

CLOCKWORK MAGE

by S. Stone
M.E. Allen

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LE VALET D'COEUR
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Interdimensional Villa
5 New Monster Classes
A Wizard's Menagerie

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Abbreviations

AC.....	Armor Class	IT	Intellect
HTK	Hits To Kill	Special	Special attacks or defenses
M ...	Movement in feet per melee round	IN	Insight
AL.....	Alignment	ST	Strength
Att.....	Attacks per melee round	D.....	Dexterity
Dm	Damage per attack	SM	Stamina
THACO	To Hit Armor Class 0	A	Appeal
Prog:	Programming for Sims	gp	gold pieces
GM	Game Master	sp	silver pieces

READING THE ENTRIES

Each of the entries in this book has two sections what the Game Master (GM) reads to the players is printed in *italic type*. This portion of the text if followed by three asterisks, as such:

* * *

The portion of the text that tells what the GM should know about an area is printed in regular (Roman) type.

Any information that is of special interest to the GM will be indicated by the Words: **GM NOTE:**

CLOCKWORK MAGE

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INTRODUCTION

Had Humbert gone too far this time?

Everyone knew about the *Clockwork Mage*—Humbert, the Magic User—the creator and sole manufacturer of the mechanical servants called the Sims. Tales were told far and wide of his magic, and especially of his sense of humor.

There was the time that the Krushan Emperor commissioned Humbert to build a tower as an addition to his castle. Humbert built it beautifully, even beyond the specifications that the Emperor had asked for—only he delivered it upside down. The emperor thought it was such a great gag that he left it that way.

Everyone knew about Humbert. And those who knew Humbert, knew Kazin the Magic User who, like Humbert, lived near the town of Canismini. She shared Humbert's sense of humor and had declared a good natured war of practical jokes on him.

Once, she cast an illusion over Humbert's entire castle, making all of the doorways appear to be three feet to the left of their actual location. Humbert nearly broke his nose, but took the joke in stride. In return, he teleported a

litter of not-yet-housebroken Blink Puppies into her home.

Jokes went back and forth, growing more and more bizarre (Kazin's house was destroyed as a result of one unfortunate prank, but Humbert let her live in an unused wing of his castle). However, each joke was taken gracefully and with a smile.

Then one day Humbert went too far.

A few months ago he had tricked Kazin into revealing the location of the Enchanted Crown and Bracers which allowed her to summon and control her demonic servant. In a matter of weeks he devised a suitable Teleport spell, and her devices of Demon mastery vanished from their hiding place, and thereafter rested in a place of honor in a trophy case in Humbert's magically protected tower.

At first, Kazin took the joke with good grace, but when the Demon, Kazin's most profitable magical asset, left for better hunting grounds, the joke soured.

This tickled Humbert. As the weeks turned to months, the joke got better and better for him. Kazin pleaded with

him and he smugly rocked back and forth on his heels. Kazin tried to bargain with him, but he wouldn't make a deal. She tried to bribe him—he took the bribes but still kept the Crown and Bracers.

Once she tried to get the items by herself, and discovered that Humbert had placed magical wards to keep her from entering his towers and workshops. She even tried threats, but they fell on deaf ears.

Kazin was very angry. Even Raius, her feathered dragon, would avoid her as she stomped about, throwing anything she could grab at anything she could see. She broke windows and cursed Humbert. Then she plotted her revenge.

It would have to be something that would make him suffer. Something that would get Humbert out of the way and keep him out of the way until she could find her crown and bracers. Something appropriate. Something like...

An idea hit her.

Three weeks later, Humbert vanished.

The Story

Humbert is trapped in a clockwork diorama of a fairground in Room 41. The best way for the party to get out of his house alive is to rescue him.

Kazin will probably make things easier for the party (i.e. she won't kill them the moment she sees them) if they promise to first get her Bracers and Crown from Humbert's tower (Room 112). She is worried about Humbert's reaction to being imprisoned in a clockwork and, for her own protection, she wants to be at full power when he is revived.

However, if the party makes the decision to leave the Castle and not rescue Humbert, Alex will use the House Systems Gem (Room 117) to turn all of the house systems and simulacra against the party and not allow them to leave. There is a 90% chance per room or per 20' of corridor that one of the practical jokes on List A will happen.

If the party has destroyed the House Systems Gem, Alex will hook himself up in it's place, and he will guide the

house systems to force the party to rescue Humbert. The party members will be manipulated by the tricks and traps in a fashion that their best chance of survival will lead to the components of the spell to release Humbert. (see Below for locations of the spell components.)

To release Humbert from the clockwork the following items must be found:

1. *The Pendulum Weight with the gear and gem emblem. It is being used as a paperweight in Kasin's workroom (Room 97).*
2. *A Power Sphere from the Gem Room (Room 116). A Power Sphere from a type IV Sim may also be used.*
3. *The Winding Key, located in the carved box under the clockwork (Room 41).*
4. *The command word "Imagination" must be spoken. This word is known by Brand, Courane, Alex, and, of course, Kazin, and can be obtained from any of them.*
5. *The Magic Song Book, located in Room 31. The fourth song in the book is the one that will free Humbert.*

6. *The Enchanted Lute in room 14, which is +1 to the success of breaking any spell that is cast with it.*

(For complete details on how to rescue Humbert, see Room 41.)

If the party inadvertently kills Humbert in their rescue attempt, Alex will set the house systems to kill the party. The teleportals will all shut down (including the ones into the courtyard) and the jokes on List B will take effect all over the house. Their best hope in this case is to make their way back down to the basement, destroy Alex and the House Systems Power Gem, and leave the house as quickly as possible.

But outside, they'll have to deal with Kasin and her dragon, Raius...

If the party rescues Humbert, everything will be fine. Any Sims that are fighting or approaching the party will immediately stop. Hostile house systems will immediately shut down and Kasin will back off.

Humbert won't be angry at Kazin: he thinks it was a great and fitting trap. He apologises to her for having driven her to these deeds, and to the party for the whole mess.

Non Player Characters

Humbert Human, Skill 10 Magic User

ST: 10, IT: 18, IN: 17, SM: 15, D: 16, A: 14
AC: 7, HTK: 40, M: 7"

Alignment: Chaotic/Good

THACO: 19

At the moment, Humbert is trapped within a clockwork of his own design, one depicting a strange and eerie fair-ground. If he is released without being killed, he will take the entire adventure in stride as a great joke, and he will smile upon, and not kill, Kasin.

Kasin Human, Skill 8 Magic User

ST: 9, IT: 15, IN: 12, SM: 16,

D: 12, A: 9

AC: 7, HTK: 42, M: 12"

Alignment: Neutral/Evil

THACO: 19

Specials: She owns and rides Raius, a feathered Red Dragon.

Equipment: Wand of Paralysis (15 charges left), Wand of Teleport (only six charges left—can Teleport up to 40 people or one person and a Dragon), Scroll of Mind Control, Scroll with two Extension II spells, +2 Ring of Protection, Ring of Regeneration.

When Kasin is alerted to the party's presence by Alex, she will take 1D8 rounds to reach them. She will then coerce the party to retrieve her devices of Demon Control, a Crown of Demon Control and a pair of bracers of Demon Summoning (see *The Theft*) and lead them to the back yard by way of teleportal to look at the tower.

She says she has no objections to freeing Humbert, but only after she gets her magical items back. When she gets these, she will gladly help the party release Humbert—until she finds out that the crown doesn't work. (See *The Storyline* for details.)

Raius, Feathered Red Dragon Adult

AC: 5, HTK: 40 (10D8), M: 9"/24"

Align: Chaotic/Evil, IT: Genius

Att: 3, Dm: 1-6, 1-6, 2-20

THACO: 10

Special: Raius is a feathered Red Dragon. His attacks are with the talons of his front claws and his fire breath.

If the party is teleported to the Dragon's Run or enter the stable for any reason, there is a 95% chance that they will encounter Raius. If they attack him immediately, he will defend himself. But if they do not, he will give them a task to do: to retrieve the bloodgem that Arnold the Wereboar had stolen.

If the party does this, Raius will tell them one of two things: If the party has not met Kasin, he will tell them that she is looking for a party of Adventurers to do a favor for her, for which she will be extremely grateful. However, if the party has met Kasin

and she has sent them to retrieve her magical items, Raius will tell them that Kasin's crown will not work when they find it, as the enchantment has worn off. He has not told this to Kasin, and she is not aware of this fact. (See *Room 122, the Stables*.)

Courane Human, Skill 6 Magic User

ST: 8, IT: 17, IN: 12, SM: 15, D: 10, A: 14

AC: 7, HTK: 24, M: 12"

Align: Neutral Good

THACO: 20

Spells: Charm Person, Light, Magic Missile, Sleep, Stinking Cloud, Web, Fireball, Slow. *Equipment:* +1 Ring of Protection, Seal Ring (Bypasses 60% of Traps), Teleport Control Medallion, Magic Staff with four charges each of Sleep, Hold Person, and Control Monster. Magic Staff recharges one charge of each spell per day.

Courane has been Humbert's steward for seven years. His position in the house is due to his unfortunate addiction to gambling. He lost a wager and is condemned to ten years service as Humbert's steward. He has been a careful and conscientious worker.

However, keeping up the numerous spells required to maintain Humbert's complex household in his employer's absence is too great a task for Courane. He now spends most of his time in his rooms, keeping a watch for travellers who might be able to free Humbert. He does not even bother trying to remove trespassers as long as they do no damage.

He has tried to search the house for some of the clues to free Humbert, but it proved too dangerous for him, even with the protection of his Seal Ring. Shaken, he will refuse to go with the party, preferring to stay in the relative safety of his wing.

Gambling with the Sims in the gaming room has lost its appeal for him as neither he nor the Sims has anything real to win or lose. He will be willing to trade his knowledge for a stake at a gaming table. His agreement with Humbert was for service with deferred pay, the first five years pay to be applied to his debts, the last five years pay to be given to him (a sum of 500 gp) at the term's end. The one condition is that he not leave Humbert's property during that time nor incur any new debts with Humbert's guests.

Brand Human, skill 0 Magic User

ST: 6, IT: 10, IN: 15, SM: 10,

D: 11, A: 8

AC: 9, HTK: 6, M: 9"

Alignment: Neutral Good

THACO: 20

Special: He has a natural ability to Read Magic, and can teleport anywhere in line of sight. He can only do this 4 times per day before becoming exhausted.

He wears two medallions. His own will take him and anyone touching him from anywhere in Humbert's house to his father's house in Canismini, and from anywhere outside the house to his playroom. It also grants the wearer access to any room in Humbert's house, including Humbert's rooms. It will also protect Brand, and only Brand, from any practical jokes in the house. It will not grant access to any room where a spell is incomplete or a room where a spell has been cast within the last five melee rounds.

The other medallion is Humbert's. Brand found it at the foot of the clockwork diorama in which Humbert is trapped (Room 41). He will give up either medallion without a fight. If he accompanies the party, he will be trouble. He is intelligent and a smart aleck. He will run off, want to stop for drinks, and want to be taken to the bathroom.

However, he does know his way around the house (except for the fourth floor) and is a good friend of Humbert's, so being nice to him will help the party in the long run.

Not being nice to him will prove disastrous. If a party member harms Brand in any way, that character will be attacked by the house with a random joke from Practical Joke Table B.

There is a 10% chance per point of Appeal over 14, that a player character can convince Brand to loan that character his medallion "to rescue Humbert." Brand will demand the medallion back after 1D6 melee rounds.

Alex Type V Sim

Alex is Humbert's personal aide, cohort in practical jokes, and someone in whom Humbert can safely confide. Alex looks up to Humbert, and they enjoy a kind of father/son relationship. Over the years, Alex grew to love his master.

When Kasin took over the manor, she captured Alex and reprogrammed him to do her bidding. Alex was ordered by Kasin to make her aware of any events that might help her retrieve her Crown and Bracers of Demon Control. He was also ordered not to do anything to rescue Humbert.

But Alex is no ordinary Sim. Being a Type V Sim, he is torn between his reprogramming by Kasin and his bitterness over Humbert's entrapment. Through his love for his former master, he is able to fight Kasin's influence and his own programming. To overcome his programming he must appear to hinder the party with small attacks, practical jokes, and general nastiness. To deceive Kasin, the Sim keeps up a stream of taunts, challenges, and insults

against the party.

In reality, he is trying to lead the party to the spell components necessary to free Humbert from Kasin's magical trap. Alex, being a Sim, is unable to use magic and so must use others to free Humbert. Alex knows all the components from eavesdropping on Kasin.

The present state of affairs is dangerous for Alex. He must be discreet in giving clues to the party. Alex feels that his only option is to lead the party on a seeming wild goose chase around the house, one that would help the adventurers to gather the necessary components for Humbert's freedom. At the same time he must treat them roughly enough to avoid arousing Kasin's suspicions.

The encounters with Alex listed in the Jokes Tables A and B (Map insert, page D) can be used to get the players back on the right track to rescue Humbert. These encounters with Alex can be used at the GM's discretion whenever such actions are needed or when they are rolled on the Practical Jokes Tables.

In half of all encounters with Alex, he will taunt the party for 1D10 melee rounds before attacking. If the characters succeed in hitting Alex during this time, he will disappear for 1D10 Turns to nurse his wounds and sore feelings.

Alex's taunts: (GM may use these as he sees fit.)

A four-foot-tall human, brightly dressed in a Jester's costume, appears. He is swinging on one of the ceiling lamps and giggling hysterically.

Alex will laugh uproariously at anything the party says to him. Then he will leap onto the head of the nearest adventurer,

bounce off and run down the corridor. He will do no damage.

You see a black circle opening up in the ceiling, and a four-foot-tall human, brightly dressed in a Jester's costume, drops through it. He yanks the circle down with him as he falls, and turns to one of your party. "Hello Orc-snout!" he says, snorting like a pig. He will then wrap himself up in the black circle and vanish.

Alex will always pick on a non-Orc player character. If the character protests, Alex will continue to call the character "Orc-face" for the rest of the adventure.

You see a black circle opening up in the ceiling, and a four-foot-tall human, brightly dressed in a Jester's costume, drops through it. He yanks the circle down with him as he falls, and says "What has ten legs (depending on the number of party members) and flies? Give up? You, you foul-smelling slugs! Take a bath!"

He will throw the black circle over their heads. Water will gush through it, drenching the party. He will then leap away laughing "Slugs! Slugs! Slugs!"

A four-foot-tall human, brightly dressed in a Jester's costume, steps from around a corner with his thumbs in his ears and fingers wiggling, and says "Scum-sucking armpits, can't catch me!" He then races back around the corner.

If the characters follow him, they will find that he has vanished.

GM NOTE: When Alex is within 120' of

the party, the chance of a practical joke occurring will increase to 50% in any room or per 50 feet of Hallway.

Alex Type V Sim

Intellect, Insight, Puzzle Solving, Independent Thinking.

ST: 15, DEX: 18, A: 18

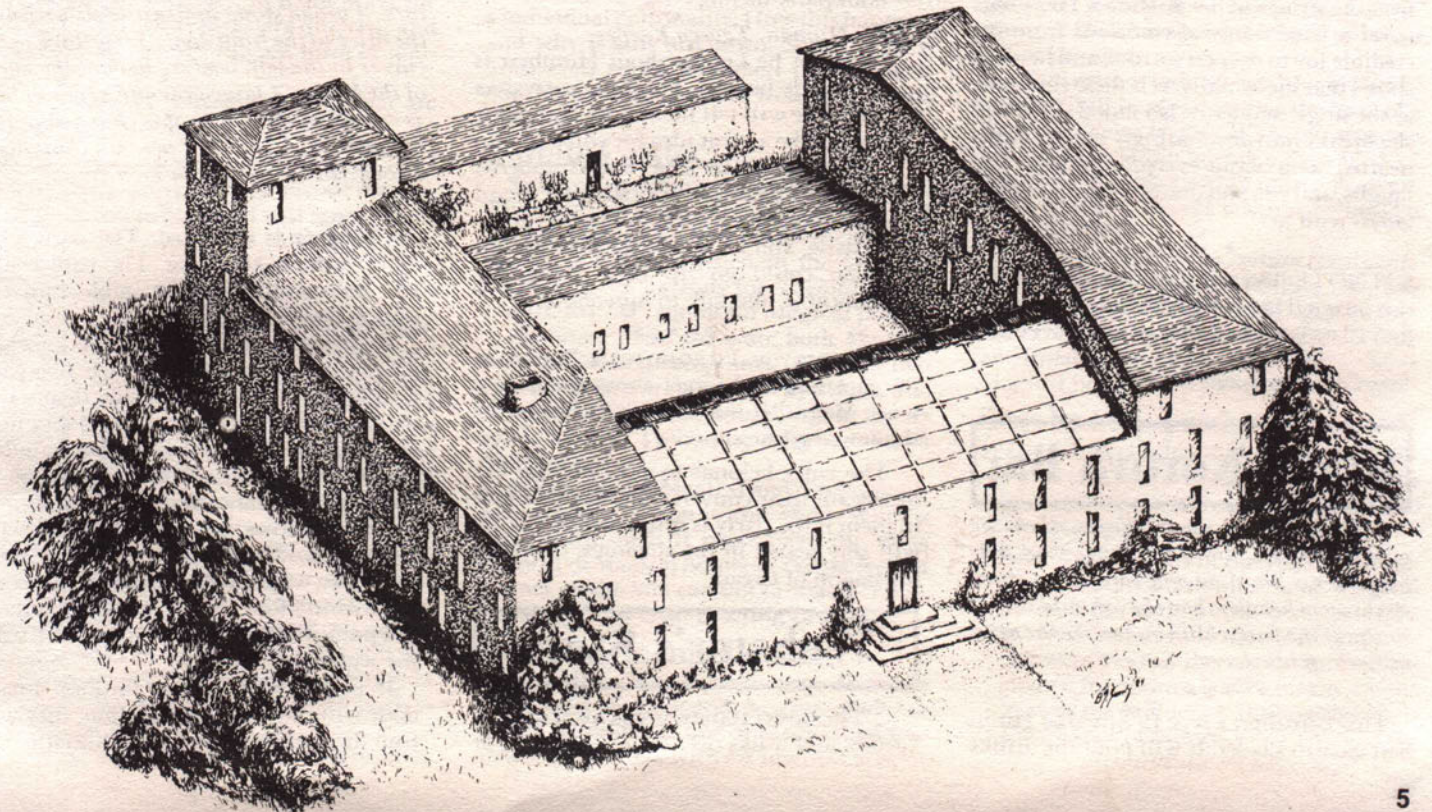
AC: -5, HTK: 25, M: 12"

Special Devices: Porta-Port, Joke Activation (see below), Glue gun (Liquids holding tank and ejection spout in finger. Used when *Practical Joke Table A*, item 10 is rolled).

The Porta-Port is a portable teleport that is magically linked to and controlled by Alex's Internal Power Sphere (see special section on *The Sims*). The Porta-Port is a black, flexible mat that Alex can expand at will to a 25' diameter circle. It can be laid on the floor, draped over a chair or over Alex, or it can be thrown. If it is thrown, its size and flight will be controlled by Alex. With it, he can teleport Living and Non-Living objects, weapons, attacks and all spells directed at him to Room 120 in the basement. It is almost impossible to hit Alex because of it.

When to use the Porta-Port:

Alex uses his Porta-Port to capture player characters who are on the wrong track, so that he can bring them closer to one of the still-undiscovered spell components for Humbert's release. 1D6 rounds after they are captured, Alex will shake them out of the darkened room in front of a room with a spell component.



Players' Introduction

Twilight slowly shifts into night as your party makes its way into the small town of Canismini. You are tired, since you have had to walk your horses through the surrounding forest to get here. They sensed something dangerous in the woods. You could feel it too; there was something out there. Something staying far enough away to avoid a confrontation, but near enough to watch you.

Canismini is a gray town, with gray houses made of wood and clay. Most of the houses are dark; in others, lanterns are being dimmed, candles are blown out, shutters are quietly shut. No dogs bark as you pass by.

However, there is one building that is brightly painted, with lively music coming from it. This, you realize, is the famous Korova Inn, home of a milky white liquid called Korova Cream, a drink that goes down easily and smoothly, leaving a warm feeling that tends to cloud the brain.

You tether your horses and go inside.

The Korova Inn is a clean, well lighted place, but with enough dark corners to facilitate a private conversation or a solitary drink. There is the low crackling sound of a fireplace, and the smell of warm food in the air.

Leider, the congenial, gravelly voiced owner of the Tavern, shows you to a well lighted table, as those are the ones nearest to the music.

The music is very good. It is sung by a human female whose fingers seem to dance over the strings of her dulcimer. Her songs cover a wide range of emotions from incredible joy to deepest sorrow, and her face shows that she actually feels these emotions as she sings. Suddenly, her mood shifts and she breaks into an amazingly clever, light-hearted song about everyday people. She laughs, and you and the rest of the audience laugh with her.

* * *

GM NOTE: Her name is Tamlyn, and she can now tell her story to the adventurers. If they like each other, she can make her offer.

See *Tamlyn*, page 7.

In the Korova Bar

If the party orders drinks, they are served by a tall, strange-looking man. His movements are slow and careful, as if his limbs were heavier than they should be. He smiles at the party, but you can see the glint of steel up his sleeve.

* * *

This is Waiter, a type IV Sim that Humbert gave to Leider. It will pour the drinks

into the glasses from a spigot in the forefinger of its right hand. It is an excellent waiter, and has enough of a personality to make it loved by the people in the bar. Unfortunately a glitch in his programming forces it, once a day, to have a 25% chance to play a practical joke on each person in a group of four or more people (see table below).

Afterwards, it will say "I'm sorry, I didn't mean to do that. It's this sickness I have," and go off into a dark corner by himself for a few minutes.

Waiter, Type IV Sim

Waiter

ST:13, DEX:17, A:16

AC:9, HTK:12, M:12"

Att: 1, Dm: See below.

Special Devices: Waiter has a Holding Tank for liquid in which he keeps 10 gallons of Korova Cream.

Waiter's joke table: If Waiter does play a trick on someone in the group, roll 1D4 to see which of the following he does:

1. Serve a drink in a dribble glass.
2. Serve a drink in a mug that sticks to the table and can only be lifted with a great heave (splashing the drink on everyone involved).
3. A hole opens in his left knee and a small tongue of flame shoots out with unerring accuracy, giving a hotfoot to the person being served and 1 HTK damage.
4. Stick a wet finger in the ear of a random party member.

Leider Human, Tavern Keeper

What he knows about Humbert is basically hearsay, but if the party asks him, he will tell them this: "I think it would be a great idea for you to go up there. I know for a fact that Humbert's steward, Courane, is looking for a bard for some function or another up at the Castle, and he is willing to pay a lot. You could go up there tomorrow morning and talk to him about it."

* * *

"If I were you, I'd go on to the Barrow in the morning and forget about the Clockwork Mage." It is a voice from one of the shadowed corners.

The voice belongs to a dwarf who has overheard their conversation. He will talk to them if the party is interested. If not, he will stay seated in the shadows, drinking his flagon of Cream.

Webster's Story

The dwarf stands, grabs his flagon of Cream, and walks over to your table. "For

the past few months I've been a guest at the castle, doing research in Humbert's library. Except for a few shouting matches between Kazin and Humbert, everything was fine. Then a few weeks ago, I noticed that there was no shouting. When I also noticed Kazin whistling in the hallways, I figured there was something up. I asked her where Humbert was, and all she said was that he was 'around, and maybe a little ticked off.' Then she walked away, laughing her head off."

The dwarf twirls a chair around and sits on it. "Couldn't find hide nor hair of the mage. I looked around for him as much as I could, but the house is loaded up with too many fool jokes and tricks."

"I still think he was pulling your leg," says Leider, the owner of the Inn, from behind the counter. "Humbert's like that."

"Not like it was up there. You weren't up there, I was. I'm telling you, I was lucky to get out of there alive."

"Makes no difference to me," says the dwarf, going back to his table. "But just you remember that I warned you."

To be read to the players when they are approaching the manor:

You leave the Inn late the next morning after a good sleep and a hearty breakfast. You take the directions that Leider has given you and set off through the forest to the Castle of the Clockwork Mage.

As you walk up the wide curved drive from the main road, you see Humbert's house, an imposing three-story stone structure. A broad stone staircase leads up from the drive to the front door. A flagstone path curves to the left, leading toward the back of the house. A large gear and gem symbol is carved in the center of each panel of the wooden double door. There is a brass door knocker in the middle of each door.

* * *

The door is unlocked. The party may enter without knocking. The path to the left leads around to the stable yard entrance. (see *The Stable*.)

If a party member uses the brass knocker, a Teleport spell will be activated. Everyone standing on the steps will find themselves in Room 1, with the double doors now behind them. Using the knocker sounds a bell in the steward's sitting room (Room 5), alerting him to the presence of guests.

