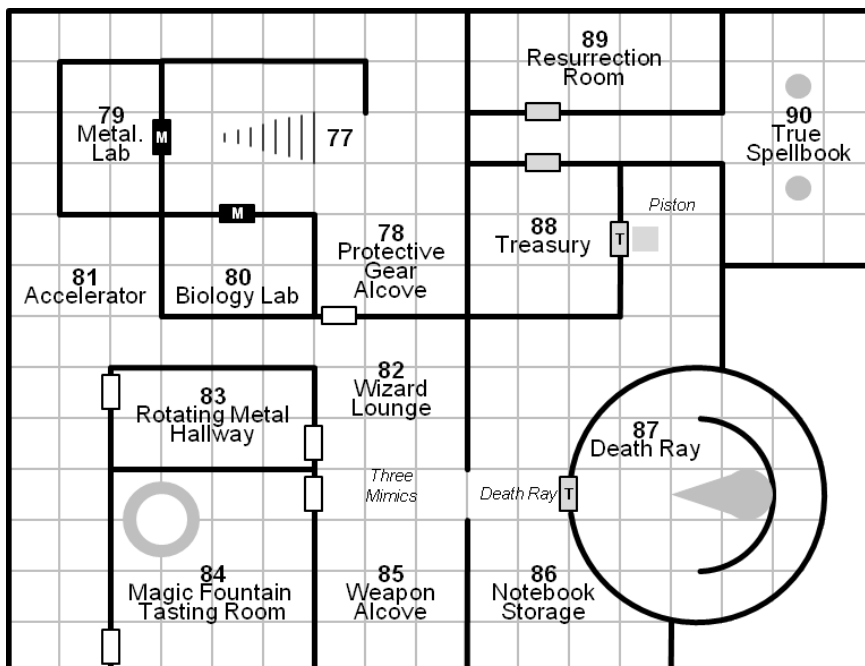
If living or dead tissue is put into the silver tank, a full tube of pink goo is inserted into the control panel, and the green button is pressed, the tank seals shut. After a great deal of steam and some alarming screaming and moans from a half-formed throat, the tank opens to reveal a fully resurrected and somewhat traumatized creature. Resurrecting a living person effectively makes a copy. Mixing samples from multiple people creates horrific monsters. Raw protomatter heals a character fully but gives them terminal cancer (1d6 weeks to live).

90: TRUE SPELLBOOK

Walls, floor, and ceiling are covered in mirrors. Hubert Nibsley's true spellbook, a thick tome bound in skin, teeth, and wire, rests on a mirrored iron plinth between two floor-to-ceiling metal columns (exactly like the metal column in **2: PRISMATIC HALL**). If the spellbook is removed from the plinth, the shields around the columns lower, bathing the room and hallway in strong octarine light. Anyone inside must Save each round or suffer a Magical Accident (pg. 24). The spellbook contains, in addition to any spells required for plot reasons, eight spells of varying utility:

- *infinitely delayed blast fireball*
- *saw and plane tree*
- *turn bones to jelly*
- *butterfly hurricane*
- *turn lightning into ice*
- *erase all memories*
- *turn finger to dangerous energy beam*
- *portable orchestra*

The spellbook is worth 4,000gp on the open market.



Monsters

ANCESTRAL STATUE

Found In: 17: HALL OF ANCESTRAL STATUES, 55: STATUE ALCOVE

HD: 5 (22 HP)

Appearance: glowering men and women in antique costumes. All resemble Hubert Nibsley

Voice: dolorous gravely groans

Wants: to protect Hubert Nibsley's good name

Morality: not vindictive but very thorough

Intelligence: as smart as a very obsessive person

Armour: as plate. ½ damage from slashing/piercing

Move: ½ normal, cannot leap or swim

Morale: 12

Damage: 1d12 bludgeoning

Ancestral Statues will rarely pursue more than one or two rooms away from their starting location unless antagonized.

AUBURN BULK

Found In: 22: MONSTER TESTING

HD: 8 (35 HP)

Appearance: a giant red-brown beetle-lizard-shellfish

Voice: slavering and clicking

Wants: to eat people, to rampage about the place

Morality: rampaging

Intelligence: smart like a runaway train

Armour: as chain

Move: normal

Morale: 9

Damage: 1d12 claw/1d12 claw/1d10 bite

The Auburn Bulk is summoned by the whistle in 22: MONSTER STORAGE. It appears for 1d6 rounds in a random location within 20' of the whistle-blower, (including locations outside the Mansion, through doors, etc.), attacks everything it can see, then vanishes. It does not heal between summons, but all magical effects are cancelled. If killed, its corpse can be summoned by the whistle.



