

DUNGEON GEOMORPH MODULE

Zombie Manor

by RC PINNELL

A wizard's tower and manor house stand empty. Scores of rooms and hallways await characters to enter and explore. All that is needed is for you to populate the corridors and chambers with monsters of your preference, and hide what treasure you wish your players to have to discover.

There is no level range or rules system suggested, for it is up to you to determine such details.

Be creative. Have fun. Get back to the Basics of playing.

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FOREWORD

The original Dungeon Geomorphs provided in the first boxed sets of Dungeons and Dragons were discontinued in favor of fully developed adventure scenarios (i.e., the B-X/for Basic; A, C, D, G, I, L, N, Q, R, S, T, U, W/for Advanced). While I am an ardent supporter of published adventures, I also believe that there is room for both; that many Game/Dungeon Masters would like to have a little of each. The fun and excitement of using a Geomorph harkens back to a time when one did not anguish about such things as *realism!* and *logic!* It allowed (and still does) the Game Master the freedom to do as he wished, and the players to experience the wonder and reward of exploring the unknown.

And it is upon the latter premise that this adventure has been created. You will see immediately that it is not as detailed as the B1 (In Search of the Unknown), and--in fact--is about 90% less so! Given that, there is more freedom for you to personalize the content to suit your own desires. While certain components are described, these--too--are provided only for you to utilize or not, as you wish.

So let's begin!

DUNGEON MASTER'S INSTRUCTIONS

There is no level range, nor limits, to which characters must comply. This allows you to personalize the adventure to suit your players, and provides a blank canvass upon which you can design the encounters of your choice. That said, there are six included encounters (3 in the wizard's tower, and at locations A, B and C) with specific monsters of certain strengths. You may replace them with things you feel appropriate to the levels of your players' characters.

Aside from the tower, none of the rooms are assigned a number or description. This is the Geomorph factor; though you cannot rearrange the structure of the manor by moving multiple panels around (as could be done with the original Geomorphs) the absence of restrictive description for each room/chamber helps create the atmosphere of Geomorph designing. (Note: it is possible that other panels/maps of generic rooms and halls could be added--even other levels!--and such would require your hand in the matter.)

The adventure aspect of this module consists of the above mentioned Set encounters, the Background, and the Wandering Monster Encounters Table. In addition to the monsters in the above mentioned encounters, there are literally hundreds of undead creatures roaming about the place. Thus the name--Zombie Manor! But you will find, in the table provided, an array of such creatures that are not commonly encountered. You can substitute these with creatures of your own making, or from another source. However, in doing so the adventure changes, and the onus of establishing its new theme falls upon you.

Where the manor is and how the characters get there is up to you. No outdoor travel is required, unless you intend to include such in your running of the adventure. Anything pertaining to such (time, supply loss, monster encounters) is, thus, for you to design.

You must imagine, for the moment, the decades--if not centuries--that this structure has stood. Constantly in a state of repair by the legion of undead left behind, but having long run out of normal materials to maintain the building. Thus, as individuals or groups have stumbled upon it from time to time, and fallen victim to the undead servants roaming the place, anything and everything of them that could be used to repair the structure, has been; from the victims' possessions, to their very flesh, bone, sinew and organs. It is a macabre decor that one will find, walking through the halls and chambers of this empty and silent place.

The dimensions of the building are evident from the map that follows. The height of the walls vary as does that of the ceiling in each room and hall, which creates a strange conglomeration of spaces due to the irregular planes created by the mindless undead builders; their inability to geometrize thus resulting in a funhouse kind of architecture. Only the tower itself--its construction supervised by the wizard--is geometrically sound.

BACKGROUND

There is a legend in many ancient texts of a powerful wizard whose insatiable desire for knowledge eventually destroyed him. A hermit in his own time, he built a tower far away from any civilized community; some suggest that the tower stands at the edge of a great desert waste, while others argue it is on the banks of a large swamp. Whatever the case, it was his home for nine decades before he mysteriously disappeared. Time has erased the identity of the recluse, but thoughts of a hidden cache within the tower resurrect when about one in every five generations rediscover the legends in dust filled cellars of temple libraries.

