

THE HAUNT™

THIRD SUPPLEMENT IN THE INVINCIBLE OVERLORD™ SERIES

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INCLUDES BACKGROUND & ENCOUNTER BOOKS



THE HAUNT

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The Encounters



1 - Foyer (20' x 20')

N/A

XP: 0/50/100

PLAYERS: *The huge front door of this majestic yet oppressive House swings easily open to reveal a room which contains a large couch, two coat racks, a full-length mirror, and one large, ornate table. Resting on the table are two candelabras and a bowl of multi-colored candies.*

A decorative Persian rug covers most of the floor. There is a cross-shaped keyhole in the front door but the key itself is nowhere in sight. Across the room, in the center of the wall, is another door leading west.

GM NOTES: The Player Characters must enter the House through the front door located in this Room. When the party enters, the door will slam shut behind the Characters, magically sealing them within the House. As a result of the Characters having passed through the sect's sealing spell, they will have undergone a physiological change which will prevent them from again passing through the barrier encompassing the House.

To exit the House, the Characters must retrieve the magical cross-shaped key sealed in the attic (Room 45), use the key to exit the Attic, return to the foyer, and unlock the front door.

This is the only means of escape available to the party. No spells will allow the Characters to communicate with the outside world (to human or deity) or allow any Character to exit the House. A Locate Object spell will not reveal the location of the key due to the intense magical aura which surrounds the Attic.

All items in the foyer are normal and have neither play nor treasure value. The candies found in the bowl are assorted flavors of jelly beans (at GM discretion).

NOTE: Once the party exits the foyer, Poltergeist activity will begin. The GM should roll as indicated for occurrences once every five turns during the day and once every three turns at night (see Poltergeist

Activity Check-off Sheet located on the GM's Screen and/or in the Background Book).

Unless otherwise indicated, all doors throughout the House open freely and any attempts to Hear Noise result in nothing being heard. The ceilings throughout the House are fifteen feet high unless stated differently. All House windows are securely locked, cannot be broken to effect an escape (again, due to the magical seal), and are unimportant to the successful completion of the adventure.

EXPERIENCE: 0 — violent acts, 50 — leaving Room, 100 — realize problem of needing cross-shaped key.

1A - Hallway (10' x 120')

H

XP: 50/150/300

House Encounter #1

PLAYERS: *As the final party member passes through the doorway, the walls surrounding this area begin to bulge outward, the floorboards force upward, groaning under the strain. Suddenly, the House's features return to normal as huge, gale-force winds buffet each Character violently against the hallway's eastern wall.*

From within the very walls themselves, great, taloned hands extend and grasp each Character, binding him/her securely. From the bowels of the House comes a hideous and malevolent voice, "Your cause is hopeless: there is nowhere you can hide. Kill yourselves now and save me the bother."

The hallway resounds with the voice's forboding request as the mysterious hands recede into the walls, dropping each party member forcibly to the ground.

GM NOTES: Each Character will sustain 1D6 HTK of total damage during this encounter. Play now proceeds with the Hallway description which follows:

PLAYERS: *This dank and dusty hallway extends sixty feet in either direction. To the south, closed doors are found along the hall, which ends with a suit of armor standing against the east wall. To the north, additional doors are visible and another suit of armor seems to mirror the former one.*

Fifteen feet to the north, the hallway opens to the west.

GM NOTES: The party may traverse the hallway freely, encountering no resistance save potential random Poltergeist activity. The party is now able to enter any Room it chooses merely by opening the appropriate door.

EXPERIENCE: The full 300 XPs should be awarded to any Character realizing the House itself was behind the House Encounter attack.

2 - Doorbell Room (40' x 20')

S

XP: 0/10/300 [2985]

PLAYERS: *Standing here is a 5' x 10' wood and steel-reinforced door. In the upper center of the door is a small sliding hatch, below which is an engraved brass plaque which reads:*

"Caretaker — Inquire Within."

To the right of the door, at the height of about five feet, is a small push-button. The door itself seems quite impregnable.

NOTE: A Knock spell will not open this door. To gain entrance, the Characters must push the push-button doorbell. If they do, read the following paragraph, otherwise, there is no way for the Characters to enter the Room.

From the other side of the door emanates a dual chiming. Slowly, the hatch in the door is opened, revealing the pale and scarred face of a man. In a low and resonant voice, he says, "You rang?"

GM NOTES: The voice belongs to a Flesh Golem who, as a sort of butler, maintains the Room behind the door. If the Characters request admittance, the Golem will say:

"You want to come in?"

(Character response in the positive.)

"Do you *really* want to come in?"

If the Characters respond with a "yes" answer to both questions, the Golem will open the door and allow the party entrance. Otherwise, he will close the hatch and ignore any further ringings for three turns.

When and if the Characters enter the Room, they will see the following (read aloud to Players):

Two couches and chairs with end tables, a two-hundred gallon salt water aquarium, and a large oval rug dominate the room. A small, curtained archway leads south from this room.

The "butler" will request the Characters relax while he fixes a small meal of tea and crumpets for them. The butler will then enter the curtained area, which is actually a small kitchenette; any Character entering the kitchenette will be severely chastized by the Golem, who takes great pride in his work and is very defensive of the kitchenette, which he considers to be his own "space."

If any Character adopts a rude or hostile attitude, the Golem will forcibly eject the entire party.

Flesh Golem/Werewolf*

Frequency: Very Rare

No. Appearing: One

% in Lair: Nil

Treasure Type: Nil

HTK: 80, *AC:* 9/5*

MV: 8"/15", *AT:* 2/1*

DM: (2D8/2D8)/(2D4)*

THAC0: 10

AL: Neutral/C. Evil*

INT: Semi-, *SZ:* L

Specials: *Flesh Golem:* +1 or better weapon to hit, fire and cold-based spells reduce movement by 50% for 2D6 rounds, electrical attacks add HTK if damages.

Werewolf: Surprise 1-3, +1 or better weapon to hit.

Magic Resistance: Nil

Psionic Ability: Nil

This Room is a "safe house" from Poltergeist activity. Characters may notice the absence of Poltergeist occurrences during their stay here.

Everything in this Room, including the tea and crumpets, is perfectly safe and normal. If the Characters remain for an extended period of time (more than one turn), the Golem will do his best to entertain the party with small talk, saying things like:

- 1.) "So, have you encountered any difficulty from those pesky Poltergeists?"
- 2.) "I assume you sampled the candies in the foyer? They are quite good."
- 3.) "I do expect Baron Stoker very soon. I am certain he would be pleased to meet your fine group. The Baron and I were quite close once."
- 4.) "Have you read any good books lately? We have an excellent library just down the hall."

Obviously, these brief conversations are designed to give the party some clues as to actions within the House. As indicated in the last suggestion, the Golem could give the party directions to specific Rooms, should Characters ask. The GM should be careful not to let the Golem give away too much information since the Characters could become overly-dependent on the Golem for help; the adventure will be more interesting if the party discovers things on its own.

The Flesh Golem is the person responsible for the existence of the plaques throughout the House. During his daily maintenance of the House's interior, he has placed these plaques in various locations as helpful hints to the best means of escaping the

House. The Flesh Golem fears the House, realizing it possesses a consciousness of its own and would recognize more-obvious clues.

Conscious of his lycanthropic duality brought on long ago by Stoker's bite, the Flesh Golem will not allow any Characters to remain in the Doorbell Room past 6:00 PM, when the Golem begins his transformation into a werewolf, stating that, "Things tend to get a bit hairy around here at night." If necessary, the Flesh Golem will forcibly eject any Character(s) remaining in this Room after 6:00 PM.

The Golem's transformation takes one turn to occur, after which time the Golem/Werewolf will thrust open the door to his Room and prowl throughout the House for the remainder of the night. The Werewolf will not return to the confines of the Doorbell Room under any circumstances to avoid damaging his daily residence.

If any Character tries the door to the Room which has been vacated by the Golem/Werewolf, s/he will find it unlocked. A Character would be able to enter the Room and bolt the door behind him/her should s/he wish.

EXPERIENCE: No XPs should be awarded to any Characters being ejected by the Flesh Golem.





3 - Northern Armor (Hallway)

S

XP: 50/100/200 [14500]

PLAYERS: This ten-foot tall iron suit of armor stands ominously upon a two-foot high oaken pedestal, dust caked upon it nearly an inch thick in places. Tethered to its left wrist is a worn and ancient four-foot long mace.

GM NOTES: This Iron Golem and pedestal block the way to Areas 3 and 4. If any Character raises the Golem's left forearm, the pedestal and Golem will pivot toward the north wall, revealing a passageway leading east. Any Character simply attempting to move the pedestal or the Golem itself (not specifically the mace-holding arm) will cause the Golem to animate and attack.

Any successful Find/Remove Traps will reveal the left-forearm lever; a failed Remove Traps will cause the Golem to animate.

Every four rounds of melee, the Iron Golem will attack once using its Breath Weapon, beginning on the fourth round. The Golem will then attack in this fashion on round eight (GM discretion), combating the Character(s) via mace all other times.

Iron Golem

Frequency: Very Rare

No. Appearing: One

% in Lair: Nil

Treasure Type: Nil

HTK: 80, AC: 3

MV: 6", AT: 1

DM: 4D10

THAC0: 10, AL: Neutral

INT: Non-, SZ: L

Specials: Breath Weapon *, +3 or better weapon to hit.

Magic Resistance: Nil

Psionic Ability: Nil

* Breathes poisonous gas once every seven melee rounds as per Cloud Kill.

4 - Hallway of Dust (10' x 15')

H

XP: 50/100/200 [748]

PLAYERS: This short hallway is covered one-inch thick with fine, sparkling dust. Thin silken strands criss-cross the ceiling, obscuring it from view; footing is sticky. The hallway ends in an archway to the east.

GM NOTES: If the Characters traverse the passageway ten feet to the east, Players must roll for Surprise as a huge spider drops from the ceiling and attacks.

Dust Spider

Frequency: Rare

No. Appearing: 1D4

% in Lair: 75

Treasure Type: E

HTK: 7, AC: 8

MV: 6"/15", AT: 1

DM: 1D4 + poison

THAC0: 19, AL: Neutral

INT: Low, SZ: S

Specials: Poison (slows Character for turns equal to damage sustained).

Magic Resistance: Nil

Psionic Ability: Nil

If/when the party defeats the spider, sparkling dust from the spider will explode in a five-foot radius. The dust is extremely sticky and acts as a resilient adhesive when substantial pressure is applied. Characters so wishing may collect enough dust to cover a 10' x 10' area.

5 - Oil Dome (25' diameter, 30' high)

S

XP: 50/100/450

PLAYERS: The small and darkened hallway opens into a bright, thirty-foot high domed room which is lit by a wagon-wheel-shaped oil chandelier suspended from the ceiling.

GM NOTES: If the entire party enters the dome, the circular roof will pivot toward the floor, effectively spinning the dome Room upside-down. The oil from the chandelier will spill out, spreading throughout the ceiling (which now acts as the concave floor). The oil covering the floor will ignite in two rounds.

Due to the now-oiled surface of the dome, the walls will be impossible to climb and as such no Characters (thieves included) can reach the archway in such a manner. If any Character collected the sparkling dust from the hallway (4) or from the spider, it may be used to effect an escape. Forming a trail of dust upwards to the archway allows the entire party to climb out.

Magic is completely ineffective in this Room. If the oil is allowed to ignite, each Character still within the dome will suffer 6D6 HTK of fire damage the initial round the oil is ignited. Damage is reduced by 1D6 HTK per round thereafter to a minimum of 1D6 until the oil has burned itself out (one turn) or until the Character escapes.

6 - Bones Room

(20' x 15')

P

XP: 50/100/150 [200 each]

PLAYERS: *This room is filled with thousands of various bones.*

GM NOTES: If the Characters remain in this Room for more than three rounds, one skeleton per Character present will form and attack.

Skeleton(s)

Frequency: Rare

No. Appearing: 3D10

% in Lair: Nil

Treasure Type: Nil

HTK: 75 each *, *AC:* 7

MV: 12", *AT:* 1

DM: 1D6

THAC0: 10, *AL:* Neutral

INT: Non-, *SZ:* M

Specials: * When a skeleton bone is broken (hit scored), a new bone replaces it from the reserve pile, creating an effective HTK of 75.

Magic Resistance: Nil

Psionic Ability: Nil

When a skeleton is struck, read the following aloud:

The room resounds with the echo of cracking bone. As the broken bone falls to the littered floor, a new bone flies from the pile to replace it. The skeleton renews its attack with vigor.

NOTE: Each time a skeleton is struck, a bone is broken and a new one replaces it from the pile. When cumulative damage to any skeleton exceeds 75 HTK, it no longer reforms. Any skeleton leaving the Room becomes a normal skeleton with 1D8 HTK, as no bones exist to replenish it. As these skeletons are merely animated by the Poltergeists, they cannot be turned.

7 - Bathroom

(20' x 15')

P

XP: 5/10/15

PLAYERS: *The typical bathroom amenities are found here: a large bathtub, a sink, a toilet, and two closets. An oval rug covers the center of the room.*

GM NOTES: This is a completely ordinary bathroom. The party will find nothing of value here.