BOUND GHOST

Found In: 1: CLOAKROOM, 15: BOILER ROOM, 25: SIDEBOARD, Random Encounter Table.

HD: 10 (40 HP)

Appearance: ragged white shape with a human face.

Voice: foggy scraps of livery, mournful eyes

Wants: deeply depressed grumbling or unnatural screaming

Wants: to repeat memories of life

Morality: deeply confused

Intelligence: disjointed, like disordered book pages

Armour: as plate. Only harmed by silver (½ damage),

spells, or magic weapons (full damage)

Move: normal, through floors and walls

Morale: 7

Damage: touch inflicts 1d8 cold damage or target ages 2d20 years. Target's choice

Bound Ghosts were Hubert Nibsley's attempt at solving the servant problem. It didn't work. They all have names like "Swedgely," "Cleeves," and "Martha."

COAL GOLEM

Found In: 16: COAL STORAGE

HD: 12 (50 HP)

Appearance: a pile of coal, animated jerkily. Huge coal-toothed head, short coal fingers

Voice: inarticulate roaring

Wants: to crush intruders and stuff them in its mouth

Morality: blind rage

Intelligence: dumb as a rock

Armour: as leather

Move: ½ normal

Morale: 10

Damage: 1d8+2 bludgeon / 1d8+2 grab. If grab hits, next round will try to eat for 4d6 damage

The Coal Golem takes double damage from fire. If set on fire, it takes 6 damage per round and fills the room with thick black smoke.



CORPULENT CALLOWFEX

Found In: 30: CALLOWFEX MAZE

HD: 2 (12 HP), +1 HD (+6 HP) every time it is hit.

Appearance: a sad fat iguana with mange. Lunatic eyes. Grows into a sleek velociraptor

Voice: grunting at 2 HD, screeching at 5 HD, megomanical speech at 10 HD

Wants: to bite things, to rule the world

Morality: millions of years of cold lizard loathing

Intelligence: dumb at 2 HD but rapidly grows smarter

Armour: as leather, but cannot take damage (see below)

Move: ½ normal at 2 HD, normal at 5 HD, 2×normal at 10 HD

Morale: 8

Damage: 1d6+HD bite/1d6+HD claw

The Corpulent Callowfex is a backwards castoff from an orthogonal timeline. Don't worry about it too much. Nobody understands time travel anyway. It needs to die to live. Every attack that hits gives the Corpulent Callowfex +1 HD instead of dealing damage. As it gains HD it gains power. By 10 HD it's as intelligent as a person, as large as a velociraptor, and as mean as the devil. Anything that does not deal damage affects the Corpulent Callowfex normally. Tying it up, running, or even negotiating could all work. It wants to break out of the Maze and the Mansion and wreak havoc in the city.

DIRE PHANTASM

Found In: 33: GARDEN, Random Encounter Table

HD: 0 (1 HP)

Appearance: a disconnected collection of parts. Giant clawed feet. Scythe-like claws. Slaving maw, teeth like railroad spikes, red glowing eyes

Voice: heavy breathing, occasional raspy wheeze

Wants: to feed off ambient fear, to survive

Morality: animalistic

Intelligence: minimal

Armour: as plate+shield, but automatically hit by area-of-effect attacks

Move: 3×normal

Morale: 5

Damage: none

The Dire Phantasm is mostly illusory. It feeds off ambient fear. The creature itself resembles an eyeless tailless mouse, but it creates the illusionary impression of a much larger, much more fearsome creature stalking and slinking just out of sight.

DOPPLEGANGER

Found In: 19: PRISON, 80: BIOLOGY LAB, Random Encounter Table

HD: 4 (12 HP)

Appearance: a copy of a person with some details missing (ears do not have deep holes, no belly button, etc.)

If killed, a grey featureless humanoid

Voice: perfect mimic

Wants: to replace safe and pampered people

Morality: alien and inscrutable

Intelligence: brilliant improviser and liar

Armour: as leather. 25% magic resistance

Move: normal

Morale: 8

Damage: 1d6 dagger or 1d8 sword or other weapons

No one knows whether Hubert Nibsley summoned, created, or hired the Doppelgangers in the Mansion. They will seek to replace isolated PCs if possible.

GELATINOUS POLYHEDRON

Found In: 6: SILK BEDROOM, 24: DINING HALL, 74: SLIME CAVERN, Random Encounter Table

HD: 5 (16 HP)

Appearance: a jelly cube, prism, tetrahedron, etc.