The windows are specially fitted with teleportals. If the party tries to enter through a window, they will find that coming within 1 foot of the window sends them to a point exactly five feet further back from the window.

If anyone tries to enter through a back door without a guest medallion, they will find themselves teleported to Room 1.

Tamlyn

GM NOTE: The party needs a Bard to get through this adventure. Assign these stats and give this information to one of the Player Characters to play the role of Tamlyn.

You are on your way to the Bard's Feud in Eden's Barrow, the annual competition where the title of "World's Greatest Bard" is vied for by the hundreds of musicians who show up there. This year you feel that you have a chance. You can do it. Your songs are better than ever, and your skill with stringed instruments is phenomenal. Every time you play, you grab your audience by their hearts and minds and they love you.

On the way to Eden's Barrow you decide to stop in at the small town of Canismini for a night's rest in exchange for a few of your songs. There is also a hope in the back of your mind that you can visit Humbert, the Clockwork Mage. It shouldn't be too hard to see him, you think, as you have already met him once before, about four years ago when you played for him at a dinner party. The two of you got along rather well, and he gave you an open invitation to come and browse through his extensive music library.

However, arriving in Canismini was a problem. There was something in the woods, something that made your horse panic and made you wish that you had someone else with you.

Your offer of music for food and a room is accepted in the Korova Inn. While playing, you notice a group of travellers who seem to like your music. You decide that if you can get along with them, you will offer them 20 gp each, lodging, and a share in any treasure that you happen to come across, if they will travel with you.

Tamlyn Human, skill 5 Bard.

Tamlyn enjoys nothing more than performing before an educated audience. She knows that in order to ensure a continuation of this pleasure she must improve her already impressive musical skills. She is willing to adventure to gain enough money to continue her studies. Adventuring is also an excellent way to gather material for her songs. Equally as interested in acquiring gold and glory, she believes it is better to enjoy what one has rather than take great risk for great gain. She is a good leader, a quick thinker and a bold fighter.

Tamlyn Human, skill 5 bard

ST: 15, IT: 17, IN: 15, SM: 10,

D: 15, A: 17

AC: 3, HTK: 25, M: 12"

Alignment: Neutral Good

THACO: 16

Specials: Skill 5 Thief and skill 5 fighter abilities.

Weapons and Armor: +1 Chain mail armor, no shield. Dagger and short bow.

Equipment: A dulcimer and a magic staff that will cast Detect Magic, Entangle, Pass Without a Trace, and Barkskin as a skill 5 Druid.

The Theft

Below is the introductory encounter with Kasin. When the party first meets Kasin follow the directions below and read only the paragraphs that apply.

Kasin's Speech

"I have a business proposition for you. Certain items of value to me, an enchanted crown and a pair of bracers, were stolen by the owner of this house. I know he is keeping them somewhere in his tower workshop, but his barriers and special precautions against me have kept my retrieving them. You might find it easier to get through, as the house systems generally take a week before they can key themselves to create the automatic wards against guests from entering certain rooms.

If the party agrees, see Paragraph A below. If they do not, go to Paragraph B.

A If the party agrees to help, Kasin will say:

"Thank you. The others I've asked were cowards, or simply scum like Humbert. I'll make it worth your while. When you return my treasures to me, I'll find a suitable reward."

She will then teleport them to the backyard and show them Humbert's tower and ask if they have any ideas.

B If they refuse to help her, Kasin will attempt to immobilize them with charges from her Wand of Paralysis, and will say:

"Fools. You think to defy me in this. I imprisoned Humbert, and he's far more powerful than you. But I'm not unreasonable, you'll get a second chance. Choose carefully when we meet again — or you will never be free."

She will then use her Wand of Teleport to teleport the party to the southwestern stall in the stable, where her Dragon, Raus, will watch over them.

She will return in 1D20 rounds to see if they have changed their minds. If they have, she will show them the tower from the backyard and ask if they have any ideas.

If the party attacks Kasin and succeeds in giving her more than 6 HTK of Damage, she will instantly teleport away and send 1D20 Dragonfliers (see Room 98 for stats) after the party.

In 1D20 rounds she will send Alex to threaten the party to agree to her terms or else. If the party refuses, Alex will use Kasin's Wand of Teleport to teleport the party to the Stable for Raus to guard them until the party agrees to help Kasin.

The Rescue

The first time Courane encounters any party members he will try to hire them as follows:

"My friends, I have great need of your assistance. My employer, Humbert, the Clockwork Mage, has been betrayed by his friend, Kasin. She has worked some foul magic and trapped my employer in some other plane of existence, where even my own magic has not been able to reach him.

"I have pleaded with Kasin, but she will only tell me that Humbert's release is beyond my magic, and that only a Bard's song magic will free him.

"He must be returned. The house's magic is failing, and it is beyond my power to correct and maintain it. My agreement with Humbert does not permit me the leisure to travel and so I must depend on messengers and brave adventurers such as yourselves if I am to have any hope of seeing him free again."

"My lord is a powerful mage, skilled in many arcane arts and very, very wealthy. He would surely reward you generously if you could free him. If you merely attempt the task, I promise you each a reward of 30 gp for your trouble, and another hundred for each of you should you actually secure his release. I expect he will reward you himself in addition to this, but this much, at least, is guaranteed."

If the party agrees to help, Courane will give them each a guest medallion (from Room 8) and instruct them of its properties. He will then turn them loose in the house. Unless his life is threatened, he will not go with the party.

If the party refuses his offer, he will teleport them into one of the empty habitats in the menagerie and leave them there to think over the offer. He will return every six hours with food, and offer them a chance to change their minds.

FIRST FLOOR

Canismini Wing

1 THE FOYER

Two doors open off of this bare room, one to the right and one to the left. There is a silken bell pull to the right of the door, and straight ahead is an arched passage.

* * *

If the party used the door knocker, the steward, Courane, will enter from Room 4. If there is a bard or a minstrel with the party, Courane will invite everyone into his sitting room (Room 5, via Rooms 2 and 3). Otherwise, he will attempt to usher them into Room 4 and try to find out what the party wants.

If the party enters without knocking, no one will be aware of their presence until they either trigger an alarm or meet someone. The door to the west is unlocked the party will hear the faint strains of poorly played music from beyond it.

The door to the east is magically locked, and can only be opened by a person wearing a guest medallion. No spell will affect it, and there is neither keyhole nor key. However, a combined strength of 35 will break it down (triggering an alarm that will summon Courane.)

2 STAIRWELL

The arch is formed by two staircases which sweep from the rear of the room up to the second floor. A large picture window reveals a view of an orchard in the courtyard. There is a door to the west of the base of the stairs. A large diamond-shaped mosaic depicting a shining gem surrounded by gears, is set into the floor beneath the center of the arch.

* * *

The elaborate mosaic (5'x5') is a teleport device. Stepping on it activates the teleport. If the steward (or at least his medallion of office) is not within the 30' range of this device when it is activated, anyone within this range who is not wearing a "guest medallion" will be teleported, with all of his equipment, to room 4.

The picture window is also a teleportal. Through it, anyone can exit the house and enter the Orchard beyond (See Room 49A). However, once they leave the house, only people with medallions and enchanted inanimate objects (like the Sims) can penetrate the barrier to re-enter the house. It is possible for players without guest medallions to re-enter the house through a teleportal if they hold onto a Sim while passing through it. Only one player at a time can go through with each Sim. Sound can

pass through this teleportal since the distance involved is minimal (It's like shouting through a wall).

3 SOUTH CORRIDOR

You can see three exits from this hallway: two doors on the south side and a curtain covering a doorway on the north. There is a 2' diameter white circle opposite the western door. A polished wooden table stands at the end of this hall with a bowl of fresh flowers in the center of it.

* * *

Any well-traveled member of the party will recognize these plants as native to Krusha, a semi-tropical coastal region far to the south. However, these particular sweet smelling flowers have been enchanted by Humbert, and anyone who smells them will get squirted in the face with green dye. No damage is done, but the dye will stay on for three days.

There is a 10% chance that a type II Sim is arranging the flowers here. If anyone other than the Sim moves the bowl, it will teleport everyone in this hallway to the Krushan courtyard (Room 49 B) where they all can see these plants in their native habitat. The face, lower arms, and hands of this Sim are human in appearance.

4 RECEPTION ROOM

With the exception of one feature, this is the most boring room you have ever seen. There is almost nothing of any interest here. The only furnishings are six uncomfortable, straight-backed metal chairs; the walls are painted apple green. There are two unmarked doors in this room: one in the middle of the western wall and the other at the southern end of the eastern wall.

The only thing that is remotely interesting about this room is a giant set of lips that take up the entire southern wall.

* * *

This is Humbert's reception room for unwanted or uninvited guests. The chairs all face the lips, and cannot be moved. Neither door will open from the inside, but each can be broken down with a combined strength of 18 or more.

The mouth is not a spell, but a specially made type III Sim.

Entering this room from Room 1 does two things: it triggers a silent alarm in the stewards quarters, notifying Courane of guests, and starts the lips talking. In a stern, matronly voice, the lips will ask anyone in this room who they are and what they are doing here. After these questions are answered, the Sim will go into a long

speech stressing the importance of dental hygiene.

After three rounds of this speech, the lips will shout for Courane if he is not there yet. If Courane is not with the party when they enter this room, there is a 50% chance the party will hear poorly played music coming from beyond the western door (Room 5).

5 COURANE'S SITTING ROOM

Books, pipes, and Courane's personal belongings are strewn about this room. Various items (dirty underwear, crumpled papers, dark glass jars with faded labels, etc.) cover two tables, two large couches, and the floor of this comfortably shabby room. There is a silk bell pull beside the northern door, and one door each in the eastern and western walls.

* * *

There is nothing of value here. Courane dislikes having Sims rearrange his belongings, so he has banned the house cleaning Sims from his quarters. Pulling the bell pull will summon a kitchen Sim, who will arrive via the Sim teleport spot at the west end of the hallway (Room 3).

If Courane brings the party here, he will sweep the clutter on the couches onto the floor, and ask the party to make themselves comfortable. Then he will try to recruit them to rescue Humbert (see "The Rescue").

If the party has gotten this far without meeting Courane, there is a 75% chance that he will hear them and attempt to capture the party by casting a Sleep spell with his staff, and if necessary, he will employ more forceful magic to capture the party. (See Courane's description in the *Non-Player Character* list for his spells and equipment.)

Once he has them tied up securely, he will release them from his spells, cure any life threatening wounds, then offer to forgive their trespassing if they will agree to rescue Humbert. He will offer great rewards to secure their cooperation or threaten them with death, if they refuse. (See "The Rescue".)

If the party enters Courane's room without alerting him, there is a 50% chance they will hear poorly played music coming from beyond the western door.

NOTE: Courane does not have a map of the house, because Humbert will not give him one. It wouldn't be much use anyway, as Humbert changes the rooms around whenever he wants to burn off steam.

6 COURANE'S BEDROOM

The smell of stale tobacco smoke is strong here. Walls enclose the northwest corner of this room and there is a door in the southern wall of this section. A chair, a music stand, and a cheap, new lute are near the windows, and there is a bed against the west wall. Sheet music litters the floor in this area. Another door in the southwest corner of the room opens to the west.

* * *

There is a 50% chance during the day that Courane will be sitting by the window, vainly trying to learn to play the lute.

The door to room 8 is locked. All thieves have a 40% bonus picking this lock. However, if the lock is successfully picked, it triggers a magical trap, which is 40% harder to detect than normal.

The trap will alert Courane and release a gas which causes sleep (save vs. Sleep II spell). Courane will collect any sleeping adventurers, attempt to capture anyone who has gotten away, and offer them the chance to help Humbert. Party members will be offered either a reward or a nice long stay in the menagerie (See *The Rescue*). Courane carries the key to this room.

7 COURANE'S BATHROOM

This is a small, tidy bathroom.

* * *

8 ACCOUNTING ROOM

There are two abacuses hanging on the west wall. Below them stand two desks, each with a large ledger and a selection of writing material on it. Against the wall between the desks you can see a large strongbox.

* * *

The strongbox is locked and trapped. Courane and Humbert each wear a ring with a gear and gem symbol which serve as passkeys for a variety of traps, including this one.

The strongbox contains 600 gp and a leather pouch containing 5 gems, each worth 2,000 gp.

If the box is opened without touching the ring to the lock, it will activate a Teleport spell. Everyone in the room and anyone who enters during the next four rounds will appear 5' above the ground in room 4 (Save vs. Dexterity or take 1D4 HTK

of damage). There the lips will scold them until Courane comes to release them.

The ledgers are records of the household accounts for the last six years. In the lower left-hand drawer of the desk is a box containing 20 *guest medallions*. The other drawers are filled with paper, spare quills, miscellaneous correspondence, bills, and the like.

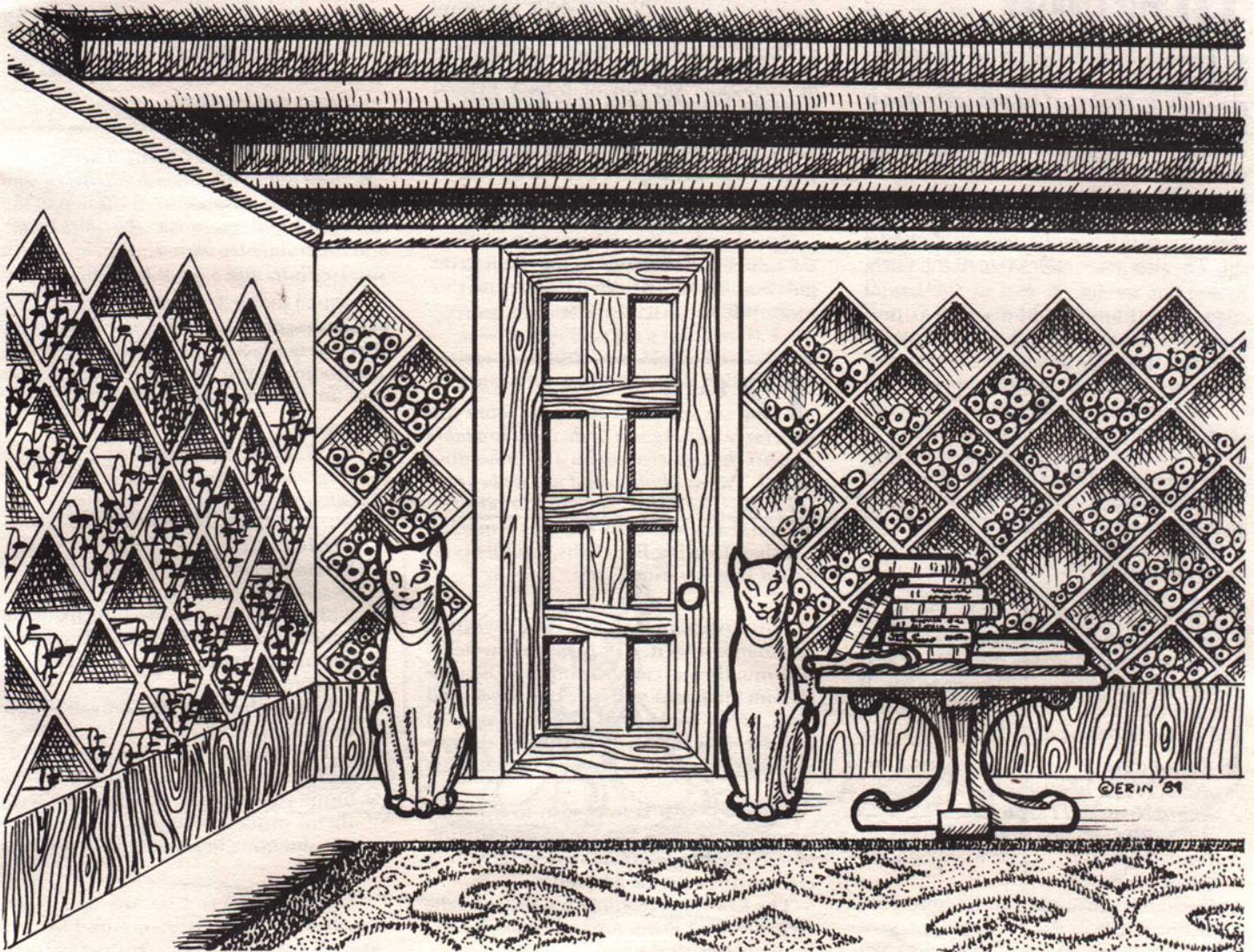
Krushan Wing

As you enter this wing, you notice that it is hotter and more humid here than it was in rooms 1-8. The temperature is about 80-90 degrees Fahrenheit.

* * *

There is a teleportal across the opening to this wing (the entrance to Room 3, the southern hallway) which allows people and objects to travel freely, but prevents the heat from passing into other portions of the house. Like the teleportal in Room 2, it blocks the passage of noise as well.

The eastern windows on this floor of the wing are teleportals. They will teleport anyone who goes through them to a courtyard in Krusha (some 1,000 miles to the



south. See Room 49B.) They are two-way teleportals, and are 100% safe.

The western windows show the same garden as the eastern windows; this is not a teleportal, but an illusion.

Since Humbert's disappearance, the illusion has grown weaker near the north end of the house. People looking out of the northwest windows can see the false view superimposed over the real one of the rolling hills and mountains of the Canismini countryside. Characters can find path that leads to the stables by climbing out of these windows. There is no way to enter the actual courtyard from this part of the wing.

A Dispel Illusion or Dispel Magic will dissolve the remainder of this illusion. However, a Dispel Magic will not effect the pre-set teleportals on the eastern windows.

9 HALLWAY

This long, narrow hallway extends the length of the wing, widening into two larger rooms. There are three doors on each side of the hallway.

Each door into the rooms lining this hall, is a wooden screen which allows the air to circulate easily.

10 THE LIBRARY

Scroll-filled wooden racks line all four walls of this room. A squat box, with two short legs and two short grasping claws sits to the left of an oak table that is centered in the room. A tray of sand for blotting ink, a selection of writing materials, and a number of books and scrolls lie on the table. The only decorations here are a pair of cats, carved in gray marble, three times the size of a regular domestic cat. They are set at either side of the door.

The squat box is a Sim which is programmed to retrieve any book the characters want. It's arms and legs extend to enable it to reach the higher shelves. The scrolls here cover the Krushan classics, including a large corpus on magic. Most of the scrolls and books on the table all deal with the making and breaking of magical barriers. There is one book of paintings of various rooms in Humbert's Manor.

Kasin has been using this room as a study. There is a 10% chance that she will be here at any given time. If she is here, she will try to recruit the party (See *The Theft* for details.) She has set the two cats here as guards. If anyone touches the table or anything on it, the statues will come to life. If the offender flees, the cats will withdraw and turn to stone again.

(2) Guard Cats

AC: 5, HTK: 12 (2D8), M: 12"

Align: Neutral, IT: Animal

Att: 3 (Bite and two front claws),

Dm: 1-6, 1-4, 1-4

THACO: 16

Special: If killed, the cats become stone again. While in stone form they regenerate at a rate of one HTK point per

melee round. Once they are fully regenerated, they may return to their flesh form.

If they are broken while in stone form, they explode, causing 3D4 damage to each person within a 10' area. They cannot regenerate after being destroyed while in stone form. Two rounds after the explosion, the stone fragments will turn to bits of flesh. Two rounds later, the flesh will turn to ashes.

If the cats are destroyed, there is a 20% chance that the explosion will alert Kasin.

11 MEDITATION ROOM

There is no wall between this room and the Krushan courtyard beyond. A low, wide cushioned bench runs the length of all three walls. Set flush with the floor in the center of this room is a small fountain which barely breaks the surface of a 3 foot pool of water. You can see four carved silver boxes, each about 3" long, on a plain silver tray beside the fountain. Three of them are identical, with roses engraved in the handles. The handles of the fourth box are engraved with gear and gem symbols.

* * *

The missing wall is a permanently activated two-way teleportal which allows anyone to enter the Krushan courtyard (Room 49B). However, like the teleportal in room 2, only Sims, people wearing guest medallions, and enchanted items can re-enter the house through this teleportal.

Because the distance to Krusha is so great, sound cannot pass through this teleportal, though anyone can see through it quite well.

The three identical boxes are empty.

Opening the gear and gem box teleports the bearer and everyone in the room to the pavilion in the Krushan courtyard (See room 49B).

12 BATH

As you enter this large room you see a large rectangular pool. Next to a table against the western wall is a man holding towels. Various bottles and jars lie beneath the table. The bottles beneath the table are all marked as bath salts, etc. One is marked Krushan Healing Bath Salts, another is labelled Regenerating Foam.

* * *

This luxuriant bath is as only a wealthy Krushan knows it. The lukewarm water is continually recycled by pumps. The type III Sim attendant will give out towels and soap, scrub backs, and give massages on request. It is talkative, but under the impression that this is Krusha of 100 years ago.

However, as it is forbidden to leave the room, this Sim can provide no information about the house, Humbert, or anything else pertinent to the adventure.

The *Krushan Healing Bath Salts* and the *Regenerating Foam* are both magical and both are practical jokes.

The *Krushan Healing Bath Salts*, when put into the bath, turns the water bright green. When a person bathes in this water for more than two melee rounds, the water will suddenly thicken to the consistency of lime jello. The person in the tub will be stuck in the tub by an equivalent of a Strength 9 hold. Furthermore, after the water jells, the green color permeates the skin, leaving it a bright green color for 3 to 4 weeks. The player will also be sticky, losing 1 point of Dex until he can find some clean water to wash off with.

Regenerating Foam does just that: it regenerates foam. Lots and lots of foam. If even one drop of water touches the dried foam, it will form enough to expand and fill this room in 5 melee rounds. In 10 melee rounds it will have filled the entire hallway to a level of about 4 feet between rooms 3 and 15 (a total of about 7,200 cubic feet from just one drop). At this point it will begin to recede. There is enough foam in the bottle for three uses. If all is used at once, the entire Krushan wing will fill with foam for 25 rounds, and slow all movement by 1".

13 MEN'S SITTING ROOM

The furnishings in this room are covered with dust sheets. Low windows give a view of the courtyard.

* * *

14 CONCERT CHAMBER

There are 12 cushions and 5 low oval tables in this room. On the dais at the north end of the room is a selection of musical instruments, including a lute (in a case), a flute, and a set of bagpipes.

* * *

The bagpipes are alive and dangerous. They were placed here by Kasin to protect this room against snoopers. They will attack anyone who comes near them.

Bagpipes

AC: 7, HTK: 8 (2D8), M: 14"

Alignment: Chaotic/Evil,

Intelligence: Animal

Att: 1 or 2, Dm: 1-4 or blast.

THACO: 16

Special: Sonic blast

Description: The bagpipes can strike with its pipes as bludgeons. Its major attack is a sonic blast which affects each person in the room for 1D6 HTK of damage.

It moves by bouncing, and can bounce up to 8 feet high.

The bagpipes can not be hurt by blunt weapons. When struck with a blunt object (mace, war hammer, etc.) the air inside the bagpipe will be forced out, doubling its sonic attack in the next round.

The instruments here are well made, worth about 1,200 gp as a group. There is a Sleep II spell on all of the instruments (ex-

cept the bagpipes) that affects anyone who touches them after two rounds. However, a Bard will have a 50% chance of detecting this.

If the party falls asleep, Kasin will send Alex (see *Non-Player Character list*) to steal the enchanted lute and take it to her for safe keeping.

The enchantment on the lute makes it +1 to the success of any spell cast with it. Both the case and lute are both decorated with a vine pattern.

GM NOTE: This lute is one of the elements needed to free Humbert. The vine pattern matches the pattern around the base of the clockwork diorama in which he is trapped in Room 41.

There is a folded piece of parchment lodged in the lining of the lute case. It has the following list of items scribbled on it: Pendulum, gem, key, songbook, and lute. Each item has a check mark next to it. This is a list of the items needed to free Humbert from the clockwork (see Room 41).

15 GALLERY

The corridor widens into a curved gallery. Eight statues of humans in heroic poses line the walls. This gallery, in turn, opens into a large hall. There are 4 large glass-doored cabinets at the east and west ends of this room. An identical curved gallery of statues is opposite to the first one. There is a pillar in the center of the room. Four circles 2' in diameter are at the cardinal points around this pillar. The northern one is white, the other three are red.

* * *

Humbert houses his collection of Krushan statuary here. Many of the pieces are priceless and therefore magically protected against theft and vandalism. Anyone or anything coming within 1' of a statue will be teleported to a point exactly three feet further back from the statue. This cannot be circumvented by physical or magical means. Only the Sim who cleans this gallery (and of course Humbert himself) can pass through this field. If a party member holds onto the cleaning Sim, he or she will be able to pass through as well. However, this will not make it any easier for the player to carry a 6'-7' tall marble statue away.