Beginning the second round after the party enters the bathroom, a Stinking Cloud will be released once every six rounds until the party exits. The party will be unable to locate the source of the emission.

8 - Check Out Room

(20' x 10')

S

XP: 0/50/200

PLAYERS: *Opening this door reveals a moldering, completely barren room. Light from the hallway diffuses lethargically through the thick, stagnant air.*

GM NOTES: The only item of interest to be found here is located on the back of the door. If the Characters look there, they will see a plaque which reads:

"Check out time is dusk.
Be up on your key location."

NOTE: This is one of various clues found throughout the House as to the location of the front door key (up/attic).

EXPERIENCE: 0 — If the Character(s) do not see or disregard the sign, 50 — if the Character(s) realize the Butler (Flesh Golem) made the sign, 200 — if the Character(s) realize the key is upstairs.

9 - Keeper's Room

(20' x 25')

S

XP: 0/150/300

PLAYERS: *The door opens into a dimly lit and nearly barren room. The room's sole occupant is a greenish, two-foot-tall winged humanoid who leans on a small black box which has a button on its top. Both rest in the center of a fifteen-foot circular rug.*

The box's keeper looks up alertly and says, "What's up?! Ah, another pressing engagement to find the key, I see"

GM NOTES: The keeper is guarding Serling's Button Box (see **New Magic Items** for details). Contrary to his statement, he knows nothing about the true location of the magic key.

The keeper will answer any question the party asks (at GM discretion) in the following manner (roll on 1D6):

Roll	Response Type
1-2:	Truthfully
3-4:	Non-sensically
5-6:	Falsely

If the party is having a very difficult time on this adventure and needs assistance, it is recommended the GM roll on 1D4 for responses.

An example of a way in which the keeper might answer a question the Characters ask is as follows:

Question:

"What happens if I press the button?"

Answer:

(Truthful, 1-2) *"The button goes down."**

(Non-sensical, 3-4) *"Some fuzzy bits. Yeah, that's the ticket."*

(False, 5-6) *"The front door will open."*

* If 1-2 is rolled, the keeper will only answer truthfully as far as is necessary to present a truth (at GM discretion). This will waste the party's time while concealing the true nature of the box. The keeper can be affected by the *Hibbidah Hobbidah Hoobidah* spell found in the Library (14).

If any physical or magical attack (other than the *Hibbidah Hobbidah Hoobidah* spell) is made on the keeper, he will teleport away instantly, leaving the black box resting on the rug. In such an event, the Characters may take the box with them; if the keeper is present, however, he will not allow the box to be taken.

NOTE: If the party seems to be having a difficult time completing the adventure, the GM may wish to provide the Characters with additional information as to the truthful content of the Keeper's statements by having the Keeper's eyes change color in relation to his answers. The Keeper could have blue eyes when answering truthfully, plaid eyes when answering non-sensically, and black eyes when answering falsely, for example.

EXPERIENCE: 0 — Character(s) obtain no information, 150 — Character(s) learn something relative to the adventure, 300 — Character(s) understand the Keeper's modus operandi and/or the function of Serling's Button Box.

10 - Empty Room

(20' x 20')

N/A

XP: 0/0/0

PLAYERS: *Opening this door reveals a moldering, completely barren room. Piles of age-old dust collect absently in the corners.*

GM NOTES: This Room is totally void of anything valuable to the Characters.

11 - Spiral Staircase (Hallway of Images)

S

□ XP: 25/75/125

PLAYERS: *This five-foot wrought-iron stairway spirals up to the ceiling, where the entrance to the second floor appears to be blocked from above. The stairway looks to be in excellent repair and solid shape.*

GM NOTES: The item which blocks the path above is the mummy sarcophagus (38). If a Character climbs the stairway and exerts any force to the base of the sarcophagus, the stairs will fold up to form a chute. The Character(s) must save against DEX or sprain a random limb upon hitting the floor (see Sprain/Break Table in the Background Book).

The sarcophagus cannot be moved from below to allow passage between the two floors. If the Characters, having moved the sarcophagus from above, descend the stairs from the second floor, the GM should suitably alter the previous Players information and have the stairwell fold up when one Character puts his/her entire weight on the first step.

12 - Hallway of Images (10' x 70')

S

□ XP: 50/200/450+

PLAYERS: *This hallway, which extends nearly the entire length of the house, has pictures, portraits, and mirrors lining both sides. What appear to be two small stone pillars rest at different points along the south wall. There are doors to four rooms along the north side of the hallway, doors to two rooms along the south; all are closed.*

GM NOTES: The items which line the walls are described following. The letters and numbers which appear before the pictures, portraits, mirrors, and pillars indicate their locations on the map of the hallway. Items which can be removed from the walls are noted with a "§" sign after the map-labelling letter.

(A) Portrait of Progression: Initially, this is a portrait of Baron Stoker as a man of thirty years. If the portrait is spun one-half revolution (180°) clockwise, the oils which comprise the painting bleed together and reform

into a portrait of Stoker as a man of sixty years. A final half-spin reveals Stoker as a 150-year-old Vampire, complete with fangs.

(B) Medusan Portrait: Any person looking at this portrait is immediately turned to stone, no save allowed. If moved outside the portrait's range (which is directly in front of the picture), the petrified person is returned to normal but must save vs. System Shock or die. If not moved from within the portrait's range in six segments, the person will remain stone until a Stone to Flesh spell is cast upon him/her, the person again requiring a save vs. System Shock to survive.

(C§) Warning Plaque: Engraved on this six-inch by six-inch plaque is,
"No Loitering"

This is a hint to party members that petrified Characters should be moved from the area.

(D§) Moving Eyes: These eyes constantly move, scanning the hallway, examining the Characters, etc. If taken down from the wall, the painting has a normal canvas backing but the eyes continue to move. This picture can be used in conjunction with Saying F2 to safely view the Medusan Portrait (see F2 for pertinent operation instructions).

(E§) Mirror of Passage: Full-length (2' x 5') and movable, this mirror acts as a passageway into the Room or Area adjacent to the one in which the mirror hangs. When standing in front of the mirror, a person views his/her reflection in the foreground and the adjacent Room in the background (just as if s/he were standing in the adjacent Room).

The person may pass through the mirror's planar boundary into the next adjacent Room just as if the mirror were an open door. When this mirror is hung in a Room, its image appears in the adjacent Room as well, allowing dual passage. Note that any occupants of the adjacent Room may also use the mirror as a passageway. Should the mirror become broken, it will no longer serve as a passage.

(F1§) Embroidered Saying:

*"Good chefs all know
the greatest feast
Can be the best persuasion.
The key is simple:
do like yeast
And rise to the occasion."*

(F2§) Wooden Etched Saying:

*"A glance can freeze most fearfully,
Threats line the halls to bind thee.
The way alone to see no stone
Is look with eyes behind ye."*

The Character reading this aloud is able to see through the eyes of the Moving Eyes picture (D). To break contact, the Character need only wish to do so.

(F3§) Stained Glass Saying:

*"Boyle's Ideal Gas Law:
PV = nRT
(see above)"*

NOTE: Each of these sayings has been placed here by the Butler (Flesh Golem from the Doorbell Room) as a clue to adventurers regarding the location of the front door key. The stained glass saying ("Boyle's Ideal Gas Law" — F3) is an additional clue that Characters wishing to enter the Attic must first become gaseous.

(G) Aquarium Picture: This picture looks, sounds, and acts just like a functioning saltwater aquarium. Swimming inside the picture are two trigger fish, one dragon wrasse, one cow, and an angel fish.

The picture is not removable but the frame may be pivoted forty-five degrees clockwise or counter-clockwise, which causes 3D4 gallons of saltwater per round to flow onto the floor. The picture has a rejuvenating water supply.

(H) Picture of Hidden Fears: When viewed normally, this picture appears to have nothing depicted within its frame. Any person looking at it for more than two segments must save vs. Petrification at -4 or see his/her own innermost fear and age 4D10 years.

(I) Obelisk of Wisdom: There is a one-foot by four-inch slot carved into this five-foot tall stone obelisk, beneath which is a tooled engraving that reads:

"For wisdom, insert weapon here."

The slot is large enough to accept the blade of any weapon. Any weapon inserted is irrevocably broken in two (magic items also lose their magical abilities).

Following the destruction of the weapon, a small card will be ejected from the slot. The card reads:

*"Wisdom gained: One does not use
weapons to gain wisdom."*

(J) Obelisk of Intellect: There is a two-foot by two-foot slot carved into this five-foot tall stone obelisk, beneath which is a tooled engraving that reads:

"For a greater Intellect, insert head here."

Any Character inserting his/her head into the slot will be decapitated (no save allowed).

(K) Mirror of Ugliness: This ordinary-looking mirror will begin to warp and then crack if any Character stands in front of it for more than six segments. Once the Character leaves, the mirror reforms completely.

13 - Chapel (20' x 15')

H

XP: 0/100/200

House Encounter #2

PLAYERS: *Without warning, the walls surrounding this area begin to bulge outward, the floorboards force upward, groaning under the strain. Suddenly, the House's features return to normal as the door to this room begins to bubble and transform, rapidly assuming the shape of a large, six-foot wooden cross.*

At the cross's intersection, a human face, contorted in pain and suffering, forces its way outward to the surface. Its baleful eyes roll upward to the party as the mouth opens, saying, "Leave if you can. The House is evil. Now, not even the Baron can escape its influence, and..."

In mid sentence, the face again contorts, reforming, amid wails of agony, into a hideous, demonic visage. Blazing red eyes turn toward the party, as bloodless lips complete the message, "... and only death awaits you inside me!" The door again bubbles, transforming to its original shape. Infernal laughter echoes throughout the hallways.

GM NOTES: Each Character must save vs. Spells or age 1D4 years from fear instilled by the spectacle. Play now proceeds with the description of the Chapel which follows or another Room description, should the Players no longer wish their Characters to enter.

PLAYERS: *This room contains three pews and an altar which is flanked by two five-foot high candelabras. Behind the altar, the bright white outline of a cross contrasts to the dull, tarnished off-white of the aged walls which surround it.*

To the right of the doorway rests a brazier filled with a clear, glistening liquid.

GM NOTES: The outline on the wall was left when this chapel's cross was removed. The liquid in the brazier is Unholy Water which will do 1D6+1 HTK of damage to any Paladin or Cleric touching or being touched by it.

Any L. Good Cleric or Paladin remaining in this Chapel for more than two rounds will begin to feel extremely uncomfortable and will see all other party members transform into hideous humanoid Vampires (normal Illusion). The GM should confer this to the Cleric and/or Paladin Player(s) secretly (by passing the Player(s) a note to this effect). Once the Cleric and/or Paladin leave(s) the Room, the effect is broken.

14 - Library (20' x 50')

S

XP: 50/150/300

PLAYERS: *This absolutely huge room is ornately decorated with a bearskin rug, three overstuffed chairs, a grand rolltop desk resting on a twenty-foot*

oval carpet, and wall-spanning bookshelves. Several windows look out upon a southern exposure.

The intricately-carved shelves hold literally thousands of volumes of books. Most are covered with a thin layer of dust but a few seem fairly new and even recently read.

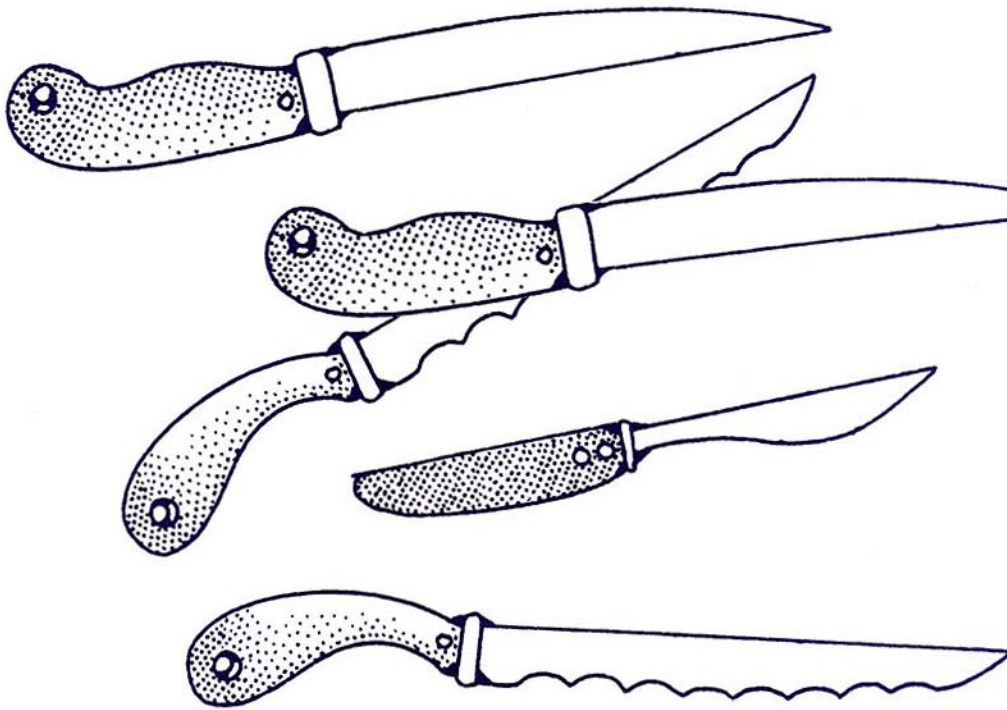
GM NOTES: This is a normal, if extremely well-supplied, library in which the party might find a variety of books, ranging from historical subjects to fiction and non-fiction. Of the books which appear recently read, the following can be easily spotted if the Characters merely scan the shelves (unless otherwise noted, all spells and books may be found in the **New Spells** section):

Spell Book I: *Spell of Gaseous Form.*
Spell Book II: *How to Speak Dolphin* (found in **New Magic Items**).
Spell Book III: *Hibbidah Hobbidah Hoobidah spell.*
Spell Book IV: *Wood to Rubber spell.*

These other spell books may also be located by the Characters (percentage chance of location indicated parenthetically):

Spell Book V: *Cy's Spying Ear* (80%).
Spell Book VI: *Transfusion* (75%).
Spell Book VII: *Scourge of the Violet Spider* (60%).
Spell Book VIII: *Spell spell* (50%).
Spell Book IX: *Crandel's Quick Cast* (30%).