Sometimes transparent, sometimes pale green or pink

Voice: silent or quiet schlorping while moving

Wants: to move toward and digest food

Morality: none

Intelligence: dumber than yeast

Armour: none. Healed by acid

Move: ½ normal

Morale: 12

Damage: On a hit, target must Save or be paralyzed for 1d6 rounds. The Gelatinous Polyhedron will roll over paralyzed targets and digest them, dealing 1d8 acid damage per round. It can cover up to 3 adjacent targets

GIANT SPIDER

Found In: 36: VESTIBULE, Random Encounter Table

HD: 4 (10 HP)

Appearance: a grey furry spider the size of a terrier.

Eyes like gleaming saucers

Voice: creepy whisper in the local language. Vocabulary of a toddler

Wants: to eat things, make a nest

Morality: the smaller the prey, the easier the eating.

Doesn't want to eat friends though. Friends can lead it to more food

Intelligence: smart as a trained dog

Armour: as leather

Move: 2×normal, can climb anything

Morale: 6

Damage: 1d8 jumping bite. On a hit, target must Save or take an additional 3d6 poison damage. Dead targets will be wrapped up and hauled into a quiet corner

Hubert Nibsley tried to train giant spiders as guard animals. It didn't work. They're far too friendly and cowardly. They'll accept almost any meat-based food as a bribe or a distraction.

KILN-FIRED ZOMBIE

Found In: 5: VELVET BEDROOM, 11: BUTLER'S ROOM, 21: TORTURE CHAMBER, 27: MAIDS' QUARTERS, 56: LOUNGE, Random Encounter Table

HD: 2 (8 HP)

Appearance: shuffling human corpse with spots of brown baked clay. Dried, seared flesh, dense thumping step.

Sometimes wears painted clothing

Voice: deep protracted groans

Wants: to wring the life out of people

Morality: none

Intelligence: none

Armour: as leather. Reduces all incoming damage by 1

Move: normal

Morale: 12

Damage: 1d8 slam. Always strikes last in combat.

Will only attack or pursue things it can see

Hubert Nibsley attempted to combine legal golem technology with illegal necromancy. The results are less than spectacular. Kiln-Fired Zombies are slightly more durable than traditional zombies but are equally lousy servants.

LASER RAT

Found In: 8: BROCADE BEDROOM, 18: SOUTHEAST TOWER, 85: WEAPON ALCOVE, Random Encounter Table.

HD: 0 (2 HP)

Appearance: fat brown or grey rat with a glowing third eye on its forehead

Voice: angry squeaking

Wants: food, warmth

Morality: none

Intelligence: feral cunning, but still just a rat

Armour: none. 25% magic resistance

Move: normal, can climb anything

Morale: 5

Damage: 1d4 bite or laser beam (rat goes last in combat. Inaccurate. 30' range, 2d6 damage, Save for half damage.

Hits everything in a straight line, reflected by mirrors and shiny surfaces. One use per day, makes a warbling raygun noise, sets paper on fire)

Escaped experiments. If startled and threatened, the rats will blast threats with inaccurate laser beams and flee into the walls. They could potentially be tamed or trained.

MIMIC

Found In: 3: SMOKING ROOM, 26: FOOTMEN'S QUARTERS, 56: LOUNGE, 60: UPPER FALSE WORKSHOP, 65: SALON, 82: WIZARD LOUNGE, Random Encounter Table

HD: 6 (24 HP)

Appearance: varies. Usually furniture or clothing. Always slightly warm. Some details slightly blurred or blended

Voice: ravenous growls when disturbed

Wants: food

Morality: none

Intelligence: just smart enough to plan an ambush

Armour: none

Move: normal

Morale: 9

Damage: 1d10+2 bite. Enormous toothed maw automatically hits if target is surprised

Mimics will rarely pursue beyond the room in which they were encountered, preferring to turn into a new item.

MOLE DRAGON

Found In: 71: MOLE DRAGON HOARD

HD: 12 (52 HP)

Appearance: a fat black-furred mole the size of a wagon. Large claws, pink nose, no eyes.

Voice: snuffling, angry screeching

Wants: soft food, hoard of arbitrarily chosen things

Intelligence: dim, confused, and irritable

Armour: as plate

Move: normal. Burrow through soil or debris normal

Morale: 10

Damage: see Attacks below

The Mole Dragon has an excellent sense of smell. It can detect vibrations and scents up to 100' away and ignores penalties for attacking invisible targets.

Attacks

Each round, the Mole Dragon can perform one of the following four attacks. If you're not sure which one is best, roll 1d4.