If a party member passes within 5' of the Krushan statue that is just to the left of the northern corridor, it will shout "Whoopie" in a very loud voice. At the bottom of the statue is a metal plaque engraved with the words "Warrior Krushan" —only "Warrior" has been scratched out and "Whoopie" etched in. This "Whoopie Krushan" is one of Kasin's little jokes. Humbert has tried, but he cannot remove the spell.

The glass cabinets are filled with a variety of small, exquisitely detailed carvings. These are also magically protected. Anyone who opens the cabinet will find that they are empty. The carvings appear to be here when seen through the glass because of an illusion.

Breaking the glass will summon a type IV Fighter Sim, dressed in leather armor. The Sim appears on the northern white circle. The Sim will point to a sign on the wall which reads (in Krushan) "Please do not lean on the glass." Then the Sim will draw his sword and swing as if to cut off the nearest party member's head. It is impossible to parry this stroke since the sword is an illusion and passes through any shield or sword parry. If this Sim is attacked, it will defend itself as a Skill 5 Fighter with a real sword (a precaution in case of real thieves rather than pranksters). However, this Sim will not speak.

Type IV Sim Fighter IV

ST: 14, DEX: 16, A: 11
AC: 7, HTK: 15, M: 12"
Att: 2, Dm: 1-8, 1-6.
THACO: 15
Special Devices: Leather covering, Sword Arm, Shield Arm, Bolt firer (in head), and Extend Arms.
Special: +1 initiative.

It will only fight if attacked and will stop fighting if its opponent surrenders.

The four circles around the pillar are teleport points. The white one is a two-way point between here and the southeast corner of Humbert's Workroom (Room 112). It is a single person teleporter, and will only work for someone with Humbert's personal medallion.

The eastern teleport is an area effect teleport and will send everyone in the room to the northeast corner of Room 36. The western teleport is also an area effect portal and will send everyone in the room to the southwest corner of Room 50. The southern spot will teleport anyone wearing a guest medallion to the northeast corner of Room 80.

16 GAME ROOM

This room has a variety of games of chance in it: roulette wheels, crap tables and card tables — all done in dark woods and green and red felt.

There is a tall man sitting behind a green card table who smiles at you as you enter. He has a gold tooth that glints as it catches the light. "Greetings, O Riders of the Winds of Fortune," he says. "Are you ready to grasp the waiting hand of Lady Luck?"

* * *

His name is Chance, and he is a type V Sim. He will encourage the party to wager a few gold pieces in a friendly game of Craps, Blackjack or Roulette.

If the party chooses to gamble, the *Spike Wall I* trick from table A of the *Practical Jokes Tables* will take effect.

Chance will laugh maniacally while this happens, then vanish through a Porta-Port which he will pull through behind him.

17 HOSPITALITY SUITE

This looks like a comfortable room, with soft couches and easy chairs, books in cases against the southern wall, and a low table with a tea service on it. The western wall is covered by a large red curtain. Sitting in front of the curtain is a table with bottles of various wines, liquors, and distilled spirits, and large bowls and platters filled with snacks and hors d'oeuvres.

There is a tall woman reading by the window. As you enter, she looks up and smiles at you.

* * *

This is Babs, a type V Sim that Humbert created for sales presentations. She will hand out brochures and worthless trinkets with the gear and gem symbol which she will tell you is the Clockwork Magic, Inc. logo.

With the help of a squat box that casts colorful illusions, she will give a presentation on the versatility and customizations available for a Sim, which includes a non-technical explanation of their inner workings.

From this speech, a player character with an Insight of 15 or higher will realize that a type IV or lower Sim will respond in only certain, pre-programmed ways, so their movements, as in a fight, will be predictable after a short time.

After realizing this, there is a 70% chance that after 5 melee rounds of fighting with a type IV or lower Sim, any player who has this information will be +1 to hit that Sim and -1 to be hit by that Sim in that particular combat phase.

Babs Type V Sim (Sales Representative)

Intellect, Insight, Puzzle Solving, Independent Thinking.

ST: 12, DEX: 14, A: 18

AC: 9, HTK: 20, M: 12"

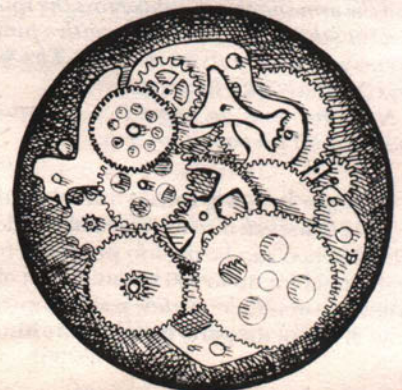
18 LAVATORY

There is a toilet, a pitcher of water and washbasin here. A mirror hangs on the wall above the basin.

* * *

Anyone looking into the mirror for more than 2 rounds will see his reflected face age rapidly (10 yrs/round), but the effect is only an illusion.

This trick mirror is one of Humbert's favorite surprises for new guests.



Servants' Wing

Because of an agreement between Humbert and Kasin not to involve the servants in their practical jokes, there are none in this section of the house.

GM NOTE: To be read to the players if they enter from the Krushan Wing or the Milesch Wing:

As you enter this wing of the house, the temperature returns to Canismini norm (about 70-80 degrees Fahrenheit). The furnishings in this wing are cheap and threadbare.

* * *

The southern windows in this wing look out onto the orchard (Room 49A). The northern windows show a vegetable garden and, beyond that, the stable block. Neither view is illusion or teleportal.

19 PANTRY

The northern and eastern walls are lined with cabinets and counters. A half-mechanical servant is working here, arranging food on trays. There is an open door in the south wall.

* * *

Dishes and trays are kept in the cabinet on the north wall. Bread, condiments, etc. are kept in the other cabinets so that snacks can be made without interfering with meal preparations in the main kitchen. The servant is a Type II Sim, which is only capable of finding and combining the things stored in this room. It can be given new instructions by anyone with a guest medallion, but as it is an early model, its abilities and memory are very limited.

20 KITCHEN

There is a sign on the door—No Guests Allowed. Upon opening the door, you see a massive, highly efficient, spotless kitchen. There are two doors in the north wall, a door in the east wall, and a raised platform with a number of circles on it in the northeast corner of the room.

A servant is garnishing a rather gamey piece of raw meat. He says "Parsley" and a mechanical arm extends from the wall, whips out through another open door in the northern wall and returns with a sprig of parsley. He says "Curry, just a pinch," and the arm shoots straight across the room and into the pantry, returning with a pinch of curry which it puts on the meat. The Sim says "Perfect" and lifts the tray.

Noticing you, he says "If you require food, I shall prepare it for you."

* * *

The arm is going through the laundry (room 21) and out into the vegetable garden. This kitchen can be used to prepare a formal dinner for up to 500 guests. Much of it is not in use as there are few resident guests now. If any of the party members are hung-

ry, the Sim will ask them to wait a moment, then inform the kitchen to prepare the food.

GM NOTE: If this should happen, the following should be read aloud to the players:

Pots will march out of the cupboards and leap up to the stove. Arms will extend from the wall and whip around the room, grabbing whatever is needed to prepare the meal. The stove will turn itself on to the proper temperature and gleefully cook the meal.

GM ONLY: None of the Sims was programmed to avoid guests while preparing food (hence the sign on the door). There is a 40% chance that a random party member will be hit by one of these arms per melee round. The arms will do 1D4 HTK damage. The food generally takes five rounds to be stove ready.

Afterwards, the arms on the walls will wipe all counter surfaces with clean cloths, and the floor will be swept and mopped by 4 small (about the size of a small dog) wheeled Sims with hoses and mops. The party members will have to Save vs. Dexterity or else fall over these quickly moving Sims. They will take one round to clean the floor.

If the party follows the Type III Sim preparing the raw meat, it will lead them to Vashari's sitting room (Room 103). It will take no action to force them to leave.

21 LAUNDRY

There is a stove, with a large tub of water boiling on it by the western wall. It is a normal looking tub except for the two human looking arms sticking out of either side of it, and the dial on the front that is turned to "Gentle."

The hands arms grasp a pair of handles on either side of the stove, and the tub raises itself up and gently swirls itself over the fire. It then lowers itself and the hands reach inside the tub and gently agitate the wet laundry inside. The hands grasp the handles again, extend and lower the tub to the ground. Walking on it's hands, the squat washtub leaves the room through an open door in the northern wall. Through the door you can see a vegetable garden and several clotheslines. The washtub waddles over to one of the clotheslines and, extending its arms, begins to hang up wet laundry that obviously belongs to a slender woman.

There is a third door in the eastern wall of this room.

* * *

The Washtub is a Type II Sim that will ignore the party while it is doing its assigned chore. There are two more settings on it's front, "Regular" and "Heavy," and they will cause the washtub to go at it's duties with more vigor, taking three and four rounds respectively to complete it's cycle. The "Gentle" cycle takes two rounds.

If anyone changes the setting while the current load of clothes is being washed, there is a 90% chance that the clothes will be

shredded to ribbons. These are Kasin's clothes and she be very upset if this happens.

If anyone tries to interfere with the cycle, there is a 60% chance that the tub will spill over, pouring scalding water on whoever messed with it, doing 1D6 HTK damage.

22 SEWING ROOM

A variety of sewing tools and materials are on the shelves here. There are no servants or sewing mechanisms.

* * *

23 TELEPORT AREA

This area is a platform, 6" above floor level with 12 white circles on it. Each circle is 2' in diameter. They are all individual, two way Teleporters.

- Goes to and from room 58.*
- Goes to room 113.*
- Goes to room 80.*
- Goes to room 96.*
- Goes to room 50.*
- Goes to the west end of room 3.*
- Goes to the northeast corner of room 57.*
- Goes to room 33.*
- Goes to room 48.*
- Goes to the westernmost spot in room 53.*
- Goes to room 49A, first floor, beneath the window of room 24.*
- Goes to room 49B, first floor, the Krushan pavilion.*

24 SERVANTS' DINING ROOM

You see a large bare table. The chairs are pushed up against the walls. There are three doors: one in the west wall, one in the north and the third in the northeast corner, leading east.

25 HALLWAY

This is a bare passage with doors at both ends and three doors along the south wall and a door at the east end.

26 SERVANT'S BEDROOM

This bedroom is shabbily furnished. It has a large bed and two chairs.

* * *

This room is available for visitors' servants. At present, it is not in use.

27 SERVANT'S BEDROOM

This is another one of the servant's bedrooms, and as you enter, a short, brown-haired, dark-eyed man shouts "Hey, can't you knock before you enter?"

* * *

His name is Arnold, and he is a wereboar. He will not shape-change unless he

feels threatened by the party, but he will not make them feel welcome or give them any information of any kind. He will rudely tell them to go about their business and leave him alone.

He was captured while still in boar form and sold as food for Kasin's Dragon, Raius. He reverted to human form, escaped the Dragon's Run (stealing a particularly large Bloodgem from Raius' treasure in the process), and has taken over one of the empty bedrooms until he can think of his next move. He has been here for eight days now, and is growing used to the excellent food and service that the Sims provide.

Under a loose floorboard beneath his bed is the Bloodgem, worth 2000 gp. The gem is a very useful bargaining piece when dealing with the Dragon.

Arnold, Wereboar

AC: 4, HTK: 17 (5D8+2), M: 12"

Align: Neutral, IT: Average

Att: 1, Dm: 2-12,

THACO: 15

Special: Wereboars, like all lycanthropes, can only be damaged by silver or +1 or better weapons.

28 STABLEHAND'S ROOM

A large pair of muddy boots, with fewmets and feathers stuck to the soles, stands in the hallway outside this room. You can hear loud snores through the door.

* * *

Mog, the stablehand, is sleeping off a drinking bout in this room. He will not waken while the party prowls through his room. There is nothing of value here except an unenchanted dagger, badly in need of cleaning.

If shaken awake, Mog will not be able to provide much useful information about the house, as he has never been beyond the Servants' wing. Mog's only job these days is to drive the pigs, teleported in from Humbert's house in the market town, to the dragon's run. He steals brandy from the Sim who carries it to Rassi's room (Room 73). If attacked, he will defend himself with his fists.

Mog (Stablehand) Skill 0 Fighter

ST: 18, IT: 8, IN: 5, SM: 17,

D: 12, A: 9

AC: 9, HTK: 12, M: 12"

Att: 2, Dm: 1D4x2

Alignment: Lawful Neutral

THACO: 20

29 STOREROOM

Shelf after shelf is piled high with non-perishable food and household stores. A much chewed pile of bone and metal is on the floor in the center of this room.

* * *

Giant Tele-Rats have made their lair here. These rats were specially bred for their ability to teleport. They have escaped

from Humbert's menagerie in the basement. They have no treasure.

(1D6) Giant Tele-Rats

AC: 7, HTK: 1D4, M: 12"/6"

Align: Neutral Evil, IT: Semi-

Att: 1, Dm: 1-3,

THACO: 20

Special: Its bite has a 5% chance/wound of causing disease. Save vs. Poison to neutralise. Because of their ability to teleport, there is a 75% chance that they will attack from behind.

30 STILLROOM

A man is grinding herbs in a mortar. He introduces himself as Physician.

The walls are lined with shelves filled with bandages, dried and fresh herbs, and labeled bottles. There is a narrow, sheet-draped table in the center of the room.

* * *

Physician, a type IV Sim, is mixing hanger remedies for Mog and Rassi. This Sim is trained in the use and manufacture of herbal medicines and the performance of surgical and first aid techniques.

The magical cures that Humbert made for it to use are in a locked cabinet on the north wall. There are two clearly marked flasks one with 5 doses of a Cure Serious Wounds Potion and another with 5 doses of a Cure Disease Potion. Physician has the key to this cabinet.

Physician will protest and attempt to summon guards if adventurers, guests or not, attempt to remove the magical medicines without consulting it or if they try to take him (he is worth at least 10,000 gp in any major city.)

There is a button beside the door which will call 2 type III Sims trained as Fighters (skill level 3). Each is specially armed.

Type III Sim

Fighter III

ST: 12, DEX: 12, A: 10

AC: 8, HTK: 10, M: 12"

Att: 2, Dm: 1-4/1-4

Special Devices: Bolt Firer—Two missile attacks per melee round. Ammunition limit: 30 bolts.

Type III Sim

Fighter III

ST: 12, DEX: 12, A: 10

AC: 8, HTK: 10, M: 12"

Att: See below. Dm: See below.

Special Devices: Mace and Hand (+1 to hit, Dm: 1-6), Spiked Tail (Throws 1-4 spikes per melee round for 1-6 HTK each.).

Physician Type V Sim

Doctor/Healer.

ST: 13, DEX: 15, A: 16

AC: 8, HTK: 15, M: 12"

Special Devices: Poison Detect.

Physician will not attack under any circumstances.

Milesh Wing

To be read to the players when they enter this area:

It is noticeably cooler and somewhat damp here. The temperature is about 60-70 degrees Fahrenheit. There is a faint odor of salt in the air and you can hear the crash of waves against the shore.

* * *

The western windows on this floor of this wing overlook a cliff and the sea. These windows are teleports to a ledge on the Milesh coast. The eastern windows show the same view, but here it is an illusion. Because the spells have not been reinforced lately, they are beginning to wear thin at the north end of the house.

As in the Krushan wing, the courtyard windows are permanently activated teleports. Anyone can climb through these. However, the house is at the edge of a cliff here, with no way (save flying) to get to the other side of the house from the outside. There is a ledge, less than 2' wide, along this side of the house. It widens near room 38, into a rock garden.

31 SOLAR ROOM

You see high-backed benches and chairs near the window of the north and east sides of this room. There is a lavishly illustrated book of songs in a chair by the window. There is a door in the center of the curved southern wall.

* * *

The songbook is a necessary component needed to free Humbert. There is a complex vine border around the cover illustration and each of the interior illustrations. The border around the fourth song in the book matches the border on the clockwork that Humbert is trapped in (See Room 41).

As there is no spell on the north windows, they show a fine view of the stables. From the eastern windows, bits of the Canismini countryside can be seen through the fading illusion of the Milesh coast.

There are secret doors in two hollow columns against the wall which separates this room from room 32 and 33. They are untrapped and access the hidden passages, (Room 32), that run down both sides of Room 33.

32 HIDDEN PASSAGES

These passages are long and dark, and have a musty odor. A swarm of bats attacks as you enter this passage.

* * *

A swarm of bloodsucking bats has made its home in these 3' wide passages. The passages run the length of the great hall (Room 33). Peepholes are placed every 5' along their length.

(20) Bats

AC: 7, HTK: (1D8 + 1), M: 3"/18"
Alignment: Chaotic Evil, IT: Animal
Att: 1, Dm: 1-3,
THACO: 18

Special: Blood Drink. The bats do 1-3 HTK damage. Each drains 1-4 HTK worth of blood per round after striking, until it has drained 12 HTK value in blood. It will then retreat to digest its meal. The only other way to detach a Bat from its prey is to kill it.

33 THE GREAT HALL

This room is completely dark. Once you strike a light, you can see torches in brackets seven feet high, set at ten foot intervals along the walls. There is a dais at the north end of this room with an oversized chair in its center. Three banqueting tables, draped with protective cloths, run the length of this room. There is a white circle, 2' in diameter, set into the floor next to the southern door.

* * *

Kasin enchanted the chair as a joke for one of Humbert's parties. When anyone sits in the chair it will levitate. The chair will obey voice commands (up, forward/backward, right/left, stop), in the Common Language from the person seated in it. It will not, however, go down. If its passenger jumps off, the chair will drift slowly back to the ground. The chair can only be used for 4 hours per day. It has no maximum levitation limit.

This chair can be used to enter Humbert's tower from the north side of the 4th floor where the magical ward has faded. The specific ward against Kasin has prevented her from using this route.

The teleport spot here goes between here and Room 23, spot h. It is used to facilitate food service during Humbert's parties.

34 TOILET

There is nothing that can be found in here that will help the adventurers on their quest.

35 DRAWING ROOM

This tastefully furnished room is paneled in light-colored wood.

* * *

There is nothing in here that will help the adventurers on their quest.

36 PORTRAIT GALLERY

A servant greets you politely as you enter. The west wall is covered with undistinguished paintings of sparkling mountain lakes, fresh snowy forests, and sad eyed clowns, while the east wall has pictures of thick veined, heavily muscled warriors in dramatic battle poses. However, at the south end of the room, just to the right of the door into room 39, is a beauti-

ful still life of a golden crown and a gleaming set of bracers. Light shines from globes set in niches in the ceiling.

* * *

Most of these paintings are just that, paintings. But there are four that are practical jokes put there by Humbert.

1. The painting of a clown that is the northernmost painting on the west wall will squirt seltzer water on anyone who comes within five feet of it.

2. The painting of the snow-covered forest on the west wall that is just to the north of the door into Room 35, will mercilessly pelt whoever comes within five feet of it with snowballs for two rounds.

3. The painting between the doors into rooms 37 and 40 is a dramatic battle scene involving a heavily muscled archer and a slimy, green, winged demon. Anyone coming within ten feet of this will be shot in the head with a rubber tipped arrow.

4. The picture of the crown and bracers is, of course, a perfect likeness of Kasin's stolen magical items. Whoever touches this picture must Save vs. Magic or have all of their clothes and non-metallic possessions transported to a pile in Room 100 (Kasin's Bad Room) and replaced by a thin gauze nightshirt. **(GM NOTE: That character's Armor Class is now 9, but that character will have a Dex bonus of +2 until they are able to retrieve their belongings.)** There is a 25% chance that this will alert Kasin to the Party's presence.

The type III Sim will give a lively talk about the pictures. It knows its way about the house and can give directions, but it is unable to leave this room. The 12 globes attached to the 12' high ceiling are powered by Continual Light, and can be easily detached.

There is a two-way teleport spot under a rug in the northeast corner of this room which connects to the east spot in Room 15.

37 SMOKING ROOM

This room seems conducive to quiet moments, with its dim lighting, plush leather chairs, thick shag rugs and red velvet walls. However, the smell of smoke is overpowering.

There is a small table next to one of the chairs, on top of which is a wooden box that is engraved with the Gear and Gem symbol.

* * *

The box contains twenty cigars and a lighter. The cigars are of the highest quality and imported from Krusha. The lighter is cheap and from the far eastern lands. If the lighter is used, the flame will shoot up and do 1 HTK damage to whoever tried to use it.

If the Party stays in this room for more than 5 rounds, they will find out that this really is a smoking room. Clouds of smoke

will billow into the room through holes in the walls, doing no permanent damage, but causing unconsciousness in 2-8 rounds. Victims will revive 1 round after a Save vs. Stamina is made. (1 try per combat round).

38 CONSERVATORY

Many different types of plants grow in tubs and pots within this room. You can clearly hear the sound of waves through the glass doors in the west wall. Beyond the doors, you can see a small, enclosed rock garden (see Room 49C).

* * *

The glass doors here are teleports to the Mileshe coast, hundreds of miles to the north. Anyone or anything, with or without a guest medallion, can leave and re-enter the house by way of this teleport.

The plants in the room are exotic, and with one exception, harmless.

In a tub near the door is a Displacer Vine.

Displacer Vine

AC: 6, HTK: 20 (4D8), M: 0'

Align: Neutral, IT: Non-

Att: 1, Dm: 1-4 HTK per round (from the vine's squeezing grip).

THACO: 15

Special: Poison. The vines secrete a poison which causes paralysis in 1-6 rounds. Its effect can be cured with a Neutralize Poison. If no such spell is used, the poison will wear off naturally within 3 hours (4 saves vs. poison per hour) after the victim is out of the plant's grip.

This carnivorous plant has 3 tentacles, each 10' long, which it uses to snare its prey. In order to overcome the disadvantage of immobility, this plant has developed an ability similar to that of Displacer Cats. The molecular vibrations cause its tentacles to appear to be 2' to the left, right, ahead, or behind their actual position. As the plant's base is stationary, this adds nothing to their saving throws, but it does decrease the plant's armor class. Humbert was studying this phenomenon.

39 ANTECHAMBER

This small room is bare.

40 LIBRARY

You see books of all shapes and sizes in floor-to-ceiling bookshelves on all four walls of the room. All of the books here are bound in red leather, with titles written in gold on the spine. A number of volumes seem to be missing. There is a large wooden table, with a reading light (similar to the hall lights in Room 36) set in the center, and four matching chairs. A 2' diameter red circle is set into the floor to the north of the door.

* * *

As in all the other libraries, all books on

magical barriers have been borrowed by Kasin.

41 CLOCKWORK HALL

This passage is lined with elaborate clockworks and embroideries which depict many different subjects. On the eastern wall, where the corridor turns, is the most intricate clockwork diorama of the collection.

A small chest carved with a complex vine pattern, which matches the design at the base of the clockwork, is directly beneath this clockwork.

* * *

GM NOTE: if the party decides to study this clockwork, read aloud the following:

This clockwork is a depiction of a fair-ground. There are merry-go-rounds with miniature wooden horses and laughing children, and jousting fields with knights frozen in attacking positions. There are gayly colored tents with miniature mechanical men, curiously still, in poses that seem to beckon you into the darkness within. There is a maze of mirrors with a number of small figurines standing in excitement, confusion, and horror.

Garishly colored, grotesque signs draw your vision to the House of Fools, a miniature fun house with lines that are disconcertingly askew, and acutely sloped floors. At the door marked "Exit" there is a line of figurines leading to a muscular looking figurine with a very large hammer. In front of the figurine with the hammer is a pile of dust. The fourth mechanical man in the line has finer details on it than any of the others in the entire clockwork. The stitching in his clothing and the hairs on his head look almost real, and the look of startled horror on his chubby face is unsettling.

GM ONLY: This clockwork is the one imprisoning Humbert. A Detect Magic spell will reveal that it is enchanted. Humbert himself can be seen in the lower left-hand corner. He is the tiny figure (2" high) with the look of startled horror on his face.

The box beneath the clockwork is trapped. If it is opened without using a Dispel Magic first, it will explode, doing 4D4 HTK damage to everyone within 20'. The winding key is in the box and will be undamaged. It will be needed for the third requirement below.

To release Humbert from the clockwork the following things must be done:

1. The Pendulum Weight with the gear and gem emblem (the one that was the paperweight on Kasin's desk in her workshop [Room 111]) must be attached.
2. A Power Sphere from Room 116 or from a type IV Sim must be placed in the receptacle in the power box.
3. The Winding Key in the carved box under the clockwork must be used to wind it up.
4. The command word "Imagination" must be spoken. (This word is known by Brand, Courane, Alex, and, of course, Kasin.)

5. The fourth of the 5 songs in the Magic Song Book (Room 31) must be played, using the Enchanted Lute that was in room 14.

The fourth song in the book is the only one that will free Humbert. The other four songs will cause the machine to run one cycle. At the end of each cycle, the hammer in the clockwork slams down on a little figurine in a line of figurines, crushing it to bits. Humbert is the fourth in the line of figurines. There is no way to remove any of the figurines from the clockwork.

There is a 25% chance that Tamlyn will, by reading it, recognize the fourth song in the book as a song that they heard on a music box in Kasin's room. This is the song that will free Humbert.

