



An Invitation to Dinner

By Joseph A. Mohr

AN INVITATION TO DINNER

AN OSRIC 1ST EDITION ADVENTURE

For 4-7 characters of 8th to 10th level

By Joseph A. Mohr

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CREDITS

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GAME MASTER

NOTES

An invitation to dinner is an adventure for four to seven characters of at least 8th level to about 10th level. This adventure is intended to be played while the characters are in a town or a city in your campaign world. In mine this adventure took place in the city of Barrowmar which is a major metropolis by the standards of most fantasy cities. It is a large scale city with a large crumbling city wall protecting it from the outside world. Inside these walls, however, the city is more dangerous than one might realize.

This particular adventure takes place within one residence in the city. It is a large manor house owned by a rich noble. This noble is having a dinner party and he sends an invitation to the players to attend it. He has heard of their reputations as adventurers and wishes to make their acquaintance. Obviously the players could end this adventure quite quickly just by refusing the invitation so that should be discouraged. Some possible reasons that the players might want to attend the dinner are:

1. The noble is a powerful local magic user who might be able to provide training or assistance in learning spells
2. Meeting powerful members of the local community might provide quest opportunities and other possible employment
3. Possible treasure from killing everyone in sight if things should come to that

The noble is known only as Lord Zamu. The manor house is generally referred to as Zamu Manor. This house has stood here since long before the city had walls or was even recognized as a city at all. Years of plague and misery have thinned the ranks of the city but this manor has stood the tests of time.

BACKGROUND

INFORMATION

FOR THE PLAYERS

While spending a pleasant evening drinking and brawling at a tavern in town a courier approaches you with a note. It seems as though a local noble by the name of Lord Zamu is extending an invitation to you and your companions to attend a dinner party at his manor house two days from now. He asks that you send an RSVP as soon as possible so that he may make appropriate preparations for your arrival. He promises you a very interesting time as well as the best in food and wine in the city. The courier waits for your response.

Lord Zamu is an enigma in the city. Everyone knows of him. Few actually know him personally. He is a rich and powerful noble. But he is also reputed to be somewhat of a recluse. It is known that he dabbles in the arts of magic. He is reputed to be a very powerful wizard. It is possible that one could learn a great deal from a wizard of his reputation.

RUMORS TABLE

1. Many bodies have disappeared recently from the local cemetery - True

2. Zamu is well known for botany experiments - True
3. Zamu is a good man - False
4. Zamu is an evil man - True
5. Zamu has been buying up body parts recently - True
6. Strange creatures have been seen flying up to the top of the manor - False
7. Zamu has been building a person in his manor - True
8. Many of the leaders around here are not what they appear to be - True
9. The manor's butler is a vampire - True
10. No one who visits the manor comes out alive - False

RANDOM ENCOUNTERS

OUTSIDE THE MANOR

Use whatever city random encounter tables you have prepared for the town or city that the adventurers are at in your campaign world.

INSIDE THE MANOR 1 in 6

(Roll every turn)

1. **Bernard the Butler**

Bernard is an elderly gentleman wearing a black coat and tie. He appears quite old and a little pale. He never smiles. He is extremely polite and seems quite loyal to his master Lord Zamu.

Vampire: AC 1; MV 12; HD 8+3' HP 41; # At 1; Dmg 5-10; SA energy drain (two levels); SA gaze is equal

to a charm spell (save at -2); SD +1 weapons or better to hit; SD immune to sleep, charm, hold, poison and paralysis; SD cold and electricity do one half damage; SD turns to gas if reduced to zero hp and returns to his coffin; SA Str of 18/76 (+2 to hit/+4 to damage); SA can shape change at will; AL CE.

He wears a **ring of the high priest (c)** (doubles second level cleric spells).

2. **Matilda the Maid**

Matilda is a lovely young woman with long blond hair. She seems rather tall but is quite becoming. However, her maids uniform hides her true form. Her bat wings tuck nicely into her uniform. She is a succubus. Her fanged teeth will only be noticeable if she smiles which she is careful not to do often.

Succubus: AC 0; MV 12"/18"; HD 6; HP 28; # At 2; Dmg 1-3/1-3; SA energy drain; SD +1 weapons or better to hit; SA darkness 5' radius at will; SA at will she can use the following powers: ethereal, charm person, esp, clairaudience, shape change (to any humanoid form), gate in a type iv demon (70% chance), gate in a type vi demon (25% chance) or gate in a demon lord or prince (5% chance) with a 40% chance of success; Magic Resistance 70%; AL CE.

She wears a key around her neck that goes to chest #1 in room 4.

3. **Servants**

The other servants of the household include the cooks and the waiters. The cooks stay in the kitchen area at all times so the only ones likely to be encountered elsewhere in the house are the waiters. These young men are dressed impeccably with black coats and ties. Each seems a little bit hairy but other than that they seem normal enough. There are two of these men and they are both were-wolves in human form.

Werewolf (2): AC5; MV 15"; HD 4+3; HP 25 and 23; # At 1; Dmg 2-8; SA surprise on 1-3; SD +1 weapons or better to hit or silver; AL CE.

4. Guests

The guests are wandering the house at various times. Sometimes they wander alone but the married couples will be together. Only one or two will be met at any time as a random encounter. They will not be immediately hostile unless the party has killed someone already within the household.

KEY TO ZAMU MANOR

When the players set off to the manor for dinner they will notice that a storm is brewing. Winds are kicking up and rain is beginning to fall. Thunder can be heard in the distance. As the players arrive at the house the storm will have intensified. Lightning is flashing overhead. A bolt of lightning strikes the lightning rod above the house as the players reach the front door.

The manor stands three stories tall. It is dark and forbidding. The house is made of wood and stone and wrecks of wealth and

power in a city that knows more about poverty and disease. Lights can be seen from every window of the house.

Stairs lead up about five feet to the front door of the manor. There are torches on each side of the two large wooden doors and both are lit. There is a small cobblestone walkway that leads to the stairs. There is a large brass knocker on each of the doors with the face of a devil or demon.

GROUND LEVEL

1. Stairs up/Front Door

If the knocker is used it will make an extremely loud sound that echos through the manor. The face of the knocker will animate and laugh and welcome the visitors to Zamu manor. The door will open in a few moments with the Butler Bernard answering the door. He will welcome the adventurers to the manor and offer to take their robes or armor. He will not be upset if they refuse this request.



Bernard

Vampire: AC 1; MV 12; HD 8+3' HP 41; # At 1; Dmg 5-10; SA energy drain (two levels); SA gaze is equal to a charm spell (save at -2); SD +1 weapons or better to hit; SD immune to sleep, charm, hold, poison and paralysis; SD cold and electricity do one half damage; SD turns to gas if reduced to zero hp and returns to his coffin; SA Str of 18/76 (+2 to hit/+4 to damage); SA can shape change at will; AL CE.

He wears a **ring of the high priest (c)**. (doubles second level cleric spells).