1. **Phlegm Breath.** The Mole Dragon braces and exhales a 30' cone of sticky mucus, fog, and slime. Anyone in the cone must Save or be paralyzed for 1d4 rounds.
2. **Gnaw.** The Mole Dragon will try to gnaw on paralyzed targets first. It moves up to 30' and makes an attack roll. Attacks automatically hit paralyzed targets. If it succeeds, the target takes 2d10+2 damage and is knocked prone. The Mole Dragon's sharp teeth can cut through armour and flesh with ease, snipping off limbs and digits.
3. **Stomp.** If surrounded or threatened from several angles, the Mole Dragon thrashes wildly, tossing dirt into the air and slashing with its long claws. All creatures within 10' take 1d6 damage and must Save to Dodge or be knocked prone.
4. **Burrow.** The Mole Dragon dives into the loose soil of its burrow. It vanishes for 1 round. Attackers may think it has fled and the danger has passed. The next round, it attacks a target within 60' of its entry point from below. Unprepared targets are automatically hit. The attack deals 2d10 damage. The Mole Dragon appears next to the target.

Mole Dragon Behavior

- **Sleeping (default):** the Mole Dragon will wake up if any loud noise is made within 50', if it smells something very weird (perfume, etc.) or if it is attacked. If it is asleep, the first round of attacks made against it get a +4 bonus to hit.
- **Hungry:** charging forward, biting, screeching, trying to bowl over and devour one target.
- **Afraid:** if damaged or reduced below 10 HP. Will try to flee to another room (67: MOLE REFUSE HEAP, 68: DRAIN, 69: MOLE FOOD STORAGE, 70: TOOTH FAIRY INFESTATION, or 73: FURNITURE HEAP).

PAPER SNAKE

Found In: 42: STORAGE ROOM, Random Encounter Table

HD: 0 (2 HP)

Appearance: folded brightly coloured paper. Unfurled hood, triangular scales, little conical fangs. Red, blue, and yellow patterns

Voice: hissing, like the rustle of paper

Wants: to bite flesh

Intelligence: easily confused

Armour: none. Takes double damage from fire

Move: normal

Morale: 12

Damage: 1. On a hit, target must Save or take an additional 3d6 poison damage

Paper snakes prefer to attack by ambush. A dead paper snake is worth 5gp as a curiosity.

SECRETARY KRAKEN

Found In: 60: UPPER FALSE WORKSHOP

HD: 8 (32 HP)

Appearance: giant mottled octopus-type-creature with stamps, pens, inkwells, and bundles of paper grasped in its arms. Huge staring eyes

Voice: silent disapproval

Wants: to drive anyone without an appointment out of the workshop

Intelligence: smarter than most people

Armour: as leather

Move: swim normal

Morale: 9

Damage: 1d4/1d4/1d4/1d4/1d4/1d4 (6) tentacle slams. If a tentacle slam hits a target, the next round a slam deals 1d8 damage to the target instead of 1d4

If the Secretary Kraken drops below 15 HP, it will immediately deploy a blinding ink cloud, rendering the water in 60: UPPER FALSE WORKSHOP opaque. All attacks in the water take a significant penalty.

The Secretary Kraken will hurl pens, inkpots, and paperwork at retreating combatants, even if they are out of the water. This is usually completely ineffective, but has a 1-in-20 chance of knocking a target prone.

THIRTY-INCH BOOKWORM

Found In: 9: READING ROOM

HD: 12 (50 HP)

Appearance: Fat grey worm, 30" diameter, coated in slime and bits of paper. Rotating lamprey-toothed mouth, no eyes

Voice: gurgling

Wants: books, to protect its eggs

Morality: none

Intelligence: moronic but dedicated

Armour: as leather

Move: normal, charge 2×normal

Morale: 10

Damage: 2d12 bite or 2d6 thrashing (hits all adjacent creatures) or 1d20 charge (move at least 30', knocks target prone on a hit)

The saliva of the Thirty-Inch Bookworm dissolves paper on contact, ruining books and reducing them to a nutritious grey sludge. The Bookworm will pursue anyone holding a book.

TOOTH FAIRY

Found In: 70: TOOTH FAIRY INFESTATION

HD: 0 (1 HP)

Appearance: tiny flying insect-like humanoid. Pincer claws like a crab, wings like a dragonfly

Voice: high-pitched shrieking. Nails on glass

Wants: teeth

Morality: sadistic

Intelligence: dim but cruel

Armour: as plate+shield. No armour against area-of-effect attacks

Move: fly 2×normal

Morale: 8

Damage: 1 prodding or 1d4 tooth removal (only if target is being attacked by at least 2 other Tooth Fairies)

Vicious little parasites, Tooth Fairies will try to pry an isolated target's mouth open and pull out their molars. They can be distracted by additional teeth. The lay eggs in molars, which hatch in 20 days to produce another full-sized Tooth Fairy.