EXPERIENCE: 0 — Opening and closing the door, 50 — seeing the Lich Illusion and leaving the Room, 150 — disbelieving the Illusion and seeing the plaque.

17 - Kitchen
(40' x 20')

P
 XP: 50/100/200

PLAYERS: *Strikingly clean and abundantly spacious, this kitchen is equipped with one huge stove, a baking oven, one double-sink, a large garbage can, a five-foot long knife rack, a fifteen-foot by five-foot ready table, and over forty feet of wall-lined counter space.*

There are three other doors in this room, one on the southern wall and two on the western. Through the window of the northernmost western door can be seen an expanse of courtyard; there is nothing remarkable about the other western door. On the southern door glistens a thin coating of ice.

A brown pasty substance simmers malignly in a pot on the stove. A small door rests above the countertops in the center of the northern wall.

GM NOTES: Of the two western doors, the northernmost one cannot be opened at all, since it leads outside and was magically sealed by the clerical sect; the southwestern door leads to the servants' quarters (18/19/20). The ice-covered door leads into the freezer, or the Room of Absolute Cold (21).

If any Character approaches the pot, a Groaning Spirit in a chef's hat will appear, doubled over in pain, and moan, "Don't eat the chili!" The Spirit will not attack and will disappear immediately following the warning. The substance in the pot requires a save vs. Poison if consumed. If the save is missed, the consuming Character will be incapacitated (i.e. cannot fight, cast spells, etc.) until a Cure Disease is cast upon him/her; otherwise there is no effect.

If the Characters do not approach the pot of chili within five rounds of entering the kitchen, Poltergeists will whip three knives (1D4 HTK of damage) and one meat cleaver (1D6 HTK of damage) at each Character and will maintain the attack until the party leaves the kitchen. If the Characters re-enter the kitchen at any point during the adventure, the Poltergeists will attack in the same fashion immediately.

15 - Stairway
(10' wide x 30' long)

N/A
 XP: 0/0/0

PLAYERS: *These rickety-appearing stairs lead up to the second floor where the expanse of yet another hallway can be seen. It seems unlikely that these stairs would support any kind of substantial weight.*

GM NOTES: These are completely normal stairs which lead to the second floor and can easily support the entire party's weight.

16 - Lich Room
(20' x 20')

H
 XP: 0/50/150

PLAYERS: *As the door is opened, a sudden chill fills the air; well over thirty skeletons dressed in magic-user-like robes fill the room. Glancing up from the card table at which he sits, one skeleton looks directly at the now-open doorway, while another at the table steals a glance at the cards which rest in the former's bony hand. Cigar smoke permeates the room.*

In a nearby corner, one skeleton examines his cards and, turning malevolently to another, says, "Go fish."

GM NOTES: Upon opening the door, the Characters must roll for Surprise but in any event the Characters will move first against this Illusion. These Lich Illusions will not leave the Room under any circumstances.

If any Player verbally states a disbelief in these events, the Illusion will fade, revealing a plaque directly across from the doorway and a deck of cards in the center of the then-empty Room. The cards are a Deck of Many Things (see Standard Rule Book) containing only black cards.

The plaque reads:

"He slams his fists
against the posts
And still insists
he sees the ghosts."

If the Characters believe the Illusion and choose to fight, roll normally for initiative. If the Illusion has first attack, each Lich will appear to cast numerous Magic Missiles, each Character sustaining a total of 30 HTK of damage from combined illusory attacks.

The Illusion will attack in this fashion until a successful attack is made upon it (AC: 10) at which point the Illusion dissipates, revealing the plaque and the card deck as indicated. The party can also avoid (further) combat with the Illusion by simply closing the door.

All other items found within this Room are to be considered normal and of no value to the Characters. The garbage can in the southwest corner conceals a trapdoor which leads to the cellar. The small door in the center of the northern wall is a dumbwaiter leading to the cellar. The waiter cannot be raised to the kitchen.

18 - Servant's Quarters

(30' x 15')

H

XP: 50/100/150 [3380 ea.]

PLAYERS: This sparsely decorated room contains one queen-sized bed, a dresser, and a full-length closet. A small rug rests before the eastern door and a smaller mat is positioned in front of the northern one, which looks out upon the courtyard. A final door stands in the southwest corner.

GM NOTES: With the exception of the Room's Invisible Stalker occupants, this is a normal bedroom containing nothing of value to the party.

The northern door cannot be opened since it leads outside and is magically sealed. The door in the southwest corner leads into a completely normal bathroom. There is a secret door (leading to the other servants' quarters) in the west wall, north corner.

Rooms 18, 19, and 20 are identical with the exception of Room 20 having no secret door to the west. Also, different monsters are found in each Room and will attack the party two rounds after the Characters enter. Monsters will not leave their respective Rooms.

(2) Invisible Stalkers

Frequency: Very Rare

No. Appearing: 1D4

% in Lair: Nil

Treasure Type: Nil

HTK: 60, 60, AC: 3

MV: 12", AT: 1

DM: 4D4

THAC0: 12, AL: Neutral

INT: High, SZ: L

Specials: Invisibility, Surprise on 1-5.

Magic Resistance: 30%

Psionic Ability: Nil

19 - Servant's Quarters

(30' x 15')

H

XP: 50/100/150 [1666 ea.]

PLAYERS: This sparsely decorated room contains one queen-sized bed, a dresser, and a full-length closet. A

small rug rests before the eastern door and a smaller mat is positioned in front of the northern one, which looks out upon the courtyard. A final door stands in the southwest corner.

GM NOTES:

(2) Wraiths

Frequency: Uncommon

No. Appearing: 2D6

% in Lair: 25

Treasure Type: E

HTK: 43, 43, AC: 4

MV: 12"/24", AT: 1

DM: 1D6

THAC0: 15, AL: L. Evil

INT: Very, SZ: M

Specials: Energy Drain, silver or magic weapons to hit, not affected by Charm, cold-based, or Sleep spells, Poison, or Paralysis.

Magic Resistance: Nil

Psionic Ability: Nil

20 - Servant's Quarters

(30' x 15')

H

XP: 50/100/150 [4290]

PLAYERS: This sparsely decorated room contains one queen-sized bed, a dresser, and a full-length closet. A small rug rests before the eastern door and a smaller mat is positioned in front of the northern one, which looks out upon the courtyard. A final door stands in the southwest corner.

GM NOTES:

Trapper

Frequency: Rare

No. Appearing: One

% in Lair: 85

Treasure Type: G

HTK: 90, AC: 3

MV: 3", AT: 4+

DM: 4 + victim's AC

THAC0: 9, AL: Neutral

INT: High, SZ: L

Specials: Victim smothered in six melee rounds regardless of damage sustained. Save for half-damage against fire- and cold-based spells.

Magic Resistance: Nil

Psionic Ability: Nil

21 - Room of Absolute Cold

(20' x 20')

S

XP: 50/150/200 [4300 ea.]

PLAYERS: As the door flies open (much more quickly than it should), a frozen corpse dressed in white falls

against the kitchen floor, shattering into a million crystalline pieces. In a nearby corner, yet another figure rests frozen to the ice-encrusted walls.

From within the darkness, an approaching voice says, "Remember kids . . . eat every carrot and pea on your plate."

GM NOTES: For every round the Characters remain in the Room (which functions as a magical freezer), each suffers 1D6 HTK of cold damage.

The approaching voice belongs to one of two spectres, the undead spirits of the two unfortunate cooks who were frozen to death here. If the party leaves the Room, neither spectre will follow.

When/if the party re-enters the kitchen, Poltergeists will attack with knives (1D4 HTK of damage) and meat cleavers (1D6 HTK of damage) as per description in Room 17.

(2) Spectres

Frequency: Rare

No. Appearing: 1D6

% in Lair: 20

Treasure Type: Q (x3), X, Y

HTK: 50, 50, AC: 2

MV: 15"/30", AT: 0

DM: 1D8

THAC0: 13, AL: L. Evil

INT: High, SZ: M

Specials: Energy Drain, +1 or better weapons to hit.

Magic Resistance: Nil

Psionic Ability: Nil

22 - Southern Armor (Hallway)

S

XP: 50/100/200 [14550]

PLAYERS: This ten-foot tall iron suit of armor stands ominously upon a two-foot high oaken pedestal. Dust sits caked upon the pedestal, more than an inch thick in spots. Chained to the armor's right wrist is an ancient, four-foot long mace.

GM NOTES: This Iron Golem and pedestal block the way to Rooms 23 and 24. If any Character raises the Golem's visor, this pedestal and Golem will pivot toward the south wall revealing a passage east. A Character attempting to move the pedestal or Golem will cause the Golem to animate and attack.

Any successful Find/Remove Traps reveals the visor lever; a failure animates the Golem.

Iron Golem

Frequency: Very Rare

No. Appearing: One

% in Lair: Nil

Treasure Type: Nil

HTK: 80, AC: 3

MV: 6", AT: 1

DM: 4D10

THACO: 10, AL: Neutral

INT: Non-, SZ: L

Specials: Breath Weapon *, +3 or better weapons to hit.

Magic Resistance: Nil

Psionic Ability: Nil

* Breathes Poisonous Gas once every seven melee rounds as Cloud Kill.

23 - Half-Gravity Passage

(10' x 15')

H

XP: 0/50/150

House Encounter #3

PLAYERS: Without warning, the walls surrounding this area begin to bulge outward, the floorboards force upward, groaning with the strain. Suddenly, the House's features return to normal, as the slats of wood forming the floor begin to shift violently and separate, revealing a foot of dead space beneath the boards.

GM NOTES: Beginning with the Character possessing the lowest DEX, the House will attempt to catch that Character's ankle between the moving floorboards. Characters may save against DEX to avoid being caught.

If the Character with the lowest DEX successfully saves, the Character with the next-lowest DEX must save (and so forth).

The first Character not saving will suffer a broken ankle (1-3: left, 4-6: right; see the Sprain/Break Table). Once one Character has been successfully attacked (or all Characters successfully save), the floorboard motion will cease, allowing any caught Character to free his/her ankle.

Once every Character has successfully saved or one has suffered a broken ankle, a familiar booming voice will emanate from the floor, saying, "Dealing with the likes of you is mere child's play. I will destroy you as surely as I did the

buffoon, Stoker. Your efforts are meaningless!" The voice will die out as its laughter recedes into the depths from which it came.

Play now proceeds with the Half-Gravity Passage description or another Room description, should the Players no longer wish their Characters to enter.

PLAYERS: This short hallway appears to have a much lighter gravity than is found elsewhere within the House. Light objects brought into the passage seem to float upward of their own volition.

While travel through the hallway seems easy and almost enjoyable, footfalls sound abnormally harsh and resonant. Light from an archway ahead beckons.

GM NOTES: This hallway does indeed have a half-gravitational field. Characters running or jumping within the passage float, moving at one-half normal speed. Walking is at three-quarters speed. All sounds created in this passageway are at double loudness/intensity.

24 - Double-Reverse Gravity Dome (25' diameter, 30' high)

H

XP: 50/150/300

PLAYERS: The small and darkened passageway opens into a bright, thirty-foot high domed room which is lit by what appears to be a wagon-wheel-shaped oil chandelier suspended from the ceiling.

GM NOTES: This dome has a double-reverse gravity, meaning the Characters will be thrust to the ceiling as they enter and will be twice as heavy as normal. Damage from the flight to the ceiling is at 6D6 HTK per Character.

A magical silence has been cast over this Room and as such absolutely no noise can be heard by any within its confines. Notably, Characters will be unable to cast any spell that has a Verbal component.

The chandelier is magical and allows the appearance of normal operations. It is structurally reinforced so it does not crash to the ceiling.

In this Room, thieves climb at half of their Climb Walls ability.