The order in which the first four tasks are done is unimportant, but all of them must be done before the fifth, as the spell in the songbook can only be used once. If the song is played on the enchanted lute before the other steps have been performed, the spell will fade without freeing Humbert.

Without the songbook, there is a 5% chance per skill level, that the bard or minstrel will have memorized the song after one playing or reading and will be able to play it without the book. This will also free Humbert.

If Humbert is smashed, read "The Return."

42 CLOAKROOM

This room is dark, with rows of long wooden pegs that run the length of the room.

* * *

Hanging from a hook beside the door is a Sim key. There is nothing else in this room.

43 PLAY ROOM

This room is filled with child-size furniture and toys.

* * *

Humbert has turned this room into a play room for Brand, a seven year old village boy of exceptional psionic power.

There is a 50% chance that Brand will be playing with his toys here. There are Sim toys, all type I or II: puppies, a monkey, etc. on the shelves. Brand has a Sim key to wind them. There are also various educational toys and books.

If the party explains to Brand that they are here to rescue Humbert, he will want to come along.

(For Brand's stats, see the *Non-player Character list*.)

The Desert Wing

To be read to the players when they enter Room 44 from the main house:

The walls in this wing are dividing these rooms are made of heavy fabric. The outer walls have curtains of the same fabric hung

2' from the walls. The air is very hot (100 degrees Fahrenheit) and dry.

* * *

Party members wearing plate or chain mail must Save vs. Stamina every half hour or collapse from heat exhaustion for 2-12 rounds. To avoid collapse, they must remove heavy armor. The teleportal in room 47, through which anyone can pass, opens directly onto the desert (49d).

A party of desert fighters entered the house through the teleportal to search for a holy object that Humbert obtained from an art dealer. The desert fighters entered Humbert's house but were attacked by his Sim guards. Since Humbert was not around to reinforce the Clockwork warriors, the desert fighters defeated them. The remaining four desert fighters are still in this part of the house, searching for The Orb of Life.

The Orb of Life is a tribal holy object. In the hands of a cleric, it can locate the nearest natural source of water (more than 10 gallons) and can create 50 drinkable gallons of water 3 times per day.

44 PRIVATE QUARTERS

When you open the door to this room, you find a heavy curtain blocking your way. As you push the curtain aside, you see a room with walls made of fabric. Four people, dressed in desert robes and carrying scimitars, stand in the middle of this room.

* * *

These desert fighters have removed The Orb of Life from the shrine (Room 45). The one carrying it will try to run away (through Room 46 and 47) while the other three cover his retreat. They will attack without warning or provocation, assuming that anyone who finds them is a guard.

(4) *Desert Fighters Human, skill 5 fighters AC: 7, HTK: 30, 32, 34, 26 (5D10) M: 12" Align: Chaotic Neutral, THACO: 16 Equipment: Scimitar, leather armor.*

45 SHRINE

This room contains an empty altar. The cushion on the altar has a slight depression in the center.

46 PUBLIC RECEPTION AREA

Several dismembered mechanical guards are sprawled over the floor. Cushions, cooking utensils, and food are crushed into the carpet. A sprightly tune is coming from an ornately carved, open box which is next to the entrance to a curtained-off area.

* * *

The Sims have been torn to useless, worthless parts. The music box will stop playing if it is closed and will play again when it is reopened. It never needs winding. It was one of Humbert's successful experiments with self-winding clockwork (Value 125 gp).

47 VIEWING ROOM

A hot wind blows into this room

through an open wall that leads into the desert. There are large, silk pillows scattered around the floor, and everything is covered with a fine layer of sand. Through the open wall, you can see dead fighters.

* * *

If the party decides to go through the opening, they will pass through a two way teleportal into the desert (see Room 49d).

48 WAITING ROOM This is a comfortable sitting room overlooking an orchard in the courtyard. A 2' diameter white circle is in the northeast corner of this room.

The Teleportals

The teleportals will allow anyone to pass through to them to go to the Canismini Courtyard (within Humbert's manor), the Krushan Garden (a tropical retreat, some 1000 miles to the south), the Milesch Rock Garden (250 miles northwest, on a cliff by the sea) or to the desert (about 2500 miles southeast). However, only those characters with guest medallions may re-enter the house through these teleportals.

If characters get caught on the wrong side of these portals without a guest medallion, they can pass through while holding onto someone who does have a medallion, or a Sim.

49a CANISMINI COURTYARD Row upon row of fruit trees are spaced evenly in this courtyard.

The eastern and western walls of the courtyard and a small section at the eastern end of the southern wall are a shimmering silver color. Rising above these walls you can see the top two floors of a house.

* * *

This area is open to the sky. There are no barriers of any kind to prevent exit or entrance from above.

The silver walls are caused by the teleportals that cover the corresponding areas of the house. If a party member can levitate or fly above the silvery area, he or she can enter the upper windows of the house.

49b KRUSHAN GARDEN You are in a lush tropical garden, on a warm and muggy day. At the end of a colored gravel path, there is a white marble pavillion and a small fountain. There is a shimmering silver field to the north, east and south. To the west you can see a house with six windows facing the garden. The silver barrier joins each end of the house. You cannot see through the barrier to any other part of the house.

49c MILESH ROCK GARDEN This small rock garden is surrounded on three sides by a low rock

wall. To the west is a sheer drop of about 100' to the sea. Mighty waves crash against the huge jagged boulders below as the salt-scented winds push dark thunderclouds across the sky.

To the east, four glass doors open onto a conservatory.

To the north is an unprotected ledge about 5' wide. Crouching low on this ledge is a Displacer Cat.

* * *

This small garden is on top of a cliff on the Milesch coast. There are no force walls as there are no other dwellings within 60 miles. Only a single story house is here, the same size and shape of the Milesch wing of Humbert's house. The only entrance is through the doors into the conservatory. This activates the teleportal to Humbert's Canismini house.

The Displacer Cat wandered into this teleportal, but not having a guest medallion could not get back into the house. He has been here a few days and he is very hungry.

Displacer Cat

AC: 4, HTK: 23 (6D8), M: 15"

Align: Neutral, IT: Semi-

Att: 2, Dm: 2-8, 2-8.

THACO: 13

Magic Resistance: Makes all Saves as a 12th level fighter.

Special: -2 on opponents attack dice.

The molecular vibrations of the displacer cat are such that it always appears

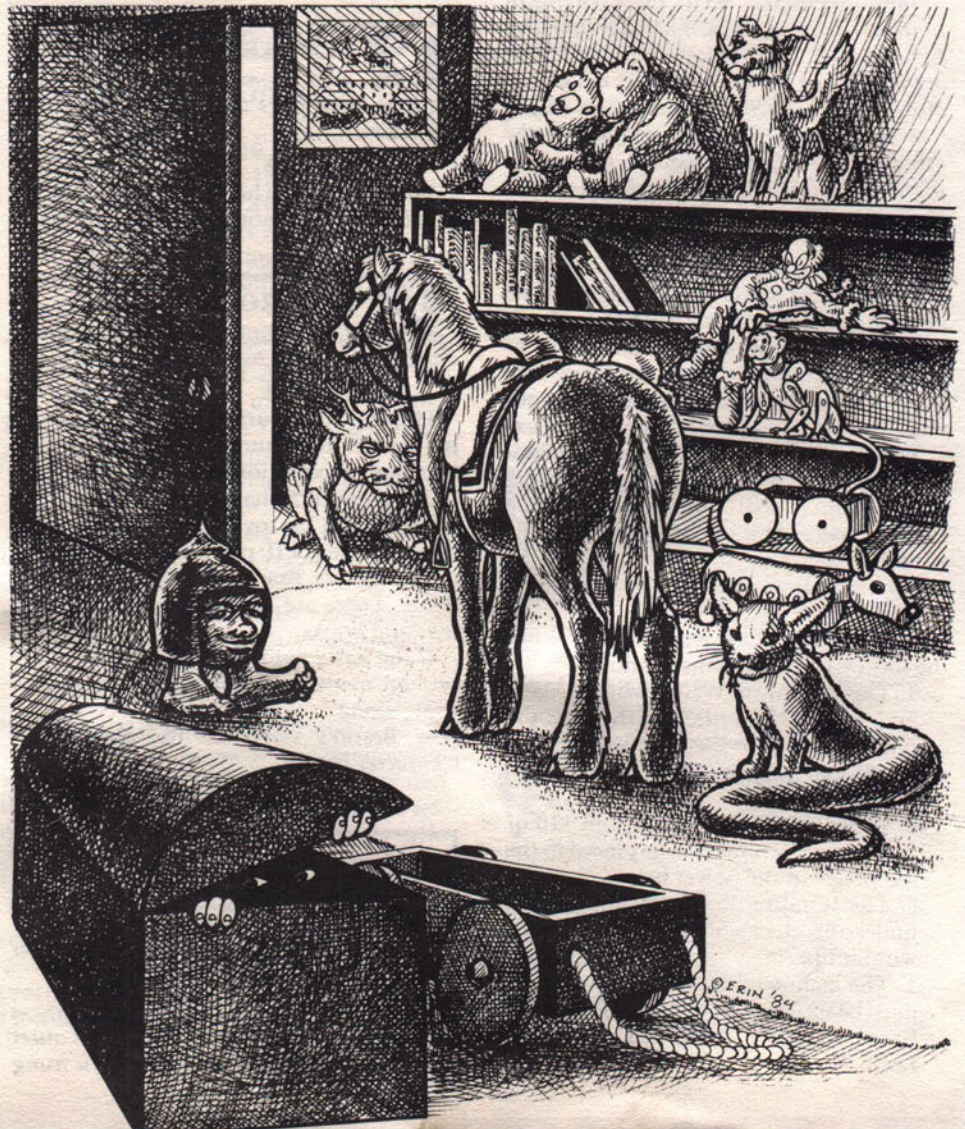
to be 3' (left, right, ahead or behind) its actual position. Thus, these monsters always cause opponents to subtract 2 from attack dice rolls and add 2 to their dice rolls for saving throws.

49d THE DESERT To the south is a small, tent-like pavilion. Sand stretches to the horizon. The bodies of a number of desert fighters and several dismembered machines litter the ground. It is extremely hot, about 110 degrees Fahrenheit.

* * *

The bodies of 5D6 desert dweller fighters are scattered here. Looting the bodies will result in (per body): 1 dagger, 1 scimitar, 1 pack of rations (dates, hard bread, etc.) 1 qt. waterskin, 2D6 cp, 2D6 sp, 1D6 gp. There is one fighter dressed differently from the rest, with a red turban instead of a white one. On him can be found 4 Cure Light Wounds Potions, and 2 Cure Serious Wounds potions.

If the party chooses to wander in the desert, they will find that there is neither food nor water within 400 miles.



SECOND FLOOR

If the party reaches this floor by way of the main staircase, they will arrive in the Ballroom (Room 50).

Both the inner windows (that face a courtyard), and those that face the outside of the house show the normal Canismini view. The rooms maintain the normal temperature for the Canismini area (70-80 degrees Fahrenheit) throughout this floor.

50 BALLROOM

This vast room is unoccupied, except for a strange gelatinous creature which is creeping slowly around the wet, slippery floor. There is a 2' diameter red circle in the southwest corner.

* * *

The creature is a type I Sim designed for cleaning and polishing floors. It will methodically clean the entire floor and will not avoid anyone or anything that stands in its way. It pushes with an equivalent of an 18 Strength, even on a slippery surface. Anyone pushed by this Sim must Save vs. Dexterity or fall. The Sim's brushes do 1-4 HTK damage for each round they are in contact with a person. The teleport spot goes to the west point in Room 15.

Type I Sim

Floor Polisher

ST: 18, DEX: 10, A: 8

AC: 10, HTK: 8, M: 09"

Att: 1, Dm: 1-4

THACO: 20

51 HALLWAY

This passage extends the length of the three wings on this floor. It runs along the inner wall.

In the south wing, the corridor opens off the stairways, both west and east.

In the west wing, there are three doors off this hall. The hall widens into a lounge (Room 57) at the north end of the hall.

Five doors are in the east wing. The north end of the hall ends in a stairway to the third floor (Room 60).

52 LARGE DINING ROOM

Several dogs are in this room, eating from plates of food and drinking out of bowls. There is a fireplace at the north end of the room. In the center of the room is a large table surrounded by chairs. Several chairs have been knocked over.

* * *

This is one of two rooms on this floor which Humbert used for large dinner parties. A pack of Blink Dogs has taken up residence here. The Kitchen Sims automatically bring food every evening. The remains of several feasts litter the room along

with other signs of the dogs. The Blink Dogs will defend their home.

(9) Blink Dogs

AC: 5, HTK: 18 ave. (4D8), M: 12"

Alignment: Lawful Good,

Intelligence: Average

Att: 1, Dm: 1-6, THACO: 15

Special: Attacks from rear 75% of the time; teleportation.

(5) Blink Dog Pups

AC: 5, HTK: 1, 3, 4, 2 (½D8), M: 12"

Alignment: Lawful Good,

Intelligence: Average

Att: 1, Dm: 1-3, THACO: 20

53 SERVING PANTRY

The walls are lined with cupboards and a table is in the center of the room. There are three white circles, 2' in diameter, set into the floor at the northern end of the room.

* * *

This room is used by Sims to prepare food for service and to clear away used dishes.

The cupboards are locked. They contain silverware and fine porcelain dishes for Humbert's parties.

The teleport spot nearest the window goes to Room 23. The center one goes to Room 78 and the third one goes to Room 118 (the wine cellar). They are all Sim teleport spots, so if the player character is wearing a guest medallion, they will not activate.

54 PRIVATE DINING ROOM

This room is wrecked. Broken furniture litters the floor. Everything is filthy.

* * *

This was once Humbert's private dining room for small parties. Since his disappearance, it was briefly the lair of a Werewolf. Lorkalki the Dwarf (see non-player character list), killed the creature, but the damage it did hasn't been repaired.

55 GADGET STORAGE ROOM

High-pitched whispers stop when you entered the room.

This room is lined with shelves that are loaded up with shiny metallic objects: brass gears and gear assemblies, mirrors of all sizes, screws, nuts, bolts, iron rods, and metal tubing. Other shelves have different assortments of small gems, springs and spring assemblies, eyeballs, wheels and fabrics.

56 CLOCKWORKSHOP

This room has shelves on three walls and a number of high work tables. On these tables are small mechanical assemblages, and music boxes with animated figurines.

Aimlessly picking through these items is a brightly dressed, four foot tall, human male. As you enter the room, he turns to you. His face is painted white.

* * *

This is Alex, a type V Sim. If the party has met him before in their search through the house, he will say "So you've finally caught me," and not run away or show any resistance if the party closes in on him.

If they haven't met him yet, he will hold up a music box and say "Come. See what I've made."

If the party approaches him, inform them that there is a large black area on the floor between them and Alex.

If they poke or touch it, nothing happens. (Except that Alex will cock his head and give them a strange look.) If they try to walk around it, they will find that it goes from wall to wall. If they tell Alex to come to them, he will walk across it safely and attempt to lead them back across the room to where he was.

The black area is a portable teleport that is magically linked to and controlled by Alex's internal power sphere. When all or most of the party stands on it, it will teleport them to Room 120 in the basement.

If they do not stand on it or if there are any other party members left over, Alex will send it after them, controlling its flight with his power sphere until they are all captured.

If they try to stop it by trying to kill Alex, the teleportal will intercept all spells and weapons and send them off to Room 120.

Alex will then alert Kasin of the party's presence and will dump the party out of Room 120 in her presence in the Stables (see *The Theft*).

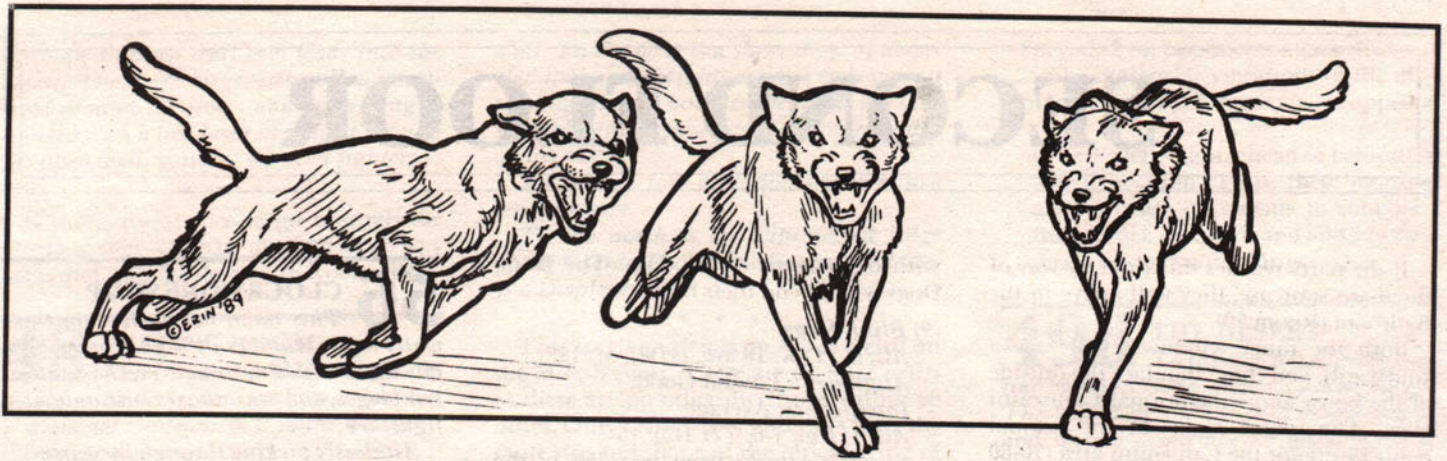
For Alex's Stats, see the Non-Player Character List.

57 THE MARCH UP STAIRS

This open area at the bottom of a spiral staircase is furnished with a variety of cushions and chairs. Two doors and a corridor open off this area. There is a white circle beside the door at the north end of the corridor.

* * *

The spiral stairs lead up to the third floor. The two doors in the north wall will not open unless the person has a special medallion designed to allow entrance to



Humbert's tower. A hidden teleport point is under the western window. It is activated by the command word "Fet," which will send one person at a time into Room 59. This point will not function without the command word and there is a 25% chance that Brand will remember it. The white circle goes to teleport point g, Room 23.

58 HUMBERT'S BEDROOM

A large, dark grey wolfhound faces you as you enter this luxurious bedroom. A red gem is set in a plain leather collar around his neck. Beyond him a cabinet with seven doors runs the length of the northern wall. Humbert's gear and gem emblem is carved into the eastern wall. There is a white circle, 2' in diameter, below it.

* * *

The wolfhound is Humbert's pet/guard, Grip. As long as the player makes no attempt to remove anything from the room, he will be perfectly docile. If an adventurer tries to take anything, Grip will attack. If the adventurer stops, Grip will stop attacking and watch carefully. Any attempt to pilfer will result in an attack.

Grip has a special defense. The red gem set into his collar will glow if he is attacked. Four rounds later, seven type III Sim duplicates of Grip will leap out of the cabinet at the north end of the room. Together, they will attempt to force the players from the room and chase him from the house. They will patrol the house for 2 hours and then return to their room. Grip will remain in Room 58.

These Sims can pass through the spell wall which protects Humbert's room. They cannot open the door, so if the would-be thief has the presence of mind to shut it behind him, they cannot follow.

Grip

AC: 7, HTK: 16 (2+2D8), M: 12"

Alignment: Neutral

Intelligence: Semi-

Att: 1, Dm: 2-8, THACO: 16

Special: In addition to summoning aid when he is attacked, Grip's collar has another enchantment. When he goes through the westernmost door into the closet, he is teleported into the Canismini courtyard for one hour. He is a

loyal guard dog, and since Humbert's disappearance, he spends most of his time in Humbert's room, waiting for his master's return.

The cabinet on the north wall open into a large walk-in closet. In addition to the seven Sim wolfhounds, it contains racks and shelves of clothes, suitable to almost any climate and culture.

In the northwest corner of the closet, under a hidden panel, is a secret drawer. This contains a Sim key and a spare medalion which, like Humbert's, allows access to anywhere in the house.

When Humbert's seal ring is touched to the gear and gem emblem inscribed into the eastern wall, it will activate a teleportal into Room 59. The white teleport spot goes to Room 23, spot a.

(7) Wolfhounds, Type III Sims Animal Mimicry.

ST: 12, DEX: 12, A: 10

AC: 6, HTK: 16, M: 12"

Att: 1, Dm: 2-8, THACO: 16

Special: These Sims are like Grip, except for their AC rating and the fact that they have regular Sim crystals in their collars.

59 TELEPORT AREA

In the center of the floor of this long, narrow room is a 3' diameter crystal circle embedded in the floor.

Other than this circle, it's an empty room. The walls, floor, and ceiling are painted light gray. There are no windows and only one door. The room feels as if it were infinitely larger than it seems. Two rounds after the players enter, they can hear the gentle throbbing of a human heartbeat.

* * *

The crystal circle in the floor is Humbert's newest development in teleportals. It will teleport the operator and anyone else in the room to any place in the house that the operator pictures in his mind. The teleportal will also bring here anyone who pictures this room from anywhere in the house.

The sound of the heartbeat, and the strange feeling of peacefulness and infinite size of this room is another one of Kasin's practical jokes on Humbert—everytime Humbert tried to meditate, the conditions

in his mind would match exactly the conditions in this room and he would be transported here.

The feeling can be eliminated with a Dispel Magic, but Humbert decided to leave it alone so he could experiment with it. (What if it could be modified to transport people based on their emotions? Then an angry person could be whisked away to somewhere where he could calm down.) This joke had, for Humbert, become practical.

60 STAIRWAY (Forever Slide)

There is a staircase that leads up to the third floor. At the bottom of the staircase are two posts, each topped with a 1' diameter ball.

* * *

One of the balls must be tapped twice before the staircase is used, or when the fifth stair is stepped on, these stairs will shift into a frictionless slide and activate a teleportal at the bottom of the stairs that goes to the top of the stairs.

Those on the stairway will slide until someone taps one of the balls three times, which will deactivate the teleportal and, when the victims have all slid off, shift the slide back into a set of stairs. 1D6 HTK damage when the victims land—save vs. Dexterity for half damage.

61 BLUE SITTING ROOM

This room contains a sofa, four chairs, a table, and a desk. Everything is a shade of blue. This room is unoccupied.

62 BLUE BEDROOM

This lavish bedroom has a curtained four-poster bed, and two large chests (empty). The room is unoccupied.

63 BLUE DRESSING ROOM

A dressing table with a mirror, a carved wooden wardrobe, and a door in the middle of the north wall are the only items in this room.

64 BLUE BATHROOM

This room contains a blue marble tub and a matching toilet. On the western wall is a towel rack with 2 large bath

towels, 2 hand towels, and 2 washcloths. A shelf under the window contains various soaps and sponges. A large blue bell pull is beside the door.

* * *

When the bell is rung, a Sim will come to provide for the needs of the guest, including bringing hot water for bathing. All of the soaps contain a blue dye which is rapidly absorbed by the skin. If these soaps are handled, wet or dry, they will turn any skin they touch deep blue. This dye will fade after two days and be gone within a week.

65 GREEN SITTING ROOM
This sitting room, decorated in shades of green, is furnished with chairs and a couch half normal size. A single door is in the south wall.

66 GREEN BEDROOM
Like the sitting room, this room has been adapted for smaller visitors. There are six small beds in this room. Each has its own bed curtains for privacy. There is a door on the eastern wall.

67 GREEN DRESSING ROOM
This room has 2 dressing tables, four small chests and two large wardrobes. There is a door in the north wall.

* * *

The chests and wardrobes are empty.

68 GREEN BATHROOM
The toilet is half the usual height. There are two sinks with shaving mirrors, also at half the usual height. Only the bath tub is normal size. A set of steps is next to it.

69 RED SITTING ROOM
This room contains a sofa, four comfortable chairs, a table, and a desk. Everything in this room is a different shade of red.

70 RED BEDROOM
This lavish bedroom contains a bed and two large wooden chests.

* * *

The chests are empty.

71 RED DRESSING ROOM
A dressing table, which has a large mirror above it, is on the southern wall of the room. On the northern wall is a door. A carved wooden wardrobe is against the eastern wall.

* * *

The wardrobe is a trap. Kasin fitted a teleportal inside it that would activate whenever anyone opened the door. A variety of items (books, clothes, shoes, bottles, balls, etc.) will come pouring out, giving anyone within 5' of the closet 1-2 HTK damage.

72 RED BATHROOM
This room contains a red marble

tub and a matching toilet. A towel rack with towels is on the western wall. A shelf under the window contains soap and sponges.

73 GOLD SITTING ROOM
This large room is furnished with a couch, 2 comfortable chairs and a table, all in various shades of gold.