VEGGIE-MITE

Found In: 18: SOUTHEAST TOWER, 19: PRISON, 29: VEGGIE-MITE STRONGHOLD, 76: UPPER WORKSHOP, Random Encounter Table

HD: 1 (4 HP)

Appearance: small, almond-shaped, brown potato skin, small yellow-green eyes, mouth full of white pointy teeth. Tuft of green leaves like a top-knot

Voice: incomprehensible hooting

Wants: to defend 29: VEGGIE-MITE STRONGHOLD, destroy invaders, find fertile soil

Intelligence: vegetables with a mob mentality

Armour: none

Move: normal

Morale: 7

Damage: 1d4 stabbing spear, slashing dagger, or thumping turnip-shaped mace

Up to 5 Veggie-Mites can occupy the same 10' square. They will try to encircle targets and stab them to death. They are easily awed by magic and explosions; any particularly spectacular effect requires a Morale test.

The Veggie-Mite language is incomprehensible even to other Veggie-Mites. Patient gesture-based diplomacy could convince them to trade the Legume Key for a larger, shinier, and more impressive item.

WEAPON GOLEM

Found In: 20: ARMOURY, 64: STEAM ROOM

HD: 8 (35 HP)

Appearance: heap of sticks, iron, buckets, springs, and cloth. Clattering sphere of death

Voice: mechanical clicking

Wants: to defend the room in which it is located

Intelligence: dim, automated, and linear

Armour: as chain

Move: normal

Morale: 12

Damage: 2d6 bludgeoning to all targets within 10'/1d8+2 piercing to 1 target within 20'

A Weapon Golem is more like an animated heap than a true golem. It bristles with layers of iron and wood but is remarkably ineffective. It will try to charge into the middle of a group and flail wildly.

If destroyed, the Weapon Golem in 20: ARMOURY contains:

- 10 battleaxes
- 23 spears
- 13 swords
- 27 daggers

The Weapon Golem in 64: STEAM ROOM contains:

- 19 loofas
- 3 daggers
- 14 scrubbing brushes
- 12 files and foot-scrappers

WRESTLING ANGEL

Found In: 38: "GOOD" CHAPEL

HD: 11 (45 HP)

Appearance: 10' tall glowing human in a white robe. Beautiful, androgynous. Has a gold halo and huge white wings

Voice: booming, good-natured, excited

Wants: to wrestle

Morality: utterly and totally good and kind. Still wants to wrestle

Intelligence: credulous

Armour: as plate. None against unarmed attacks.

Immune to non-magical weapons, except for unarmed attacks

Move: fly normal

Morale: 12

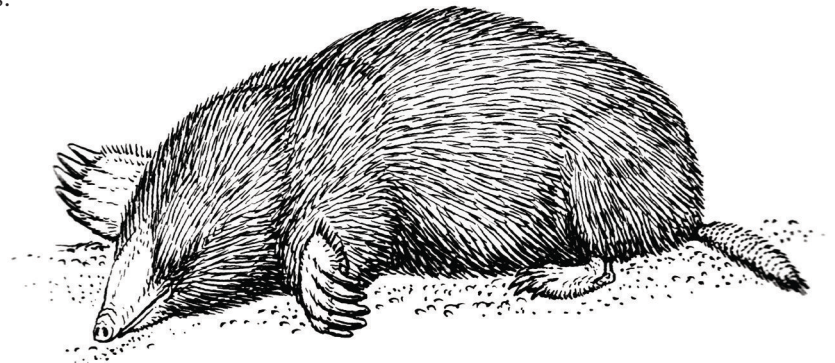
Damage: special, see below

The Wrestling Angel will pick one person and ask them to wrestle. If they show any signs of agreeing, or even if they hesitate, the Angel will try to grab them and throw them.

The Angel does 1d4 temporary Constitution or Strength damage on a hit, or 2d4 if the Angel decides to throw their opponent through some pews. Using weapons will be greeted with "THAT'S CHEATING" and a vicious elbow to the stomach. It treats anyone who attacks it as an opponent and everyone else as an audience member.

Once all opponents have been reduced to 0 Strength or Constitution, the Wrestling Angel struts around for a few seconds then ascends in a beam of light. Characteristic damage inflicted this way heals in 1hr and cannot kill a person.

Angel blood heals all wounds. A dead angel is worth at least 1,000gp but will probably attract questions.



