

ORIGINAL FANTASY RPG

ADDITIONAL

Options for the Avremier Fantasy Campaign Setting Playable with Original DevRules



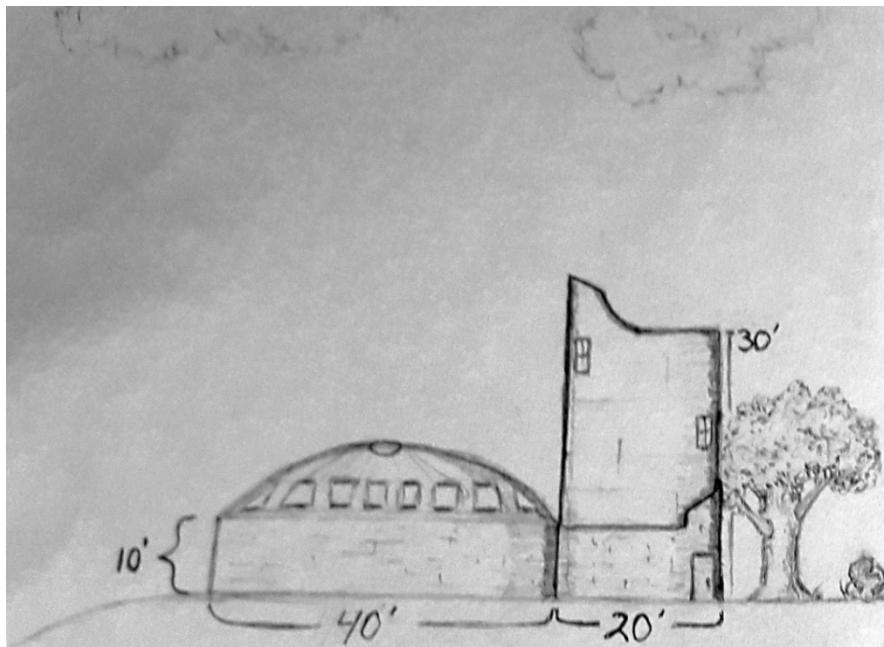
Module I01

HOUSE OF ILLTHRIX

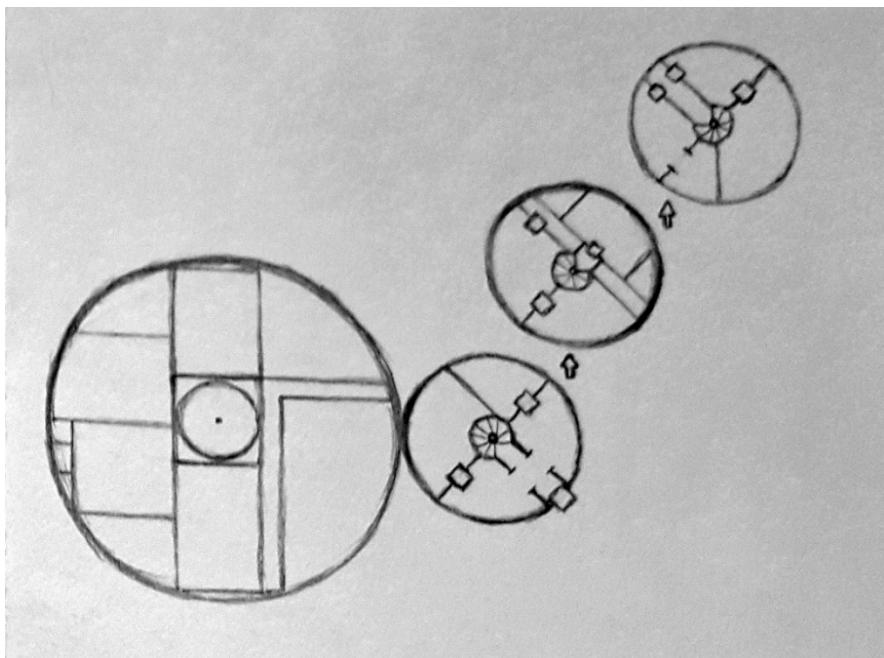
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Drawings by an unnamed adventurer. From the Ministry of Embarkation archives. No explanation given for the lack of doors in the domed structure. The center chamber may house the Noontide Star, directly beneath a small skylight.



The House of Illthrix

Background:

There once was a mad (but brilliant) architect, alchemist, artist, and artificer who called himself Illthrix — though history suggests this was not his given name. History fails to record what his given name actually was. History can be frustrating that way. To Illthrix, life was a game and he intended to win — mostly by cheating. He felt that challenge defined one's existence and that the threat of death for failure added much-needed spice to the doldrums of daily life. He also had a thing for heroes. A deadly thing. This single-minded obsession gained Illthrix great notoriety among the adventuring community. His traps, tricks, and puzzles sent many fortune hunters to premature and ignominious ends. It is said that Illthrix particularly delighted in those moments where the victims were the architects of their own doom.

The fame of Illthrix spread as eager adventurers answered the calls of fabulous treasure and the promise of glorified violence. Yes — calls. Illthrix would release maps and letters into the world to tempt would-be heroes to his dungeon deathtraps. His success came largely through aggressive advertising. Words like "lost" or "hidden" were never used to describe his dungeons. Illthrix welcomed visitors. But that was long ago. The known sites have been explored and conquered. The dead have been buried and mourned. The treasures claimed and spent. The legacy of Illthrix has become a distant echo of its former bloodstained fanfare.

But, hark!

They say the map and letter are genuine — definitely from the hand of Illthrix himself and hitherto unknown. An invitation to the Mad Trapster's own home. The lair of the beast. The House of Illthrix.

The House of Illthrix is a discrete adventure site that includes a small surface structure with access to a subterranean cave complex leading to a constructed tomb area. This booklet deals only with the House. Details of the underground dungeon will be found in **Module I02: The Dungeon of Illthrix**. In the Avremier setting, the House of Illthrix is located in northmost Dhavon, near the border between Doraigne and Brising. Otherwise, it can be placed anywhere at all, preferably within two or three days from a town or city. Somewhat out of the way and not visible from a road or trail.

THE INVITATION:

One or more of the player characters will have received or acquired an engraved invitation and a map. The invitation is inked on a fine, heavy vellum card and reads thusly:

*Admirers and adversaries welcome!
You are cordially invited to the
House of Illthrix
for a
Going-Away Party
to be held upon the eve of my imminent death.
No gifts necessary.*

The date of the party is almost fifteen years past. The invitation looks crisp and new. The accompanying map shows the town of Evensong (or any small town the DM desires) as the nearest settlement to the House of Illthrix. It is a journey of but a couple of days from Evensong to the isolated hilltop structure. Rumors among the adventuring community speak of certain treasures and trophies belonging to Illthrix that were never recovered from any of his dungeons. These singular valuables must, some speculate, lie within the private sanctum of Illthrix himself. And, surely, even the infamous Mad Trapster wouldn't trap his own home as brutally and deviously as his dungeons. Would he?

The unclaimed treasures undoubtedly await those fortunate enough to hold a map to their resting place. Isolated and abandoned, the House of Illthrix seems small threat to determined and wary adventurers. For, where else in all the realm remains to hide the villain's most valued bauble — the almost legendary jewel known as the Noontide Star?

The Secret Rebirth of Illthrix

For over two centuries, the twisted genius known as Illthrix crafted and set his devious devices and treacherous traps to make existing dungeons and ruins more deadly, while excavating new complexes to expand his campaign of terror against the adventuring community. Late in his career, Illthrix became something of an artificer, creating advanced constructs and golems to make killing more proactive. He simply hadn't the patience to wait for victims to destroy themselves. Then, after an unnaturally long life, the infamous trapsmith died. His body was arranged and carried from place to place by a bizarre and powerful golem, presumably for others to pay their respects. Illthrix was known for his dark sense of humor. At the end of the tour, the golem and the body vanished. That was almost fifteen years ago. Locals still talk about the event to this day, speculating about the possibility that the terrible man never really died, and that he plots and plans in hiding to unleash his most diabolical device yet.