Bernard will act disinterested if the players decide to investigate things in the foyer or even if they try on robes or armor. He will not interfere if the players are attacked by the cloaker nor will he be upset if they destroy it.

2. **Foyer/Hallway**

The foyer and hallway lead to various rooms on this level of the manor. A large glass chandelier hangs from above and illuminates the hallway. Hooks on the walls here have coats, robes and even some armor hanging on it from other visitors to the house. Paintings on the walls of the hallway depict numerous members of the Zamu bloodline. A small table near the front door has a small pile of calling cards from other visitors.

Hooks

Hanging on the hooks here are two normal robes and one other that radiates magic. The normal robes are white and red

respectively. The third robe seems tattered and old but radiates magic if detected for. It is a **robe of eyes**. There is also a dark cloak hanging on a hook of it's own. It is actually not a cloak at all but is a **cloaker**.

Cloaker: AC 3/1; MV 1"; HD 6; HP 30; # At 2; Dmg 1-6/1-6; SA envelops it's victim where it can easily bite; SA bite does 1-4 damage + the victim's unadjusted AC; SA it will use it's two tails to attack the others in the area for 1-6 each strike; SD attacks on the cloaker do half damage to both the cloaker and the victim inside; SD Area of effect spells do full damage to cloaker and to the victim inside; AL CN.

There is also a suit of fine plate mail standing upright next to the hooks. It radiates powerful magical energy. It is a suit of **plate mail of the hopeless**.

Chandelier

The chandelier is made of various colored glass and gems. It seems to shine bright but the source of the power which makes it work is unknown. There is a switch in the wall here which seems to control the chandelier and how bright it is. The switch is a circular piece of stone which is imbedded in the wall and which can be turned right or left. If one switches the light until it clicks it will suddenly begin shining various colored rays from it's gems and glass.

This effect will be the same as a **prismatic spray**. The effects of these rays upon anyone within the hallway when this happens are as follows (roll randomly to see what ray hits a player):

1. Red inflicts 10 hit points

- | | | |
|----|--------|---|
| 2. | Orange | of damage
inflicts 20 hit points
of damage |
| 3. | Yellow | inflicts 40 hit points
of damage |
| 4. | Green | save versus poison or
die |
| 5. | Blue | save versus
petrification or turn to
stone |
| 6. | Indigo | save versus wand or
go insane |
| 7. | Violet | save versus magic or
be sent to another
plane |
| 8. | None | somehow the rays all
missed the player or
npc |

If Zamu has been killed or if the monster is destroyed then the butler and servants will be waiting in the foyer for the guests to depart. They will not be pleased that their master has been defeated, destroyed or humiliated. In any event they will ambush the party here and they may use this chandelier as part of that ambush.

Paintings

There are four paintings on the walls of the foyer. Each seems to represent a different descendant of the Zamu bloodline. The last of the picture depicts Amil Zamu the current master of the manor. Close inspection of these portraits will show that progressively each one seems to look more sinister than the last. Each seems to have crazy eyes.

If any of the players look behind the paintings they will find that one of the portraits has a scroll hidden behind it. See Player Handout A.

Calling cards

If the players look at the cards of the other callers they will see the following guests have arrived so far for the dinner:

Antoine Barava, a local wine merchant.

Father Callan, a local priest.

Lord Daltar, a minor noble and his wife.

3. Drawing Room

This room has an open door. The room has four chairs and a table with a peculiar looking deck of cards spread out in rows upon the table. The deck seems to consist of only twenty two cards and has some kind of mystical design on the outside of each card. Each card is face down upon the table.



More portraits are on the wall in this room. Each seems to represent even more

members of the ancient Zamu bloodline. Some of these paintings seem to be centuries old. While it is clear that these would be of sentimental value of a member of the family it is unlikely that they would be worth anything to anyone else. The paintings seem a bit unnerving for some reason. The more the players look at them the more they will feel as if they are being watched.

The Deck

The deck, is of course, a **deck of many things**. The tiles are laid out upon the table in rows but are, in fact, in random order. It is a full deck of tiles. Any time a tile is taken the magical effect that it represents will take place and then it will be returned to the table and the cards on the table will automatically be shuffled so that the next pick will still be random. Before one can pick from the cards upon the table they must state how many cards they wish to draw. If they do not choose first then they will find themselves teleported out of the room and back into the foyer by some unseen force of magic when they reach for a card.

The card selected should be determined randomly. The preferred method is by using a deck of playing cards and picking out the specific cards that correspond with the card in the deck of many things selected. If that is not feasible then dice could be used but with 22 tiles it is not possible to get an even distribution.

If a player chooses the **Donjon** card he or she will be imprisoned within a gem held in the manor house. If the card **Flames** is selected then the

player will find himself the enemy of **Asmodeus**. If the card **Void** is selected the soul of the player will be trapped in a gem held inside the manor house which is an alternate plane of existence.

The Paintings

The paintings radiate both magic and evil. The eyes of the Zamu clan seem to follow the players as they walk around the room. There are no objects hidden behind any of the paintings but if one were to cut up the paintings one would find that each of the paintings is painted over a pentagram that was painted in blood upon the canvas before painting the portrait over it. If the paintings are destroyed or defiled there is a 1% chance of a type 1-6 demon gating into the room to investigate. The demon type is determined with a D6.

4. Servant's Quarters

This area appears to be the quarters for all of the household servants of the manor. There are several beds here four chests at the end of the beds. It seems as if all of the servants share this community room for quarters. There is not much in the way of decorations here. There are no paintings or portraits here.

Four of the beds appear to be made and normal. The 2nd one from the doorway, however, seems to have no sheets or covers at all but is simply a coffin resting on two small tables.

Chest #1 - trapped - without the proper key anyone who opens it will release poison gas which will quickly fill up the room. One must make a saving throw versus poison or die immediately from the gas. Inside of the

chest are two 100 gold piece turquoise gems and 344 gold pieces. There is also a **potion of regeneration**. Also hidden in this chest is the **Donjon Gem**. Anyone who draws the **Donjon** card from the **deck of many things** in area 3 will be imprisoned in this gem and can be freed by crushing the gem. The gem itself is just a piece of quartz worth 10 gold pieces. There also seems to be a very finely made black cape with some kind of bat shape etched upon it in red.

Chest #2 - This chest is trapped. Anyone lifting the lid to this chest without first disarming the trap is going to get an explosive surprise. He or she and anyone within 10 feet will need to make saving throws versus magic or take 6D6 damage from the explosion. A saving throw results in one half damage taken. Within the chest is a fine pair of bracers that radiate magical energy. They are **bracers of binding**. Also in this chest are 45 platinum pieces and 10 gold pieces. There are also some women's clothing which seem to be rather loose around the back for some reason.

Chest #3 - This chest is trapped. Anyone lifting the lid to this chest will discover that there is a glyph of warding etched upon the lid that will be seen when the lid is lifted. The person facing the chest when this happens will take 30 damage from lighting unless they save for one half damage. Within the chest one will find a **cloak of displacement**, an **amulet of hidden alignment**, a **dunce cap** and 500 platinum pieces.