25 - Ready Area

(10' x 20')

S

XP: 0/0/0

PLAYERS: This small kitchen and preparation area contains a stove, a china and silver cabinet, and a long serving table. There is a closed oak door in the north wall and a similar one in the west wall.

GM NOTES: This is a normal kitchen area used to prepare meals for presentation in the adjoining Dining Room. The only item of any value is a twenty-piece sterling silver serving set worth 100 gp.

26 - Dining Room

(30' x 20')

S

XP: 0/100/300

PLAYERS: This great formal dining area is dominated by a twenty-foot by seven-and-a-half-foot ornate teak dinner table, around which sit seventeen equally elaborate chairs. A grand fifteen-foot bay window looks out upon the eastern lawn. A large serving table rests in the southwest corner of the room while a beautifully intricate crystal chandelier hangs regally above the dinner table.

The most unusual aspect of the room is a four-foot, three-tiered birthday cake decorated in lavish blue icing. A single burning candle crowns its top.

GM NOTES: The only truly notable item found within the Dining Room is the birthday cake on the table. If a Character makes a wish and blows out the candle, the wish will be granted provided the Player informs only the GM of the wish's nature. If the Player speaks the wish aloud or informs any other member what the wish entailed, the wish will not come true.

NOTE: The GM should not ask the Player what his/her Character's wish was; the GM should first wait to see if the Player mentions it. If the Player does not communicate the wish's nature while his/her Character is still in the Dining Room, the wish is not and will not be granted. Once the candle is extinguished, it will remain so for the duration of the adventure.

No wish granted by blowing out the candle will in any way free the party or any Character from the confines of the House.






How To Use Maps

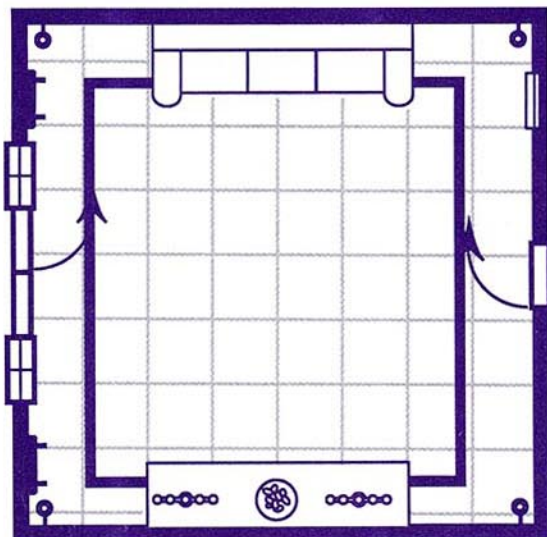


Each individual room/area map is included herein. However, the overview maps are located in the guidebook, pages 7 & 8 and on the GM's screen to help eliminate the necessity to thumb through the books.

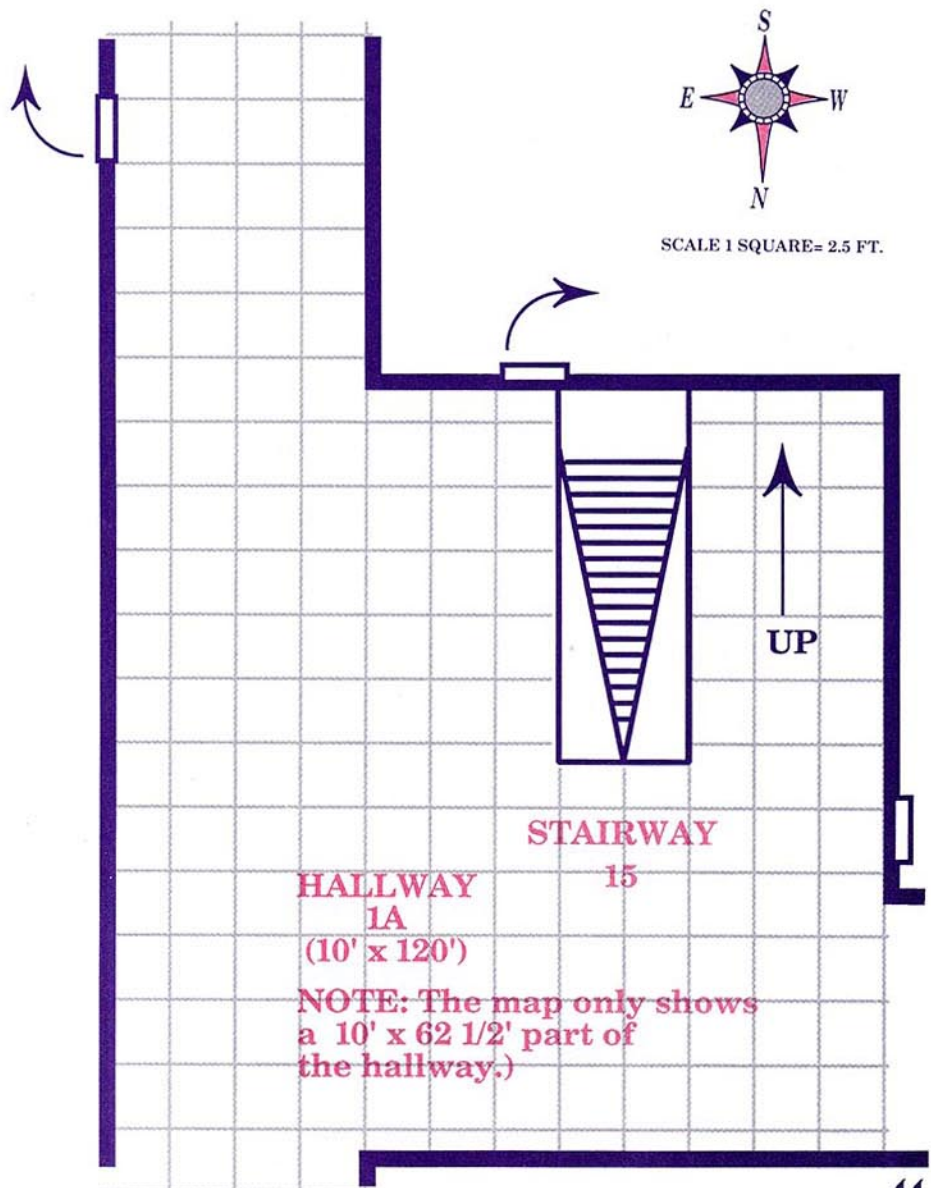
When the Player Characters move through the House, or check out the outside of the House, use the overview maps. When Player Characters enter numbered rooms/areas, refer to the corresponding individual maps.

LEGEND

-  SECRET DOOR
-  LIGHT SCONCE
-  WINDOW
-  DOOR
-  CURTAIN

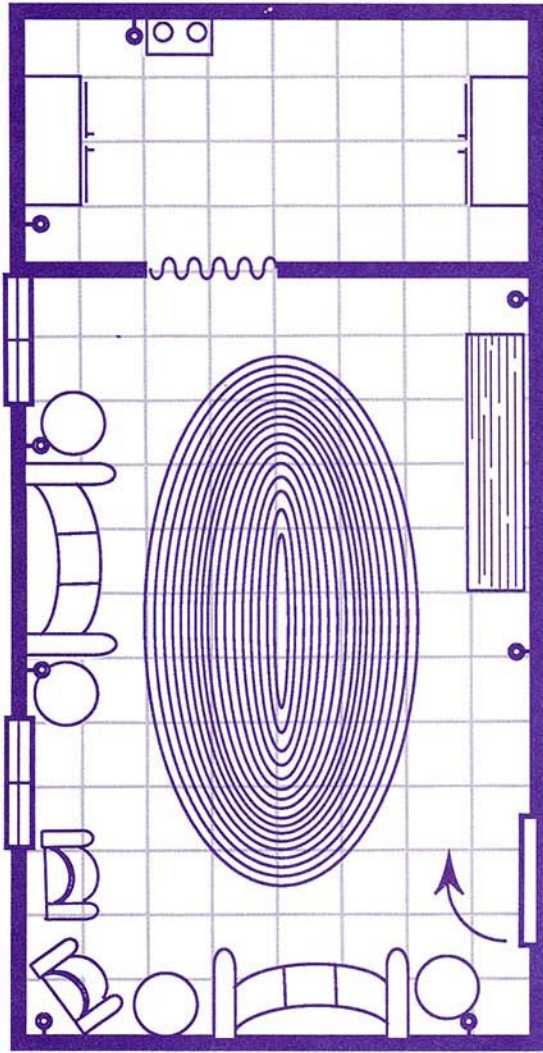


FOYER
1
(20' x 20')



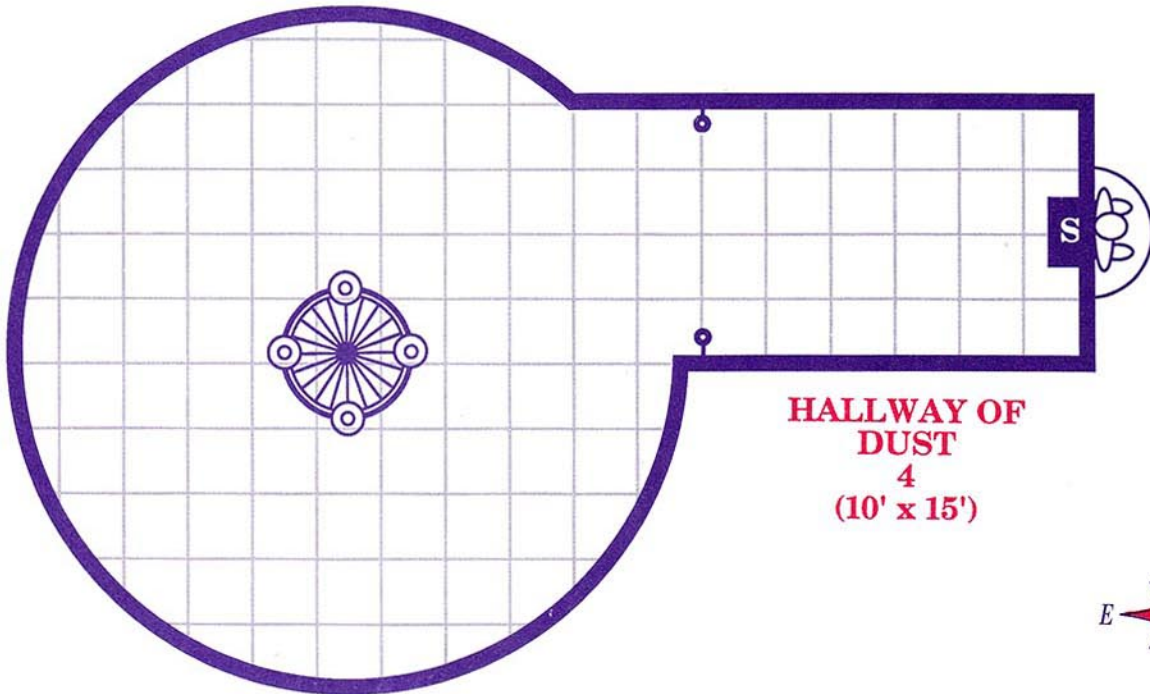
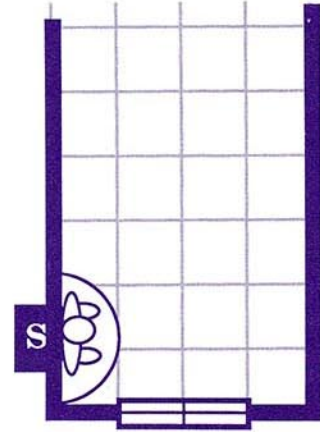
DOORBELL ROOM

2
(40' x 20')



SOUTHERN ARMOR

3
(HALLWAY)



HALLWAY OF DUST

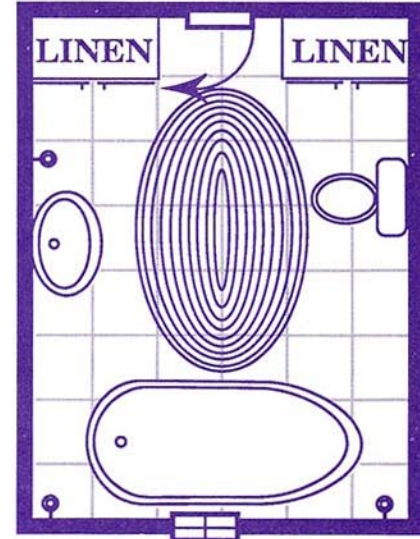
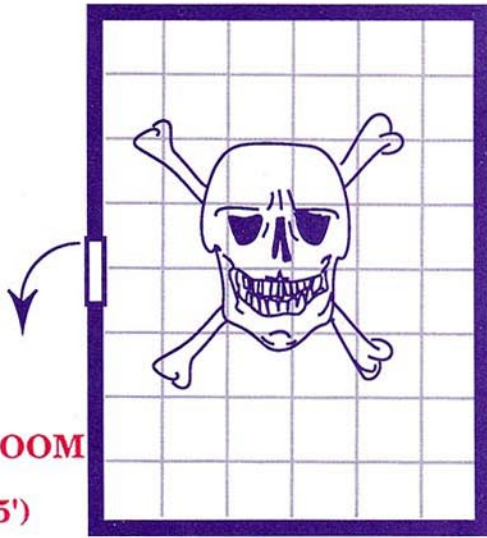
4
(10' x 15')