Random Encounters

1d20	Omen	Encounter
1	Chill in the air, soft rustle of ghostly feathers.	1 irritable <i>Bound Ghost</i> (pg. 18) dusting the furniture.
2	Quiet groaning and bickering.	2 <i>Bound Ghosts</i> (pg. 18) argue over half-forgotten chores.
3	Shout of “Help! Something went wrong!”	1 <i>Doppelganger</i> (pg. 19) imitating a PC. Claims to have been stolen away by the wizard’s traps; the PC is a fake!
4	Moist plap and slop, smell of battery acid.	1 <i>Gelatinous Polyhedron</i> (pg. 19) searching for food.
5	Scrabbling in the ceiling. Wisps of cobweb.	1d6 <i>Giant Spiders</i> (pg. 19) hunting for weak prey.
6	Quiet conversation, slither of silk.	2d6 <i>Giant Spiders</i> (pg. 19) dragging a dead <i>Laser Rat</i> into a disused corner. It’s not much of a meal.
7	Creak of clay, repetitive stomping.	1 <i>Kiln-Fired Zombie</i> (pg. 20) stumbling in a circle.
8	Crunching, shuffling, clattering of ceramic.	2d6 <i>Kiln-Fired Zombies</i> (pg. 20) hunting for intruders.
9	Angry squeaking, loud scratching.	1 hostile <i>Laser Rat</i> (pg. 20) doing a territorial display.
10	Squeaking, rustle of debris.	2d6 <i>Laser Rats</i> (pg. 20) digging in anything loose or soft.
11	Loud thump, long pause.	1 <i>Mimic</i> (pg. 20) pretending to be an armchair.
12	Clatter of wood, long pause.	2 <i>Mimics</i> (pg. 20) pretending to be a hatstand and hat.
13	Silence, tension in the air.	1d6 <i>Paper Snakes</i> (pg. 21) lurk somewhere inconvenient.
14	Very faint crisp rustle of paper.	2d6 colourful <i>Paper Snakes</i> (pg. 21) slithering along.
15	Grunting, unintelligible muttering.	1 swift-footed <i>Veggie-Mite</i> (pg. 22) hauling a sack of 2d10gp in gold coins and broken jewelry.
16	Distant hooting, war cries.	2d10 exultant <i>Veggie-Mites</i> (pg. 22) on a raid.
17	Rush of feet, smell of vegetable rot.	3d20 rampaging <i>Veggie-Mites</i> (pg. 22) rushing about madly, bursting into rooms, throwing things.
18	Faint flicker of magic.	The magic interior lights in the Mansion go out for 1d6 hours. Torches and lanterns may be required.
19	Alarming creak and shower of dust.	Mansion settles as it is repaired. No effect.
20	Distant muffled singing.	75: WORKSHOP DOOR sings its song (pg. 15) as something passes in front of it.

Roll on the Random Encounter Table:

- Once per hour or on a 1-in-6 chance every 10 minutes.
- Whenever the PCs make a lot of noise or do something incredibly disruptive.
- Whenever things seem boring.

Supplemental Tables

1d10	Magical Accident Table
1	Bolt of Magic. Blazing streak of raw energy. Target takes 2d6 magic damage, Save for half.
2	Enfeebled. Target takes 2 permanent Intelligence damage as raw magic scours their mind.
3	Empowered. A random magic item, wand, or scroll held by the target activates. Randomly determine targets if required.
4	Ignited. Target takes 1d6 fire damage and is set on fire.
5	Prismafied. Target is tinted a random primary colour for 24hrs (1d8: 1. Red, 2. Orange, 3. Yellow, 4. Green, 5. Blue, 6. Indigo, 7. Violet, 8. Octarine. If Octarine, target suffers a random Magical Accident every hour until re-tinted.
6	WereVeggie-Mite. By the light of the full moon, target will transform into a ravenous <i>Veggie-Mite</i> (pg. 22).
7	Curse Mobility. All cursed magic items held by the target move to the next nearest person. If no items are cursed, one random item owned by the target becomes cursed (cannot be dropped, sold, or removed).
8	Insightfulness. Target gains 2 permanent Intelligence as raw magic adjusts their perception of the world.
9	Vanishment. Target disappears, reappearing 1d6 rounds later in an adjacent room.
10	Parallel Universe Adjustment. Reroll target's stats (3d6 in order), race, and appearance. Effect is permanent.