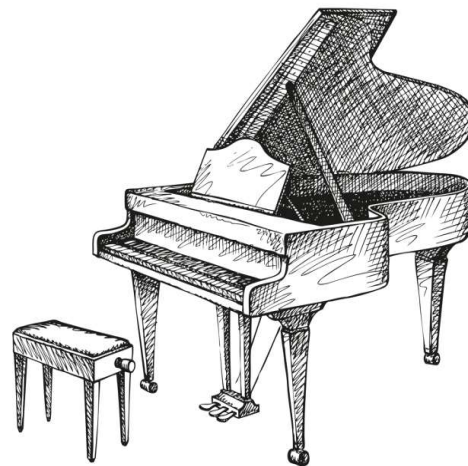
Chest #4 - This chest is trapped. Anyone opening this chest without removing the trap first will discover that darts fly up from the lid of the chest as it is opened and fire directly at the person opening the chest. They will fire as a 10HD monster. There are

three such darts and each is coated with poison. The person hit will take 1-3 damage from the dart and must save versus magic or die within 1 round. Inside of the chest are a bag of bones, 12 arrows of darkness and 200 gold pieces.

Coffin - This is **bernard's** coffin. It is made of plain wood but has red felt in the interior. The interior is also filled partially with dirt. Anyone digging in the coffin will find that there are also a blue diamond worth 5000 gold pieces and an emerald worth 2500 gold pieces hidden inside the coffin.

5. Music Room

This large room has a grand piano in the northeast corner of the room and a staircase leading up to the second level of the manor in the north west corner of the room. The room is carpeted and is lit from some unknown source. There are no candles or lantern here yet the room is well lit.



As the players arrive the piano begins playing. However, there is no one sitting at the piano. The music is cheerful

and loud. If the players clap when a song ends it will begin another song. If they do not the music will come to a stop and stay stopped until someone else enters the room.

On the walls of this room are several valuable looking paintings. One of the paintings depicts the infamous Malcon the Firebringer. Malcon was once the grand seer of Zanzia but ultimately betrayed his king and tried to seize the throne by force. Ultimately he and his army of the undead was defeated in combat and he was banished back into his volcanic lair. The painting is easily worth 500 gold pieces due to it's historical value and it's artistic touch.

There is also a painting here of the siege of Onm. Onm was once the capital of Zanzia but it was reduced to rubble during the war between Malcon and the armies of Zanzia. The siege was ultimately broken but not before the deaths of most of the royal family and many of it's most loyal subjects. The painting is also worth 500 gold pieces.

Another work of art is also present. There is a solid gold bust sitting on a pedestal in the room which depicts the head and torso of Aandoran. Aandoran was a general who led Malcon's armies during the civil war so many years ago. No one has seen Aandoran since that time and nothing has been heard from him since. Rumors persist that he is somehow still alive somewhere living in a remote castle far away. This solid gold bust is worth at least 2000 gold pieces to the right collector. It is also quite heavy (200 lbs).

6. **Kitchen**

This room is very hot compared to other areas of the house. It is at least ten degrees hotter here because of the stove and

the constant heat coming from it. Wood can be seen burning in the stove and there are pots and pans hanging from hooks over it. Hot kettles and pots with boiling water and stew and soup are cooking on top of the stove. Various cutting instruments hang from hooks nearby and from spaces on the wall. Two large humanoids stand before the stove chopping onions and stirring the pots.

There are cabinets nearby the line the west wall of the room. On counter tops below those cabinets there are bottles with various spices and ingredients. Sitting on the counter under the cabinets is a box about two feet wide by one foot high and one foot deep. It has some glowing numbers on it which seem to be counting down. Suddenly it beeps and one of the chefs opens a hinged door in the box and pulls out a steaming bowl of liquid. One of the waiters comes into the room and takes the bowl away.

The chefs are **Ogres (Greater)**.

Ogres (Greater): AC 2; MV 12"; HD 6+2; HP 38 and 30; # At 1; Dmg 1-12 (large meat cleavers); SA + 6 to damage and +3 to hit due to strength; AL CE.

The box with the glowing numbers is a magical device similar to a microwave. It is used for heating up food quickly. In the cabinets above the counter top are plates and glasses. There are also some stored food in containers that keep out vermin and keep the food fresh. The bottled ingredients on the top of the encounter include: night shade, toad stools, four leaf clovers, fowls bane and plague (black).

The chefs are more interested in the food than visitors. As long as they are not attacked they will continue working on

dinner and ignore everyone else. But they will defend themselves and their fellow employees if they see an act of aggression.

7. Dining room

This room seems to be the main dining hall. There is a very large table here which is filled with foods of all types and various wines. There are plates of various appetizers on the table at the moment including such delicacies as: poached Roc eggs, centaur hoofs stuffed with shrieker and intellect devourer brain stewed. The guests at the table seem to be enjoying these fine things along with some vintage wine being served by the waiters who seem to be efficiently running around the room.



The table is lit by platinum candlesticks about every five feet. The table is about twenty five feet long and there are five such candlesticks on the table. Each is worth 500 gold pieces in value. The plates on the table are solid gold and so are the

serving vessels and wine decanters. In total the value of the silverware and serving ware is 1500 gold pieces.

Strangely, the candles burning in these candlesticks are black.

At the table are both guests and hosts. These include:

Lord Zamu: MU 13; AC 2; HP 39; AL CE; Wearing a robe of the **arch magi (the black evil version)**; he has with him a **wand of acid with 15 charges**. He also wears a **ring of flying**. His currently memorized spells are: **magic missile, sleep, charm person, burning hands, shocking grasp, esp, web, scare, ray of enfeeblement, invisibility, lightning bolt, dispel magic, slow, hold person, fireball, ice storm, dimension door, fear, charm monster, teleport, magic jar, cone of cold, conjure elemental, death spell, disintegrate.**



Lady Zamu: ILL 7; AC 2, HP 28; AL CE; She wears **bracers of defense AC 6**; She has a very high dexterity (18) which adjusts her armor class as a result; She wears a **ring of shadow magic (I)**.
Memorized spells: **color spray, phantasmal force, hypnotism, wall of fog, improved phantasmal force, mirror image, spectral force, fear.**

Antoine Barava: Barova is a were-rat. By day he is an affluent wine merchant from town. By night, however, he is something else entirely. He was once an 8th level fighter but was infected with lycanthropy. He still has the skills of a fighter: F8; AC 6; HP 90; STR 18/75; CON 17; AL CE; he carries a **terror blade** and wears an **amulet of battle**.