OIL DOME
5
(29' DIAMETER)

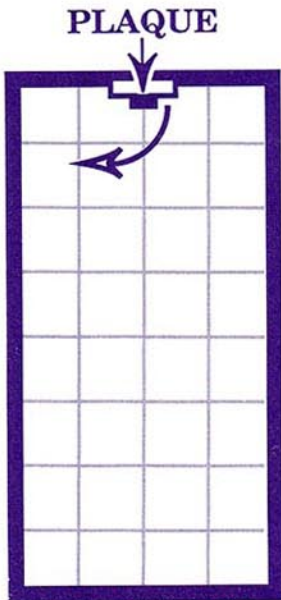


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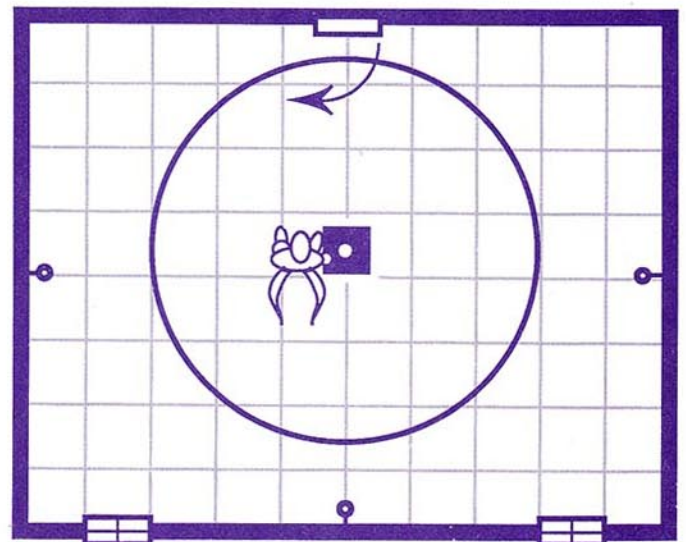
BONES ROOM
6
(20' x 15')



BATHROOM
7
(20' x 15')








CHECKOUT ROOM
8
(20' x 10')



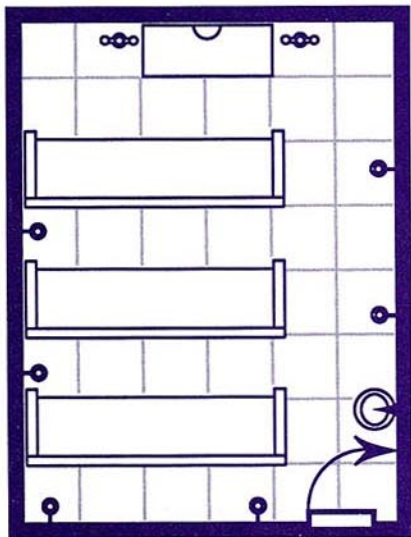
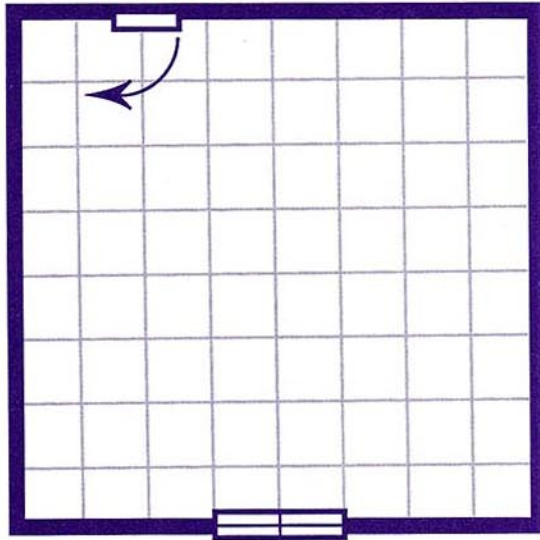
KEEPER'S ROOM
9
(20' x 25')

LEGEND

-  SECRET DOOR
-  LIGHT SCONCE
-  WINDOW
-  DOOR
-  CURTAIN

EMPTY ROOM






10
(20' x 20')



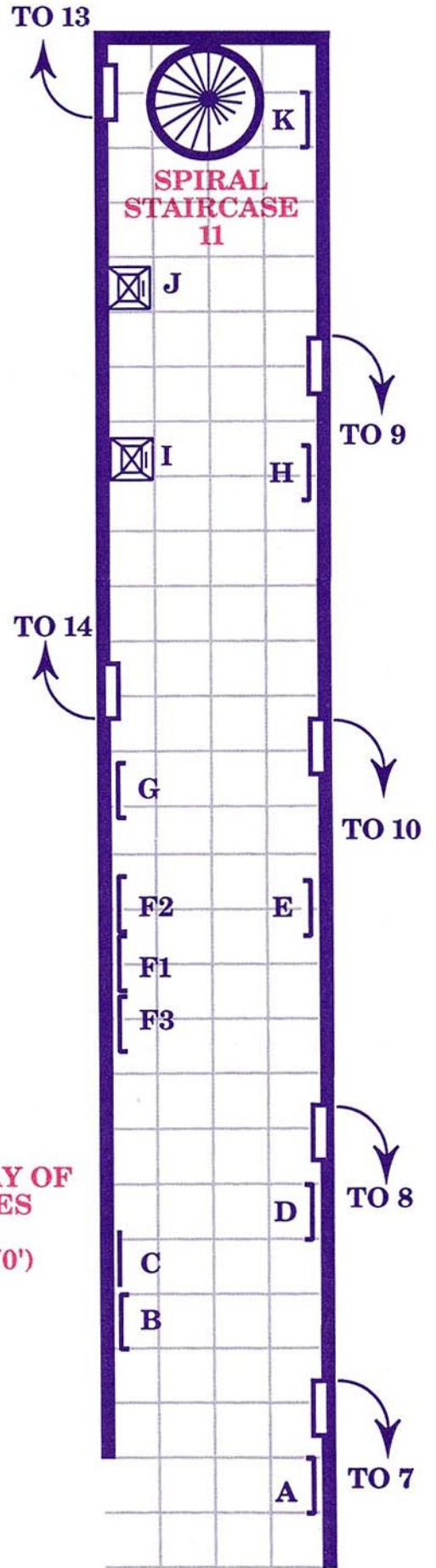
BRAZIER

CHAPEL
13
(20' x 15')

LEGEND

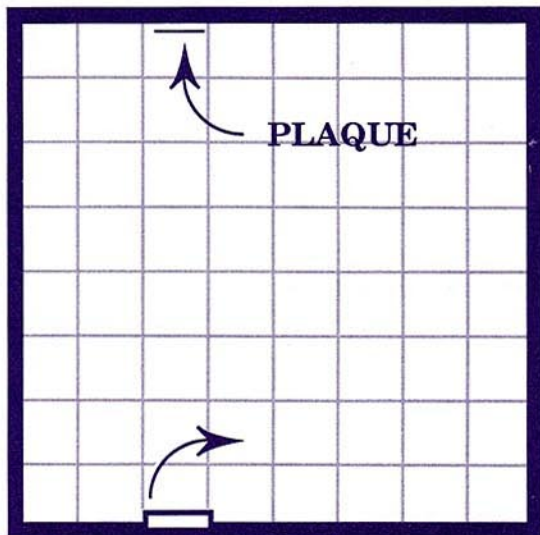
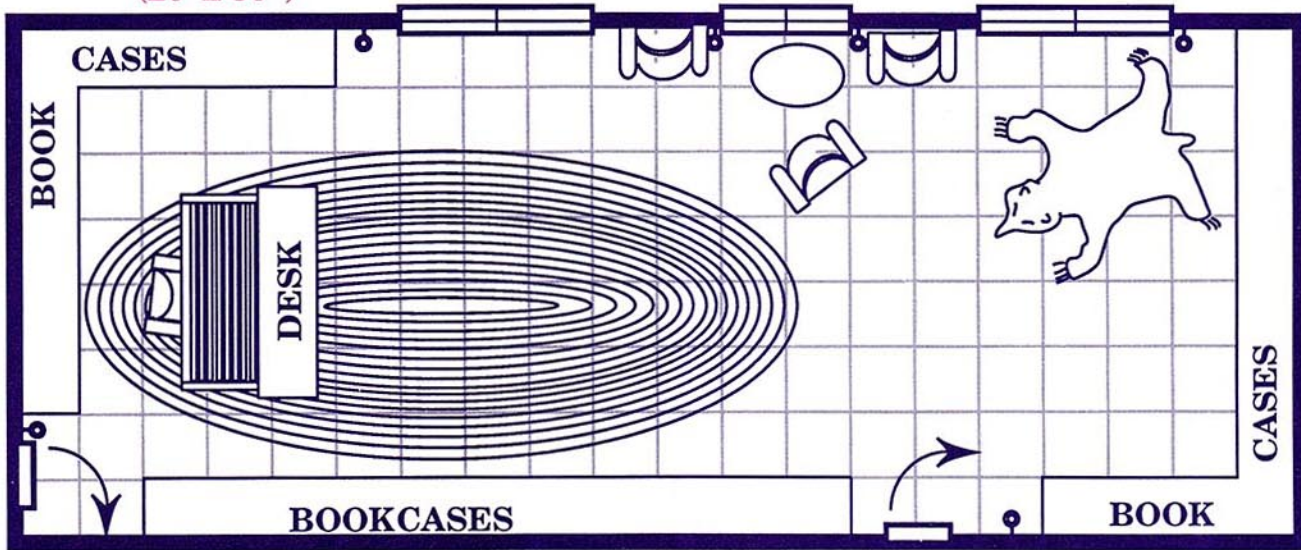
-  SECRET DOOR
-  LIGHT SCONCE
-  WINDOW
-  DOOR
-  CURTAIN

HALLWAY OF IMAGES
12
(10' x 70')



SCALE 1 SQUARE= 2.5 FT.

LIBRARY
14
(20' x 50')

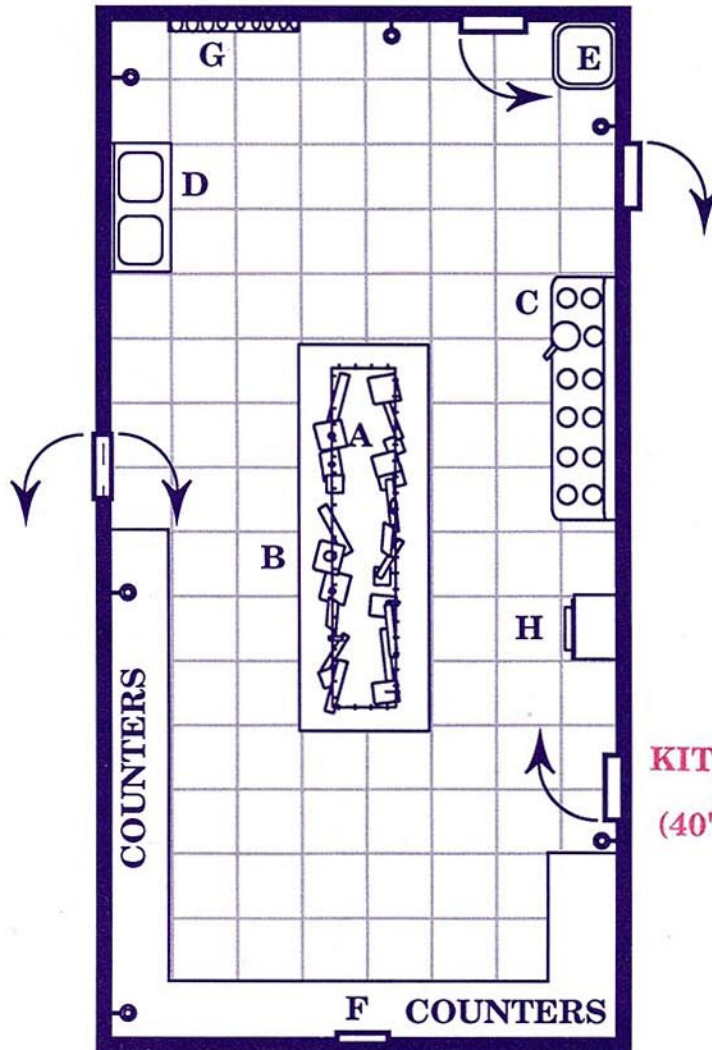


LICH ROOM
16
(20' x 20')