Beyond the legend, nothing more is actually known about the wizard. For instance, he was obsessed with resurrecting bodies of the dead. He also hired scores of common folk to go about the countryside gathering items; everything from the mundane(mushrooms, roots, bark, honey, leaves, swamp fronds, bat dung, etc.) to the exotic(a Pegasus feather, eye of a Cyclops, tooth of a dragon, etc.) To what purpose he put these is unknown. For, one day, the wizard locked up his tower, gave instructions to his undead servants to expand the structure by adding more rooms, then left.

Since that time, the undead horde left behind has slowly built what is now considered to be *The Manor*. Using materials provided by the wizard, and from the surrounding terrain, they have spent every day expanding the structure, room by room. After running out of supplies, with but a faint recollection of their original instructions, they have turned their skills to the maintenance of the building; they do this with the remains of victims that stumble upon the manor and somehow gain entry. Thus, many of the walls and ceilings having cracks and holes have been packed and filled with the flesh and entrails of those unfortunates; now long solidified by time.

SET ENCOUNTERS. THE WIZARD'S TOWER

Standing six stories high and sixty feet square, this imposing column of stone towers above the manor proper. A set of doors in the west wall of the ground floor is the only portal on this level that allows egress. Inside, two flights of stairs--one against the north and one against the south wall--lead to floors above. Six stone pillars run west to east with ten foot spaces between each, and four single doors in the east wall. Of these the north and south ones are made of materials commonly found throughout the manor, while the two center doors appear to be similar in form and nature to the tower itself. The north and south doors are thus swollen and stuck tight--as if *wizard locked*, while the two others require only a normal Open Doors check to manipulate them. Going through three of them will eventually result in reaching a dead end; only by passing through the second from the top(north)can the characters access the chambers and halls of the manor proper. Unlike the manor, the tower is not prone to wandering monster encounters, and you should not stock it with any. Instead, utilize the Set encounters that are described shortly, or replace these with types of your choice.

zombie manor

Tower Levels



square = 10'



L1. GROUND ENTRY. Double doors in the west wall allow entrance to the tower. These are locked from the inside with a pair of slide bolts that are built into the doors themselves. A small handle in each door can be found at the end of a long slit cut into the planks, near the edge where the doors meet. When slid back along the slit, the bolts within will slide either north for the north door, or south on the south door, retracting the bolts and freeing the doors. The bolt in the north door is fitted roughly 6 inches from the top of the door, and the one in the south 6 inches from the floor; a tiny crack between the doors exists when they are closed, but the bolts can be seen when/if enough light is cast into the crack(this will occur naturally at about near sunset/4-5 in the afternoon, or artificial light is aimed into the crack).

L2. INTERIM LEVEL. This level contains more stairs going up. These rise through the center of the room heading west, and the space behind them cannot be seen unless explored. A **Flesh Golem** (40 hp) is standing west of the stairs rising up to the next level. He will move to attack anyone or thing that attempts to ascend further.



L3. INTERIM LEVEL. A massive bookcase covers the entire eastern wall of this level, with shelves beginning at one foot off the floor, and the highest being ten feet above; spaces vary from 10 to 12 inches between shelves. Each shelf is lined with books, some standing erect, some leaning, some laying flat in stacks of 1 to 5 high. A layer of thick dust covers the entire collection, and the books themselves are so old and brittle that even gentle handling runs a 90% chance of the item instantly crumbling. All the writing within is in a language alien to the characters, and the ink is so faded as to be nearly

gone--only a 10% chance of even seeing it. This was the magic-user's private collection, ranging from books of mundane information to very rare journals describing secret rituals and spells. How much of this you wish the characters to be able to understand and use is left up to you.