Father Callan: This priest is also infected with lycanthropy. He too is a were-rat. He carries a **mace of wounding** but is currently wearing no armor. He is C9; AC 10; HP 62; AL CE; memorized spells: **command, curse, protection from good, sanctuary, hold person, silence 15' radius, chant, find traps, dispel magic, feign death, cause blindness, cause serious wounds, detect lie, slay living.**

Lord Daltar: This lord is just a minor noble. He is the ruler of a keep near the city. He and his wife are regulars at the Zamu residence. They share various interests with Lord Zamu. He is a F7; AC 10; HP 45; wears no armor at the moment;

carries a **scimitar of sharpness**; AL CE. He is also a were-rat.

Lady Daltar: This lady is no lady at all. She is a were-rat and often has difficulty controlling her urges to transform into rat form. There is a 50% chance that she will accidentally fall into rat form within three rounds of the dinner being served. She is a C6/MU5; AC 10; HP 26; AL CE; memorized CL spells: **command, curse, cure light wounds, chant, silence 15' radius, spiritual hammer, dispel magic, prayer**; memorized MU spells: **magic missile, shield, friends, charm person, mirror image, forget, lightning bolt**. She wears **boots of the elements (D, R)**.

The guests are here expecting a pleasant dinner. They are not here to attack the adventurers....at least not right away. Lord Zamu has brought the party here because he wishes to show off his newest toy and he feels that true adventurers will appreciate it. Of course, if the party is good aligned, then he is quite mistaken about how they will interpret things.

Dinner will be served shortly after the party is seated at the table. Once dinner is served you should roll the chance of **Lady Daltar** turning to rat form. The first course will be a fine soup made from stewed owlbear. Owlbear is a delicacy in these parts as they are rare and hard to kill. Large chunks of owlbear meat float in the stew bowl.

The second course will be fresh unicorn brains. Unicorns are extremely rare so this dish is quite a treat for those present. The dish is served cold packed in ice. The

waiters bring this dish in with a flourish as they know how hard it is to find good unicorns to harvest.



Finally desert is served. Fresh rot grubs are brought in baked in honey and cinnamon.

After the dinner is over Lord Zamu explains his reason for the dinner party. Each person present is invited to a show tonight. Zamu discloses that he has recently made new discoveries which those present will greatly appreciate. He has been experimenting for some time and now knows the secrets that he has been seeking. He suggests that each of you wander about his home for an hour and then make your way up to the laboratory at the top floor. He states that he will be getting things ready so that you can witness his newest creation. Feel free to wander the house, visit any room you please and enjoy yourself he says. If this is agreeable then meet him in one hour at the top floor.

UPPER LEVEL ONE

1. Stairs/Landing

The stairs lead up to a landing which is at the second level. There is a window looking out to the north and a door leading south from here. A large potted plant rests in the window. It seems to be well fed and watered. The leaves are green and the flowers are blooming and colorful. These strange flowers are dangerous. They are **death flowers**.

Death Flowers: AC 9; MV 2"; HD 9; HP 36; # At 3; Dmg see special abilities below; SA red flower bites for 1-6 and sucks blood thereafter for 1-6 per round until dead; SA white flower spits gas that will paralyze for 2-11 rounds unless save versus poison is made; SA purple flower spits spiked darts for 1hp damage and charms unless saving throw versus breath weapon is made; AL CE.

2. Guest Room

This small guest room has a bed, a chest of drawers and a mirror on the wall above the chest of drawers. Unlike other rooms in the house this one is dark. There are no light sources in the room. But the players will soon sense that they are not alone in this room. Something dark and very dangerous is present. A dark shadowy figure appears before you. He wears a dark robe and carries a large sickle with a bone handle. He has a skeletal face and he smells of death and decay.

Ancient Death: AC 0; MV 12; HD 10; HP 80; # At 3; Dmg 1-10/1-10/1-10; SA Bone scythe; SD +1 weapons or better to hit; Magic Resistance 50%; AL CE.



The mirror above the chest of drawers - is a **mirror of life trapping**. The mirror is currently occupied by a **Type III demon** who angered Zamu and was trapped by this mirror. Anyone who looks into this mirror must save versus magic or be imprisoned within the mirror. This mirror, unlike others of it's kind, has only one cell available. When it is occupied the other inhabitant shall be immediately released. In this case the **Type III demon** will be released into the room while the person looking into the mirror is imprisoned by it. The mirror is about four feet tall by four feet wide and has an ornate golden frame. The demon is named Xanian.



Xanian, Type III Demon: AC -4; MV 9"; HD 10; HP 45; # At 5; Dmg 2-12/2-12/1-3/1-3/2-5; SA he is nine feet tall; SA causes darkness in 10' radius at will; SA other powers at will include: fear, levitate, pyrotechnics, polymorph self, telekineses, gate in another Type I - III demon with 30% chance of success; AL CE.

While this demon is thoroughly evil and exceptionally angry at having been imprisoned within the mirror he might still

bargain with the party if they offer him something of value to him. The head of Zamu would be the most valuable thing to offer but in the absence of that some powerful magic items might appease him and allow them to leave unharmed. He will not, under any circumstances, allow anyone to break the mirror or rescue their trapped friend. He intends to trap Zamu in this mirror and does not want it damaged.

The chest of drawers

This chest of drawers is enchanted. Within it are sheets and towels to be used by the inhabitant of the room. However any time a drawer is opened it will slowly close on it's own within one round.

3. **Guest Room**

This room seems to be unoccupied at the moment. It might be a safe place for the party to heal up or rest before heading up to the third level for the show promised by Lord Zamu. There are no clothes or bags here to indicate that any other guest is staying in this room

There is a bed here as well as a chair and a chest of drawers. The drawers are empty. There is also a small table in the room which has a lantern sitting upon it. The lantern gives the room it's light. If asked about the lantern does radiate magical energy.

The Lantern

The lantern is a bulls eye type of lantern with shades that can be adjusted to change the appearance of the light from the lantern. When each of these settings is

explored a different effect will take place as follows:

1. Shadows (summons 1-3 shadows who will attack all present)
2. Shadow magic (as per the illusionist spell)
3. Color spray effect to anyone within the room (save versus magic)
4. Blinding light (everyone in room save versus magic or be blinded for 2-11 rounds)
5. Ray of enfeeblement towards everyone present in the room (save versus magic)
6. Death ray effect towards one person randomly in the room (save versus death magic)

These effects take place randomly and cannot be learned. They affect all those around the lantern and not just those within the angle of the bulls eye. The lantern cannot be removed from the room. If it is it shall teleport back to the table on it's own within five rounds.

4. **The Rug of Welcome**

This hallway has several long red carpets laid out on the floor here. The one closest to room one is actually a killer mimic and will attack if anyone walks upon it. The hallway is well lit by continuous light spells in every corner.



Killer Mimic: AC 7; MV 3"; HD 10; HP 52; # At 1; Dmg 3-12; SA glue ability; SD camouflage; AL NE.

5. **Guest Room**

This room appears to be a guest bedroom. It does not appear that this room has a current occupant at the moment. There is a bed here and a chair. There is a wardrobe here made of fine oak against the east wall of the room. There is a window here looking to the west. The bed is made and does not appear to have been slept in recently. There are no clothes or bags present.