Did Illthrix really die? He certainly did. His body was invaded and ravaged by tiny alien machines that harvested his knowledge and chemicals for their own purposes. Even so, Illthrix still lives — as a clone. Through the use of advanced alchemy and secret arcane disciplines, Illthrix managed to transfer the bulk of his genius and talents into an artificial body to be grown from infancy to an adult copy of himself in his prime. Something went wrong, and the process failed when the body was grown to the approximate physical age of a 10 year-old boy. Still, it was a boy with the fully-developed mind of the original. Forced to wait while his new body grew to adulthood, Illthrix hid himself away within his secret house and bided his time. As the months passed, he came to realize that the body was no longer maturing outside of the device in which it was created. The already mad Illthrix plunged into new depths of insanity. Now a small boy, calling himself Knack, occupies the house and awaits the infrequent guest to come calling.

The fact that Knack was the childhood nickname of Illthrix is far from common knowledge. Also, while Illthrix's hair went prematurely white, it was red when he was young. Knack also has red hair. While it is possible that one of the player characters could somehow learn these esoteric facts, Illthrix relies upon the ignorance of others. His opinion of people is not high and he continues to introduce himself as Knack to those who find their way into his house. It is one failing that could serve him ill. When encountered, Knack will assess the party and claim to be one of the following, depending upon his opinion of the group. The Dungeon Master could choose by random roll, or create a more suitable ruse.

1. Squire or page to a knight who fell to one of the traps or constructs of the house. Knack was trapped in the house, too terrified to do much exploring.
2. Child or apprentice of a traveling trader or caravan, separated and lost. Found his way to the house and unable to escape.
3. Only surviving member of an adventuring group, and victim of a *Longevity* potion gone wrong.
4. Street urchin and pickpocket, fleeing the authorities, found himself lost in the woods and eventually stumbled upon the house.

The Referee may use Knack to pass along information, if needed. Knack will earnestly warn PCs of the deadly nature of the place, claiming it to be haunted or even somehow alive. Within the body of Knack, Illthrix has the abilities of a 5th level thief, with +15% to all thief abilities while inside the House or its dungeons. He may avoid, bypass, disable, and reset any trap or device of his making. No construct or golem will do him harm and will all obey his spoken commands without hesitation. Within the house, Knack can surreptitiously activate mechanisms and constructs, with results duplicating the appropriate spells:

Hold Portal

Light

Ventriloquism

Locate Object

Wizard Lock

Knock

Darkness, 5' radius

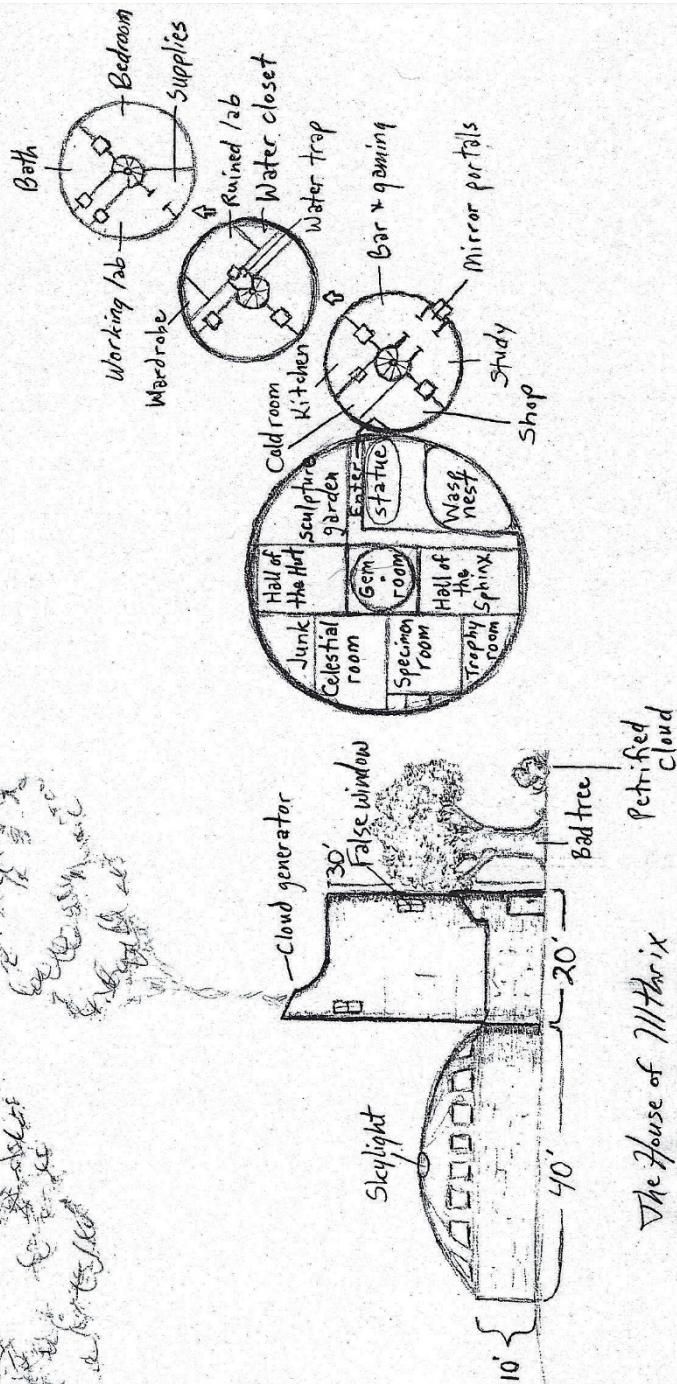
Magic Mouth

Scurrying around the place is the Hand of Illthrix. This disembodied cloned appendage was somehow removed from the host with a great deal of knowledge and ability intact. Though unable to speak, it does perceive and understand what goes on around it. The Hand has the abilities of a 10th level thief, a (gripping) strength and dexterity both of 17, 23 hp, and a move of 6". The Hand wears a *Ring of Invisibility*. Being mostly invisible, the Hand is sometimes heard, but not seen.

Boxed text may be read or paraphrased aloud. The rest is for the Referee.

Details of new monsters are found in their own section at the end of the adventure. Some encounters include options for increased danger or challenge — depending upon the intentions of the Referee. Coinage is listed according to the **Coins of the Realm** table on pg.22 of the **AVREMIEIR** supplement, and reproduced on page 26 of this booklet.

Finally, a potential Referee should carefully read the entire adventure — including the **CLOSING NOTES FOR THE REFEREE** at the end.



ANOTHER MAP?!

On the preceding page is the original map of the House, drawn by an unnamed adventurer. This is the copy kept in a secure archive by the Ministry of Embarkation. The unlabeled map (even missing one room) is given to adventurers. Why is that, one wonders? Only you, the Referee, has access to this version of the map. Thus, the secrets and deceptions begin.

HILLTOP

The top of the hill is smooth and even, as if landscaped by an expert hand. As seen on the diagram, the hilltop is occupied by a single tree, a boulder, and a tower with an attached domed building. There is little else to see besides picturesque clouds above.

CLOUDS ABOVE

Hanging low in the sky are a few small, fluffy clouds of white with odd tinges of green or turquoise.

These clouds are always present, created by Illthrix as a first line of offense. The Referee may roll a d6 at the start of each turn the characters spend outside on the hilltop. On a 5, one of the greenish clouds will drop to land among the PCs, with the effect of a *Cloudkill* spell. On a 6, part of one of the turquoise-tinged clouds will freeze solid and plunge to the ground, striking a random character with a to-hit chance equal to a 3 HD monster, dealing 2-16 damage. Standing beneath the tree reduces the chance of being hit with ice by 3. Clouds are generated by a hidden device on the tower rooftop.

THE TREE

One or two of this majestic oak's upper branches almost reach the lower window of the tower. Otherwise, it makes for a fine and shady spot.

Within 20', elves, gnomes, rangers, druids, and similarly nature-sensitive individuals have an automatic 4 in 6 chance to notice the tree is artificial, even without examination. Those taking an interest in the tree may realize it is a very realistic copy of an oak, leafy and green, regardless of season. Those who attempt to climb the tree will find the limbs rigged to catapult anyone weighing more than 80 pounds in total to the ground. From a lower limb, the damage is 1-6, and 2-12 from an upper limb.

THE TOWER

Standing about 30' high and 20' wide, the ground floor is of a different and darker stone than the rest. One window is visible from the front, but there is another window on the opposite side, near the top.

Anyone reaching the lower window will discover it is simply a façade of panels set against the stone. There is no window. The upper window is genuine and described in the **UPPER FLOOR** section of the adventure.