L4. LABORATORY LEVEL. Shelves similar to the ones previously described line the walls of this chamber. These are filled with various containers of all shapes and sizes, some empty, some filled, some containing only portions of their capacity. The contents of these include an array of materials including dust, semi-solidified liquids, gummy sap, crushed bone/leaf/wood/etc. It is a smorgasbord of material components one would expect to find in a magic-user's lab. However, all are useless, and the vast majority of the containers are sealed so tight that only smashing them will release whatever they contain. A table 6 foot long by 3 foot wide stands in the center of the room. It is covered with tools and devices that the owner utilized in his studies and experiments, along with containers and materials and such. Also within the chamber is a trio of **Gray Oozes**(27, 25, 23 hp). These will attack anyone that enters.

L5. WIZARD'S STUDY. This level contains a parlor where the magic user would sit and read through his tomes, books and scrolls. A small bookcase stands against the west wall, and a writing desk with chair at the east wall. The bookcase is nearly as long (north to south) as the one previously described, but has only half the number of shelves, and stands a mere 8 feet in height. There is roughly a hundred scrolls rolled up and stored on the upper shelves, with large thick books on the lower and bottom ones. Sadly, all these are in the same condition as those previously mentioned. There is one scroll that, if found, characters will find of interest: *Animate Creature*. This spell allows a magic user of 7th level or higher to create undead(skeletons/zombies)out of corpses other than bipedal. The spell has various components and limits(i.e., the number of HD of the creature/s cannot exceed half those of the spell caster, etc.)and is left for you to fill-in-the-blanks and personalize as you like. *This scroll, however, will only animate 1-3 creatures of 1HD or less each. Once done, they will act as skeleton/zombie versions of their former selves.*

L6. PRIVATE QUARTERS. A large room occupies this (the top) level of the tower. The furnishings within include a wide four poster bed, a free standing wardrobe, three padded chairs, a desk and wooden chair, and a large rug 10 foot wide by 20 foot long running north to south in the center of the chamber on the floor. Three windows in the eastern wall look out over the manor rooftop. Like items found throughout the tower, these also are covered with layers of dust. The wood used to construct the bed, chairs, wardrobe and desk dry rotted long ago, and any weight put upon or against them will result in collapse. Linens and quilts on the bed will shred with ease if moved or pulled, as will items of clothing within the wardrobe. There is nothing of value here unless you wish to place such to be found by the characters. A family of five **large spiders** (HP: 9, 7, 2x5, 3) has established a home beneath the bed and will attack in self-defense.

SET ENCOUNTERS, A-B-C

These three(3)specific locations have been individually designed to provide you with a springboard from which you may create other such events, placing them throughout the Manor. Reaching any of them might require passing through locked or closed doors, secret passages, and so on. Once the characters do this, the following creatures will be present at the location indicated, and the encounter occurs.

A. THE SECRET ROOM. Residing within is a **Medusa** (36 hp). Ugly to the point of grotesque, upon hearing intruders approaching (a 1 in d6 chance rolled 15 times; once per each ten feet of wall constituting her chamber, that the characters pass) she will drape a veil over her head and remove all her clothing. Her body is exquisitely proportioned, which she will use to attempt a *charming* effect upon any that enter through the secret door(use normal Charm rules). Those that are not affected by her attempt, she will use her *Gaze* against, removing her veil to do so. If the characters flee, any left behind will be eaten--if charmed--or smashed to bits, if turned to stone. Within her chamber is a bed, a wooden chest, and scores of stone pieces and bits scattered throughout. The trunk contains 2,000 CP, 1,000 SP, 500 EP, 250 GP, a *Wand of Magic Missiles* (20c. left), 3 Potions of *Healing*, and a *Ring of Reflection*(that functions however you desire).