The room is lit by a pair of torches in sconces in the walls here.

The Wardrobe

Anyone who steps into this wardrobe and closes the door will find themselves sent back to the first level foyer by dimension door as per the spell of that name. There are

no clothes present in this wardrobe for obvious reasons.

The Window

If anyone begins opening this window it will slide up magically on it's own allowing plenty of fresh air in. If anyone attempts to close it the window will slide closed on it's own as well.

Torches

The torches here appear to be enchanted as well. They burn yet they do not bring any heat nor do they consume the wood. They just seem to magically burn perpetually. If the torches are taken from the Zamu residence, however, they will burn like a normal torch and eventually go out like a normal one would.

6. **Hidden Room**

This hidden room should be obvious to anyone mapping. There is no visible door but clearly there must be a room there. The secret door is on the north wall of the room facing the hallway where the mimic will be found. However it will only be found if the players indicate that they are searching for it at the point in the north hallway where the door is found or if an elf finds it by the normal means of walking within range of it and getting the right roll.

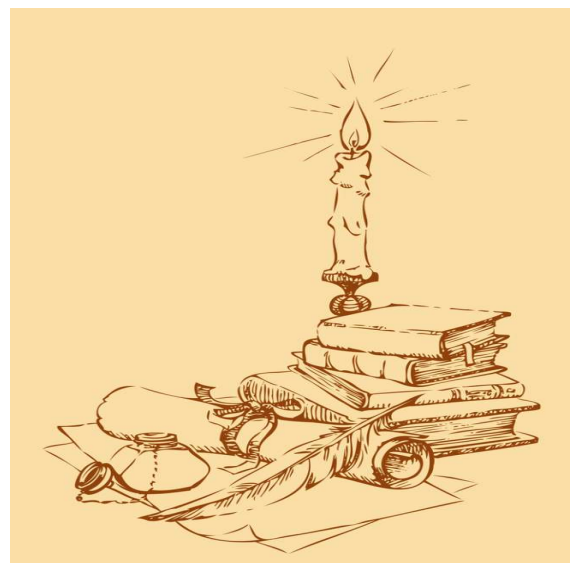
This room is not lit. It is kept dark except for when the master or his wife are present.



Standing upon two separate pedestals in this room are two large bound volumes. Each is a spell book of some kind and has strange runes etched on them.

Lord Zamu Spell Book: This book is fire trapped. Anyone who touches or opens this book will be affected by this spell and take 1-4+13 damage (4-16) as a result. This fire will not burn the book or the other book present but will burn the person opening it and anyone close by unless they make a saving throw versus magic for one half damage. The spells within the book are as follows: **magic missile, sleep, charm person, burning hands, identify, shocking grasp, message, feather falling, jump, light, detect magic, wizard lock, web, knock, magic mouth, audible glamer, levitate, continual light, lightning bolt, fireball, hold person, fly, suggestion, water breathing, blink, flame arrow, confusion, dimension door, charm monster, fire trap, fear, remove curse,**

teleport, cloud kill, wall of iron, cone of cold, airy water, death spell, disintegrate, stone to flesh, invisible stalker.



Lady Zamu Spell Book: This book is protected by a glyph of warding: fire on the inside cover of the book. Anyone looking at this glyph will set it off causing 18 points of fire damage to themselves and anyone else present in the room. It will also burn up this book as well as the Lord Zamu spell book unless it has been removed from the area first. One can make a saving throw versus magic to take one half damage but the books will still be destroyed. Both are quite brittle and old and are extremely flammable. This book contains the following illusionist spells: **audible glamor, phantasmal force, hypnotism, gaze reflection, blur, improved phantasmal force, mirror image, misdirection, spectral force, suggestion, fear.**

There is also a very large chest here made of solid iron with a large lock on it. The lock is wizard locked shut. The chest is trapped by a glyph of warding lighting for 18 damage on the lid of the chest. One who makes a saving throw versus magic will take one half damage. Inside the chest is: 2500 gold pieces, 1500 platinum pieces and a platinum statue of a Type VI Demon worth 5000 gold pieces.

7. **The Game Room**

This large room seems to be a game room. There are two large tables here and a staircase leading up to the top level of the manor. There is a book case on the east wall and windows looking out to the east on either side of the book case. There is a fireplace here which suddenly bursts into flame when someone enters the room.

In front of the book case is a long table with six holes in it on the corners and two in the middle. There are balls on the table with solid colors and stripes. Two long

sticks lay on the table near the balls. There is a triangular piece of metal resting on the table with the balls inside of it. A piece of colored chalk rests on the edge of the table.

In the southeast corner of the room there is a peculiar looking machine with a lever and three small windows in it. There is a place in it to put coins. Apparently it only takes platinum Zanzian coins. Strange images appear in the three windows when the lever is pulled.

Along the north wall of the room there is a foam board hanging. A handful of darts are stuck in the foam board. The foam board has circles drawn on it with some numbers etched on it. There is also a large mantichore head stuffed and hanging on the south wall.

Pool Table: Roll to hit AC 5 to put a ball in the pocket correctly. If someone rolls a natural 20 they will get a bank shot and the mantichore head will ask a riddle. If the person rolls a 1, however, they will scratch and the ball will fly off of the table. The mantichore head will spray spikes out of its mouth towards the player who missed doing 6D6 damage to him as punishment. If a player rolls a natural 20 on the break they will put the eight ball in the pocket and win the game. The mantichore will then grant the player a level of experience. The player will move to the mid point of their next experience level as a reward for winning on the break. If a person rolls a natural 1 on the break the ball flies off the table and the mantichore will take a level of experience from the player as punishment. They will drop to the mid point of the prior level of experience as punishment.

The Slot Machine: Only takes platinum coins. Random results as follows:

- 01-05 Three Asmodeus - Lose an experience level
- 6-10 Two Manticores and a Unicorn-No payout
- 11-20 Two Unicorns and a Manticore-No payout
- 21-30 Two Centaurs and a Manticore-No payout
- 31-40 Two Manticores and a Centaur-No payout
- 41-50 Two Unicorns and a Centaur -No payout
- 51-60 Two Centaurs and a Unicorn -No payout
- 61-70 Two Centaurs and a Asmodeus-No payout
- 71-84 Three Centaurs - Gain 100 platinum pieces
- 85-90 Three Unicorns - Gain 200 platinum pieces
- 91-96 Three Manticores - Gain 300 platinum pieces
- 97 Three Dragons - Gain a point of random attribute
- 98 Three Tiamats - Gain a point of primary attribute
- 99 Three Orcus - Gain a point to two random attributes
- 00 Three Demagorgons - Gain an experience level

The Dart Board: The darts themselves are normal. The board, however, radiates powerful magic. If anyone rolls a natural 20 to hit when throwing a dart at the board they will hit the bulls eye. A bulls eye gets a random result each time as follows:

- 01-50 Player gets +1 to random attribute
- 51-75 Player gets +1 to primary attribute

- 76-95 Player gets +1 to two random attributes
- 96-00 Player gains an experience level

However, if someone rolls a natural one the following table is used as penalties for missing the board entirely:

- 01-50 Player loses 1 point from random attribute
- 51-75 Player loses 1 point from primary attribute
- 76-00 Player loses one experience level

The Manticore Head

This manticore stuffed head radiates powerful magical energy. It will ask a riddle if the player wins on a break in the pool game. The riddle is as follows:

“My host thinks I am an irritation,
a bother, a pain,
But he can’t evict me, so here I remain.
Then one day I am taken
and ranked among my peers.
Can you guess what I am?
Then you can call me dear.”