Front Door(s)

What looks to be an exceptionally wide wooden door is a pair of narrow painted doors, one to the left with a sun motif, and one to the right with a moon motif. Each door has a simple handle with a thumb latch.

The doors are not locked, but they are trapped. Depressing the thumb latch opens the door and, if chosen wrongly, activates the trap. To safely open the door, simply choose the left latch if it is daytime, and the right latch by night. Otherwise, the left door projects a sheet of flame in a 3' arc across the entire front area of the door. Anyone standing within that arc takes 5 points of damage, with no save, and flammable items or materials are ignited. The right door projects a sheet of frost in a similar arc that inflicts 5 points of damage to anyone there, with no save, freezing items or materials. Opening both doors at once activates both traps at once.

GROUND FLOOR

Unless stated otherwise, the walls, floors, and ceiling are smooth, medium-gray stone, sometimes with dark wood paneling. Ceilings are 8' high. Soft light from small torches, in wall sconces, with sculptured crystal (flames) that shed no heat. Torches do not function apart from their sconce. The air is cool and dry, with a trace of dust. The rooms and furnishings are kept neat and clean. Doors close slowly after opening. Some may open automatically for tower residents or constructs...or, at the whim of the Referee.

At any point during the exploration of this floor, the Referee may roll on the Random Occurrence Table, found on the next page.

D6 Roll	Occurrence	Special
1	Curtain hanging on bare wall.	Nothing there.
2	Sound of scraping stone from another room.	Something moved.
3	Knack — or roll again.	See above.
4	Chair or table comes running by at 12".	HD 2 DAM 1-6
5	Doorknob noted in bare wood paneling.	No door.
6	Hand of Illthrix (disembodied)	Invisibility.

Foyer (Mirror Portals)

Inside the front doors is a 5' enclosed foyer, with wall mirrors to the left and right (in which you cast no reflection), and a plain rectangular rug covering the floor. The opposite wall is paneled in dark wood and has an open doorway.

Those entering the foyer feel a mild loss of equilibrium (-1 to all die rolls) while the front door is open. Until the front door is closed, the foyer is part of a dimensional circuit, causing those that leave through the inside doorway to reappear in the foyer as if they had entered through the front door. Looking through the inside doorway reveals a view of the foyer (and the viewer) from the front door. When both front doors are closed, the dimensional circuit is also closed and the effect ends. The mirrors then reflect the room's occupants as normal.

While a front door is open, the mirrors reflect only the room, not those within. During this time, a mirror acts as a dedicated portal to the other mirror. Putting an object (or creature) through one will cause it to emerge from the other. When the front doors are closed, the mirrors are normal. With the proper commands, the mirrors can be used as portals or scrying devices to other areas of the House. If removed from the wall, a mirror becomes an ordinary nonmagical item.

Inside

Beyond the foyer is a space with a bare stone floor. Another open doorway stands ahead, revealing an ascending spiral stairway. Open doorways to the left and right lead to pie-piece-shaped rooms. Each of the two rooms has a wooden door in the middle of their inner wall. The spiral stairway is not lit and little can be seen above the bottom-most steps.

Stairway

These bare stone steps spiral up to the next floor. They are well-worn, but do not look to be slick or treacherous. The air is damper in this shaft, and there is the distinct odor of mildew.

The dampness and odor serve as clues to the presence of gray ooze covering the underside of the upper curve of the stairway. Unless PCs provide a source of light, or can see in the dark, the ooze will go unnoticed until it drops onto someone climbing the stairs. Especially true since some other parts of the stone surface are equally damp, but just with moisture.

Gray Ooze: AC 8, HD 3, HP 15, MV 1", # AT 1, DAM 2-16.

In the wall, at roughly eye-level as one enters the stairwell, there is a keyhole. It will most likely go unnoticed unless looked for. If the Referee chooses, it is not present at all. The key from the **Bedroom** fits this keyhole, as well as the one in the **Shop**. If the Referee does not intend the PCs to descend into the dungeon beneath the House, then there need not be a keyhole here. Otherwise, if the key is brought to this location, both it and the keyhole will shed a soft, matching glow. If the key is inserted and turned, the floor will drop in measured segments to reveal a stairway down.

The adventure should then be continued in *Module I02: The Dungeon of Illthrix*.

Left (Study)

A quarter-circle of a room, about 10' across, this has the look of a study. A closed, green door can be seen in the middle of the wall to the right as you look in. Furnishings tucked into the inside corner include a padded armchair (fancifully formed to resemble a crouching beetle) with a small table at one hand, and an unlit (gas) torchiere floor lamp at the other. Behind the chair hangs a corner shelf loaded with books.

The shelf holds general interest reference books, except for one saucy little novel about a brilliant, lonely alchemist that creates a beautiful lab assistant, which falls in love with him. Their romantic exploits are inventive and erotic.

Option: Should the Referee desire, the chair may animate as a giant beetle (AC 3, HD 4, HP 20, MV 6", # AT 1, DAM 3-12) that cannot fly and has the traits of a construct, not an insect. Otherwise, the chair is extremely comfortable.

Right (Bar & Gaming)

A quarter-circle of a room, about 10' across, this has the look of a lounge. A closed, blue door can be seen in the middle of the wall to the left as you look in. A wooden bar (the kind you drink at) with four padded stools curves along the outer wall, stocked with bottles of many sizes and shapes. A crystal punch bowl on the bar glimmers softly from inside. Two chairs flank a table inset with a marble chessboard, with no chess pieces in sight. Unlit crystalline torches sit in wall sconces.

The bowl holds a slumbering will-o-wisp, sleeping off a drinking binge (the bowl was once full). In the Avremier setting, an unlit will-o-wisp resembles a single (8") fluff of silvery dandelion. Few would recognize it in this state. In its somnolent condition, the will-o-wisp is unlikely to be roused except by physical contact, startling it awake to flare brightly and dart into the air. It is groggy the first round and 65% likely to crash into wall, ceiling, or furniture. It has no inclination to fight and tries to leave as soon as possible.

The bottles contain wines and liquors of all kinds, and a few smaller ones even hold a couple doses of potion (determined by the Referee).

Will O' Wisp: AC -8, HD 9, HP 33, MV18". #AT special, DAM special.

Through the Green Door (Shop)

This paneled door is solid wood with a pewter handle and thumb latch. Depressing the latch once produces a *click*, then a *clack*. The door may now be opened.

At this point, a trap is set. Depressing the latch again will deactivate the trap. If the door is opened while the trap is set, a blade will spring out from a slit behind the handle to cut the fingers/hand. If the trap was not detected, the character opening the door takes 1-4 damage that causes a -1 (5%) penalty (until healed) to all rolls made requiring grip or manual dexterity — such as attack and damage, climbing, open locks, remove traps, pick pockets, etc.

Option: The Referee may choose to roll a d20 for the blade trap. On a 19 or 20, the blade severs d4-1 fingers in addition to the damage roll.

This is a workshop, with tools and a small workbench. Strange pieces of metal, crystal, ceramic, and other less-identifiable materials lie strewn across the work surface. On a wall hook, there hangs a bizarre outfit.

The shop smells of oils and charred metal. The clutter on the workbench is comprised of disassembled mechanisms, such as communications devices and sensor-based analyzers. They are all rendered into their component parts, a bewildering array of little pieces with no obvious purpose. Even if they could be reassembled, there are no ready power supplies. The available tools are mostly those used for work with electronics — including tiny screwdrivers, wrenches, and clamps, as well as a soldering iron operated by a little hand-cranked generator.

The bizarre outfit is a loose-fitting amalgam of giant insect (wasp) carapace, thin leather, and ceramic. Essentially a jumpsuit with boots, gloves, and hood, that covers the entire body. The hood is fitted with a translucent faceplate of clear ceramic. A tag over the left breast reads, **MONUEN**. This is the given first name of Illthrix himself, and this is his old work suit from his days as a technician (teshan) within Aresh Sanct (details of which will be found in future supplements). In a pocket on the right breast is a small whistle with a softly glowing blue dot in the center. When properly assembled and fitted, the suit grants the wearer immunity to ordinary fire, cold, acid, and electricity. Also, half damage from magical versions of the listed effects. The wearer is unaffected by attacks based upon sound (such as a harpy's song), sight (like gazing upon a gorgon), or breathing (poison gasses or stench effects). The suit is AC 6 with an encumbrance of 300. The wearer cannot move at a rate faster than 6". Dexterity bonuses do not apply while wearing the suit.