74 GOLD BEDROOM
This a decadently furnished bedroom. It is unoccupied.

75 GOLD DRESSING ROOM
This room contains 2 large closets, a small table with a mirror, and comfortable couch.

76 GOLD BATHROOM
This room contains a toilet, a metal bathtub, and a table with a jug, mirror, and washbasin.

A closed shaving kit is on the table, but the razor, soap, etc. are scattered about it. A bottle marked "Hair Tonic" is also on the table.

* * *

If an adventurer opens the shaving kit, he will find a white porcelain shaving mug with the top clamped on to it with wire. In gold letters on the top of the mug is written "Open Me." If the adventurer is curious enough to open this mug, he will find a white, foamy substance much like menthol-scented shaving cream.

This is a Shaving Slime. Upon contact with skin it will spread and cause total hair loss. The Slime stays in the shaving kit and only comes out to eat hair, taking 1 round to spread completely over the body and one round to feed. It also takes one more round to collect itself and go back into the shaving mug.

This effect can only be countered by a Neutralize Poison or Dispel Magic spell or potion. Shaving Slime cannot be affected by weapons of any type and cannot be scraped off or removed by any means. Hair loss resulting from Shaving Slime is, fortunately, not permanent. The hair will grow back normally.

There is no further damage to the player when the slime goes back to its jar, but the player will have a pleasant menthol smell about him (or her). However, in 1-2 days when the hair grows back, the player will itch horribly all over. This is not due to the Shaving Slime directly, but it is more a normal function of hair growing on the body.

NOTE: The Shaving Slime will not eat any hair that has been treated with the Hair Tonic.

77 LOUNGE
The floor of this room is littered with cushions, and long, padded couches along the north and south walls. Two large chests, one of wood, one of leather, are in the center of the room.

* * *

The leather chest contains playing cards, dice, and other games. The wooden one is Humbert's pet Copy Cat. If a player attempts to open this chest, the Copy Cat will attack them with surprise.

This Copy Cat is in a foul temper because it ate a cursed Ring of Weakness that disagreed with it. The ring saps one point of Strength and one point of Stamina per Turn until the wearer reaches 3 points in each area. The Ring of Weakness can only be removed if a Remove Curse spell, followed by a Dispel Magic spell, is cast upon the wearer. Points lost from the ring are restored by rest, with 1 point of each ability lost being restored in each day of rest.

If the Copy Cat is recognized before anyone touches it and the party offers it food, it will calm down and tell them about the ring. If they remove the curse that is on the ring, the Copy Cat will be very grateful. It will tell them everything it knows. This includes a conversation it overheard between Kasin and Vashari which described the full procedure for releasing Humbert. Their conversation did not include where the necessary items could be found.

See Room 41 for the procedure that the Copy Cat describes.

Copy Cat

AC: 7, HTK: 45 (7D8), M: 4"

Align: Neutral, IT: Average

Att: 1, Dm: 1-4, THACO: 13

Special: Secretes glue which adheres it to whatever touches it (16 strength needed to break hold). It is able to accurately imitate large to medium sized inanimate objects.

Its damage (normally 3-24 HTK) has been severely reduced because of the Ring of Weakness.

78 SERVING PANTRY
The walls in this room are lined with cupboards, and a table is in the center of the room. There is a 2' diameter white circle set into the floor at the northern end of the room.

* * *

Although smaller, this room, like Room 53, is used by the Sims to prepare food for service. The cupboard contain silverware and fine porcelain. The teleport spot goes to Room 53.

79 LARGE DINING ROOM
There is a large bare table with 12 chairs placed around it. More chairs are lined up along the walls. Two doors in the west wall open into the ballroom. A third door is in the north wall.

* * *

This room was intended for Humbert's larger feasts. When there are living beings in this room, the kitchen Sims are alerted by a pre-set Magic Mouth spell. They will send a Sim to ask the people in the room if they should prepare this room for a feast. If they are told how many to prepare for, they will serve whatever is preferred.

THIRD FLOOR

GM NOTE: There are two stairways up to this floor. The first is the spiral staircase, which starts in Room 57, and enters the third floor by the guest wing in Room 80. The second stairway originates at the north end of the eastern wing in Room 60 on the second floor and goes to Kasin's wing in Room 96 on the third floor.

80 SPIRAL STAIRCASE

There is a 2' diameter red circle on the floor in the northeast corner behind the stair. A matching white circle is in the northwest corner.

* * *

Descending this stairway poses no problem. It leads to Room 57. Ascending is another matter, as described in Room 57. If a character turns around halfway down the stairs and goes back up, he/she will activate the trap described in Room 57.

The red teleport spot connects with the southern point in Room 15. The white teleport spot connects with spot c in Room 23.

81 CORRIDOR, WEST WING

The corridor extends the length of this wing, ending in a door at the far south end. Three doors open off of this corridor on the west side, and two open to the east.

* * *

There is a 30% chance that the party will see a tall man wandering aimlessly through the halls. This is Warin, a thief. He will introduce himself as Accountant, a Type IV Sim, and offer to study any of the party members' finances.

Warin will go on and on about investment opportunities until his monologue bores the party. When the party leaves Warin, he follows them quietly wherever they go and try to pick one random character's pocket.

Warin will try to keep the party from entering Room 82 by warning them that it is very dangerous for "flesh and blood guests" to enter the room. See Room 82 for details on Warin.

82 WARIN'S SUITE

This comfortably-furnished bedroom shows signs of occupancy. An empty meal tray is on the table by the window, and the bed is unmade. Equipment is neatly put away in the wardrobe and cupboards. There is a door at the north end of the room. There is a silken bell pull to the right of the door.

* * *

There is a 70% chance that the party will find a tall man with a schoolboy's smile

and an unruly mop of brown hair through which he habitually runs his fingers.

This is Warin, a Skill 4 Thief. If he is in the room, he will protect his belongings. If he has already met the party and has introduced himself as Accountant (see Room 81), he will surprise the party and try to strike them from behind them if they go searching through his belongings.

Warin, Skill 4 Thief

ST: 12, IT: 14, IN: 13, SM: 11, D: 17, A: 9

AC: 6, HTK: 14, M: 12"

Att: 1, Dm: 3-6 (with +2 dagger)

Alignment: Lawful Neutral

THACO: 18 (dagger)

Special: He has a knack for finding and removing traps and gets a 20% bonus in addition to the normal Thief bonus. He carries a +2 dagger.

Once he is found out, Warin will be willing to join the party, whatever job they've taken here, for a share of the profits. If he feels that the party is outnumbered (10% chance in any battle) he will run away. He will frequently offer to stand watch for this reason.

83 DRESSING ROOM

The north wall is one large wardrobe. There is a door in the center of the eastern wall. Another door is in the center of the southern wall.

* * *

Neatly stacked inside the large wardrobe is Warin's equipment, clothing, and other possessions.

84 BATHROOM

This room contains a sink and shaving mirror as well as a toilet. There is a 2' in diameter red circle by the west wall of this room.

* * *

This teleport point goes to and from a point in Room 12.

85 PRACTICE ROOM

The shelves at the north end of this room contain the material components for most combat spells under 4th level. These materials are in clearly marked containers. There is a man standing beside these shelves. Introducing himself as Mage, he informs you that there is a two-way teleport (a red circle beneath the northernmost window) to Physician's room in case of accident, and that he is here to answer questions and make sure things don't get out of control.

* * *

The door to this room will not open if

there is magic in use within the room. This safety measure stops 5 rounds after the last spell stops working.

This is a practice room for magic users. The entire room is magically protected. No spell cast in this room can pass out it.

Mage is a type IV Sim. Though as a Sim he is incapable of casting spells, he is trained in the theory of magic and specially shielded to resist magical attacks. He has the same Saving throw against magic as a Skill 10 magic user. Mage cannot leave this room without Humbert's permission.

The teleport spot goes to Room 30. There is a secret door behind the shelves. It can only be opened by someone with either Humbert's or Brand's medallion.

Mage Type IV Sim

(Intellect, Independent Thinking, Humanoid Mimicry, Puzzle Solving)

ST: 13, IT: 15, D: 13, A: 11

AC: 5, HTK: 20, M: 12"

Att: 1Dm: 1-4

Special Devices: Sensory Combination, Legs III, Arms and Hands, Fine Hand Movement

86 HUMBERT'S STUDY

An exceptionally ugly statue of a gargoyle stands between the north windows. The room is comfortably furnished and well lit. Most of the tables are cluttered with papers and books. Still more books and curios fill the floor-to-ceiling bookshelves on the north wall.

* * *

Teleport points, windows, and the secret door between this room and Room 85 are the only entrances to this room. Like Humbert's bedroom and teleport room on the second floor, all entrances to this room are magically shielded, both specifically against Kasin and generally against anyone not wearing a Brand's or Humbert's medallion. Without these medallions, one cannot enter this room.

A quick search of the room will reveal a locked box hidden under a chair. If anyone without Humbert's medallion touches the box, it will begin to teleport around the room. It teleports 3' in a random direction each time it is touched for longer than 1 segment. If the party can get a grip on the box long enough to open it (10% chance plus 5% per point of Dexterity over 15), the box will stop teleporting.

Inside the box is a ring with a gear and gem insignia on it. This is Humbert's signet ring, that will enable the bearer to pass through a number of magically locked places including Humbert's inner sanctum.

However, if any of the items are removed without Humbert's medallion being in the room, an alarm will sound and 10 Fighter III Sims teleport to the room in two rounds.

If the Sims are defeated, the statue by the north windows will reveal itself to be an apparent gargoyle. It is actually a type III Sim. It will fight to the death.

(10) Type III Sims, Skill 4 Fighters

Prog: Fighter III

ST: 15, D: 13, A: 11

AC: 3, HTK: 22, M: 09"

Att: 3 Dm: 1-8 (Sword), 1-4/1-4 (bolts)

THACO: 17

Special Equipment: Legs II, Sword and Hand (+1 to hit and +1 to initiative), Bolt Firer (in chest): 60' range, 2 attacks per turn, Sight, Infravision, Hearing, Gross Motor Response.

Type III Sim, Gargoyle

Prog: Animal Mimicry, Fighter III, Flight

ST: 17, D: 16, A: 11

AC: 3, HTK: 25, M: 09"/06"

Att: 4 Dm: 1-6, 1-6, 1-3, 1-4

THACO: 16

Special Equipment: Wings, Whip Tongue

87 WILLIM'S SUITE

This room has a number of animal skins on the walls and on the bed. There are trophies mounted on the south wall.

* * *

If the party enters this room and begins pilfering any personal items, they will be surprised by a very tall human wearing splint armor, holding a shield and a longsword.

This is Willim, a Skill 8 Fighter. He was brought here to train fighting Sims and spends most of his time in Room 90 with his students. Willim has no information that might be helpful to the party.

In a box underneath the bed is a chest with 100 gp

Willim, Skill 8 Human Fighter

ST: 17, IT: 15, IN: 13, SM: 16, D: 17, A: 11

AC: 0 (-3 Dex. bonus), HTK: 64, M: 12"

Att: 1, Dm: 1-8 + 3

Alignment: Neutral

THACO: 11 (with sword)

Equipment: +2 Sword, splint armor, shield, whistle.

Special: The whistle will teleport his 2D4 students (Fighter III Sims) from Room 90 into the room to help him defeat any intruders. See Room 90 for stats on the students.

88 DRESSING ROOM

The north wall is one large wardrobe.

89 BATHROOM

There is a 2' in diameter red circle by the west wall of this room.

* * *

This teleport point operates between here and Room 12.

90 PRACTICE ROOM

A variety of targets and practice dummies line the north and east walls. The floor and walls are padded. The western wall is hung with padded armor and blunted weapons. A door is in the center of the south wall.

* * *

There is a 95% chance of finding Skill 8 Fighter Willim here, drilling eight Type III Sims in sword exercises. See Room 87 for Willim's Stats.

(8) Type III Fighter Sim. (As Skill 3 Fighter)

Prog: Fighter II

ST: 14, D: 12, A: 10

AC: 9, HTK: 15, M: 06"

Att: 1Dm: 1-6

THACO: 19

Special Devices: Sword and Hand (75%) or Mace and Hand (25%). These Sims are carrying blunt swords and have not completed their training so they do not receive any bonuses from their Devices.

91 STORAGE AREA

This room is crowded with people and animals. As you opened the door, a light goes on on the cap on one servant with an embroidered Gear and Gem symbol. He introduces himself as Captain and says "Your preference, Gentles?."

* * *

The people and animals are all Sims trained for fighting. They are available to anyone with a guest medallion for fighting practice.

92 LORKALKI'S SUITE

Hung on the wall of this room are four steel shields that are intricately inlaid with gold and precious gems. There are also a number of delicately machined items of gold, silver, and platinum on the desk. On the bed is a black blanket made of chain mail.

* * *

Lorkalki, a dwarf fighter, lives here. There is a 50% chance during the day that he will be here and a 95% chance at night.

The shields and the machined items are gifts that Lorkalki brought for Humbert. Lorkalki will not allow them to be taken. If they are stolen while he is not in the room, Lorkalki will find out in 1D8 rounds and search the house for the party members, catching up to them in 1D6 turns.

The shields are worth 1000 gp each, the 2 silver statues are worth 250 gp each, and the gold paperweights are worth 500 gp each. The platinum music box is worth 5,000 gp.

The black chain mail blanket is a protective device used while sleeping. It will give the same protection against physical attacks as a suit of chain mail armor.

Lorkalki, Dwarf Skill 4 Fighter

ST: 15, IT: 14, IN: 12, SM: 15, D: 16, A: 10

AC: 3 (-2 Dex. bonus), HTK: 26, M: 9"

Att: 1, Dm: 1-8

Alignment: Lawful/Neutral

THACO: 18

Equipment: Chain and battle axe
Special: Unlike most dwarves, Lorkalki can teleport as per the magic user spell Teleport. So far he has only been able to do it once per day, but he can carry up to twice his body weight.

Lorkalki spends most of his days in the east library (Room 40) studying about teleportation. Humbert invited him to come here to study and be studied and Courane is too frightened to tell the Dwarf the truth.

If the party tells Lorkalki that Humbert is missing, there is a 75% chance that the dwarf will leave the house.

93 DRESSING ROOM

The north wall is one large wardrobe.

94 BATHROOM

There is a 2' in diameter red circle by the west wall.

* * *

This teleport point operates between here and Room 12.

95 SHRINE

This room is decorated with statues and portraits of a variety of deities. Small shelves with braziers and cups, appropriate for offerings, are beneath each icon. Beside the door are two tables. The one to the left contains a selection of candles and incense in a variety of colors and scents. The one to the right has half a dozen cages containing small animals—rabbits, raccoons, and white mice and a fine selection of sharp knives.

* * *

This spacious room serves as the house shrine.

There are 2 rabbits, 2 raccoons and 6 white mice in the cages. If the animals are released from their cages, in 3 rounds they will appear to grow to monstrous proportions and attack the party.

The growth of the rabbits and the raccoons is just an illusion. If they are killed (1 HTK each), the illusion will vanish. However, the growth of the mice is real; as they are Giant Telerats.

6 Giant Rats

AC: 7, HTK: 5 each (1D8), M: 12"

Alignment: Neutral Evil

Intelligence: Semi-

Att: 1, Dm: 1-3, THACO: 19

Special: These, like all the other Giant Rats in the house, have the ability to teleport. There is a 75% chance that it will attack from behind (+4 to hit). Also, each bite has a 5% chance/wound of causing disease. Save vs. Poison to neutralize.

Kasin's Wing

96 LANDING

There is a heavy oak desk in the southwest corner of the room. A stairway leads down from the north end of the room.

* * *

The desk covers a teleport spot used by the Sims. Kasin blocked it because she didn't trust the Sims. Sims can still come up the stairs, but at least they cannot appear at will.

Going down this staircase poses no problem. However, if a character turns around halfway down the stairs and goes back up, he or she will activate the trap described in Room 60.

97 CLOSET

This room has shelves from floor to ceiling. On the shelves are fresh linens and household supplies.

98 CORRIDOR

This corridor runs the length of the south and east wings. You hear a mechanical whirring noise.

Flying towards you are a number of winged metal cylinders with ends that taper to sharp points.

* * *

These enchanted/mechanical devices are Dragonfliers.

15 Dragonfliers

AC: 2, HTK: 10 ave. (2D8), M: /24"

Align: Neutral, Int.: Animal

Att: 1, Dm: 3 HTK plus paralysis

THACO: 14

Special: Anyone who gets stabbed by one of these will be paralyzed for three turns. A Saving Throw vs. Poison is rolled for each Dragonflier sting. A save neutralizes one sting. At Kasin's orders they can kill, giving stabbing wounds that will do 3 HTK damage per strike.

Kasin created Dragonfliers to ensure her privacy. They attack anyone who has not been "introduced" to them by Kasin.

If the party is incapacitated, Hippolyta (see Room 99) will collect them, carry them to the Badroom (Room 100) and summon Kasin.

Kasin sealed the west end of this corridor when she moved in to have a long, straight passage to experiment with her new flying devices. Other than the stairway in Room 100, there is no access between this part of the house and the rest of the house.

99 SERVANTS' ROOM

There is one large bed under the northern window. There is a small chest at the foot of the bed.

* * *

Kasin's amazon guard, Hippolyta, sleeps here. Hippolyta will try to prevent the par-

ty from entering Kasin's room without permission. She will investigate any disturbance in the wing. She will not help the party without Kasin's permission.

Hippolyta, Skill 5 Human Fighter

ST: 15, IT: 14, IN: 17, SM: 15,

D: 13, A: 12

AC: 5, HTK: 42, M: 12"

Att: 1, Dm: 2-7, THACO: 15 with sword

Alignment: Lawful Neutral

Equipment: Chain mail, +1 sword

100 KASIN'S BADROOM

This large room functions as three rooms. Near the northern door room is a throne-like armchair. Four ordinary chairs are arranged before it. A table with two chairs is in the room's center, and the far end of the room is separated from the rest with a 15' long, 6' high black screen.

* * *

Kasin uses the throne room area to deal with supplicants (who are allowed to sit) and servants (who must stand). The center table is used in her dealings with those she considers friends or equals.

Kasin's bed is behind the screen: It is a large, concave circle, lined with pillows and blankets.

There is a 5% chance that Kasin is in her room. If so, she will try to use a Wand of Paralysis on everyone in the party except the most powerful magic user present.

If the party was dragged in by Hippolyta, Kasin will enter the room in 1D6 rounds and ask them who they are and what they are doing here.

She will then release just their faces from paralysis and attempt to persuade the adventurers to help her in regaining her property (see *The Theft*).

101 KASIN'S DRESSING ROOM

This room is a walk-in closet with a comfortable couch in the center of it. Against the west wall is a dressing table. On it is a small silver box with intricate carvings on the lid and a silver hairbrush.

* * *

Kasin has no other valuables, as she had to sell her jewels when she lost the demon (the various spells she needed to trap Humbert were expensive).

The small silver box is an empty music box. If opened, it will play the tune of the fourth song in the Magic Songbook in Room 31. A bard has a 25% chance of recognizing this fact.

102 KASIN'S BATHROOM

This room contains a toilet, a washbasin, and a black circle 2' in diameter. A bright tapestry is on the south wall.

* * *

The tapestry conceals a door into Room 106. The teleport spot goes to Room 12.

103 SITTING ROOM

This room has a faint odor of blood. There is a low couch along the

northern wall. A desk stands in the southwestern corner.

* * *

This room was furnished to the Lion Demon, Vashari's, tastes. If he hears the party, he will yell "Bring it in here," thinking that it is a Sim with food. (See Room 104 for Vashari's appearance and stats.)

104 VASHARI'S BEDROOM

A very large gentleman wearing a silk robe is lying on a mat by the southern window, smoking a pipe. He has long black hair, pointed teeth, yellow feline eyes, and a tail.

The room contains a bed, a dresser, a wardrobe, and two armchairs. There are exits to both the north and south.

* * *

The type V Sim will remain in bed no matter what the party does. He has been made to look like Vashari, a Lion Demon, who is standing behind the party.

The real Vashari has promised not to attack anyone while he is Kasin's guest, but he is tired of eating flesh from the Sim vats. There is a 60% chance that he will interpret innocent gestures and remarks as an attack. Vashari has no objections to getting a good meal through a misunderstanding.

Vashari has nothing against Humbert, but he feels that Humbert got himself into this mess, so he can get himself out. The situation appeals to Vashari. Because he enjoys mental puzzles, Vashari has worked out the solution to the mystery of how to free Humbert. He doesn't intend to use it, but if a character makes friends with him (10% chance per party member with Appeal over 15), he will provide a few clues. If he is attacked, he will not share this information. GM NOTE: Killing a party member and feeding him or her to Vashari will not win his aid. The clues he will be willing to give are as follows (roll 1D4 to determine how much help he will give):

1. Two elements to Humbert's freedom are on this floor. (The chance of a bard recognizing the music box's tune in Room 101 as the song in the Magic Songbook [Room 31], will increase to 50%.)
2. An enchanted musical instrument was used to trap Humbert, and the same instrument must be used to free him.
3. Everything needed to free Humbert are in the house.
4. He will say "You need to use 'Imagination' to get it going," and start laughing. He will not explain. (This clue is the command word which activates the clockwork in which Humbert is trapped.)

Vashari, the Lion Demon

AC: 4, HTK: 45 (7D8), M: 15"

Align: Neutral Evil, Int.: Very

Att: 3, Dm: 1-12/1-12/3-18, THACO: 13

Special: Strength of 19. Superb tracker of magic. Moves silently 85% of the time. Skill 10 magic user powers (see below). Never surprised.

Because of divine law, a Lion Demon

may not be the first to attack in a battle with a Lawful Good character.

A Lion Demon may use, at will, the following powers as a Skill 10 magic user: ESP, Invisibility, Neutralize Poison (reversed), and Silence 15' Radius. The reverse Neutralize Poison may not be used against Lawful Good characters.

105 VASHARI'S BATHROOM
This room contains a toilet, a water pitcher and basin, and a black circle, 2' in diameter.

The black circle is a one-way teleport point which goes to Room 12.

106 KASIN'S DINING ROOM
A large oak table and twelve enormous chairs dominate this room.

107 SITTING ROOM
This room has soft cushions on the floor surrounding a low dark wood table. Animal skins hang on the walls. A cedar chest is in the northeast corner of the room. A door is in the north wall.

The cedar chest contains 10 sable pelt blankets, each worth 750 gp.

108 GUEST BEDROOM
There is a large, comfortable bed in this room, but little other furniture. There is a door in the north wall.

109 GUEST BATHROOM
This room contains a toilet, sink, mirror, and a 2' diameter black circle.

The black circle is a one-way teleport point to Room 12 (the Krushan bath).

110 KASIN'S STUDY
This is a well-organized re-

search area. Books and scrolls line shelves on the north and south walls. Writing materials, including those used for enchanting scrolls, are on a table by the window.

111 KASIN'S WORKROOM
Long counters are along the south and east walls. They are covered with herbs, powders, braziers, and books and scrolls in various languages. A large pentagram is in the center of the floor. In the pentagram's center is a small, fat, fuzzy, dog-like creature with big brown eyes.

This is a demon trapped within the pentagram. He will attempt to bargain with the party for its freedom, promising them gold, magical favors, and finally its servitude. These are all lies. If they set it free, it will polymorph itself into its true form, a Type III demon. It will attack them, then go after Kasin before leaving the house.

A one-way teleport point is in the northwest corner, with a dragon drawn on it. Speaking the name of Kasin's dragon, Raius, while standing on this point will teleport the speaker to the dragon's run.

If the party searches the room, the scrolls they find will be of a non-magical nature, but there is a round, solid-gold paperweight with a gear and gem emblem on the front and a machined, threaded hole drilled in the back. The paperweight is worth 100 gp in itself, but it is also the Pendulum Weight needed to run the clockwork in which Humbert is trapped (Room 41).

Type III Demon

AC: -4, HTK: 54 (10D8), M: 9"

Align: Chaotic Evil, Int.: Average

Att: 5, Dm: 2-12/2-12/1-3/1-3/2-5

THACO: 10, Magic Resistance: 60%

Special: It can Cause Darkness in a 10' radius when it so wills. Additional abilities, any one of which can be performed at will, are: Fear (as a fear wand), Levitate (as a 10th level Magic User), Cause Pyrotechnics, Polymorph Self, Teleki-

nese a weight of up to 4,000 gold pieces.

This Demon is over nine feet tall. It has the head of a horned dog, pincers, and a small pair of human arms that protrude from its chest.

Normal attacks will affect this type of demon.