Magic Fountains		
1d10	Statue Decoration	Effect
1	Hubert Nibsley in a toga, holding an urn.	+2 to a random stat.*
2	Badly damaged statue of a dolphin.	-2 to a random stat.*
3	Grim skulls, bones, and ribcages.	Anything immersed becomes invisible for 1 hour.
4	Cauldron tips out a waterfall.	Liquid is actually a <i>Gelatinous Polyhedron</i> (pg. 19).
5	Grey toad with bulging eyes.	Heals fully.*
6	Abstract geometric shapes.	Next attack that hits automatically crits.*
7	Three stone spheres slowly rotate in the water.	Causes overconfidence and exuberance.
8	Hubert Nibsley posing smugly with a mirror.	Duplicates one non-magic item immersed in the water.*
9	Scorpion carrying a bunch of flowers.	Water is acidic, 1d4 damage per round until washed off.
10	Happy fat carp spraying water from their mouths.	Removes all curses.*

Magic Fountains are found in: **13: KITCHEN**, **35: MAGIC FOUNTAIN**, **43: COURTYARD**, **84: MAGIC FOUNTAIN TASTING ROOM**. Roll a Statue Decoration and Effect when the fountain is first encountered. Effects marked with a * only work once on a PC. The effects of a Magic Fountain can be rerolled by fiddling with the knobs in **15: BOILER ROOM**.

Traps

How do you run traps? How can players detect and disarm them? What makes a trap “fair” or “unfair”?

If the PCs:

- move cautiously
- show interest in their surroundings
- have a light source (if required)

I suggest giving them warnings about traps by describing what they see: blade slit in walls, hinges for pits, holes for spikes, tripwires, little sparks coming out of a lock, etc. Don't tell them “there's a trap here,” but make it clear that something's not quite right.

The interesting part isn't spotting the trap, it's what the players decide to do about it. Do they set it off? Try to go around? Try to disable it? Lure an enemy into the danger zone? Shove a hireling in and duck behind a sofa?

However, if the PCs:

- move rapidly
- show no interest in their surroundings
- move in the dark
- panic

Then they don't get detailed descriptions and deal with things as they happen.

“DISARM TRAP” SKILLS

If your system of choice has thief-type-skills like “disarm trap” you can use them in one of two ways.

1. A successful roll disarms a known trap.
2. A successful roll suggests how a known trap might be disarmed but does not actually do anything. The player(s) still need to have the right tools, come up with a plan, and execute it.

Option 1 is faster. Option 2 is more fun. Disarming traps with common sense, some wire, and a few wood stakes is more satisfying than just rolling a skill.

The “right tools” should be a very broad category. The Mansion is full of relatively mundane items that can be used to solve unexpected problems.

EXAMPLES OF PLAY

Using 4: PIT TRAP.

CAUTIOUS GROUP

Players: We move west along the hallway really slowly. Jim checks the ceiling, Bolbar checks behind us.

GM: Who's in front?

Players: Agatha the Rogue.

GM: OK. There are two doors on the south wall. The door at the end of the hall on the west side has a square rug in front of it.

Players: That's weird. None of the rest of the hallway had carpeting right?

GM: Correct.

Players: OK, Agatha pokes it with her 10' pole.

GM: The rug is glued to the floor. There's a very faint seam along the middle, running north-south.

Players: Yeah screw that. Nobody step on the carpet. What do the doors look like?

INCAUTIOUS GROUP

Players: We move west along the hallway.

GM: Who's in front?

Players: Err, not sure.

GM: Ok, I'll roll for it. Bolbar's in the lead. There are two doors on the south wall. The door at the end of the hall on the west side has a square rug in front of it.

Players: Bolbar opens the door at the end of the hall.

GM: Great. Bolbar, can you make a Save to dodge?

The carpet splits in half as a pit trap opens up below you.

Using Cabinet D in 76: UPPER WORKSHOP

CAUTIOUS GROUP

Players: Are all these cabinets identical?

GM: Visually, yes. The one you're standing in front of smells very faintly of acid.

Players: That's not good. I'll tie a rope to the handle—no wait, we check the handle first. Anything unusual?

GM: Nothing you can see.