The answer to this riddle is “Pearl.”

If one speaks this word aloud to the manticore it will laugh loudly and then grant the player one experience level. If any other word is spoken to the manticore, however, it will fire a volley of sparks at the person striking him for 6D6 damage.

The Book Case

The book case radiates both magic and evil. There are three magical tomes on

the book case as well as many non magical ones. The three magical ones are as follows:



#1 Fake Spell Book: It looks just like a normal one but inside are pages of glyphs of warding. Each page is a different one. Fire, cold, acid, lightning, poison, etc for 18 points of damage each until the player gets the hint.



#2 Libram of Ineffable Damnation - This book is valuable for an evil magic user but painful for anyone else to read. This book is bound in brass.

#3 Manual of Puissant Skill at Arms - This book is bound in leather and is quite valuable to a fighter.

Other titles in the book case include:

#1 The Manuscript of Onamatic Alchemy - Abilon the Lead Changer

#2 Encyclopedia of Foreign Coins - Zanzian Press

#3 The White Bone Ruins - By an unknown explorer

#4 The Nocturnal Habits of Satyrs and Centaurs - By the Great Druid

#5 Applied Alchemy - By Malcon the Firebringer

While none of these tomes are magical each might be worth as much as 100 gold pieces to collectors.

8. Elite Guest Bedroom

This large guest room is for “special” guests. This room does not seem to be occupied at the moment. The room contains a bed, a large lounge chair, a table and a wardrobe. There is a mirror as well which is has a platinum frame and is about five feet tall by five feet wide.

The bed is normal and has clean sheets and fresh pillows on it. The wardrobe is also normal and is filled with clean robes of various colors. None of the robes are magical. There are also clean sheets and towels in the wardrobe for a guest to use.

The Wardrobe: This wardrobe radiates magical energy if detected. The space within the wardrobe is actually located in another plane. Close inspection of the wardrobe will reveal that there is a small secret panel inside which contains a shimmering magical gem. This gem is the **Void Gem**. Any player who selects the **Void** card in the **deck of many things** will find their soul imprisoned here. Their soul can be released, however, by taking possession of this gem. If the gem is destroyed, however, their soul will forever be lost. The gem must be destroyed physically by the body of the person possessed to regain control over their soul. If it is destroyed in any other manner the soul is lost.

There is a lamp on the table which seems to be burning oil and lighting the room. The lamp radiates magic. If anyone

picks up and rubs the lamp an **Efreeti** will appear from a gaseous cloud coming out of the lamp. The **Efreeti** will be angry at being summoned and attack. If he is brought to near death, however, he will beg for his life and offer three wishes. He will, however, pervert these wishes if possible to harm those making them.



Efreeti: AC 2; MV 9"/24"; HD 10; HP 51; # At 1; Dmg 3-24; SA grant three wishes; SA once per day they can do the following: **become invisible, assume gaseous form, detect magic, enlarge, polymorph self, create an illusion, wall of fire; SA produce fire and pyrotechnics;** SD fire does no damage to them if it is normal fire but magical fire does damage at -1 per die and -1 to hit; SA can lift 7500 gold pieces weight without tiring and double for a short time; AL NE.

The mirror is not magical but is valuable. The mirror would be worth at least 500 gold pieces if sold.

9. Master Bedroom

This large bedroom is clearly the master bedroom. There is a very large bed in the room as well as a dresser and a chest of drawers. There is a picture window in the south wall. There is a painting of Lord Zamu on the north wall of the room. On top of the dresser is an orb and a jewelry box. There is also a wardrobe here on the east wall.

Dresser

The dresser radiates magic. Anyone opening the drawers will find them sliding shut again automatically. Inside the drawers are normal articles of clothing but ones that are finely made and embroidered with the master's name on them or the lady's name.

Wardrobe

In this wardrobe are several fine robes. One, however, radiates magic. It is a **cloak of poisonousness**. There are also several fine pairs of boots and shoes. One pair of boots radiates magic as well. They are **boots of speed**. Hidden in a secret panel in this wardrobe which is unknown even to Lord Zamu is the **Sanity Stone**.

Bed

This bed radiates powerful magic as well. Anyone laying down on the bed will suddenly find themselves being swallowed up by it. The covers and the mattress will attempt to grab the player (as a 16hd monster) and the player will be smothered in 3-12 rounds unless they manage to escape from it. It is treated as AC 10 and HP 60. It will make no other kind of attack and it is purely neutral in alignment.

Portrait

The painting is also magical in nature. Anyone looking closely at it will notice that the Master's eyes follow them wherever they go in the room. If the players attempt to steal anything from the room the painting will begin screaming for help drawing a random encounter within 1-3 rounds. If the players talk to the painting it will suggest that they just move along and leave the Master's things alone. If the players attempt to do damage to the painting it will cast a silence 15' radius spell upon them.

Orb

The orb will glow if picked up. It will stop glowing if shaken and then set back down. The light of the orb is more than enough to light up the entire room quite well. It can also be told verbally to light up or go dark. If removed from the room it will teleport back here.

Jewelry Box

The box is locked and radiates magic. It is wizard locked shut and fire trapped. Anyone opening it will suffer 1-4 + 13 damage from fire (save for one half). The box, if opened, will begin speaking. It will tell the players to leave the box alone. If they do not leave it alone it will begin screaming which will bring a random encounter in 1-3 rounds. Inside the box is a fine platinum necklace studded with diamonds worth 2500 gold pieces. There is also a set of emerald ear rings worth 2000 gold pieces. There are two magic rings in the box. One is a **ring of defenselessness** and the other is a **ring of the scout (R)**.

UPPER LEVEL TWO

1. The Laboratory

The stair case brings the players to the top level of the manor house. This room is Lord Zamu's laboratory. The master is here along with his wife and a servant that has not yet seen before. This servant apparently was kept out of sight during the dinner party. He is at least thirteen feet tall and seems to be quite disfigured. He is human like but clearly not human at all. The master only identifies him as Eegoor. Eegoor is a **fomorian giant**. The other guests are not present.



In the center of the room is a table. On the table is a body. The body appears to be human but is not human. It is made up of human body parts taken from different people. Various mechanical devices and apparatus are in this room making weird noises and sounds. Some seem to have little bolts of lightning or electricity moving up little metal rods and then making a zapping sounds. Strange dials and gauges and containers with bubbling liquids make sounds all around.