The Tower

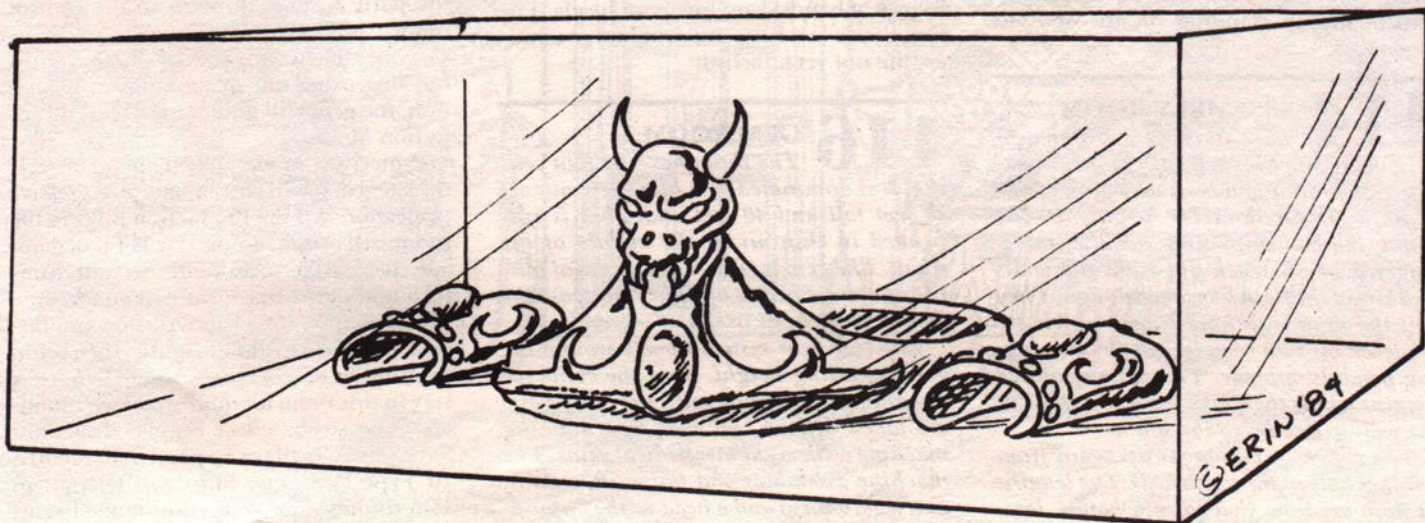
112 TOWER WORKSHOP
The walls of this room are opaque gray, with swirling, shifting colors and sudden, random flashes of bright white and violet lights from deep within them. You hear a wavering humming sound throughout the room.

By the southern window is a large, comfortable chair. There is a white circle carved into the floor in the southeast corner.

In the northeast corner is a glass and silver display case. On a shelf inside it is a silver crown, embellished with a red gem and a sculpture of a demon's head, and a pair of silver bracers, each embedded with a glowing red gem.

This is Humbert's private spell workshop. If the characters stay in here for five rounds, they will find that the lights' flashes and the sound have taken on a gentle, soothing rhythm. If they are there for more than one turn, they will find themselves being hypnotized into a trance. A Save vs. Magic will give three more rounds of resistance to the room.

This room is magically protected by general barriers against entry and specific barriers designed to keep Kasin out. The barrier against Kasin is still intact, but the general barrier on the north side has collapsed due to lack of upkeep and one of Kasin's early efforts to gain entrance to the room. Anyone besides Kasin can enter through the windows on this side, but Kasin is not aware of this fact.



BASEMENT

GM NOTE: Unless otherwise noted, all ceilings in this area are ten feet high and the walls and ceilings are of dressed stone. All of the rooms except 117 and 120 are dimly lit with Continual Light globes like those in room 36, first floor.

Do not use the joke or trap tables on this level.

113 HALLWAY

A conveyor belt extending across the hall at waist level is transporting pink-colored globes of flesh from a door in the west wall to a door in the east wall. There is a faint humming in the atmosphere and a dull thud periodically emanates from beyond the door on the north wall.

Further down the hallway are three more doors: one in the east wall, one in the west, and one in the south wall. Suddenly, a man opens the door in the far west wall and walks to the far east door. The man is missing an arm and one of his legs seems to be made from metal.

He does not notice you.

* * *

The conveyor belt is part of Humbert's assembly line for Sims. The conveyor system is set to make one type of Sim: Type II Servant Sims. The system has faithfully made this type of Sim since Humbert disappeared, filling every nook and cranny with Type II Servant Sims. The intelligent system then decided to store the Sims in the unlimited space of the menagerie (Room 121). The man coming from Room 114 is such a Sim.

In order to conserve its dwindling supply of parts, the system long ago decided to skimp on some of the procedures and produce Sims that are only partially complete. To date, the system has produced 1,000 Type II Servant Sims.

Note that the teleport spot in the hallway works both ways and will automatically return anyone standing on the spot to Room 23.

114 ASSEMBLY ROOM

This room is a beehive of activity. A conveyor belt with pink, quivering globes on it winds its way around the room at about shoulder height. At one point, the belt stops, and metallic, three-fingered hands reach out from the walls and knead the flesh like bread dough. They roll the flesh into long tubes, which are whacked off into even lengths by a swinging pendulum blade. These flesh colored lengths winds their way through a hole in the wall to a room to the south.

The conveyor belt picks up again from another hole in the south wall. The lengths of flesh are now shaped into hands, legs, torsos, and heads. The conveyor belt has swung low to about knee height. More

hands reach out from the walls to attach wires and gears into the body parts. Every fifth or sixth leg is not covered with flesh, and you can see through the chest of each torso to spinning gear mechanisms held in webbing.

This conveyor winds its way around the room and into a door on the north wall. When the door opens, you can hear a huge thud as if a hammer struck a gong.

* * *

This is the preliminary assembly room for Sims. If the players investigate the room carefully, they will see that the hands are not doing a very good job of assembly. Many of the assembly hands are just going through the motions, without adding anything onto the Sim. They have simply run out of parts and cannot be resupplied.

There is a 15% chance per melee round that one random character will get in the way of a dangling hand. If caught, the hand will attempt to jam a piece of machinery into the character. It will continue to attack until destroyed.

Hand (attacks as a Skill 8 fighter)

AC: 6, HTK: 10, M: 0"

Att: 1, Dm: 1-10, THACO: 14

Special: Unaffected by fear, illusions.

115 FORMING ROOM

In this room, the conveyor belt from Room 114 enters with the pink globes of flesh and enters a huge machine in the center of the room. The conveyor belt exits the machine at the other end, now with pink, featureless legs, arms, torsos, and heads. Behind the machine are racks of metal skeletal structures. Hands reach out of the walls and carefully feed the metal pieces into the machine.

In the east wall is a huge wooden door.

* * *

Inside the machine, the flesh globes from Room 119 are stretched over the metal frames of hands, legs, torsos, or heads. The fine gear assemblies and internal machinery are not yet attached.

116 GEM ROOM

The room has a 60 foot ceiling. It is dominated by a huge gem almost 30 feet tall and 40 feet wide that is suspended in thin air in the middle of the room. The gem is clear, with tinges of purple and red. Flashes of light race across the face of the gem in irregular intervals.

The conveyor system travels around the gem at ceiling height. Near the conveyor opening in the south wall, the body parts are taken off the conveyor by a hulking machine with eight mechanical arms. The machine assembles and fastens two arms, two legs, a torso and a head in the appropriate positions.

Each Sim assembly is hung on the con-

veyor belt for a trip around the gem.

Tables surrounding the Gem are covered with racks of glowing spheres, spools of silver tubing, boxes stuffed with gears and wires, and other machine parts. Crawling all over the racks is a variety of six-inch-long mechanical insects that busily assemble the interior organs of the Sims.

* * *

If the characters stay in this room for more than two rounds, dozens of the little bugs will begin to move toward the party. Each one of these bugs will have a little heat probe to shoot at a random party member. These bugs are programmed to herd Sims out of the room and are just confusing the party with Sims. They do no damage with their flame—it is just a threat. However, if the party attacks a bug, there is a 10% chance the bug will explode, (see below) and emit an ear piercing screech.

If more than 5 bugs are destroyed, the gem will go into protection mode (see below).

Production Bugs

AC: 3, HTK: 2 ave., M: 12"

Align: Neutral, IT: Non-

Att: 1, Dm: 0, THACO: 20

Special: If struck there is a 10% chance they explode for 1D6 HTK in 5' radius.

This room serves a dual purpose in the house. The giant gem oversees the production of Sims, but it is also the Power source and brain of the entire house. Inside the gem is a room (Room 117) in which are all the controls for the house. This small room actually exists in a teleportal space whose focus is the gem.

If the party walks around the gem, they will see that one facet of the large gem bears a carved image of Humbert's gear and gem insignia. If they touch Humbert's Medallion, ring, or Courane's Seal Ring to the Gem it will begin to glow and the surface of the gem will become intangible enabling the party to pass through to the control room.

If one touches any part of the gem without first using one of the rings or medallion, the gem will automatically start Protection Mode.

Protection Mode: When the gem feels threatened, it will enter a state of aggressive protection. All the Production Bugs in the room will attack, doing 1D2 HTK of damage per strike. Also, all Servant Sims throughout the basement will attack.

Meanwhile, the Gem will stop production and begin to glow brightly, then begin to strobe in bright colors. If the Characters stay in this room for more than two rounds after the strobe effect begins, they must Save versus Spells or be paralyzed. Finally, 10 Type IV fighter Sims will teleport in 1D6 rounds after protection mode begins and they will attack the party.

The party cannot dispell the Gem's

strobing effects, although they can attack the Gem. If they cause more than 50% damage it will shut down. (see Room 117).

Gem

AC: 0, HTK: 150, M: 0"

Att: See above

Special: See above

(10) Type IV Sims

Fighter IV

ST: 13, DEX: 13, A: 11

AC: 2, HTK: 15, M: 12"

Att: 1, Dm: 1-8, THACO: 15

Special Devices: Fighter Combination (no bolt firer); Metal covering; shield & sword.

Special: These Sims are trained as Skill 5 fighters. They carry short swords and wear plate armor with shields.

Type II Servant Sims

(Fight as Skill 0 fighters)

ST: 11, DEX: 11, A: 9

AC: 9, HTK: 10, M: 9"

Att: 1, Dm: 1-4, THACO: 20

Special Devices: Arms & Hands; Legs II

There are 15 Sims in the room when any fight begins. One round later 1D10 Sims will come through the door from Room 114. These Sims are from the 987 that are stored in the menagerie (Room 121).

117 CONTROL ROOM

Inside the gem is a room. The top half of walls are completely covered with switches and dials. The bottom half contain a cabinet that extends around the room. In the center of the room is a large circular bowl, 5' in diameter. Inside the bowl are hundreds of little steel balls that spin around the inside surface. They do not appear to slow down or stop, just keep rolling around the sloped sides of the bowl. In the center of the south wall is a panel with four levers, they are not marked.

* * *

This room is the control center for the entire house. Each of the switches and dials represent a specific house function. The spinning balls control the direction and safety of all the teleports in the house. Below the switches are cabinets which contain thousands of mirrored tubes used to connect every part of the house with the Gem. The cables run underneath the floor boards and in the walls of the house. The four levers on the south wall are used to adjust the intensity of each of the four main functions of the house on a scale of 1 to 10. Even though the levers are not marked, the lower the lever, the lower the setting. The house functions are (with the setting it is on now):

Lever	Area of effect: Setting
-------	-------------------------

1	Sims: 5 Moving the lever higher will activate more Sims. At level 10 all 987 Sims in the menagerie will activate and start wandering the halls in search of guests to serve. Moving the lever lower will deactivate Sims. At level 1 all type III and lower Sims will deactivate.
---	--

2 Teleportation: 7

At level 1, teleportation will cease. At level 10, teleportation will take place randomly (but will stay within the house).

3 Practical Jokes: 5

At level 1 do not use either of the Practical Joke tables. At level 10 use only Practical Joke table B and double all damage and effects. Also, on level 10, jokes happen on a roll of 1, 2, 3, or 4 on a six-sided die.

4 Life support: 3

At level 1 the entire life support of the house turns off. All temperature changes from wing to wing end. At level 10, double all temperature extremes.

If the party attacks the Gem from the inside, it will not be able to protect itself, and will automatically shut down after it takes 20 HTK of damage. The Armor Class of the Gem inside the control room is 9.

Gem Shut Down: If the gem shuts down, all lever levels go to 1. The characters will be teleported as a group to any of the first 100 rooms of the house.

Although Courane will try to go to the basement to investigate, he will not be able to get here unless he randomly teleports in (05% chance).

118 WINE CELLAR

Behind the huge wooden door is a small, dark, cool room filled with floor to ceiling racks holding labelled wine bottles. In the back are cases also filled with wine bottles.

* * *

This room is Humbert's wine cellar.

119 FLESH VATS

This room is dark and smells of sweat. You can dimly see a large container in the northern part of the room with a lever next to it. A dull throb of machinery, more felt than heard, pervades the atmosphere. A conveyor belt moves globes of pink flesh through a hole in the wall and across the hallway (Room 113).

* * *

The large container is the flesh vat that creates the flesh for Sims. It will extrude a globe of flesh once every melee round. The flesh for the vat clones itself, which is why it can continue supplying the flesh for so long a time. If the lever is pushed down, the conveyor belt will stop, and in 1D6 rounds, the flesh vat will overflow. In 1D6 rounds later, the entire room will be filled with flesh. At that point the duplication process will stop and the flesh will begin to rot.

120 HOLDING ROOM

This room is completely dark and still. As you fumble around in the darkness, you can hear voices whispering, but you can't tell from where.

* * *

The moment the party strikes a light, they will see a horrifying monster with huge claws and fangs. All characters must

save versus fear or scream in terror and may not attack for 1D4 rounds.

The monster is an illusion created by two leprechauns that are trapped in this room by Alex. They will continue to cast horrifying illusions once every Turn. Roll secretly to see if the party believes these illusions. The monster illusions will never attack.

The leprechauns want desperately to leave the room. They will tell the party how much they fear Kasin and the "devil lady's little boy." The leprechauns will leave the party alone if they know the player characters want to escape. They will tell the party that they have heard noises on the other side of the north wall. The characters can break through the wall in 1D6 Turns (it is made of 3' of solid stone). There is a 35% chance per Turn of digging that Alex will hear the party digging and shake his portable hole which in turn shakes the room causing 1D6 HTK of damage to all in the room (no save).

1D20 melee rounds after the party enters the room, Alex will shake the characters out of the room, causing them another 1D6 HTK of damage (save versus dexterity for half damage). See Alex's stats in the *Non-player character section* for further details.

121 MENAGERIE

You see a long corridor with four doors on each side and one at each end. There is complete silence in this hall.

* * *

Several years ago, when Humbert was experimenting with teleportation, he modified this area to house his experimental life forms. It was here that, among other things, he was able to produce a strain of giant rats with the ability to teleport. He attempted to impart such abilities to a variety of other animals, with little success.

Each door along this corridor is a teleport. It can only be opened or closed from the outside (the corridor). There is a barrier across the door which will only allow people who passed into the habitat from the hall to leave the habitat. Anyone or any thing which enters the room by any other means cannot pass this barrier unless it is released from the outside. There is a release panel beside each door. Touching it once will permit anything within the habitat to pass the barrier. Touching it a second time closes the barrier again. The barrier on the three westernmost habitats has worn off, allowing the inhabitants to escape. This affects habitats D, E, and F.

Each habitat area is one cubic mile. There are force screens at the perimeters which cause 1-20 HTK damage to any living thing which penetrates them. They cannot be dispelled or broken magically. Water, air, and nonliving things can pass through the force fields with no effect.

HABITATS

A You see a thick forest with huge trees.

* * *

There are no encounters here.

B This door leads into deep water. A large pile of gold shimmers nearby. Surely a strong person could hold their breath long enough to reach it.

* * *

The gold is an illusion. As soon as a person enters this area he or she will take 1 HTK damage each round for every two points of Stamina under 18. The water is very cold. There is an Eye of the Deep in this habitat.

Eye of the Deep

AC: 1, HTK: 50 (10D8), M: 6"

Align: Lawful Evil, Int.: Very

Att: 3, Dm: 2-8/2-8/1-6, THACO: 10

Special: Cast Illusion, Hold Person/ Hold Monster. The large central eye can emit a blinding flash of light.

C A herd of horses grazes on this grassy plain.

* * *

This pasture is where Humbert moved his horses when the Dragon took over the Stable (Room 122).

D There is a ghastly stench as soon as you pass through the door. This area is a damp, unused graveyard. Small tunnels beneath the surface and numerous holes make walking hazardous. You can see giant rats moving about.

* * *

Like those in Room 29, first floor, these rats have the ability to teleport. There are twenty of them in this area.

(20) Giant Rats

AC: 7, HTK: 2 ave. (1D4), M: 12"/6"

Align: Neutral, Int.: Semi-

Att: 1, Dm: 1-3, THACO: 20

Special: Its bite has a 5% chance per wound of causing disease. Save vs. poison. Teleport as blink dogs. There is a 75% chance that they will attack from behind.

E This is a warm mountainous area. Small game abounds.

* * *

This habitat was designed for a displacer cat. As the force screen on this door has failed, the cat escaped into the main house.

F This is a pleasant, lightly forested area. Hundreds and hundreds of humans are lined up in neat rows. They are not moving or breathing. Some of the humans are missing arms or legs. Some have metal parts in place of flesh.

* * *

This area was designed for the pack of Blink Dogs that now live in Room 52, second floor (see Blink Dog stats). If the

Dogs are forced to flee that room they will return here for a day. They escaped from this room when the force screen on this door failed.

This is now a temporary storage area for Sims. The Sims will activate if they are wound with a Sim key.

G This area is brightly lit and cool. There are no visible features.

* * *

Humbert, in one of his more whimsical moods, once wanted to keep a cloud as a pet, so he created a teleportal field within one. Humbert's interest soon dissipated, and so did the cloud. Any player who steps through this door will find there is no floor (Save vs. Dexterity or fall 50' to the bottom of the force field).

H This area is a secluded mountain waterfall and pool. It is cool and quiet. In the center of the pool is a small island with a pagoda.

* * *

This is where Humbert goes to be alone. The pagoda is filled with books, a comfortable bed, and a wine rack. A cat lives in the pagoda and takes care of any vermin. It will avoid the party.

GM NOTE: Unlike other areas, this one has a panel on each side of the habitat.

I You can see a pond amidst a forest. There is a large cat fishing in the pond.

* * *

The cat is one of three in this habitat.

(3) Fishing Cats

AC: 6, HTK: 12, 14, 15 (2D8), M: 12"/6"

Align: Neutral, Int.: Animal

Att: 3, Dm: 1-2/1-2/1-4, THACO: 16

This is a variety of wildcat adapted to its diet of fish. They like to swim and have webbed paws. They generally avoid people but fight fiercely if cornered.

The Stables

122 THE STABLES

GM NOTE: If the Characters were teleported here by Kasin or because of Jokes Table B, read Paragraph A. If they walked here on their own, read Paragraph B. For Raius' stats, see the *Non-Player Character List*.

A You are in a horse's stall. The air is damp and humid, and thick with an animal smell. You hear the sound of something very large breathing just outside the stall.

Looking out, you see a feathered Red Dragon. "I guess I have to keep you here until Kasin comes," he says. "You might as well relax: one can never tell how long she'll take."

B The air is damp and humid, and thick with an animal smell. In the southwestern corner of the building, a feathered Red

Dragon is sleeping on a large pile of hay. He awakens as you enter, and grumpily asks you "What do you want?"

* * *

If the party was teleported here, Kasin will appear in 1D10 rounds.

If the party does not attack, Raius will give them a task to do: to retrieve the bloodgem that Arnold the Wereboar (in Room 27) stole from his hoard.

If the party does this, Raius will tell them one of two things: If the party has not met Kasin, he will tell them that she is looking for a party of adventurers to do a favor for her, for which she will be extremely grateful. If the party has met Kasin and have agreed to retrieve her magical items, Raius will tell them that her Crown of Demon Control will not work, but that he has not told Kasin. He will only tell them this second bit of information if Kasin is not around, as he doesn't want to be involved in another of her temper tantrums. He is a bit angry at Kasin for not going in and getting the gem for him in the first place and when she is in the room, he will act in a curt manner to her.

ENDGAME

When the party gets Kasin's magical items, she will give them instructions on how to get Humbert out of the clockwork. Unfortunately, she will forget to tell them which song to play. She will teleport the party to the nearest place where there is a component of the spell that the party has not found yet, and set about to making sure that the Crown and Bracers are undamaged.

The Bracers, which summon the demons, are fine, but the crown, which controls them, has lost its enchantment: the spell that enchanted it required the crown to be in contact with Kasin at least once a week.

It will take her 10 rounds to realise this, and then, using the House Systems Gem Control Room (Room 117), she will try to stop the party from rescuing Humbert by setting lever 3 at level 10, activating the traps at dangerous levels.

If the party is able to rescue Humbert, he won't be angry at Kasin: he thinks it was a great and fitting trap. He apologises to her for having driven her to these deeds, and to the party for the whole mess.

He will instruct Courane to give each member of the party 100 gp for their aid and offer to provide them with new mounts if necessary so that they may continue their journey in comfort. In addition, he will let Tamlyn keep the lute, which is +1 to the success of any spell cast with it. He will give Ryan a +2 dagger. Aldinger and Matti will each receive a Ring of Featherfall which can be used once per day. Lorn will get a Ring of Spell Storing with two Group Teleport spells on it. He will add a Teleport Self Spell that works once per day to Bremor's Amulet and each party member will get a Sim of their choice.

The Clockwork Machines: the Sims

Written by Cory Glaberson based on ideas by Sue Stone and M.E. Allen.

For many years, magic users have tried to mix magic with mechanical technology, but the experiments always fell short of their goal: the magical essence would not enchant complex machinery.

Humbert the Mage was especially fascinated with this problem. One day, while trying to make a clock that could wind itself, Humbert discovered that a tenuous, fragile link exists between the laws governing magic and the laws governing the physics of the material world. Humbert called this link the *Balance*.

After a few more years of experimentation, Humbert came up with the answer. The machines had to be built out of an equal amount of technological material and magically enchanted material.

This breakthrough led to the Power Sphere which controls the release of magical energy. This control mechanism strengthens the Balance and fixes it in time and space. Humbert calls this process the *Weld*.

Now the Mage was ready to create his clockworks. At first, they were crude and tended to suddenly break down for the smallest reasons, but eventually Humbert produced stronger and more intricate clockworks that exhibited almost life-like motions. For these machines he coined the name *Sims* (which is short for *Simulacra*).

Characteristics of a Sim.

There are five types of Sims, labelled Type I to Type V. Each Sim is a more powerful and updated version of the previous design. However, in many ways the Type V Sims are completely different and represent Humbert's highest form of Sim-making.

There are some characteristics that are standard for all Sims.

■ Sims have no natural alignment. They will obey instructions from anyone they are programmed to obey and will ignore commands from anyone else (including their creator.)

Exception: See Type V Sims.

■ Sims are not affected by Charm, Illusion, Poison, Death Magic, Suggestion, Paralyzation, Fear, or Sleep spells. When confronted with other magic spells, such as Dragon Breath, Wands, and Petrification they have a saving throw of 10 *minus one per level of a Sim*. For example, a Type III Sim has a saving throw of 10 - 3 or 7.

Although more resistant to lower level magic than normal humans, Sims are magic-sensitive to spells of a higher spell level than their Type. Whenever a Sim is within the area of effect of such a spell, no matter the intended effect, the Sim must roll his save versus spells or short circuit. If it fails this roll, the Sim's internal clockwork is completely destroyed.

A Lightning Bolt will also require a Sim

to make his save or be destroyed, above and beyond any damage it does to its machinery.

■ Type I through IV Sims can not activate magic items. They may use them, i.e. a type I Sim can ride on a magic carpet, but cannot be the one who makes it fly in the first place.

■ Type I through III Sims do not display emotions. Type IV Sims are different and can be programmed to display emotion. Type V Sims come completely programmed for emotional response.

■ Sims are not affected by disease or poison. They can, however, transmit or carry a disease.

■ Sims cannot usually feel pain. Unless a Sim is programmed to react to pain, damage will not deter it from trying to complete its tasks.

■ Sims are not affected by life level drain or the aging effects of undead. However, if they have a flesh covering, they can be affected by a mummy's rotting touch. The Undead can cause damage to a Sim by physical attacks, i.e. weapons, claws, etc.

Type V Sims.

Unlike the other Sims, Type V's are programmed for independent thoughts, actions, and emotions. They can also learn new skills without changing their programming. Type V Sims are curious and like to learn more about their world.

They are the most human of Sims. In fact, many of the older Type V Sims exhibit a individual personality. How this happens and why is still unknown. Some Type V Sims even realize Humbert created them and harbor good or bad feelings towards their "creator."

Building a Sim.

Sim construction is based on points. There are two kinds of points: Magical and Technological. The points for each device found in a Sim is listed in the Options Section. A "T" stands for *Technological points*. An "M" stands for *Magical points*.

For some items there are both Magical and Technological points, and the two types of points are separated by a slash. For instance: 10T/5M means that a device is made from 10 Technological points and 5 Magical points.