In the center of the curved wall is an access panel with a palm-scan pad and a keyhole — similar to a secret door, opened only with a genetic code or key. The key is typically kept upstairs (see **Bedroom**), but the Referee can have it found anywhere that suits the adventure. Even with the panel open, PCs are left staring at a blank wall beyond, with a softly glowing blue dot in the center. The whistle from the teshan suit pocket must be blown through the open panel to activate the hidden rotation mechanisms that access the entrance to the dome. The blue glows then both wink out at once.

Through the Blue Door (Kitchen)

This paneled door is solid wood with a pewter handle and thumb latch. Both the handle and the door show notable wear. The thumb latch appears broken and is stuck in the down position.

The malfunctioning latch allows the blue door to be pushed open. If the door is opened without first detecting a trap, two loose screws fall from the hardware and clatter to the floor. For a moment, the screws spin rapidly in place, then launch

up through the air toward the nearest figure in metal armor — or the nearest two, if applicable. Each screw strikes unerringly for 1-3 damage, punching through non-magical armor. If the target fails to save vs. spells, each screw punches its way out the back for another 1-3 damage. If there is no one in metal armor in clear line of sight, the screws will spin slowly to a stop, their magical magnetism expended.

The room beyond the door is a little wider than the one before and resembles a kitchen. Atop the stove, a kettle bubbles and steams merrily, likely to whistle at any moment. A metal door is set into the left wall.

Upon inspection, it's apparent that the space is a laboratory set up much like a kitchen. While the room contains many of the usual accoutrements, such as an oven and an icebox, there is neither food nor the means to prepare meals. The range of chemicals, fluids, powders, and other ingredients can be used to prepare a variety of potions and elixirs — or tea. Sadly, most have become tainted or spoiled.

Though the kettle is boiling, the stove is not lit. A boiling kettle atop a cold stove should hint at the presence of the kettle golem.

Kettle Golem: AC 5, MV 9", HD 2, HP 14, #ATT 1, DMG 1-2.
See **NEW MONSTERS** section for details.

The golem specializes in brewing tea and potions. Illthrix subsists entirely on potions, but does enjoy a good cup of tea. If the kettle is persuaded to prepare a potion, the process will take an entire day, and there is a 75% chance of the result being harmful or deadly due to unsuitable ingredients.

Unspoiled chemicals and other materials can be used to create up to two each of Potions of Healing, Heroism, and Liquid Lunch (**NEW ITEMS**, pg. 29). If gathered and sold to an alchemist or magic-user, the usable materials and equipment can fetch a total of 4200 gp. Still, they will be difficult to transport.

Beyond the Metal Door (Cold Room)

The door has a simple handle that must be turned counter-clockwise to unlatch. It is not trapped. The narrow space beyond is a cold room (like a refrigerator, not a freezer), frost-coated and misty. As Illthrix does not eat, there is no real food stored here. The room is used to keep materials and specimens. There is also the half-frozen body of a former adventurer, tucked

under a shelf. The corpse has a dagger-sized stab wound in the lower back. It wears the telltale garb of an adventuring thief and is equipped in any manner the Referee chooses. Leaning against a box of dead mice is a *Wand of Cold*.

MIDDLE FLOOR

The walls, floor, and ceiling of this floor are of a polished gray stone that is lighter than the ground level. Ceilings are 8' high and mosaicked with 6" tiles of dull black. Soft light shines from between the tiles to dimly illuminate the area below. The air is cool and dry, often with trace chemical odors. It is very quiet.

Sound is somehow dampened and travels only half as far as usual. Hear noise checks are at -2.

Landing (Water Trap)

The stairs open onto an enclosed landing, just large enough to accommodate one person without crowding. The door, which was just barely ajar, shuts with a soft *click*.

The door opens outward to a relentless torrent of water flooding into the tiny space. In the stairwell, two sections of stone slide into place — above and below. Water fills the space in two rounds, the sheer force making it impossible to push the door shut again.

The water (and sliding stone sections) is an illusion created by an advanced, programmed form of *Phantasmal Forces* that continues even when contacted.

Option: The Referee may have those who “drown” within the illusion actually die, or only fall unconscious.

Ruined Lab

The room beyond the door was once a workspace of some kind, but is now little more than scattered wreckage. Though the torrent of water was an illusion, the room looks to have been genuinely flooded at one point.

Three homunculi are scavenging for blood or other sustaining fluids. They resemble normal specimens, except for an unpleasant ochre hue to their smooth, slick skin. These creatures were created by Illthrix, but have no binding to him.

They cannot, however, leave the tower. The creatures are starved for blood and will do whatever they can to get it.

Homunculus (3): AC 7, MV 6"/18", HD 2, HP 10, 11, 12 #ATT 1 bite, DMG 1-3 + sleep venom.

A thorough search through the wreckage will turn up some bits of treasure: 77 st, 62 sh, two matching blue pearls worth 350 gp each, two matching dark blue sapphires of pear (drop) cut — actually formed of a solidified acid that dissolves in contact with skin for 2-5 damage, *Silver Dagger +1*, *Wand of Illusion* (19 charges), and *Schamrin's Sensational Spyglass* (**NEW ITEMS**, pg. 29).

Option: Any of the homunculi could explode in a 5' radius when slain. 2-8 damage, or half on a successful save vs. spells.

Option: One intact chair or bench can jump up and make a run for the door. If it fails to reach the exit, the piece simply falls to the floor, no longer animate. If it runs into someone, they take 1-3 damage from the impact.

Option: Upon either of the straight walls of the room, to the left and right of the door, the Referee may place a secret door, or an open doorway that appears when no one is looking.

Left Closet (Wardrobe)

The newly-discovered doorway opens onto a small, wedge-shaped closet. The space is dominated by a tall wardrobe of plain, but sturdy, construction.

The wardrobe is actually a large mimic, hibernating in this dark and quiet space. It will take 1-4 rounds for the creature to fully rouse itself, at which point it will attack. See **NEW MONSTERS** section for details.

The mimic immediately spews forth everything that has been placed inside its drawers and compartments in a spray of coins, jewelry, and stones. Those within 10' must save vs. dragon breath or take 2d6+1 damage from the barrage of tiny missiles.

Mimic: AC 7, MV 3", HD 7, HP 30, #ATT 1, DMG 3-12.

The total treasure barrage from the mimic includes 212 bc, 188 bm, 164 sd, 159 st, 201 sh, 187 gc, a 500 gp ruby, a 200 gp topaz, a silver chain with small diamonds worth 1200 gp, a Ring of Guillaine (**NEW ITEMS**, pg. 29), a *Necklace of Missiles*, and an *Ebony Fly*.

Right Closet (Water Closet)

This small space contains an industrial-type sink with a faucet and running water. The stained sink is dry and empty. Dirty hand towels hang on a nearby wall rack, A mop leans against the wall. There is no bucket.

Turning the faucet releases an enraged water weird that immediately surges to strike. The elemental is tainted with a mixture of chemicals, which has driven it mad. Any contact with the weird can transfer an alchemical rotting effect (as from a mummy), unless a save vs. poison is made.

Water Weird: AC 4, MV 12", HD 3 + 3, HP 20, #ATT 0, DMG drowning + rotting effect. See **NEW MONSTERS** section for details.

TOP FLOOR

Window

At the end of the hall, there is a narrow window with leaded glass. The window is set firmly into the frame with no means of opening. The glass is rippled and murky, difficult to see through.

The window is about 5' high and half as wide. It overlooks the dome. The glass is thick, but otherwise ordinary.

Working Lab

At the end of the hall, the left-hand door stands a little bit ajar. Through the gap can be seen a cluttered workspace of stone-topped tables and complex shapes of glass and metal.

An anatomical skeleton on a rack has been positioned to fall over if the door is opened further, probably crashing (harmlessly) into whomever is at the threshold. The skeleton is a robe-less crypt thing, but will do nothing to reveal its true nature unless threatened with considerable harm (more than half its total hit points). It will, however, quietly employ its teleportation ability upon those who threaten or annoy it.

Crypt Thing: AC 3, MV 12", HD 6, HP 37, #ATT 1, DMG 1-8 (claws). See **NEW MONSTERS** section for details.