B. POOL OF FILTH. This chamber was once a showcase of the Manor, with its marble pool filled with crystal clear water; whether this was intended for bathing, recreation, or as a home to some type of aquatic life, such cannot be determined now, for the chamber contains nothing to offer that answer, save for the pool itself, which is now filled with murky, dirty water that appears solid on the surface. The sides of the pool drop three feet down at the perimeter, with the bottom descending toward the exact center where the depth is eight feet. Dwelling upon the bottom is a pod of sixteen **Giant Leeches!** (HP: 4x8, 4x7, 4x6, 4x5) They attack as 6HD creatures within the pond, attaching themselves to their victim and then sucking 1-3 hp of life each round until their prey is dead. A cache of 13 pearls lies at the bottom of the pool worth a combined total of 7,800 GP(roughly 600 GP each). These are strewn about and not in one location, thus locating each one and returning with it will require a lot of effort and time.

C. DEVICE OF THE GODS. This circular chamber contains a most valuable item--a telescope! Standing atop two round platforms--each three feet high--the device is attached to the upper one and not easily removed. The value of this item to a sage or magic user is difficult to ascertain. In a large city, use a base figure of 10,000 GP, with a plus or minus of 100 to 1,000 GP depending upon the buyer. (Selling it in a smaller market decreases its value by 100 GP per 1,000 decrease in population from a large city.) Removing the device will require at least ten turns (roll 2d8+8 for 10-24 turns). For each turn spent there is a 10% chance that the device will be damaged in the process, lowering its value by 500 GP. Once it is detached, it must be packed securely into a container in order to transport it. Guarding this item is an **Invisible Stalker** (48 hp). The creature will only attack if the device is touched.

WANDERING MONSTER ENCOUNTERS

Before play begins, first determine if a room will have a monster present or not when the characters enter it. Roll a d6 for each room, with a result of 1-4 indicating such is the case, and 5-6 that the room is empty. Then, consult the table to follow (or create your own) to determine what the creature is, and if there is more than one. Each room may or may not have treasure as well; such is for you to decide, and what that might include.

For every Turn the characters move through the Manor, there is a 1-2 chance on a d6 that a "wandering" monster will appear. Again, consult the table to follow (or create your own) to determine what this includes. Wandering types will originate from the nearest room--or door--to the characters; in some instances, these creatures will be yards away and have to locate the characters by tracking them. Wandering types will not be carrying treasure of any sort; unless you wish such to be the case(a ring stuck on a bony finger, etc.)

WANDERING MONSTER TABLE

ROLL 2D10	TYPE OF*	#APPEAR.	AC	MOVE	HD	ATK	DAM
2-3	Goblin	3-24	8	6	1	1	1-6
4-5	Porcupine	1-6	6	6	1	1	1-6
6-7	Hobgoblin	3-24	8	6	2	1	1-8
8-9	Giant Lizard	1-6	5	6	2	1	1-6
10	Bugbear	2-16	8	6	2	1	1-8
11-12	Centaur	1-6	5	6	2	1	1-8
13-14	Minotaur	1-10	8	6	3	1	1-8
15-16	Wolf	1-6	5	6	3	1	1-8
17-18	Hill Giant	1-8	8	6	6	1	1-10
19-20	Grizzly Bear	1-6	5	6	6	1	1-10

* This can be either a skeleton or zombie, and the two types are often found together. Thus, you could roll up a group of just skeletons, just zombies, or a combination of the two.

All skeletons and zombies are immune to charm, hold, sleep, and mind-based spell attacks. The latter to include illusions and all sorts of phantasms. They are not harmed by poison or cold; and for zombies, electrical assault actually repairs any hp loss they have incurred on a 1: 5 bases(for every 5 hp of electrical energy absorbed, they regain 1 hp if they are not at maximum. Note: if you rolled up 4hp for a goblin, and it has taken enough electrical damage to raise its hp beyond that you generated, the creature will benefit a temporary increase up to its maximum according to its HD. Thus, they can become temporarily stronger than you started them at, until they suffer hp loss at some future time.)

zombie manor



square = 10'