STAIRWAY
15

UP

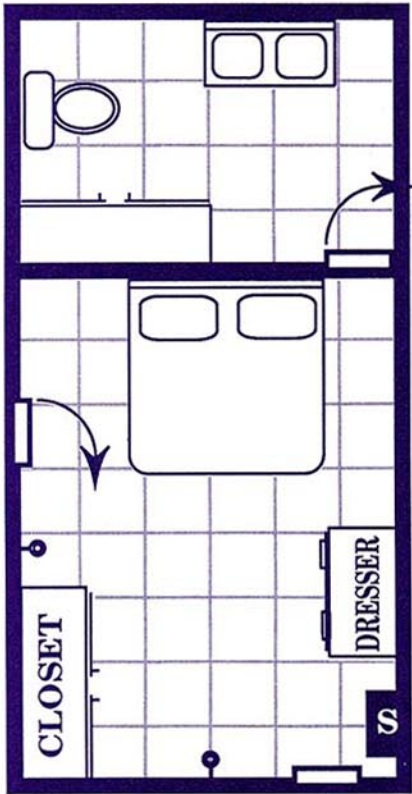


KITCHEN
17
(40' x 20')

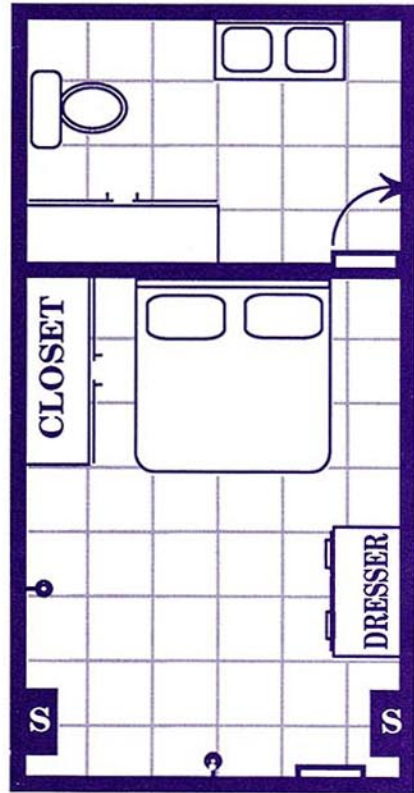
KITCHEN SYMBOLS

- A Suspended pots and pans
- B Ready table with under storage
- C Stove

- D Sinks
- E Garbage
- F Dumbwaiter
- G Knife rack
- H Baking oven

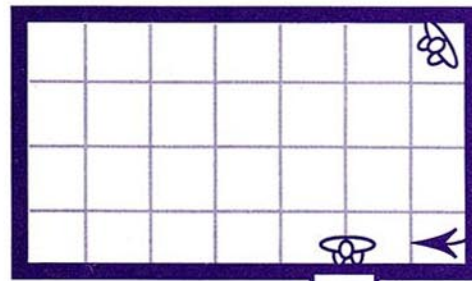
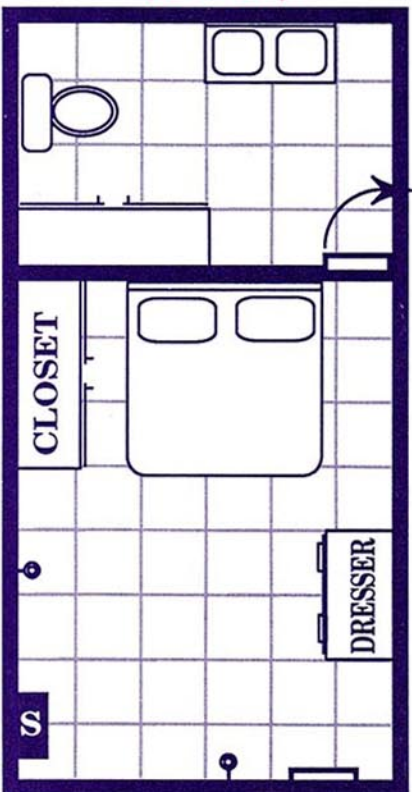


SERVANTS' QUARTERS
18
(30' x 15')



SERVANTS' QUARTERS
19
(30' x 15')

SERVANTS' QUARTERS
20
(30' x 15')

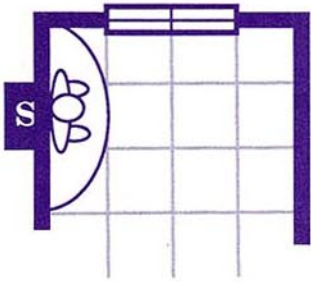


ROOM OF ABSOLUTE COLD
21
(10' x 20')

FROZEN CHEFS

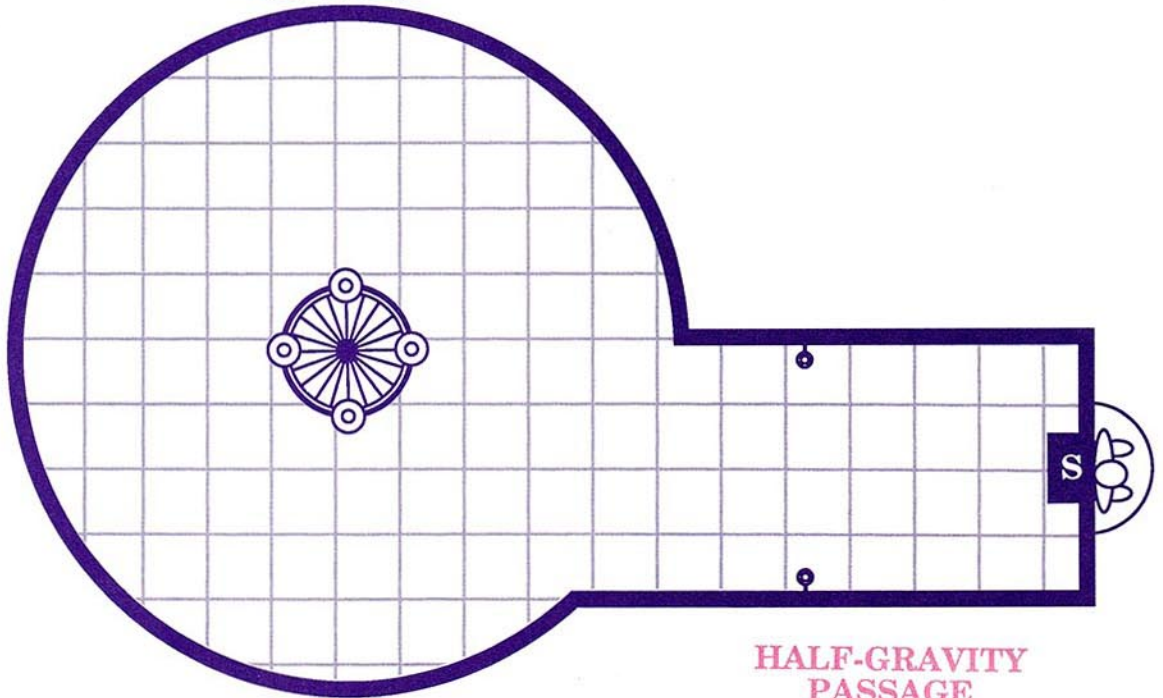


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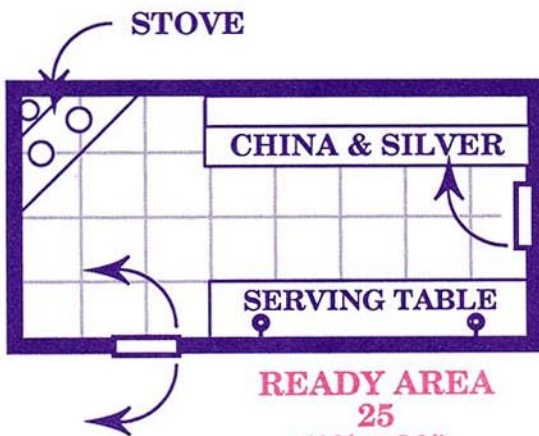


NORTHERN ARMOR
22
(HALLWAY)

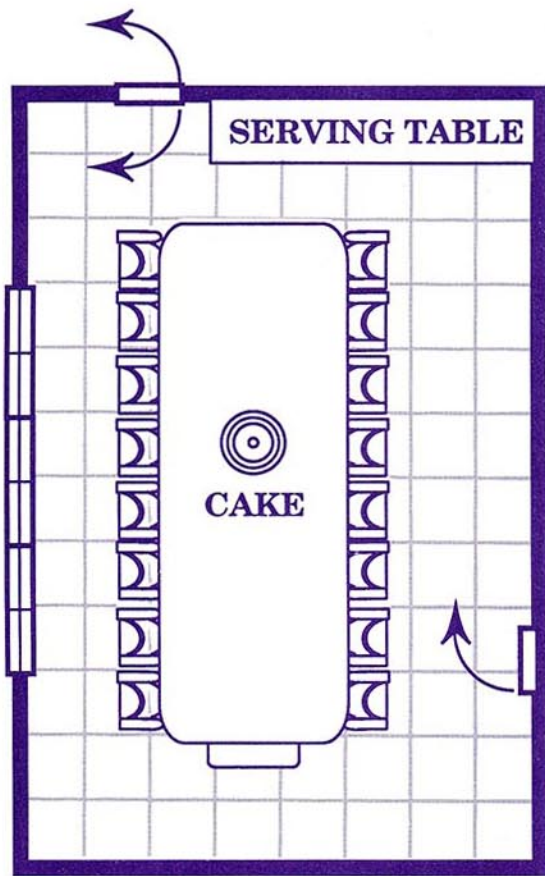
**DOUBLE-REVERSE
GRAVITY DOME**
24
(25' x 30')



**HALF-GRAVITY
PASSAGE**
23
(10' x 15')

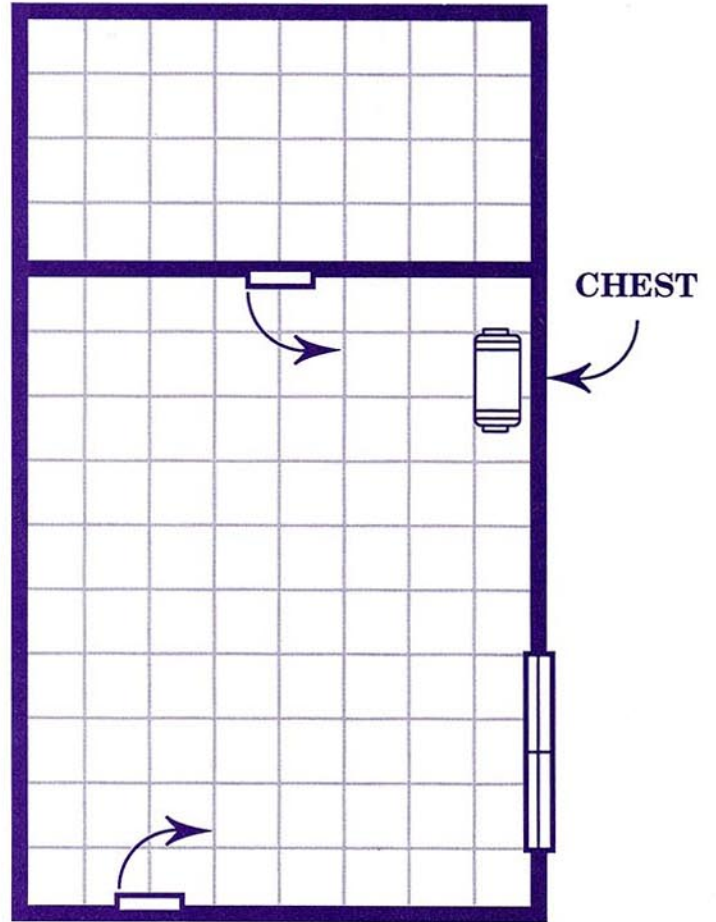


READY AREA
25
(10' x 20')



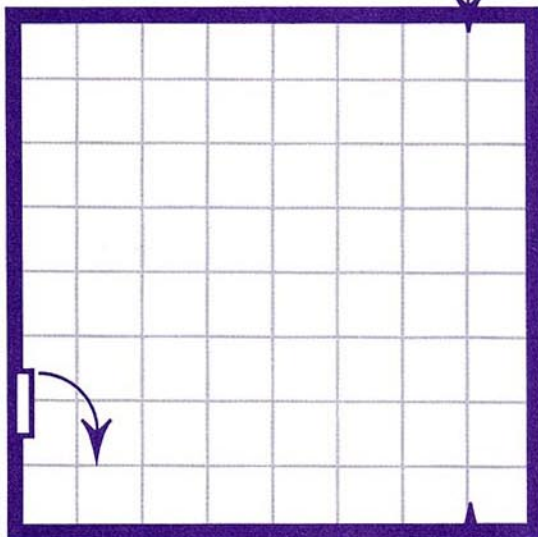
DINING ROOM
26
(30' x 20')

REVERSE ROOM
27
(35' x 20')

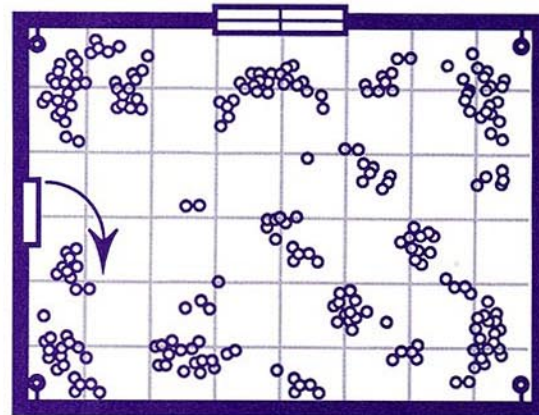


EMPTY ROOM
28
(20' x 20')