The laboratory is devoted to the creation and perfection of artificial life. The alchemical equipment is mostly of Illthrix's own design and manufacture. Even a trained alchemist would have difficulty identifying many of the items, or their uses. The chemicals and reagents alone could easily fetch 25,000 gp to the right buyer.

Some of the pieces are on a low simmer or slow drip. Disturbing these processes could cause one of the following reactions — chosen or rolled randomly. Anyone in the room is affected.

D8 Alchemical reaction

roll

1	Poison gas fills room. Save vs. poison or die.
2	Flash fire. Save vs. dragon breath or 4d6 damage.
3	Strobe flare. Save vs. paralyzation or blinded for 2-12 turns.
4	Flash bang. Save vs. paralyzation or deafened for 2-12 turns.
5	Glass burst. 30% chance of hit by shrapnel for 2-16 damage.
6	Change wave. Save vs. polymorph or become a mimic for 6 turns.
7	Electrical arc. Save vs. wand or take 2-12 damage.
8	Colored lights. Pretty, but harmless. No effect.

Option: The crypt thing sometimes teleports a single individual among the alchemical equipment, prompting an immediate random reaction roll.

Option: If a great deal of apparatus becomes disturbed or damaged, an effervescent jelly rises from the wreckage to attack.

Effervescent Jelly: AC 5, MV 6"/9", HD 3+3, HP 25, #ATT up to 6, DMG 2-8 (acid). See **NEW MONSTERS** section for details.

Supplies Alcove

Through an open doorway, the first visible object is a floor mirror in a wooden stand. The mirror looks to have been reassembled from broken shards, and badly.

Anyone viewing their fragmented and distorted reflection in the mirror must save vs. spells or have worn or carried non-magical objects of 100 gp weight or less, made of a hard material such as glass, ceramic, crystal, or even metal, fracture into little pieces. After 2-5 such events, the mirror itself will fall to pieces.

The rest of this small room is occupied by shelves and boxes of reference books, alchemical glassware, and writing materials. In one box is a wooden case that holds six unlabeled flasks — like those for potions. One is *Healing Oil* and another is a *Sound Body* potion (**NEW ITEMS**, pg. 29). The other flasks contain potions of *Healing*, *Heroism*, and *Speed*. The sixth flask is empty. Lying somewhere on the floor is what looks to be a unicorn horn, with a pearly, dark-gray finish. This is from a reverie unicorn, or malicorn (**DHAVON** supplement, pg. 44). The horn will absorb poison on contact and pass it on through inflicting damage — such as by stabbing. It can hold one dose of poison at a time. The holder can also see in any form of darkness, and receives a +3 bonus to saves vs. any fear effect.

Upon examination, it is apparent from the vacant spaces and containers in the room that many of the supplies are missing. What remains could fetch up to 3200 gp in total.

Bath

This sumptuous bathroom spares no amenity and the luxurious atmosphere is marred only by the dismembered corpse lying in the claw-footed tub. No blood can be seen, only a great quantity of dried, sticky fluid colored a pale gold. The corpse is that of a beautiful human woman with perfect proportions and features. She is nude, but lacking in certain recognizable anatomical details, in much the same way as a child's doll.

The corpse is hacked to pieces with a large, sharp blade. It is a sophisticated type of homunculus that is largely indistinguishable from a human being. The golden ichor serves as the thing's blood. If removed from this floor of the tower, any remains will dissolve into practically nothing within moments.

Option: The Hand of Illthrix (if still functioning and at large) could be lurking in the tub, waiting to strike. The presence of three disembodied hands would be a hint to players, if the Hand is visible.

Option: Bathtub (which is a construct) animates and attacks with its clawed feet. The presence of the dismembered corpse during the attack, with pieces jerking about and possibly falling out, may be disconcerting to some.

Bathtub: AC 2, MV 9", HD 5, HP 24, #ATT 2 claws, DMG 1-10.

Bedroom

A simple pewter plate on the door reads, **FORT ILLTHRIX**, in neat, engraved capitals.

The door is neither locked nor trapped. The spacious bedroom beyond is dominated by a large, canopy bed, bare of linens, blankets, or pillows. All of them are draped and piled in the area of a padded chair and couch, pushed together to form what can only be described as a “blanket fort.”

Atop one of the larger cushions, a fanged human skull rests upon its side. Each eye socket is stuffed with a large, green gemstone.

The skull is the head of a necrophidius, the rest of which lies coiled inside the cushion. The construct is dormant unless touched or otherwise disturbed, at which point it will spring to attack. The gem in the left eye socket is a 2000 gp emerald. The gem in the right eye socket is cut glass and enchanted as an odd sort of Luckstone (+3 or +15% to the user's next three die rolls) when broken. Obviously, this item functions only once. The broken pieces are not magical or valuable in any way.

Inside the skull is the key to the access panel in the ground floor workshop. When commanded, the necrophidius opens its mouth to present the key for taking. Otherwise, it must be retrieved from within the skull.

Necrophidius: AC 2, MV 9", HD 2, HP 10, #ATT 1, DMG 1-8 + paralysis.
See **NEW MONSTERS** section for details.

ROOFTOP

There is no access to the tower roof. A water tank heated by alchemical science is the only notable feature. The cloud-generating machinery is hidden, requiring a search to discover, and a remove traps attempt to disable. A failed attempt engulfs the roof with *Cloudkill* gas, with which there is no save for any creature on the rooftop.

THE DOME

This building is attached to the tower and accessed by a mechanism that rotates the entire structure to align two hidden doorways. The building is constructed of pale green stone and all ceilings are at least 10' high. Each room is lit by small light globes hovering near the ceiling. They do not function outside of the dome. Square windows encircling the lower curve of the dome also let in some light from outside. Every room, except the Gem Room, has a window high in the wall, near the curved ceiling.

The dome serves as a kind of museum or gallery for prized possessions and trophies. Also, for failed experiments/projects. Things needing further study. Most treasure is gathered from previous victims.

Doors

Note that neither map of the dome indicates any doors. These can appear at any point or time the Referee wishes. The dome has no stationary or permanent doors. None of these doors will be trapped, but each one will be labeled with a room name, and possibly a warning — as given in the heading of each room description. Yes — read the listed room names aloud.

ENTRANCE HALL (DO NOT ENTER)

Beyond the hidden door is this other door, clearly and uninvitingly labeled.

The door has a simple knob. It is neither locked nor trapped.

SCULPTURE GARDEN (a bad place to be)

From the subjects and positions of the dozen-or-so stone statues in this room, it is fairly obvious they were not fashioned with tools as art.

Each statue is a former adventurer, petrified by one means or another. The cracks and other superficial damage to every piece almost assure the death of every one, should they somehow be restored to flesh. Some are defaced by graffiti, while one or two will be defaced by the actual removal of the statue's features. One statue wears an obviously unpetrified Scarab Armor Boss (**NEW ITEMS**, pg. 29). It is up to the Referee to decide if any stone figures are recognizable to the PCs. On white marble pedestals can be seen pale busts of each player character. Each one exactly resembles the subject and looks new.

EQUESTRIAN MONUMENT (and WASP NEST)

While the massive equestrian statue that dominates one end of the room commands your immediate attention, an ominous droning buzz from the opposite end of this large chamber draws your gaze to an imposing sight. The entire half of the room is filled with a huge wasp nest.

The armored figure of the statue is missing one arm that was formerly raised aloft, brandishing a sword, now nowhere in sight. Bits and splinters of dark wood on the floor have come from a large picture frame. Then, there is the nest.

Occupying half the room, from floor to ceiling (about 15'x15'x10'), this pale structure is made from wood pulp and other materials. No wasps will be visible for 1-4 rounds, unless drawn by a major disturbance. Within the nest are about fifty wasps, from 6" to 1' in length. They are not aggressive unless threatened, or the nest is approached within 5'. If the wasps attack, it will be in groups of 4-7 (d4+3) per intruder for 2-7 (d6+1) hits per attack. Each hit inflicts 1-4 damage + sleeping poison. Save vs. poison for each hit or fall asleep for one hour. See **NEW MONSTERS** section for details.

HALL OF THE HUT (and SITTING ROOM)

This chamber contains only one thing: a small, round hut, thatched with black reeds and black feathers, standing about 12' high on a pair of giant, crow legs. Even from where you stand and stare, the entire thing has a lifeless and empty feel to it. No part of it has yet moved.