Balancing the Magical and Technological content of a Sim is important. When a Sim is finished, it must have the same number of Magical points as Technological points, or the Sim can not function. Thus, building Sims is an exacting procedure.

Learning to build a Sim.

To build a Sim, a magic user, cleric, or illusionist must spend 3 years studying under Humbert or one of his licensed students. Characters with an Intellect and/or

Insight of greater than 15 can reduce this apprenticeship. Subtract 1 month of learning for every point of Intellect over 15, and subtract 1 month for every point of Insight over 15. Thus, for example, a Magic User with an Intellect of 17 and Insight of 16 will spend 3 months less than the average character in apprenticeship.

Humbert is also willing to sell Type I through III Sims, built to specifications. The cost is always double the number of gold pieces it takes to build the Sim.

Set up.

Once a character has learned to make a Sim, he must build his own laboratory and workshop. The base cost is 5,000 gold pieces and it entails three weeks of work. There is a 10% chance that an unforeseen hitch will increase the cost and set-up time by 1,200 gold pieces and one week. This cost may vary from campaign to campaign, so always check with the GM to work out the current costs.

Cost of Materials.

A builder must pay for the materials needed to build the clockwork. Unless noted in the lists, the materials are all readily available, though they might be expensive. For each point spent on a Sim, a character must spend 10 gold pieces. For example: a 100 point Sim will cost 1,000 gold pieces.

Production.

Once a character learns to build a Sim, he may build up to 10 pts. of a Sim per the character's skill level per week. For instance: a Skill 5 mage can build 50 points of a Sim per week.

A Sim cannot be built by a Magic User of a lower skill level than twice the level of a Sim. For example, a Skill 5 magic user can build a Type II Sim but not a Type III (3 x 2 equals 6). The Magic User must advance to Skill 6 before he can attempt to build a Type III Sim.

Each type of Sim has certain fixed costs. After these are met, the builder may add onto the basic structure as long as he does not exceed the top limits of his type of Sim, and finishes the construction with as many Magical points as Technological points.

Step by Step production:

1. The player chooses the basic Sim body he wants and looks at the lists to choose the appropriate items from the Magical and Technological lists.
2. After the Sim is built (taking care to balance the Technological and Magical points), the builder rolls percentile dice to see if he has failed in putting the required pieces together correctly. The base chance for failure is 20% minus 1% per level of the builder. A Skill 5 mage has a 15% chance of failure.

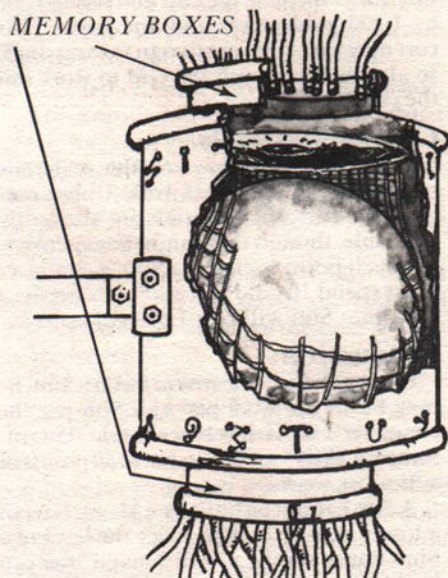
(continued on page 30)

How Sims Work:

Sims are half-mechanical, half-magical constructs. They are intricate machines that can be made to do a variety of actions. Also, additional magical or mechanical pieces can be added to the basic structure. Sims are built in many shapes and sizes, some resembling humans, others resembling furniture, animals, or even large structures like Humbert's manor.

Sims are made from many parts, all of which must be made in a special way to preserve the balance between magic and technology. Here is a brief description of each part:

Power Sphere: The power sphere is the "heart" of the Sim. This glass sphere is filled with a special form of magical energy found on the Elemental Plane of Fire (Humbert won't tell how to get there). The power sphere stores up energy until it is used. Even with constant use, power spheres can last up to a year before they need replacing.



POWER SPHERE CANNISTER

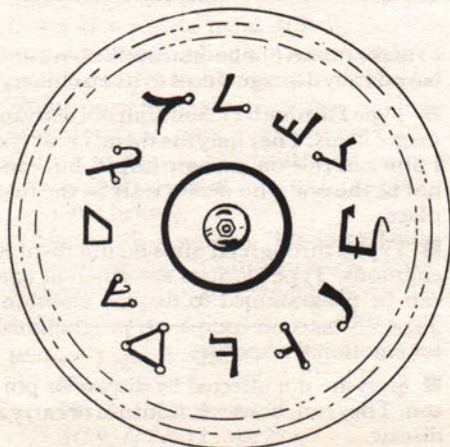
The Sphere is encased in a canister coated with a magical solution named after its creator: Janken. Janken's Solution traps the magical energy and focuses it just like a lantern focuses the light from a flame. Every three years the Sim must be overhauled and a new coating of Janken's solution applied.

Type V Sims have a Gem instead of a Power Sphere. Unlike the Sphere, the Gem lasts for 100 years and it can grow in power.

Memory Boxes: Attached to the Power Box are the two Memory Boxes (see right). One is needed for the Sim to react to things happening around it (the input box) and the other box is necessary for the Sim to act upon the

things it experiences (the output box).

At one end of each memory box are the *Spinning disks* which contain the programs for the Sims. These disks can be changed, and the Sim can switch from a Kitchen Sim to a Figher Sim in just a few seconds.



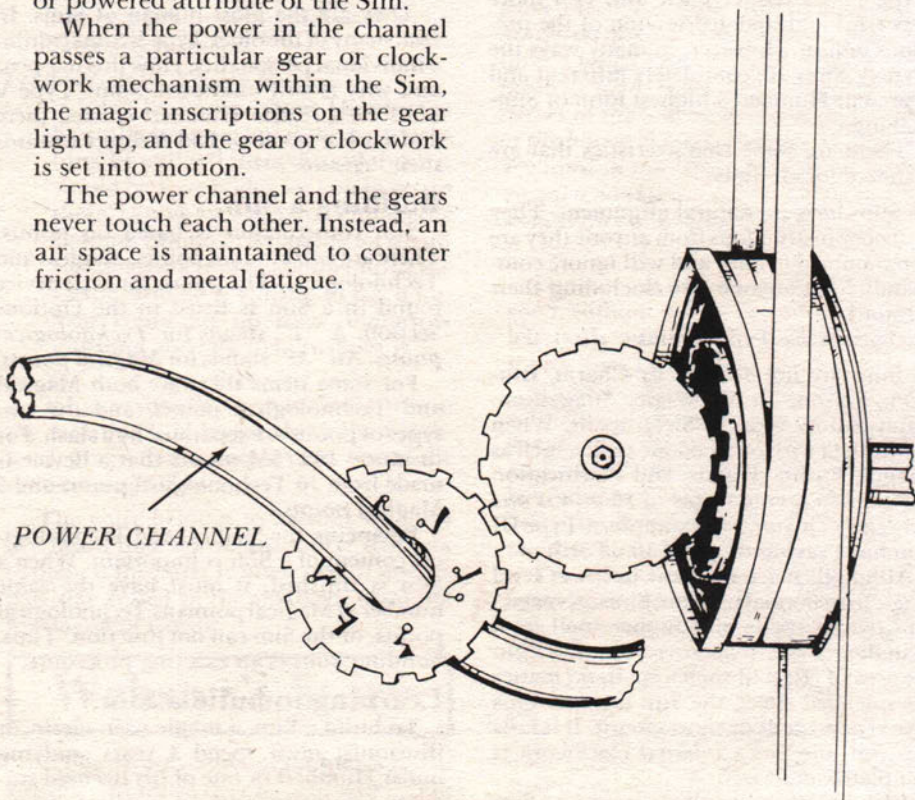
Type V Sims do not have memory boxes, instead they have 100 gems suspended in a thick potion. The potion contains 1 pint of the builder's blood, along with many other liquids.

This magical device allows the Type V Sims to store memory and perform many tasks at the same time. It also allows the Type V Sims to learn.

Channels: Channels are mirrored tubes that carry the magical energy to and from the memory boxes. There is one power channel for each power, or powered attribute of the Sim.

When the power in the channel passes a particular gear or clockwork mechanism within the Sim, the magic inscriptions on the gear light up, and the gear or clockwork is set into motion.

The power channel and the gears never touch each other. Instead, an air space is maintained to counter friction and metal fatigue.



POWER CHANNEL

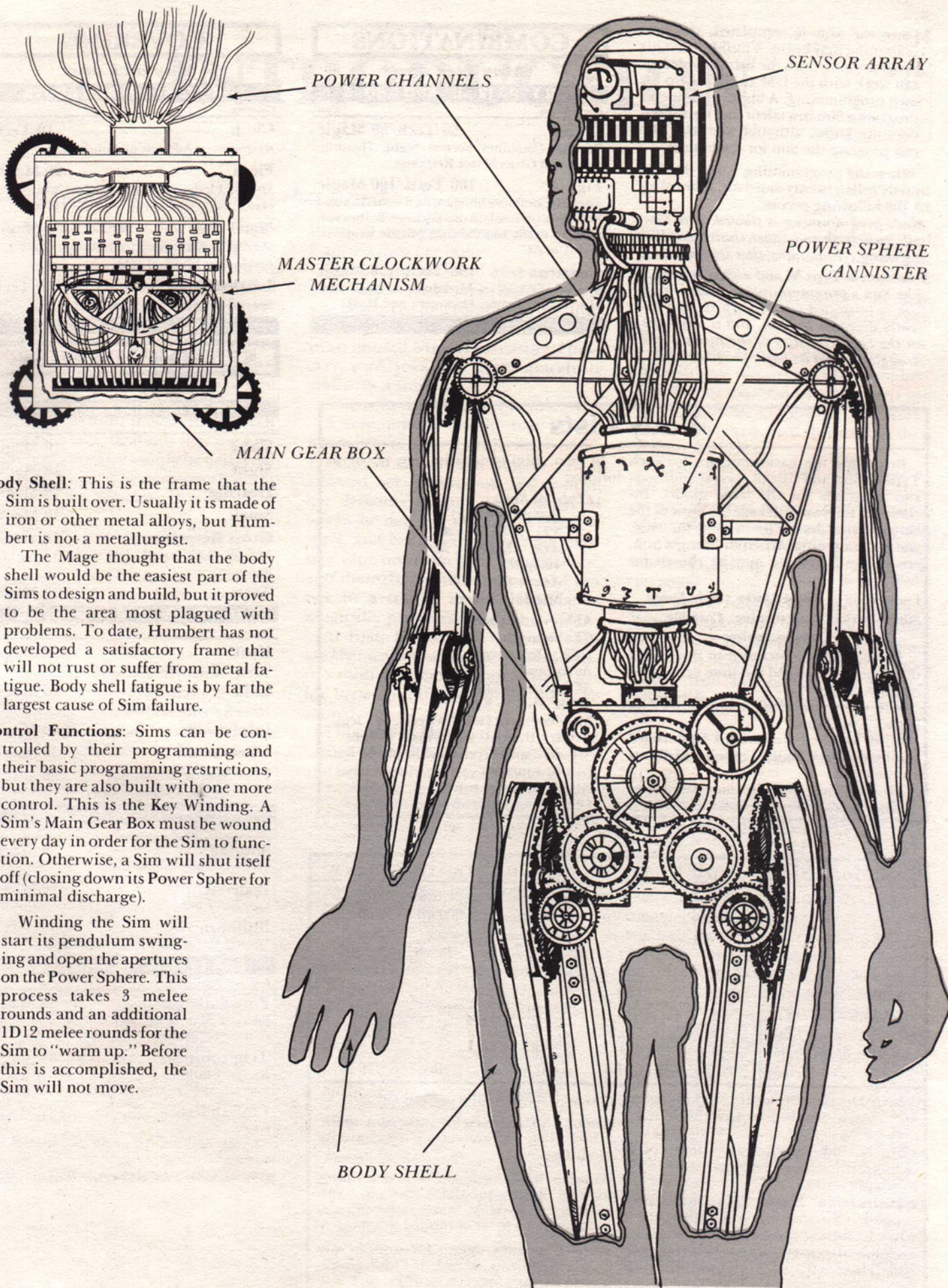
Main Gear Box: This is the main technological device in the Sim. It is this spring-wound pendulum unit that maintains the Balance of magic and technology within the Sim.

Each channel feeds into the main gear box. In the box, the channel is then broken in half. Each end of the channel has a magical spell inscribed on it, allowing the power in the mirrored tube of the channel to leap across the space. The longer the break, the more magical energy needed to leap across it.

The pendulum of the gear box is set to a precise rhythm that mimics the general rhythm of the Balance. But this is usually not enough to keep a Sim in perfect alignment.

Small fluctuations in the Balance tend to build up minute amounts of excess magical energy within the Sim. The metal of the springs in the clockwork device is sensitive to magical energy. As these springs tighten, the space between each channel grows slightly larger, forcing more magical energy to be expended while transferring the power across the void. This technique harmlessly releases any pent-up magical energy.

Sensor Array: The sensor array includes all the sensor units that are normally included with a Sim. This includes interior sensors as well as those that monitor the outside world. The sensor array usually includes: Sight, Hearing, Voice, Gross Tactile Response (a crude form of touch), and Interior Damage Control.



Body Shell: This is the frame that the Sim is built over. Usually it is made of iron or other metal alloys, but Humbert is not a metallurgist.

The Mage thought that the body shell would be the easiest part of the Sims to design and build, but it proved to be the area most plagued with problems. To date, Humbert has not developed a satisfactory frame that will not rust or suffer from metal fatigue. Body shell fatigue is by far the largest cause of Sim failure.

Control Functions: Sims can be controlled by their programming and their basic programming restrictions, but they are also built with one more control. This is the Key Winding. A Sim's Main Gear Box must be wound every day in order for the Sim to function. Otherwise, a Sim will shut itself off (closing down its Power Sphere for minimal discharge).

Winding the Sim will start its pendulum swinging and open the apertures on the Power Sphere. This process takes 3 melee rounds and an additional 1D12 melee rounds for the Sim to "warm up." Before this is accomplished, the Sim will not move.

3. Once the Sim is completed, the programming may begin. A builder buys his programming from the lists provided, or can work with the GM and make up his own programming. A builder may never program a Sim in a talent that he himself does not know, although someone else can program the Sim for the builder.

When the programming is set, the GM secretly rolls a twenty-sided die. If he rolls a 20, the following occurs:

Sim's programming is flawed. The Sim will go berserk and attack the nearest living thing 1-10 months after its creation.

If the Sim is Type V, and a 20 is rolled: The Sim's programming is flawed. The Sim is possessed with the spirit of a recently deceased human, and it will take on the characteristics of the human and struggle against its basic programming.

COMBINATIONS

May pick one

FOR TYPE IV SIM AND ABOVE

Combination	Cost
Senses 50 Tech/50 Magic <i>Special:</i> Combines normal Sight, Hearing, Voice and Gross Motor Response.	
Fighter 100 Tech/100 Magic <i>Special:</i> Combines Shield arm, Sword Arm and Bolt Firer (in head) in one package. Bestows on Sim: +1 to hit and damage, Missile weapons, and -1 to AC.	
Construx 150 Tech/150 Magic <i>Special:</i> Combines Hydraulic Arms, Extra-Heavy Body Frame, Hammers, and Drill.	

COVERING

May pick one

FOR TYPE I SIM AND ABOVE

Covering	Cost
Cloth 10 Tech <i>Restrictions:</i> Add one to Armor Class.	
Flesh 20 Magic <i>Special:</i> Flesh covering is preferred because it is easy to make and apply. Add one HTK.	
Metal 50 Tech/50 Magic <i>Special:</i> Subtract two from Armor Class; impervious to heat and cold.	
Leather 40 Tech <i>Special:</i> Subtract one from Armor Class.	

SENSORY DEVICES

May pick one

FOR TYPE I SIM AND ABOVE

Device	Cost
Voice 10 Magic	
Sight 10 Magic	
Hearing 10 Magic	
Smell 10 Magic	
Gross Response 10 Magic <i>Special:</i> Tactile feel, but without any fine movement	
Taste 10 Magic	

FOR TYPE II SIM AND ABOVE

Device	Cost
Heat 20 Magic <i>Special:</i> Sense heat within 60'.	
Cold 20 Magic <i>Special:</i> Sense cold within 60'.	
Infravision 30 Magic	
Ultravision 30 Magic	
Fine Motor Response 30 Magic <i>Special:</i> Required for certain programs.	

FOR TYPE III SIM AND ABOVE

Device	Cost
Singing 30 Magic <i>Special:</i> Add 2 to Appeal.	
Watersight 20 Magic <i>Special:</i> -1 to hit on land. +2 to hit in water.	
Bullhorn 30 Magic <i>Special:</i> Loud voice carries for 1 mile.	

FOR TYPE IV SIM AND ABOVE

Device	Cost
Poison Detect 60 Magic <i>Special:</i> May detect any poison that has a characteristic smell.	
Telescopic Sight 80 Magic <i>Range:</i> 1 mile. <i>Special:</i> May see over long distances clearly.	
Clairaudience 100 Magic <i>Range:</i> 20'. <i>Special:</i> May hear through 20' of walls or barriers.	

Body Lists

Below are the basic statistics for each Type of Sim and lists of special additions and programs for the basic model. In text, Sim's statistics are noted as follows:

Included in each Sim package are some of the basic internal devices for movement, sense, and programming. When building a Sim, one of the following may be chosen for each type of Sim:

Locomotion Upper Limbs Body Armor
Minor Devices Programming Covering
Sensory Devices

These items are included in the cost of the basic package and the time needed for construction.

Note that some items can only be used on higher Type Sims.

Costs for these items must be counted against the limit for total number of points for each Sim.

All Sims must have the same number of Technological points as Magical points.

(Type of Sim)

(programming)

ST: , DEX: , A:

AC: , HTK: , M:

Weight:

Att: , Dm:

Special Devices:

Abbreviation Key

ST: Strength

DEX: Dexterity

A: Appeal

AC: Armor Class

HTK: Hits to Kill

M: Movement [wh - Wheels, lg - legs,

tr - tracked, wi - wings, f - fins,

sn - snake, pd - paddlewheel,

ju - jumper

Att: Attacks per turn

Dm: Damage per attack

Basic Model Sims	Type I	Type II	Type III	Type IV	Type V
<i>Limit (Tech/Magic)</i>	300/300	400/400	500/500	650/650	1,000/1,000
<i>Cost</i>	200 gp	300 gp	600 gp	1,000 gp	2,000 gp
<i>Construction Time</i>	1 week	1 week	2 weeks	4 weeks	6 weeks
<i>Strength</i>	10	11	12	13	15
<i>Dexterity</i>	10	11	12	13	15
<i>Appeal</i>	08	09	10	11	15
<i>Hits to Kill (HTK)</i>	8	10	10	15	20
<i>Armor Class</i>	8	8	8	8	8
<i>Number of Programs</i>	4	6	8	12	20+
<i>Weight</i>	100 lbs.	100 lbs.	120 lbs.	120 lbs.	120 lbs.

Limit: The absolute limit of technological and magical points that can be built into a single Sim.

Cost: For the basic package only. Additional mechanisms and magic cost 10 gold pieces per point.

Construction Time: This figure presupposes that a builder is not interrupted while he works on the Sim.

Strength, Dexterity, Appeal and Hits to Kill: These statistics work as outlined in the standard rule books. Additional points

may be bought in any of these categories.

Armor Class: This figure is the Sim's basic armor class without armor or dexterity modifications.

Number of Programs: The maximum number of extra programs that a Sim can be taught (Type V Sims, however, can technically have an unlimited number).

Weight: A Sim's weight increases as any number of points are added. This figure is just an average for each standard Sim.

STATISTICS

For basic stats, see Basic Models

STRENGTH

To increase the Strength of a Sim over base strength costs 50 Technological points per statistic point. Each Type of Sim has a maximum limit to its strength—see table below. Exception: Extra-Heavy Body Frame has a Strength limit of 20.

DEXTERITY

Dexterity can be raised just as Strength. It costs 50 Magic points per statistic point. Each type of Sim has a maximum limit to its Dexterity—see table below.

APPEAL

Appeal is the measure of how pleasant the Sim looks. This is like the Appeal statistic for player characters. Each statistic point above the base costs 30 Magic points. Each Type of Sim has a maximum limit to its Appeal—see table below.

MAXIMUM STATISTIC TABLE

Statistic (add. cost)	Type				
	I	II	III	IV	V
Strength (50 Tech)	15	16	17	18	18 ⁰⁰
Dexterity (50 Magic)	14	15	16	17	18
Appeal (50 Magic)	13	14	15	16	18

HITS TO KILL

Once again, it costs points to raise this statistic above the base for each Type. However, the only limit to HTK is the maximum limit of points on a Sim. For every HTK, the weight of the Sim increases by 10 lb. The HTK costs gradually rise as more HTK are put on—see chart below.

Number HTK over Base

	1-10	11-15	16-20	20+
Magic points per HTK	20	30	40	50

LOCOMOTION

May pick one

FOR TYPE I SIM AND ABOVE

Device	Movement	Cost
Legs	6"	10 Tech
Wheels	12"	20 Tech
<i>Restrictions:</i> May not move on stairs or rough terrain.		
Tracks	9"	30 Tech
<i>Special:</i> Add 3 HTK, cannot be knocked over.		

FOR TYPE II SIM AND ABOVE

Device	Movement	Cost
Legs II	9"	20 Tech
Fins	9"	30 Tech
<i>Special:</i> Move in water only.		
Extension	9"	30 Tech
<i>Special:</i> May extend legs to 15' length.		
Snake	3"	40 Tech
<i>Special:</i> 1 additional crushing attack for 1D6.		

FOR TYPE III SIM AND ABOVE

Device	Movement	Cost
Legs III	12"	30 Tech
Wings	24"	60 Tech
<i>Special:</i> May lift up to 400 T/400 M points of body weight.		
Paddle Wheel	24"	80 Tech
<i>Restrictions:</i> Move in water only.		

FOR TYPE IV SIM AND ABOVE

Device	Movement	Cost
Jumper	12"	100 Tech
<i>Special:</i> Leap forward 30', backward 9', and vertically 15', Subtract one from AC.		
<i>Restrictions:</i> Need muscles from Giant Frog Legs.		

DEVICES

May pick one

FOR TYPE I SIM AND ABOVE

Device	Cost
Drill	40 Tech
<i>Special:</i> May drill a hole from 1/2 inch to 6 inches in any normal material (including stone or metal) to a depth of 3'	
<i>Restrictions:</i> Requires 100 gp diamond per 25 uses.	

Light Generation I	60 Magic
<i>Duration:</i> 4 Turns.	
<i>Special:</i> creates same light as a Light Spell.	
<i>Restrictions:</i> Needs the blood from a Giant Firefly for every 50 uses.	

Capture Net	100 Tech
<i>Range:</i> 60'.	
<i>Special:</i> All opponents in 10' area must save vs. Dexterity or be caught in net.	

Fire Generation I	60 Magic
<i>Usage:</i> Anytime.	
<i>Range:</i> 30'	
<i>Special:</i> Creates flame that causes 1-4 HTK of damage.	
<i>Restrictions:</i> Needs an eye from a Hell Hound every 50 Uses.	

Sealed Chamber	100 Tech
<i>Special:</i> Needed for underwater work.	

FOR TYPE II SIM AND ABOVE

Device	Range	Cost
Prehensile Tail		100 Magic
<i>Special:</i> Acts as extra limb. Add one attack.		
Spiked Tail	60'	100 Tech
<i>Ammunition Limit:</i> 24 spikes.		
<i>Special:</i> Throws 1-4 spikes per melee round for 1-6 HTK each.		

Talons	60 Magic
<i>Special:</i> Two extra attacks for 2-8 HTK while flying.	
<i>Restrictions:</i> Need Griffon feathers.	

Whip Tongue	20'	120 Magic
<i>Special:</i> 1 additional attack for 1-4 per turn with tongue. May also use it to snare items.		
<i>Restrictions:</i> Requires tongue from Killer Giant Frogs.		

FOR TYPE III SIM AND ABOVE

Device	Cost
Gyroscope	100 Tech
<i>Special:</i> Extra stability adds 1 to Dex.; +1 to hit and damage.	
Liquid Holding Tank	50 Tech
<i>Special:</i> Holds 10 gallons of liquid.	
<i>Restrictions:</i> May not hold acid.	
Gas Holding Tank	50 Tech
<i>Special:</i> Holds 10 gallons.	
Pumps	50 Tech
<i>Special:</i> Used to squirt gas or liquid 30' or draw gas or liquid into an appropriate tank.	
Extra-Heavy Body Frame	150 T/150 M
<i>Special:</i> Strength increases to 19. Add 5 HTK.	