COLD SPOT



HOT SPOT

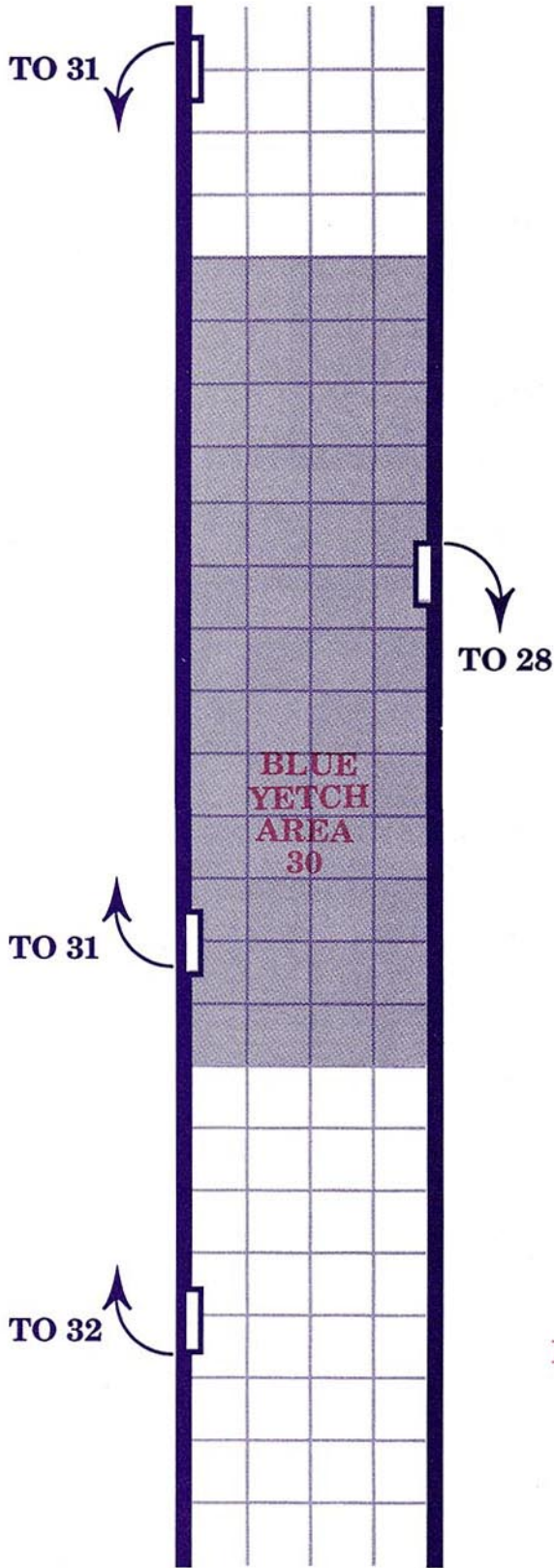


TREASURE ROOM
29
(15' x 20')

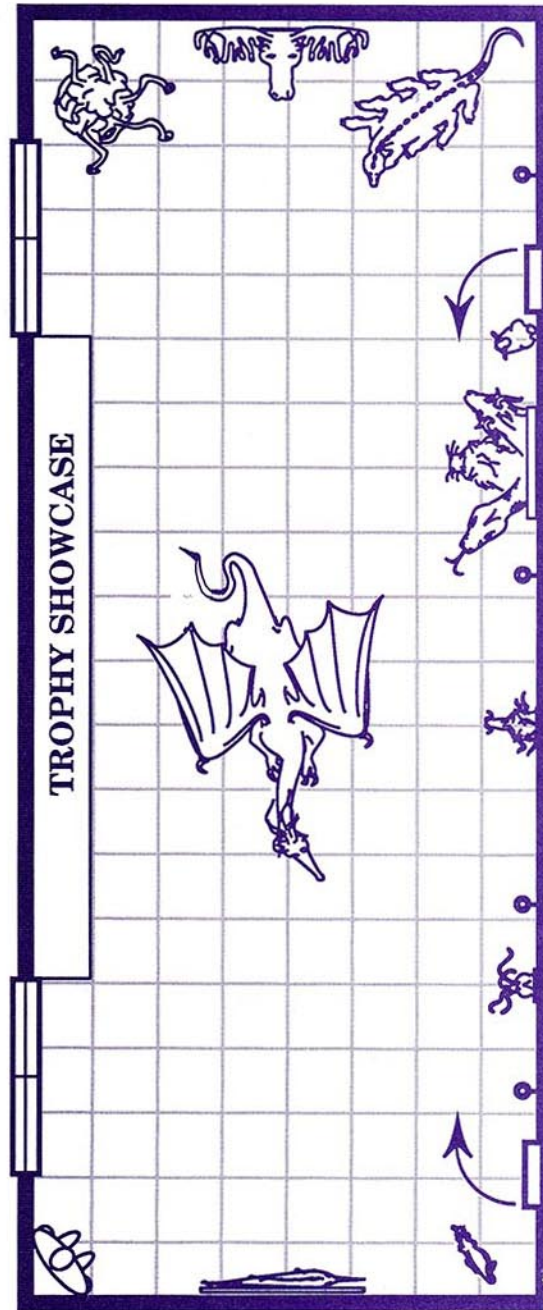


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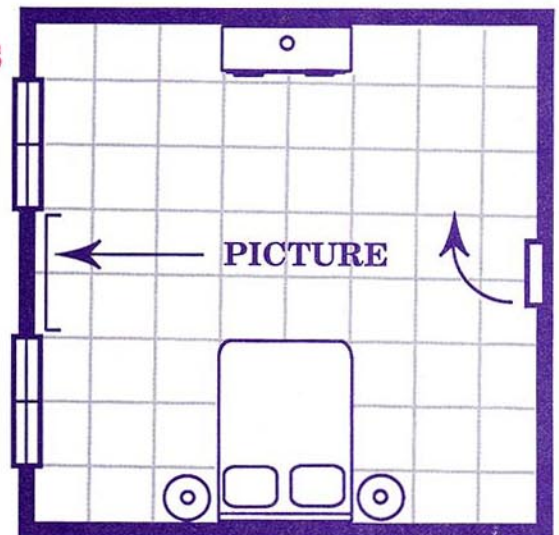
(HALLWAY 30' x 10')



TROPHY ROOM 31 (50' x 20')






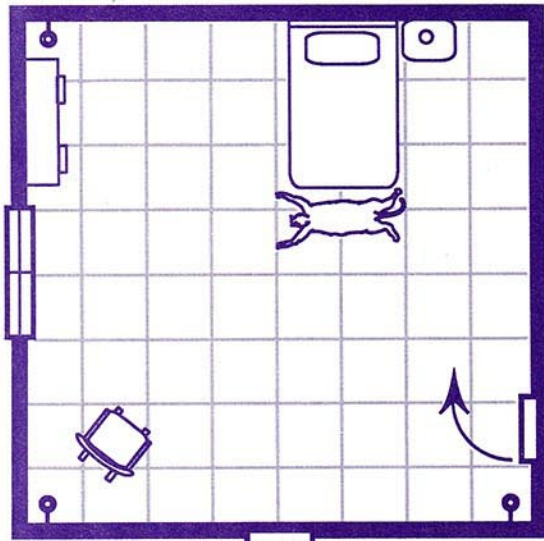
BOTTOMLESS PIT ROOM 32 (20' x 20')



LEGEND

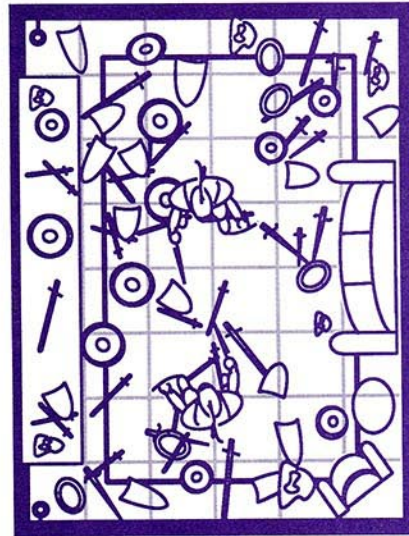
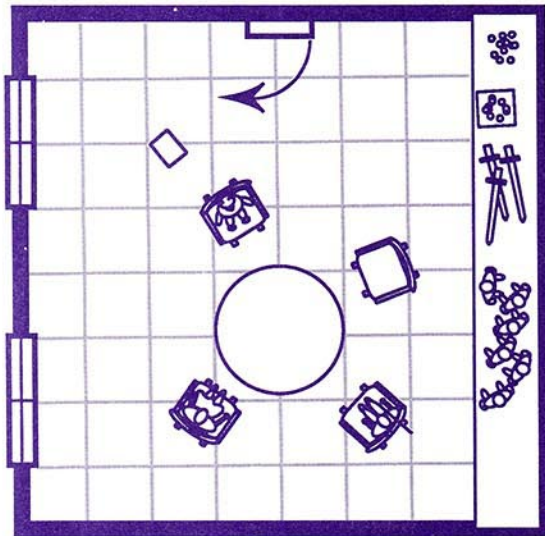
-  SECRET DOOR
-  LIGHT SCONCE

-  WINDOW
-  DOOR
-  CURTAIN



CHILD'S ROOM
33

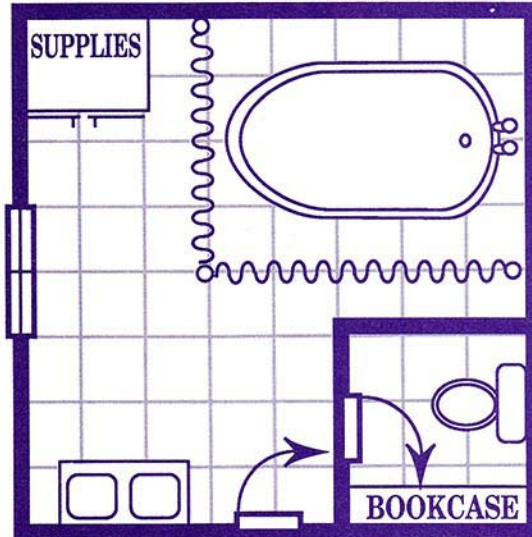
TOY ROOM
34
(20' x 20')



POLTERGEIST ROOM
35
(15' x 20')

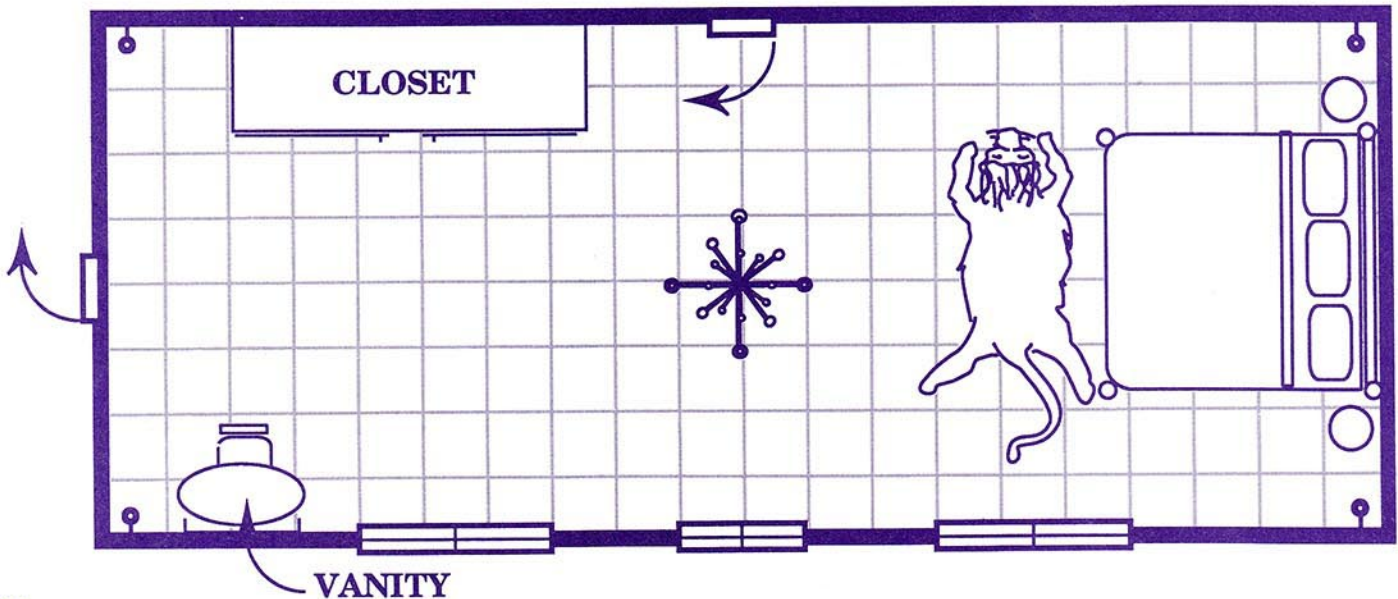


SCALE 1 SQUARE = 2.5 FT.