Yes, this item is similar to Baba Yaga's Hut, only it has crow features and is no more than an empty husk — with no magic or animating force left within. An awning above the door has the look of the tip of a crow's beak. Upon the door hangs a holy symbol consecrated to the Crow Woman. Inside the hut is a single room with a plain wooden rocking chair. Anyone sitting in the chair and rocking even once is put in touch with the Crow Woman, as if by *Commune* spell. This will occur but one time only.

HALL OF THE SPHINX (go ahead – ask it a riddle)

This chamber contains only one thing: a huge stone sphinx crouched upon a raised dais. The sphinx is about 10' long and has the head of a beautiful woman with closed eyes. A small plaque between her forepaws reads, **CALL ME SIANA**.

Unless the sphinx is addressed as Siana, nothing occurs. If addressed thusly, the eyes of the sphinx open and the mouth intones, "Ask." The first PC that uttered the name is bound to the sphinx in a form of *Commune* spell. The PC may ask the sphinx a question — and the head of the sphinx becomes flesh-and-blood, while the PC is cannot move his feet from where he stands. If the question is asked, and the sphinx answers accurately, the PC will slowly turn to stone from the feet-up, while the sphinx is restored to flesh from the head-down. This takes four rounds.

The Referee should answer the question put to the sphinx as accurately as possible, as with a *Commune* spell. Once the sphinx has been restored, she will *Teleport* away as soon as possible.

Siana is a cynosphinx — a powerful and evolved form of gynosphinx (the female of the species), with doglike features replacing the usual leonine traits. Full stats and details for the cynosphinx are not given here, as Siana will not willingly enter into combat. If the Referee wishes to allow the PCs to engage, the stats for a bronze dragon can be used.

JUNK ROOM (a final resting place)

Piles and piles of discarded refuse and broken stuff. A quick look around reveals such treasures as a lone carousel hippo, smashed harpsichord, and a lopsided, fissure-ridden statue. From the relative lack of stink, it can be assumed none of the trash is rotting or otherwise decayed.

This room is exactly as advertised — a place for that which is unwanted. The hippo is still on its pole from the carousel, with peeling paint and one missing ear. The harpsichord, upon closer inspection, has been bitten almost in half. The statue...well...that's a shard golem.

Shard Golem: AC 3, MV 24", HD 12, HP 77, #ATT 1, DMG 3-18 or 6-48. See **NEW MONSTERS** section for details.

The golem slouches near the center of the room, occasionally shifting as if the loose pieces of stone are settling. A piece might even fall to the floor. Eventually, it will attack. Difficult to say when.

Examples of rubbish include broken crockery, furniture, and glassware. Also, non-magical armor, weapons, and typical adventuring equipment. Old books. An owlbearskin rug with scorch marks and charred holes. 2-5 scrolls, determined by the Referee. A fractured wand (chosen by the Referee) that functions properly for each attempted use on a 3 in 6. On a 4, the wand fizzles up the appropriate number of charges without effect. On a 5, the wand goes off in a random direction (determined by a d12 in clock-face fashion). On a 6, the wand affects the wielder. Dressmaker's dummy made partially from carven ivory (750 gp).

CELESTIAL ROOM (where worlds collide)

Darkness fills the room, mitigated by soft glows from objects suspended above. Smaller globes, hanging from woven metal cables, encircle a large central lamp. One globe lies on the floor, broken in two.

No light except those already provided will function in this room. Illumination is provided by a model of the sun, and some stars. The sun is represented by a globe

of alchemical glass, strong as steel, containing a seated man of impossible perfection, winged, and cradling a golden egg just about to hatch. The broken globe is that representing the world of Avremier itself, fallen from its former position. Coiled inside one half of the globe is a giant black snake that will attack those who disturb its rest. Hanging near the broken cable that (apparently) held the Avremier globe is an ugly sphere of streaked gray-and-black, partially covered with spongy white material. As for the rest of the spheres, if **ELDRITCH AVREMIER** is used, the Referee can describe the other worlds in the system.

SPECIMEN ROOM (things which are dead)

The odor of chemicals and preservatives greets you at the open door — as well as the open and jagged beak of an enormous bird!

This stuffed terror bird (axebeak) specimen has been positioned to greet anyone entering the room. Illthrix finds it amusing. Pushing the 7' bird (phorusrhacidae) aside requires only a small amount of effort. Killing it again may require even less effort.

This space is occupied by a pair of heavy, stone-topped tables. Damaged and neglected instruments lie scattered among stains and discolorations atop the work surfaces. One wall is dominated by three cabinet doors.

The instruments are mostly those employed in meticulous dissection. None are in proper working condition. A half-dozen lenses and loupes are also present, jumbled among some jars of preservative fluid. There are three cabinets on the west wall. From left-to-right, the cabinets are labelled **ANIMAL**, **VEGETABLE**, **MINERAL**. Each cabinet contains wide, deep drawers containing neatly organized and well-preserved specimens of the appropriate type — mostly insects, birds, small rodents, snakes and lizards, amphibians, leaves, roots, seeds, flowers, mushrooms, stones, sand, soil, volcanic ash, and lava samples.

One animal drawer is labelled **CHIROPTERA**. Opening this drawer releases a small swarm of about twenty bats, covered in fungal spores that scatter through the air in a gritty violet cloud. The bats make it about 10' through the air before falling to the floor, en masse, never to move again. Dead the entire time, these specimens are infested with a bizarre fungus that caused them to burst across the room from confinement, trailing the fungal spores along the way. Everyone in the room must save vs. poison or be infected themselves.

Option: The Referee has two choices regarding the infection. The spores can simply cause a dangerous respiratory infection, similar to tuberculosis, giving up to an 80% chance of fatality if the victim does not rest and take care. Or, if the **Masks of the Violet Death** campaign arc is to be used, this could be one source of the violet death infection. See that (forthcoming) sourcebook for details.

For treasure, the Referee may include specimens of valuable metal ore, or rough gemstone. Other possibilities include rare antivenins, a variety of large pearls of various sizes and hues (10-800 gp each), curative pastilles or elixirs, valuable pieces of amber (20-500 gp each), and alchemical powders that replicate the magical varieties of “dust.”

TROPHY ROOM

Nothing but cases and pedestals, presumably displaying the spoils of Illthrix’s villainous pursuits. There are various weapons, pieces of armor, and other items common to professional adventurers. At least one display case contains a number of identical objects that look like awards.

The Trophy Room freely offers nearly any item the Referee wishes, all on display. Many items are attributed to their final owners, at the Referee’s discretion — mostly to fallen adventurers. Also, there will be a number of cursed items mixed in with the rest. Illthrix makes nothing as easy as that.

Option: Any single weapon could animate and attack for three rounds as a *Dancing Sword*, as wielded by a fighter at least equal to the PC’s level. The Referee may decide if the weapon retains any magic after it is depleted.

One display case contains more than a dozen identical golden cup trophies (of no real value). Each cup is engraved with **Outstanding Adventurer/Hero Slayer**, and **Illthrix** on a small plate at the base. Each cup is also engraved with a different consecutive year. Lined up in front of the trophies are about 30-40 adventuring crest badges from all organizations and many groups. See the **DHAVON Supplement**, pg. 19, for mention of chartered adventuring crests. Returning these badges to their respective guild houses would be an opportunity for earned renown.

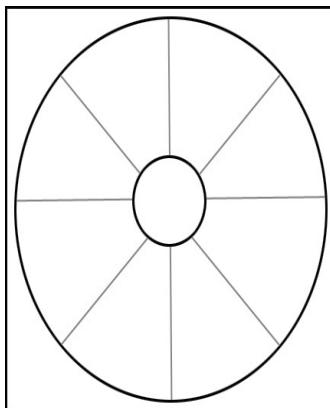
GEM ROOM (and DEATH FROM ABOVE)

Brilliant white light streams in momentarily from the skylight above, almost dazzling your eyes. A pedestal stands atop a raised dais of three stone steps. Suspended about a foot above the pedestal is a large, amber gem, floating in place.