Far above the storm is now raging. Lightning and thunder strike every few seconds. Suddenly a huge bolt of lightning zaps the lightning rod far above. Everything goes dark for a second and then suddenly the body on the table jolts with life. Lord Zamu looks very pleased.

“See my experiment come to life. This is no ordinary flesh golem mind you. This is an enhanced version much more powerful than those seen before!” he exclaims. And then things suddenly go wrong. The golem rips the restraining bands that had it secured as if they were merely wet paper. And then it charges towards the players and attacks.

Flesh Golem, Enhanced, Enraged and Berserk: AC 9; MV 12; HD 16; HP 75; # At 2; Dmg 2-24/2-24; SA none; SD +1 or better weapons to hit; SD fire and cold slow it for 2-12 rounds but do no damage; SD electricity heals it for 1hp per die of damage; SD all other spells do nothing at all; AL N.

The golem will attack anyone in the room including the master and fight to the death. However Lord Zamu will scream to leave his creation alone if the players attack it. He will then aid his creation in combat if necessary to defend it as will his wife and Eegoor. At first he will try talking forcefully to the creature to demand that it return to the table. If that does not work he will stand aside for a round or two while the players fight it and then will defend the creature.

Eegoor, Fomorian Giant: AC 3, MV 9; HD 13+3; HP 75; # At 1; Dmg 2-8 +8 (fists); SA surprise; SD only surprised on a 1; AL NE.



Lord Zamu: MU 13; AC 2; HP 39; AL CE; Wearing a robe of the **arch magi (the black evil version)**; he has with him a **wand of acid with 15 charges**. He also wears a **ring of flying**. His currently memorized spells are: **magic missile, sleep, charm person, burning hands, shocking grasp, esp, web, scare, ray of enfeeblement, invisibility, lightning bolt, dispel magic, slow, hold person, fireball, ice storm, dimension door, fear, charm monster, teleport, magic jar, cone of cold, conjure elemental, death spell, disintegrate.**

Lady Zamu: ILL 7; AC 2, HP 28; AL CE; She wears **bracers of defense AC 6**; She has a very high dexterity (18) which adjusts her armor class as a result; She wears a **ring of shadow magic (I)**. Memorized spells: **color spray, phantasmal force, hypnotism, wall of fog, improved phantasmal force, mirror image, spectral force, fear.**



If the players begin tinkering with the dials and switches of the various machines here they will set off a timer which will begin counting down. A magic mouth will appear on the wall and begin counting down from 100 in common tongue. The players will have 20 rounds from this point to escape the manor house before it goes up in a mushroom cloud explosion and razes everything within two hundred yards of the house. All persons within that radius will suffer 6-60 damage unless they save versus breath weapon for one half damage.

GAME MASTER NOTE:

If the creature is destroyed or the master or his wife is killed then the others in the household will attack the players on sight thereafter. Bernard, Matilda and the waiters will be waiting in the foyer for the players trying to exit via the front door. They will ambush the players there if possible. The other guests will flee.

The final ambush will include:



Bernard the Butler

Vampire: AC 1; MV 12; HD 8+3' HP 41; # At 1; Dmg 5-10; SA energy drain (two levels); SA gaze is equal to a charm spell (save at -2); SD +1 weapons or better to hit; SD immune to sleep, charm, hold, poison and paralysis; SD cold and electricity do one half damage; SD turns to gas if reduced to zero hp and returns to his coffin; SA Str of 18/76 (+2 to hit/+4 to damage); SA can shape change at will; AL CE.

He wears a **ring of the high priest (c)** (doubles second level cleric spells).



Matilda the Maid

Succubus: AC 0; MV 12"/18"; HD 6; HP 28; # At 2; Dmg 1-3/1-3; SA energy drain; SD +1 weapons or better to hit; SA darkness 5' radius at will; SA at will she can use the following powers: ethereal, charm person, esp, clairaudience, shape change (to any humanoid form), gate in a type iv demon (70% chance), gate in a type vi demon (25% chance) or gate in a demon lord or prince (5% chance) with a 40% chance of success; Magic Resistance 70%; AL CE.

She wears a key around her neck that goes to chest #1 in room 4.

The Waiters

Werewolf (2): AC5; MV 15"; HD 4+3; HP 25 and 23; # At 1; Dmg 2-8; SA surprise on 1-3; SD +1 weapons or better to hit or silver; AL CE.



This is the end of this adventure.

NEW MAGICAL ITEMS

Amulet of Battle (F) - This amulet may only be worn by a fighter class character. The wearer of this amulet gains +1 to all damage rolls and regains hit points at +2 hp per night from rest overnight.

Amulet of Hidden Alignment - Anyone wearing this amulet is immune to know alignment or detect evil spells. Those spells will not reveal any alignment information at all if cast upon the individual wearing this. A paladin who can detect evil constantly will only detect neutrality from the person wearing this.

Arrows of Darkness - These finely made arrows are +2 to hit and to damage and

cause darkness to fall in a 10 foot radius from where the target was hit.

Bag of Bones - This strange cloth bag has strange runes marked on it. This bag holds 12 normal skeletons with 5 hit points each which can be released when the bag is thrown down in combat. Once the skeletons are either turned or destroyed they cannot be returned to the bag. Any that survive can be returned and re-used later.

Boots of the Elements (D, R) - these wonderful boots only show their magical attributes when worn by either a druid or a ranger. The wearer of these boots receives a bonus of +1 to saving throws against lightning, fire and cold.

Bracers of Binding - The magical bracers are cursed. They appear to be **bracers of defense AC 2** but in fact are cursed. When used in combat they will turn to AC 10 and regardless of dexterity bonuses or other magic items the player will be AC 10 until a remove curse allows him or her to remove these bracers. But worse than that.... these bracers seem to tie up the users arms to prevent them from attacking or from using the somatic component of spells that might need hand movement.

Dunce Cap - This cursed hat appears like a wizard's hat. It is blue and has white and yellow stars sewed into the cap. It seems to be made of fine cloth material. But the hat reduces the wearer to intellect of 3. It cannot be removed without a remove curse spell or wish.

Mace of Wounding - a mace that shares the same magical effects as the **sword of wounding**.

Plate Mail of the Hopeless - This cursed suit of plate mail increases the damage taken by the person wearing it. All attacks to the person wearing this armor are double damage hits. No one can possibly miss the person wearing this armor unless they roll a natural 1. This plate mail cannot be removed without a remove curse spell.

Potion of Regeneration - Anyone drinking this potion will regenerate 1 hit point per round for 1-20 rounds similar to the **ring of regeneration**.

Ring of flying - The wearer of this ring may fly once daily for up to one hour at a time as per the fly spell or the potion of flying.