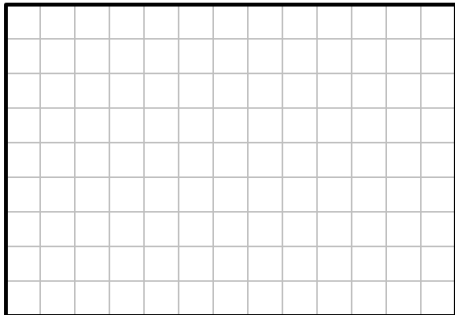
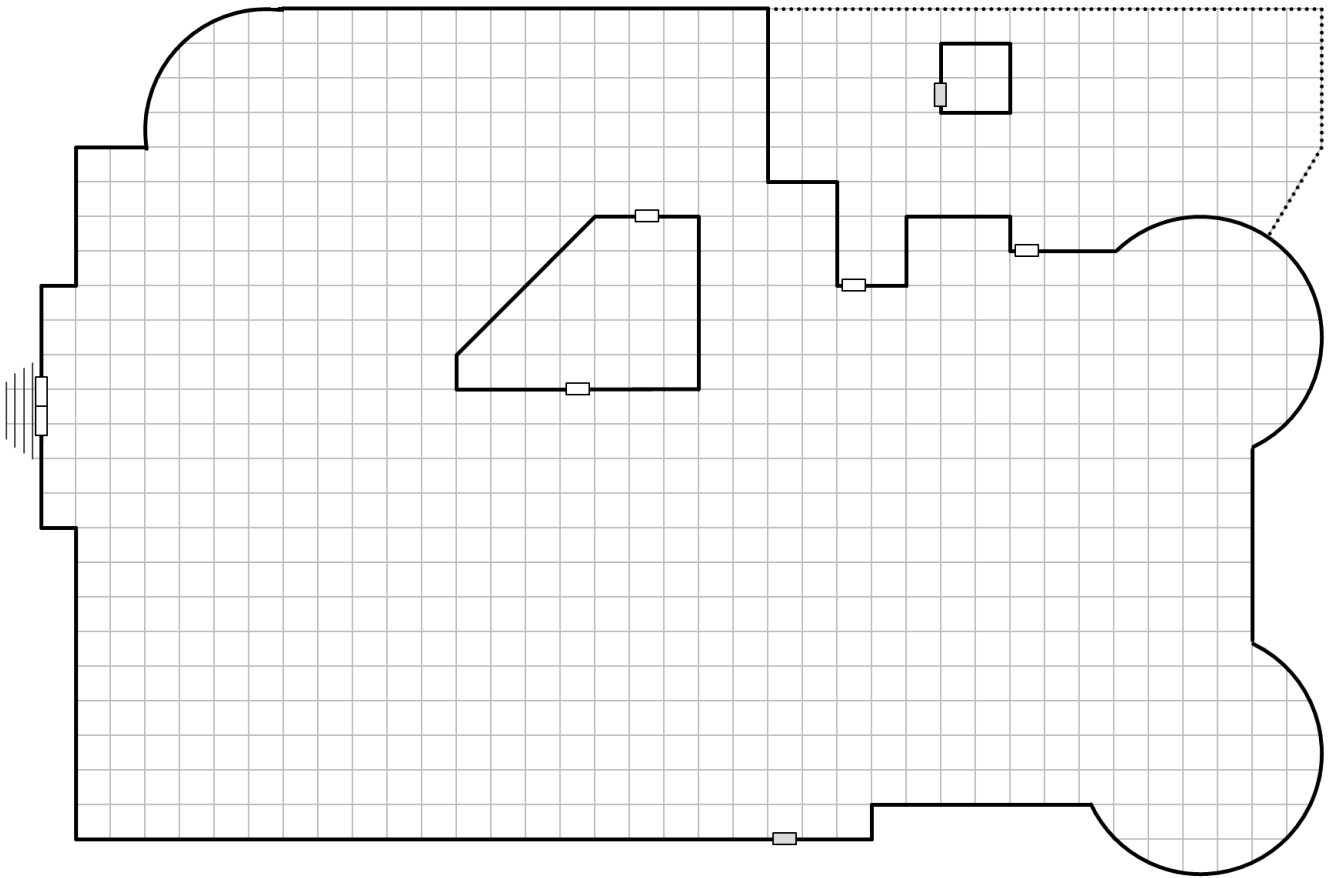
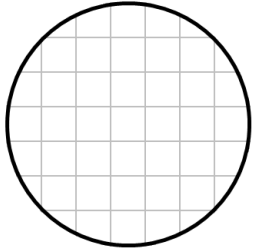
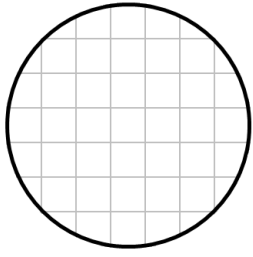
Players: Using gloves then, I'll tie a rope to the handle. We'll pull the door open from back here.

INCAUTIOUS GROUP

Players: I wonder what's in here? I open the cabinet.

GM: A rectangular block of rubbery acidic sludge falls out, slapping into you and knocking you prone. You take...





Magical Murder Mansion

Written by SKERPLES
coinsandscrolls.blogspot.ca

Magical Murder Mansion is an old-school funhouse
dungeon for three to six mid-level characters.
Explore the comi-tragic deathtraps of Hubert Nibsley.
Evade the dreaded Mole Dragon. Loot the furniture.