The major power source for the House is the Noontide Star, an ancient and dangerous solar converter that Illthrix has mostly under control. Of all the items that could be damaged or stolen, this is probably the one Illthrix values the most. Standing within 5' of the pedestal triggers the skylight above, where a powerful magical lens focuses light into a terrible beam of energy — refracting from the gem to send searing rays randomly throughout the circular room. If there is no sun, the artificial cloud(s) above will flash with a powerful strobe effect (or lightning) to activate the dome's sky-lens.

The beams are more than just heat, so resistance to fire (for example) is ineffective. Each round, the Referee rolls d10 with the following results.

D10	Result
1	Nothing happens
2	1 beam for 4-40 dmg
3	2 beams for 3-30 dmg each
4	3 beams for 2-20 dmg each
5	4 beams for 1-10 dmg each
6	4 beams for 1-10 dmg each
7	3 beams for 2-20 dmg each
8	2 beams for 3-30 dmg each
9	1 beam for 4-40 damage
10	Nothing happens



For each beam, roll a d8 and refer to the diagram above-right. Choose one of eight segments as 1. Then, going clockwise, each neighboring segment is 2, 3, 4, and so on. Only one beam will enter a segment at a time. If the same segment is indicated twice, then roll again. A beam strikes as a 5 hit dice monster (hitting AC 2 on a 12 or better). There is no saving throw to avoid or halve the damage.

Removing the gem from the pedestal simply requires a hit against AC 6, or to grasp it. If the gem has fired a beam within the past round, it will be searing hot to the touch — inflicting half the damage of the last beam fired to the character that grabs it. The gem cools down at the end of the round.

THIS ENDS THE INVESTIGATION OF THE HOUSE OF ILLTHRIX

CLOSING NOTES FOR THE REFEREE

This adventure module is one part of the **Legacy of Illthrix** campaign for the Avremier setting. The House of Illthrix introduces some non-standard, science-fantasy elements of the campaign world, with more to be found in future modules and “behind the curtain” of forthcoming supplements. The “super-science” aspects of Avremier are kept largely to the background in an effort to preserve the swords-and-sorcery façade. Follow-up modules will detail the hidden sanctum beneath the House, as well as the nature and fate of Illthrix himself.

Along with testing and destroying pesky adventurers, the House of Illthrix serves as a means of gathering genetic material from heroic sources. The Referee can assume that devices and constructs the PCs come into contact with, or are injured by, will be collecting samples of skin, blood, and hair for use by Illthrix in the advancement of his cloning and immortality projects. Heroic adventurers are preferred because their genetic material is often “enhanced” by their experience levels. They are “better” and “more advanced” than ordinary mortals. This core trait of the Avremier setting will be addressed in future supplements.

This adventure is intended to be tailored to the needs of the Referee, and those of the players. The House can be deadly, or merely dangerous. It can be deceptive, but also revelatory. There are a good number of secrets to be found within, but not all of them may be suitable for the game being played. The Referee should decide what to include and what to customize.

The House of Illthrix links to other story arcs within the Avremier setting. The genetic and alchemical sciences involved are those that created and advanced the Armigerial Courts. Leaders of those Courts would be interested in materials and equipment from the tower. Also, where did the map(s) of the House come from? Why is one version edited? Is there a conspiracy among the adventuring guilds? Is the Ministry of Embarkation involved? The Noontide Star is a very dangerous piece of technology. Without regulatory equipment (such as that within the pedestal and Gem Room), the crystalline structure can absorb and transform sunlight (or the equivalent) in random and destructive fashion. See the **NEW ITEM** section at the end of the module for more details.

Illthrix can be defeated in one adventure, or he can be brought back again and again. He has lived for centuries, and predates the settlement of Dhavon. Illthrix has designs and goals that he pursues in secret, mostly involving genetic manipulation toward immortality. Toward that end, he gathers biological samples and raw materials from heroic adventurers, finding them to have the most useful stock. All of this will come into play during the course of the next adventure.

For ease of reference, standard Avremier coinage is listed below.

<u>Abbr.</u>	<u>Name of Coin</u>	<u>GP Value</u>
BC	Brass Common	1/100
BM	Brass Medallion	1/50
SD	Silver Disk	1/20
ST	Silver Tenth (or Tithe)	1/10
SH	Silver Half-Crown	1/2
GC (GP)	Gold Crown	1
GN	Gold Noble	2
GR	Gold Royal	5

NEW MONSTERS (Avremier-specific)

<i>Monster</i>	<i># App.</i>	<i>AC</i>	<i>Move "</i>	<i>Hit Dice</i>	<i>% Lair</i>	<i>Treasure</i>
Animated Ink	1	6	9	2	Nil	Nil
Effervescent Jelly	1	5	6/9	3+3	Nil	Nil
Golem, Kettle	1-2	5	9	3	Nil	Nil
Golem, Shard	1	3	24	12	Nil	Nil
Wasp, Pearl	2-24	3	3/18	3	30	Nil

<i>Monster</i>	<i># of Attacks</i>	<i>Damage/Att.</i>
Animated Ink	1	2-8
Effervescent Jelly	Up to 6	2-8
Golem, Kettle	1	1-2 or special
Golem, Shard	1	3-18 or 6-48
Wasp, Pearl	1	1-4 (+ poison)

ANIMATED INK: Oft-mistaken for an ooze, such as black pudding, this construct resembles wet, black ink, designed to form writing, illustrations, or similar shapes — typically on a page or scroll. When the page is handled, the ink flows quickly to the hand(s) of the reader to settle into the skin. The ink can seep through ordinary gloves in one round, or heavy gauntlets in two melee rounds. Once it reaches the skin, it tattoos itself to hand and forearm in a painful manner that deals 2-8 damage. Animated ink is enchanted to help or hinder its chosen host, and can be found as a trap or construct magic item. The result depends upon the Referee and the intended purpose of the monster in the encounter.

Beneficial effects of animated ink include increased strength, 1-4 additional spell caster slots, +1 enchantment to weapons wielded in the affected hand, +1 bonus to saves vs. a specific element attack type, and the ability to translate written languages. Detrimental effects include decreased dexterity, involuntary actions by the affected arm (as chosen by the Referee), numbness or paralysis of

the affected arm, penalties to spellcasting, and decreased range for thrown or missile weapon attacks.

Tattoo images formed by the animated ink will refer somehow to the effect granted. The ink can also change shape at any time, sometimes forming words to communicate. The creature has only a rudimentary intelligence, but understands questions and commands — though it only accepts orders from its creator. Any attack that can harm the ink will also harm its host. The ink is immune to fire, cold, and electricity. Mental effects are useless, but the ooze is vulnerable to Charm Monster, though it receives a +3 to save and gains a new saving throw every round until successful.

EFFERVESCENT JELLY: A mass of near-transparent gel that fizzes and bubbles with a tangy citrus aroma, reflecting and refracting a rainbow sheen of colors from available light. Can flow along walls, floors, and ceilings. May also become a congeries of bubbles, big and small, to drift through the air. Once the jelly coalesces, it requires a full round to effervesce into flight again. Upon contact, one or more larger bubbles burst to spatter a creature with acid for 2-7 damage each turn for a number of turns equal to the damage rolled. It is damaged by normal weapons and fire. Cold forces it into solid form, unable to fly for a number of turns equal to dice of damage.

GOLEM, KETTLE: A particularly fine kettle, as used to boil water. Tasked to prepare and serve hot beverages. A kettle golem can heat itself to boiling temperature, as well as other metal as a *Heat Metal* spell cast by a 3rd level druid. The golem can produce small legs and arms to move itself or manipulate small objects. If provoked, the kettle golem can project a stream of scalding liquid up to 20' with uncanny accuracy. This attack usually will not damage an armored target, but the golem is quick to apply *Heat Metal* in such cases. Affected by magical weapons, rusting, and by cold-based magic.

GOLEM, SHARD: A stone golem animated by an air elemental gone insane after a failed attempt to escape its prison. The body of the golem is made of shattered stone pieces, held together in an approximation of the original form. At rest, a stone statue riddled with cracks, fissures, and small holes. In motion, a shifting mass of shards, large and small, that scrape and clatter with a stony racket. In combat, the air elemental lashes out with jagged stone appendages, but has a 30% chance per round of flying into a berserk whirlwind (2" x 6" x 12") of flying shards. The whirlwind takes a full round to form and can be maintained for one round. The whirling shards inflict 6-48 damage to anyone within range, or half damage for those who save vs. dragon breath. A shard golem may be damaged by magical weapons, but takes only half damage from edged or piercing weapons.