Ring of the High Priest (c) - This ring is similar in effect to a **ring of wizardry** except that this one applies to clerics and not magic users. This particular ring doubles second level spells. The form of the ring found may be determined randomly on the following table:

01-50	Doubles 1 st level cleric spells
51-75	Doubles 2 nd level cleric spells
76-82	Doubles 3 rd level cleric spells
83-88	Doubles 1 st and 2 nd level cleric spells
89-92	Doubles 4 th level cleric spells
93-95	Doubles 5 th level cleric spells
96-99	Doubles 1 st through 3 rd level cleric spells
00	Doubles 4 th and 5 th level cleric spells

Ring of Shadow Magic (I) - this ring can only be utilized by an illusionist. This ring allows the user to cast **shadow magic or shadow monsters** once per day as if the illusionist was a 12th level illusionist.

Ring of Defenselessness - This cursed ring reduces the armor class of the wearer to AC 10 regardless of armor or other magical

items worn by the user until the curse is lifted.

Ring of the Scout (R) - This ring is made for rangers. A ranger wearing it can go berserk once daily against giant glass creatures. This will allow the wearer of this ring to temporarily double his or her normal attack rate for 2-11 rounds but only against the giant class enemies of rangers listed.

Sanity Stone - Lord Zamu was once in position of this stone but lost it when one of his trusted servants stole it from him and hid it here. That servant was dealt with severely but for different reasons than the loss of the stone. It was not discovered that the stone was missing until long after that servant had been tortured to death and animated as a **zombie**. The stone was considered an essential component in creation of a controllable enhanced **golem**. Without it a **golem** deviating from the normal types of **golems** available is likely to go berserk.

Scimitar of Sharpness - similar to the **sword of sharpness**.

Terror Blade - This is a long sword that is +2 to hit and to damage. A person hit by it must save versus magic or flee in terror for 2-11 rounds.

Wand of Acid (MU) - A wand of acid may only be wielded by a magic user. This wand casts forth at the cost of one charge a cloud of acid that shoots forth in a cone up to twenty feet from the wand. Anyone within the area of effect must make a saving throw versus magic or take 6D6 acid damage. A saving throw made results in one half damage.

NEW MONSTERS

Ancient Death

Armor Class: 0
Movement: 12"
Hit Dice: 10
No. Attacks: 3
Damage/Attack: 1-10/1-10/1-10
Special Attacks: Scythe
Special Defenses: +1 weapons or better to hit
Magic Resistance: 50%
Alignment: Chaotic Evil
Size: M



Ancient Death is a major death. He is the grim reaper. He is the bringer of pain and misery to all those who come before him. He appears only as a shadowy man with a skeletal face holding a scythe with a bone handle. He cannot be turned by a cleric.

Death Flowers

Armor Class: 9
Movement: 1"
Hit Dice: 9
No. Attacks: 3
Damage/Attack: See below
Special Attacks: Three flowers with three powers
Special Defenses: None
Magic Resistance: None
Alignment: Chaotic Evil
Size: M

These beautiful plants are very dangerous. Generally they have three types of flowers but reports of more than that have been heard. The three known flower types are red, purple and white.

The red flower sucks blood. This flower will reach out and bite someone and drain blood like a stirge. Once it bites it does not let go until the plant is destroyed. The bite does 1-6 damage and once it latches onto someone it no longer needs a to hit roll. It will drain blood at 1-6 damage per round thereafter.

The white flower spits a cone of gas up to ten feet away which will effect anyone in the area of effect. Each must make a saving throw versus poison or be paralyzed for 2-11 rounds.

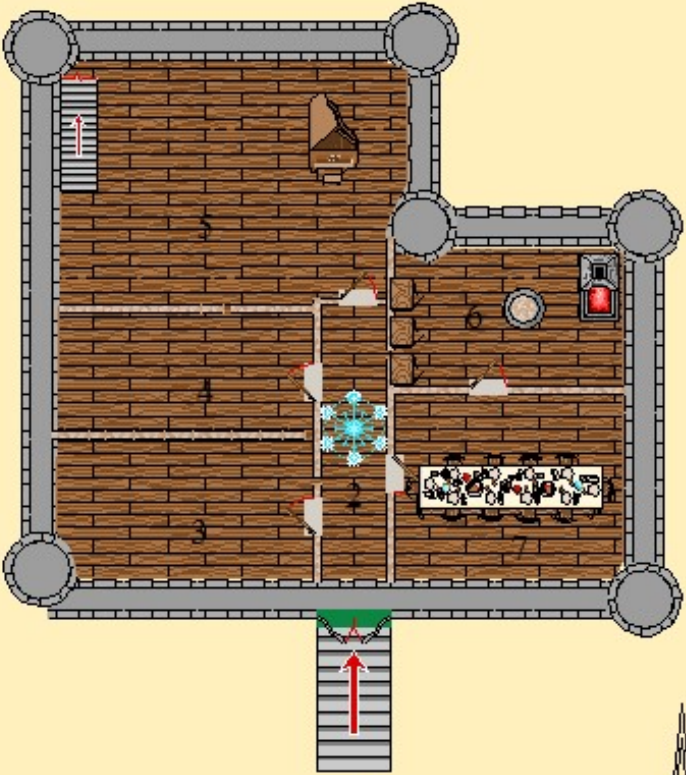
The purple flower spits little darts which fire up to ten feet away from the plant. The victim will take 1 hit point of damage if struck and must save versus breath weapon or be charmed by the plant and act as it's servant for 2-11 rounds.

PLAYER HANDOUT A

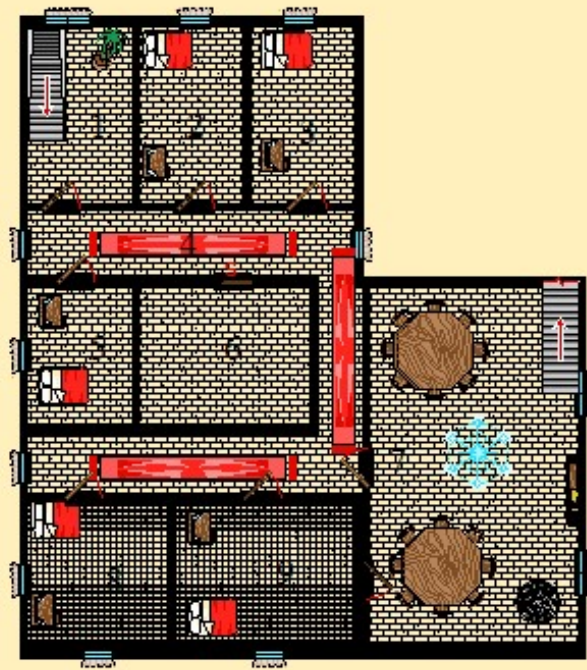
“Amil is a madman. He thinks that he has the power of life and death. Well that might be true for me. I think that I am probably a dead man. If he discovers that I am not on board with his ideas then my days are numbered.....”

“I have hidden the sanity stone....he shall never find it....”

An Invitation to Dinner: Ground Level



An Invitation to Dinner: Upper Level One



An Invitation to Dinner: Upper Level Two



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