UPPER LIMB

May pick one

FOR TYPE I SIM AND ABOVE

Device	Damage	Cost
Claws	1-6/1-6	10 Tech
<i>Special:</i> Two attacks per melee round		
<i>Restrictions:</i> Cannot work complex/delicate machines.		
Arms & Hands	1-4	10 Tech
Hammers	1-6	20 Tech
<i>Special:</i> Cause 1 point of structural damage per Turn.		

FOR TYPE II SIM AND ABOVE

Device	Damage	Cost
Sword & Hand	1-8	30 Tech
<i>Special:</i> +1 to Hit (non-magic), +1 initiative.		
<i>Restrictions:</i> No two-handed or missile weapons.		
Mace & Hand	1-6	20 Tech
<i>Special:</i> +1 to Hit		
<i>Restrictions:</i> No two-handed or missile weapons.		
Shield & Hand		30 Tech
<i>Special:</i> Subtract one from Armor Class		
<i>Restrictions:</i> No two-handed or missile weapons.		

FOR TYPE III SIM AND ABOVE

Device	Damage	Cost
Bolt Firer	1-4/1-4	60 Tech
<i>Range:</i> 60 feet <i>Ammunition Limit:</i> 30 bolts		
<i>Special:</i> Two missile attacks per melee round.		
<i>Restrictions:</i> May not use other weapons or pick up items.		
Tentacles	1-6/1-6	40 Tech
<i>Special:</i> Two attacks per melee round.		
<i>Restrictions:</i> May not use other weapons.		
Extend Arms	1-6	60 Tech
<i>Range:</i> 15 feet <i>Special:</i> Extend arms to 15'.		

FOR TYPE IV SIM AND ABOVE

Device	Damage	Cost
Hydraulic	1-6	100 Tech
<i>Special:</i> Increase strength to 18(00) for 1 melee round per Turn, but may only use their modification to lift or push large objects.		
Fine Hand Movement		100 Tech
<i>Damage:</i> 1-4		
<i>Special:</i> Required for certain Programming.		

PROGRAMMING

May pick one

BASIC FOR ALL SIMS

Cost: The cost is included with the basic package, though it does count against the total number of programs that a Type of Sim can have.

Effect: This program runs all the functions of the Sim and enables it to move. With it the Sim will understand basic commands like Walk or Lift, but it will not be able to do these actions in any specific sequence.

To have a Sim go and lift a vase and bring it back, an owner must repeat these commands: "Walk, Stop, Grab, Lift, Turn Right, Walk, Stop." If the owner stops speaking (or using hand signals if the Sim has no hearing), the Sim will stop moving after it has completed its last given task.

Restrictions: Each Sim is programmed with list of restrictions that covers specific actions. The Sim is completely unable to countermand these restrictions unless a specific code word is spoken. Each Sim has a unique code word programmed into it by its creator.

Standard restrictions:

- Leave the area (defined): yes/no
- Go with humanoids: yes/no
- Avoid all with Guest Medallions: yes/no
- Serve all with Guest Medallions: yes/no
- Harm humanoids: yes/no
- Kill humanoids: yes/no
- Capture humanoids: yes/no
- Avoid animals: yes/no
- Harm animals: yes/no
- Kill animals: yes/no
- Harm creator: yes/no
- Kill creator: yes/no
- Flee from harm: yes/no

Up to 50 restrictions are possible, and should be worked out with the GM.

Below is a list of common programs:

FOR TYPE I SIM AND ABOVE

Program Cost

Mover 10 Magic

Requirements: Sight or Infravision, Locomotion, Hearing, Gross motor response.

Effect: The Mover program allows the Sim to move itself and other objects from one point to another. The Sim must be able to see both points to move between them.

The Sim will also remember up to twelve word commands that involve itself and other objects. It will try to move objects even if they are too heavy for it.

Cleaner 30 Magic

Requirements: Sight, Hearing, Gross Motor response.

Effect: Sim will go to (or may be placed in front of) any surface that needs cleaning. Once it is shown what the standard of "clean" is, it will attempt to clean all surfaces to this standard. Such a Sim can utilize interior tanks filled with water to rinse surfaces.

Construx I 30 Magic

Requirements: Sight, Hearing, Gross motor response, Strength of 15.

Effect: This program allows the Sim to help Construx II or III to build things. Its vocabulary is filled with building terms and it can use tools for hammering, sawing, etc.

Guard

Requirements: Sight or Infravision, Hearing, Strength of 11.

Effect: Guard Sims can carry hand weapons and use them as a Skill 0 Fighter. They can be programmed to restrict an area from anything they can detect. (An invisible intruder will always get past a Guard Sim.) This command cannot exceed 10 words plus a list of 30 names. A Guard Sim can be instructed to use a prearranged password.

Guard Sims can be programmed to ring a bell, strike a gong, or activate a horn device in certain conditions.

Underwater

Requirements: Water Sight, Fins or Paddlewheel, Sealed Chamber

Effect: This programming allows a Sim to move underwater. The Sim will understand tides and currents, and it can identify 100 different forms of fish and underwater plants.

FOR TYPE II SIM AND ABOVE

Program Cost

Fighter II 40 Magic

Requirements: Sight or Infravision, Hearing, Strength of 12, Locomotion.

Effect: A Fighter Sim can be trained in the use of any hand weapons (but not missile weapons). It fights as a Skill 3 Fighter and can take up to 12 word commands.

Messenger

Requirements: Voice, Hearing, Sight, Locomotion, Appeal of 12.

Effect: This programming allows a Sim to remember a complex message and deliver it to someone, even if the destination is a place that the Sim has never seen before. The Sim will be able to read maps and ask for directions. The Sim will then obey the commands of the person to whom it delivered the message.

FOR TYPE III SIM AND ABOVE

Program Cost

Fighter III 50 Magic

Requirements: Locomotion, Hands and Arms or Weapons, Sight, Hearing.

Effect: This programming allows the Sim to fight as a Skill 4 Fighter. It also allows the Sim to use missile weapons.

Construx II

Requirements: Locomotion, Upper Arms, Vision, Hearing, Gross Tactile Response, Strength of 15.

Effect: This programming allows the Sim to plan and construct simple one-story structures. It can also direct the work of up to 10 Type I Construx.

Driver

Requirements: Appeal of 12, Bullhorn, Arms and Hands, Whip, Tongue.

Effect: This programming allows a Sim to drive any common animal-driven vehicle, from a mule team to an army elephant.

Animal Mimicry

Requirements: Special Build: 50 T/ 50 M.

Effect: This program must be coupled with an additional 50 T and 50 M points which are used to shape the Sim into a common animal. No animal larger than 600 lbs may be mimicked. If X-Heavy body frame is used, Sims up to 2,000 pounds may be mimicked.

Humanoid Mimicry

Requirements: Special Build: 50 T/ 50 M.

Effect: This program must be coupled with an additional 50 T and 50 M points which are used to shape the Sim into a common huma-

20 Magic

noid shape. Dwarves, Elves, Humans, Orcs, Goblins, and others can be mimicked in speech, actions, and basic cultural preferences. Sims do not take on the abilities of the different classes, nor can they speak the chosen humanoid's alignment language.

Flight

Requirements: Wings.

Effect: This programming allows a Sim to understand flight and to use its wings effectively.

60 Magic

FOR TYPE IV SIM AND ABOVE

Program Cost

Fighter IV

Requirements: Sight, Hearing, Locomotion, Hands and Arms or Weapons, or Fighter Combination.

Effect: This programming allows a Sim to fight as a Skill 5 fighter. Furthermore, it can direct Type II and III Fighter Sims in combat. It has a good grasp on tactics and strategy and is a formidable opponent.

50 Magic

Doctor/Healer

Requirements: Arms and Hands, Fine Hand Motion, Sight, Hearing, Voice.

Effect: This program teaches a Sim the basics of "modern medicine." It will be able to stop bleeding, cauterize wounds, set broken bones, lance boils and deliver babies. Through this programming the Sim will be able increase the healing process from 1 HTK per day to 4 HTK a day in a human, elf or half-elf patient.

A Doctor Sim can also mend other Sims, fixing 5 HTK of damage per day.

100 Magic

Independent Thinking

Effect: This program allows a Sim to make his own decisions, even if they are not covered by his primary programming. With this program, a Dancer Sim can be told to protect a room and it will be able to fight (as a Skill 0 Fighter). Sims with this program will also come to the aid of their fellow Sims if they are in trouble.

100 Magic

Puzzle-Solving

Requirements: None.

Effect: This program allows a Sim to puzzle out unique situations and learn from its mistakes. A Fighter Sim with this power can figure out a way through a trap and remember to avoid it if he encounters it again.

100 Magic

FOR TYPE V SIM AND ABOVE

Program Cost

Intellect

Requirements: None.

Effect: This programming simulates intelligence in a Sim. A Type V Sim with this basic programming has an Intellect of 13. It can be raised at additional cost (in Magic points) following the table below:

Intellect

14-16	17	18
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Cost per added point	30 M	50 M	100 M
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Insight

Requirements: None.

Effect: This programming simulates insight in a Sim. A Type V Sim with this basic programming has an Insight of 13. It can be raised at additional cost (in Magic points) following the table below:

Insight

14-16	17	18
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Cost per added point	30 M	50 M	100 M
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HUMBERT'S
MANOR



HILLS OF CANISMINI

BRIDGE

FOREST
RIVER
ROAD



MOUNTAINS



1 HEX = 100 METERS

CANISMINI



Practical Jokes Tables

There is a 20% chance that there will be a practical joke in any room or once every fifty feet down a hallway. These jokes will occur only on the first, second, or third floors of Humbert's Manor, and are not in the Servants' Wing (Rooms 19-30), the Basement (Rooms 113-121), or the Stables (Room 122).

Table A—The Tricks

1. **Glue Dump.** Overhead teleport dumps glue on 2' dia. circle area. Characters hit reduce Dexterity by 3 for 1D10 rounds.
2. **Child's Play.** A flexible metal arm sprouts from the wall, grabs a random weapon from a party member, and holds it above the head of the owner, keeping it just out of reach. A pair of lips will then sprout from the wall and say "Nyah-Nyah, can't get it," for five rounds, then the arm will gracefully give the weapon back to its owner.
3. **Egg Joke.** Flexible metal arms shoot from the wall and snatch all headgear worn by the party members in the affected area. Tubes then deposit a half-dozen eggs in each, and the arms smash the headgear back on the owners' heads.
4. **Throw Rug.** A 5' dia. rug suddenly yanks itself from under foot if anyone stands on it for more than one round. Characters must Save vs. Dexterity or fall, dropping anything in hand.
5. **Magnetic Ceiling.** One round after the room is entered, each character wearing metal and not weighing over 600 lbs. (including armor and treasure) is lifted and adhered to the ceiling. After 2 rounds, anything that has been lifted is suddenly dropped three feet, then gently lowered the rest of the way as if affected by a Feather Fall spell.
6. **Bubble Talk.** When characters speak, all words come out as bubbles. These bubbles have to be popped in order for the words to be heard. This effect will last for one turn, and will make it very difficult to cast spells with verbal components.
7. **Spike Wall I.** The area seals itself off and this illusion appears: Holes open in the walls, steel daggers emerge from the holes, slide into them, and lock in place; the walls begin to close in. This sequence begins two rounds after the second person has entered the area.
8. **Laughing Gas.** A gas bomb will explode at the beginning of the third round after the first character enters the area. Characters will laugh uncontrollably, giving them a -4 on their "to hit" die. Also, no spells may be cast for the duration of the cloud. The gas cloud lasts for three rounds, then the ventilation system will start, clearing the air in 2 rounds. There is no saving throw.
9. **Encounter with Alex:** If characters are trying to enter a dangerous area that contains none of the items necessary to free Humbert, they will find that the doorknobs are covered with grease and they will see Alex running away from them, laughing hysterically. The knobs will have to either be wiped off or a Knock spell will have to be used to enter the room. If characters are not trying to enter a room, ignore this roll.
10. **Encounter with Alex:** Alex appears and squirts glue on a random party member. Then a tube shoots out of a wall and sprays feathers on that party member. That character's dexterity is reduced by 3 for 1D4 rounds, and the affected party member will find that there is a note stuck to him, saying that the party is getting "warmer" or "cooler," depending on the location of the nearest item needed to free Humbert.

Table B should be used if an 18-20 is rolled on the first floor, a 15-20 is rolled on the second floor, or an 11-20 is rolled on the third floor.

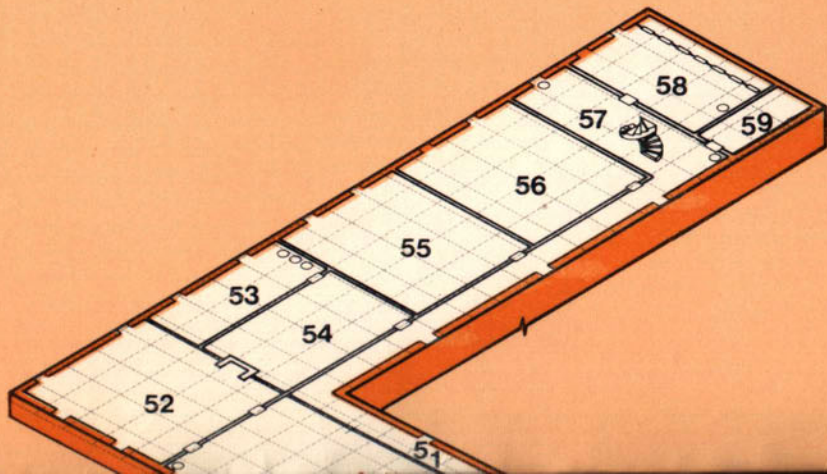
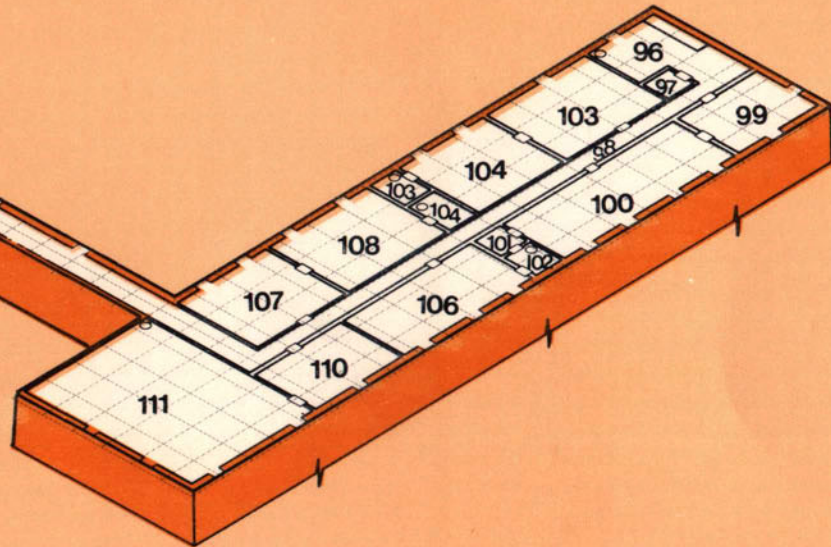
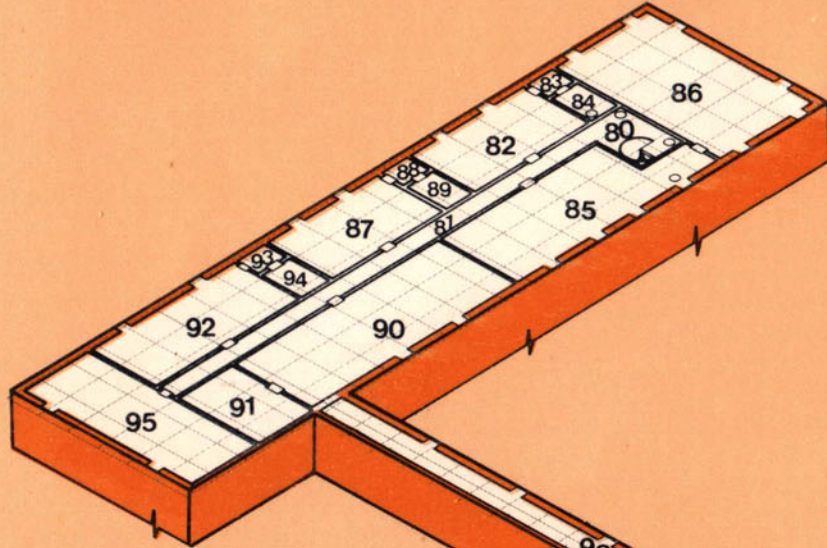
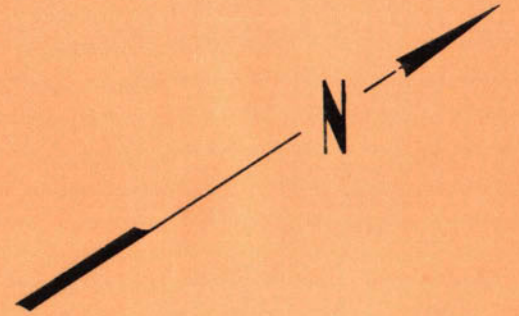
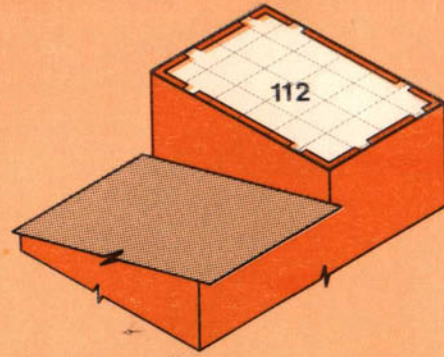
GM Note: none of these jokes affects the Sims.

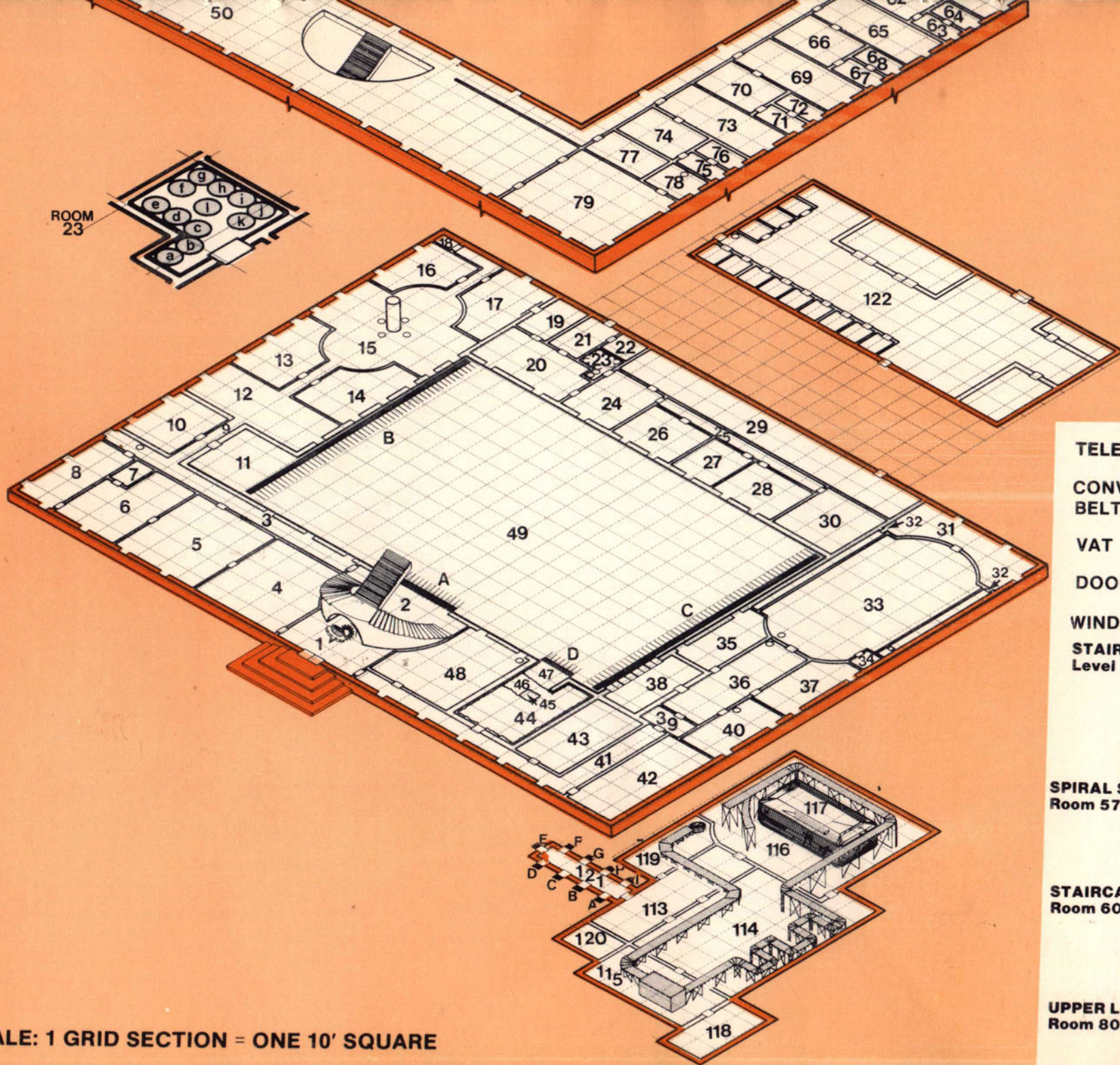
Table B — The Traps

Each of these traps may be detected 1 round before it goes off, if a Detect Trap spell is cast or a Dwarf is currently checking for traps (a dwarf has a 60% chance of detecting a trap).

1. **Ice Dump.** An overhead teleport dumps a block of ice on the first person entering the area for 1D6 HTK damage. Save vs. Dexterity for ½ damage.
2. **Wire Wrap.** A wire is stretched across the area and will wrap around the first person to walk into it, constricting the character to death in 4 rounds, unless a thief can remove it with his Remove Trap ability or if a Dispel Magic is cast upon it.
3. **Carpet Beater.** An 8' diameter rug wraps around the first person who stands on it for more than one round. It will then fly to the opposite wall and slam against it four times, or until someone casts a Dispel Magic on it. The victim will take 1D4 HTK damage each time the rug hits the wall. The rug will then release its battered victim.
4. **Spike Wall II.** The area seals itself off, holes open in the walls, steel daggers slide out of them and lock in place; the walls begin to close in. This sequence begins two rounds after the second person has entered the area. This time it is not an illusion, but very real. The walls in the room will close in in 6 rounds. The walls can be stopped by using a Dispel Magic or by a combined strength of 35 or more. A Wizard Lock will stop the walls from moving. When the walls are stopped, the area will unseal itself.
5. **Exploding Cushions.** If a player sits down on a chair that is not in Kasin's Bad Room (Room 100), there is a 30% chance that it will explode, doing 3D8 HTK damage.
6. **Static Carpet Zap.** Static electricity builds up from carpet friction (and a little help from Kasin) giving characters 1D6 HTK damage when they touch anything metal or leave the area.
7. **Teleport Trap.** Four rounds after the first character enters this area, that character and all other characters will be teleported to the Stable, where they will meet Raius the dragon.
8. **Teleport Trap.** Four rounds after the first character enters this area, that character and all other characters will be teleported to the Stable, where they will meet Raius the dragon.
9. **Encounter with Alex:** Alex will appear and attack the party with the Porta-Port. It will send the entire party to a dark room in the basement (Room 120). In 1D6 rounds, he will shake them out violently (1D4 HTK damage each) in front of a room where there is a necessary component of the spell for Humbert's release.
10. **Encounter with Alex:** Alex will appear and attack the party with the Porta-Port. It will send the entire party to the southern part of Kasin's Corridor (Room 98), where the party will be immediately attacked by Dragonflies.

HUMBERT'S MANOR





- TELEPORT
- CONVEYOR BELT
- VAT
- DOOR
- WINDOW
- STAIRWAY
Level 1 to Level 2
- SPIRAL STAIRCASE
Room 57
- STAIRCASE
Room 60
- UPPER LANDING
Room 80

SCALE: 1 GRID SECTION = ONE 10' SQUARE



COMBAT OF A DIFFERENT SORT!

Many years ago, two mages became engaged in a struggle of power. Humbert, a wizened wizard and architect of the interdimensional villa, vied against Kasin, a lovely enchantress and commander of a powerful dragon.

THE WAR OF JESTS WAS ON!

Attempting to prove their superiority, the mages began playing practical jokes on each other until one day, one of them went too far.

HUMBERT DISAPPEARED!

Now your small band of adventurers, led by a Bard, must search for the mage. With little to go on, you begin the adventure exploring the villa shaped by Humbert's strange and mysterious sense of humor.

Looking over your shoulder for the shadow of a dragon, you avoid many tricks and traps while searching for the . . .

CLOCKWORK MAGE

A fantasy role playing module for 4 to 6 characters with skill levels 2 to 5.
Introducing a new monster class—THE SIMS!