WASP, PEARL: These insects range from 6" to 1' in length, with shimmering carapaces in hues of watery grays and whites. Normally, it is impossible to tell these are constructs instead of living creatures. Pearl wasps are meticulously coordinated and utterly without fear. Immune to mental and emotional effects, as well as extremes of heat or cold — including magical fire or ice. Unaffected by darkness or illusions of any kind. Can see invisible or out of phase creatures.

OLD MONSTERS (adapted to the 0e rule set)

Monster	# App.	A C	Mov e "	Hit Dice	% Lair	Treasure
Crypt Thing	1	3	12	6	100	A
Mimic	1	7	3	7	Nil	Nil
Necrophidius	1	2	9	2	10	Nil
Water Weird	1-3	4	12"	3 + 3	50	I

Monster	# of Attacks	Damage/Att.
Crypt Thing	1 claw	1-8
Mimic	1 pseudopod	3-12 (+ glue)
Necrophidius	1 bite	1-8 (+ paralysis)
Water Weird	0	drowning

CRYPT THING: A robed, hooded skeleton, unmoving unless provoked. Hit only by magic weapons. The creature is a construct. Can cast a kind of *Mass Teleport* once on an entire group. Each person failing to save vs. spell is *Teleported* to the nearest open space, according to the table below.

d% roll	Distance and direction
01-20	100—1000' north
21-40	100—1000' south
41-60	100—1000' east
61-80	100—1000' west
81-90	one dungeon level up
91-00	one dungeon level down

MIMIC: Amorphous shapechanger able to assume the likeness of wood or stone. Poses as an architectural feature or item of furniture to deceive prey. Attacks with a bludgeoning pseudopod, excreting an adhesive to hold victims fast.

NECROPHIDIUS: A construct appearing as a fanged human skull atop the skeleton of a giant snake. Totally silent and paralyzes by bite, unless a save vs. spell is made. Surprises on a 3 in 6, attempting to use *Hypnotism* on those witnessing its swaying dance and fail a save vs. spell.

WATER WEIRD: Cruel, evil elemental serpent (10') of water. Forms in two melee rounds to lash out as a 6 HD monster. Save vs. paralyzation or be dragged into the water to drown. Takes 1 hp of damage from edged/pointed weapons. Blunt weapons hit normally. Reducing the weird to 0 hp disrupts the creature, but it reforms in two melee rounds. Slowed by *Cold*. Half or no damage from *Fire*. Slain by *Purify Water*. May take over a water elemental with 11-20 on d20.

NEW ITEMS

Noontide Star: Faceted golden crystal, 3" high and 2" at its widest point. Warm to the touch, it collects solar radiance to convert into electricity. Requires specific mechanisms for operation. Every hour the loose gem is exposed to sunlight, it builds d10 energy units. Can hold 100 units before fracturing to release stored energy as a slow leak, or a sudden burst. A slow leak causes damage equal to the number of stored units to everyone within 5', reduced by 10 points of damage per round after, until depleted. A burst inflicts damage equal to twice the units stored to everyone in a 100' radius, destroying the gem in the process.

The items below are reprinted from Avremier supplements for convenience.

Armor Boss, Scarab: Small, elaborate construct designed as an attachment for a breastplate. May animate as a flightless metal beetle for attack (2-5 damage bite) or exploration (owner can see through the beetle's eyes up to 24" away). A rare few are built to repair armor and/or the wearer.

Potion, Liquid Lunch: One large sip of this potion equals one meal of food and drink. A flask contains three large sips. Flavors vary.

Potion, Sound Body: Removes all foreign organisms, entities, or enchantments from within the drinker's body. Poison, disease, parasites, possession, spell effects, etc. Does not affect the brain or purely mental magicks.

Ring of Guillaine: A mundane weapon held in the hand wearing this ring becomes magical as if +2. Unarmed strikes with the hand are affected the same way. Magical weapons are unaffected.

Schamrin's Sensational Spyglass: A very fine jeweler's loupe. When pressed against a solid surface, can view as a *Ring of X-Ray Vision*. Turning the inner ring magnifies the user's vision up to 100x at distances of more than 1'. Turning the outer ring magnifies the viewer's vision up to 100x at a distance of 1' or less. A third setting allows the user to see magical auras as if using *Detect Magic*.

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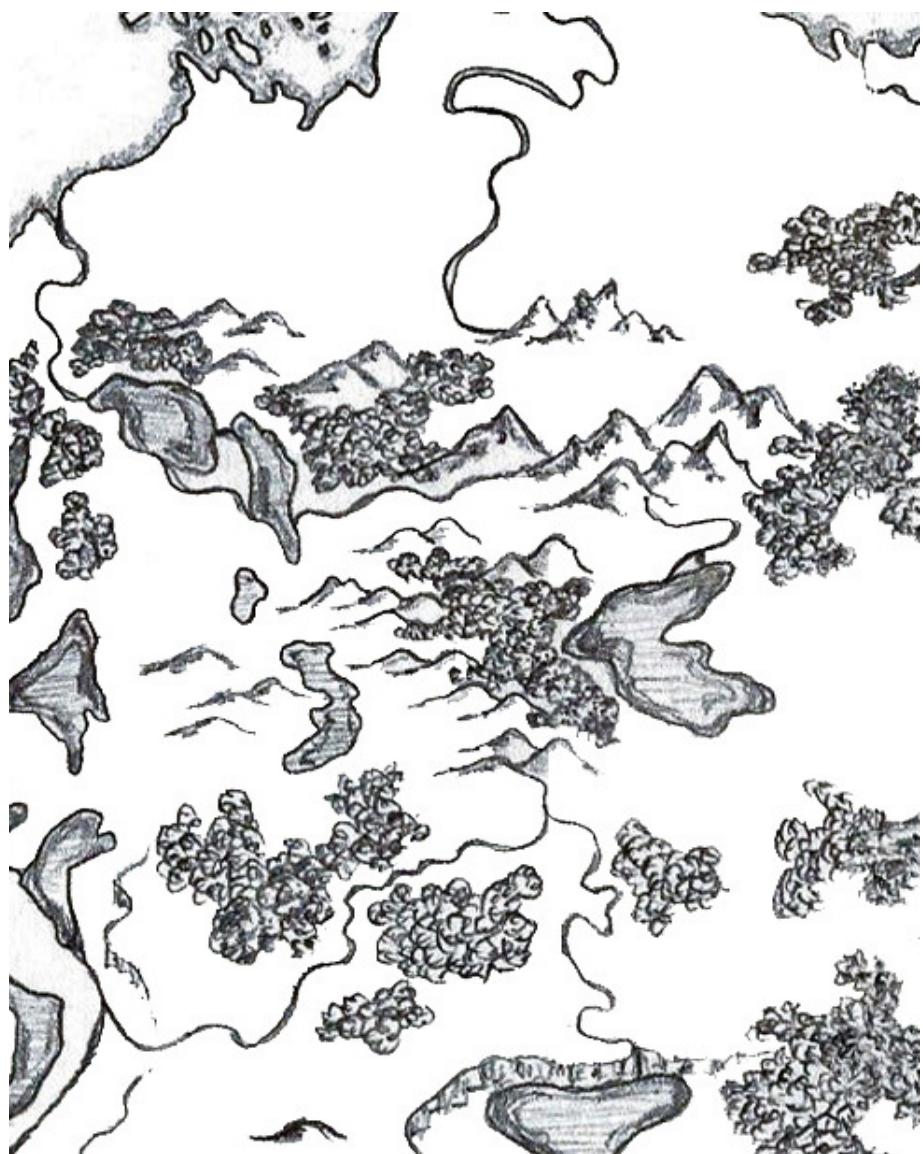
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Somewhere within these central hills lies the House of Illthrix.

Mad Illthrix — Killer Artifcer — Adventurer Slayer

Years after the death of the most infamous engineer and trap-builder of the age, clues have surfaced to pinpoint the site of Illthrix's hidden lair. His very House.

This is the first published adventure module for the Avremier setting.

These pages detail a modest structure, doubtless filled with diabolical traps and fabulous treasures — the trophies of an insane architect, gathered from his scores of victims in dungeons across the land.

If you hurry, you may be the first to trespass upon the House of Illthrix.

If you hurry, you may be the first to die while trespassing upon the House of Illthrix.