MASTER BATH
36
(20' x 20')

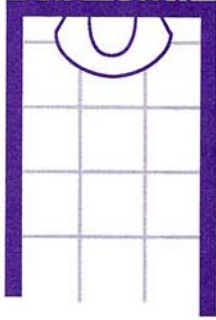
MASTER BEDROOM
37
(20' x 50')



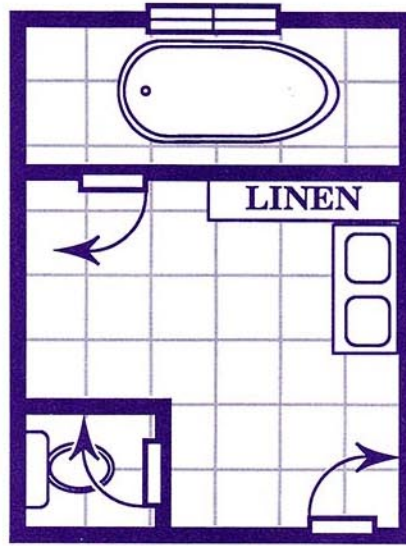
FRONT VIEW



TOP VIEW

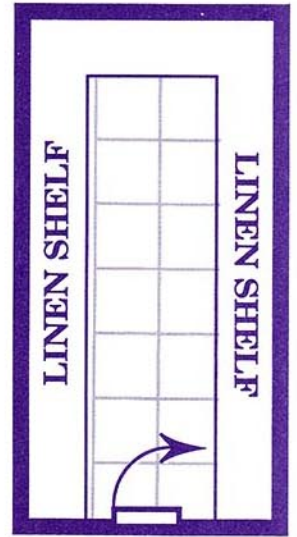


SARCOPHAGUS
38

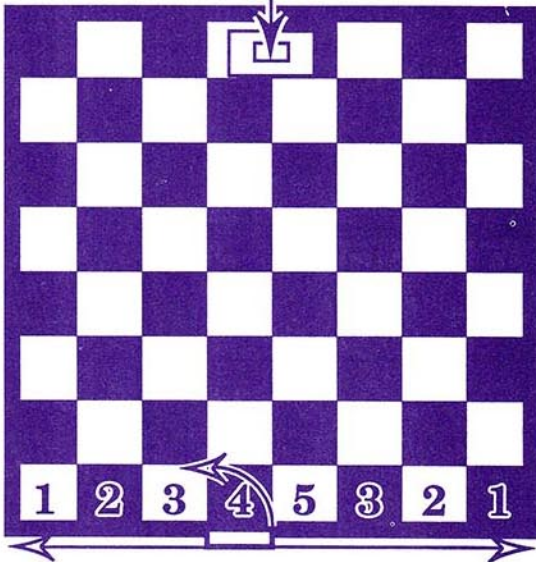


BATHROOM
41
15' x 20'

LINEN CLOSET
42
(20' x 10')



ALTAR WITH COFFER



CHESS ROOM
39
(20' x 20')

LEGEND



SECRET DOOR



LIGHT SCONCE



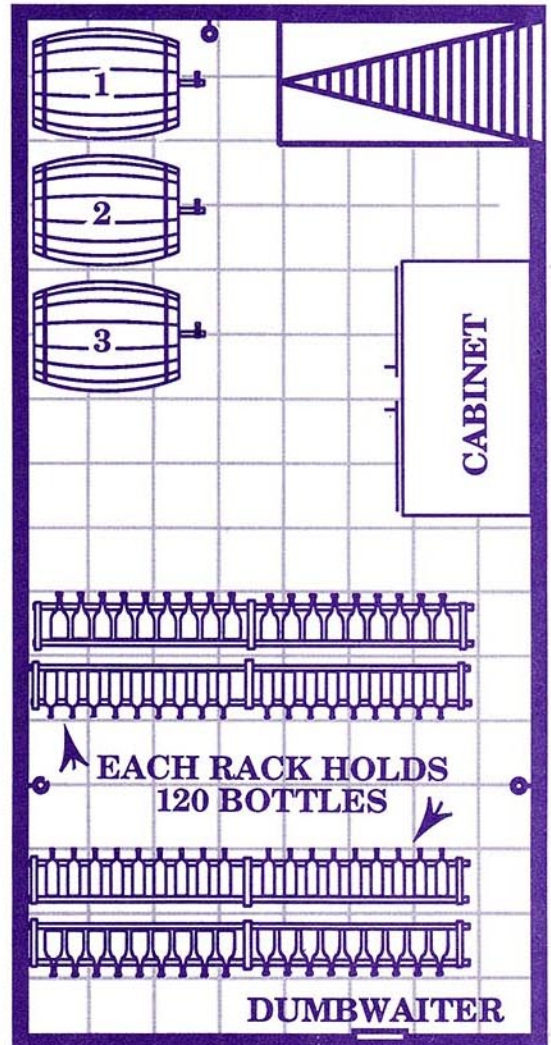
WINDOW



DOOR



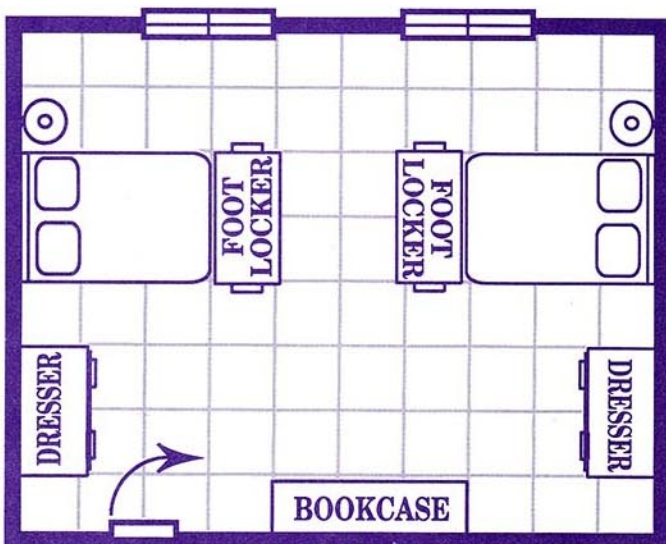
CURTAIN



CELLAR
43
(20' x 40')

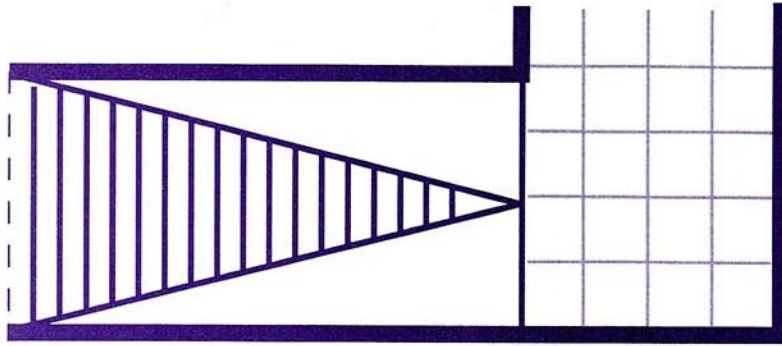
EACH RACK HOLDS
120 BOTTLES

DUMBWAITER








BEDROOM
40
(25' x 20')

**ATTIC
STAIRWAY
44
(10' WIDE)**



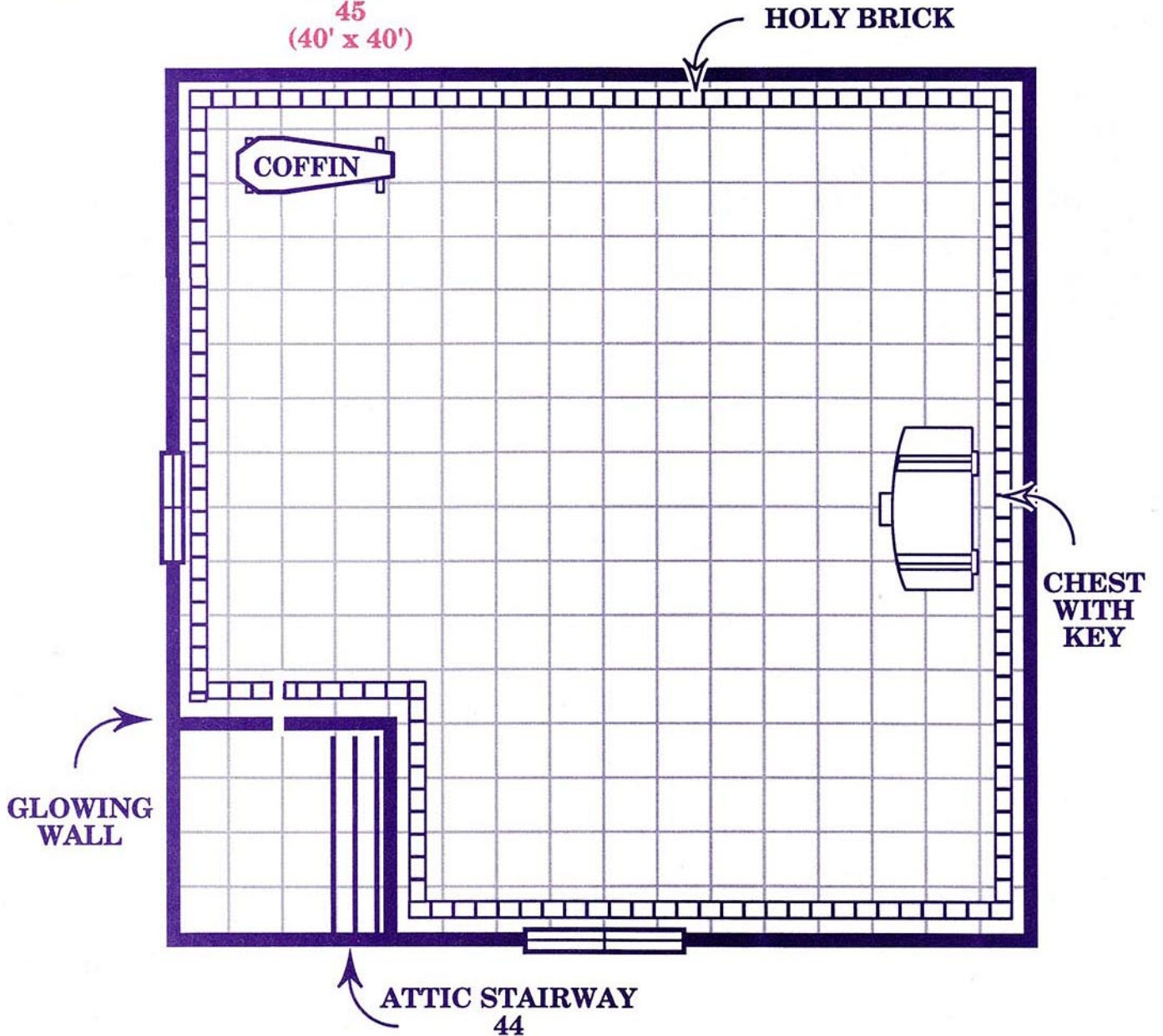
SCALE 1 SQUARE = 2.5 FT.

LEGEND

-  SECRET DOOR
-  LIGHT SCONCE
-  WINDOW
-  DOOR
-  CURTAIN

**ATTIC
45
(40' x 40')**

HOLY BRICK



27 - Reverse Room (35' x 20')

H

XP: 0/50/200

PLAYERS: *This room is completely empty except for a large chest which sits two-and-one-half feet from the southwest corner. A window in the western wall looks out above the courtyard.*

A door across the room in the center of the southern wall opens slowly as another group of adventurers enters the room.

GM NOTES: The group which entered from the southern door is comprised of Characters generated by the House which are complete opposites of the party; party Characters with L. Good alignments find themselves opposed by L. Evils, etc. The opposites are equipped with exactly the same magic items, armor, weapons, and statistics as the Characters comprising the party.

The opposite group will mirror the actions of the party; should a thief move to open the chest, the mirror thief will do the same (obviously reaching the chest first, due to its proximity to the southern door). The mirror Characters will not attack until a party member initiates melee.

Upon the "death" of a mirror Character, the body and all items will immediately disappear. The exception to this is that the mirror Characters will not allow the party to enter the southern door, standing firmly between the party and the door, initiating combat, if necessary.

When spoken to, a mirror Character will reply at GM discretion regarding content. If the party does battle and defeats the mirror Characters, it may enter the southern door to find a 10' x 20' Room which will appear to be empty. If searched, Characters may find a ruby hidden under the floorboards in the northeastern corner. The ruby is valued at 6000 gp.

Any Character attempting to open the chest must successfully Find and Remove Traps or suffer a poison needle attack of one (1) HTK of damage plus poison. A Character Finding and Removing Traps has a -15% chance of successfully picking the lock due to its complexity. The chest contains:

Wand of Wonder (eight charges)
*Crystal Ball** (allows user to telepathically communicate with any intelligent creature within one mile of ball)
Scroll of Gaseous Form (see **New Spells**)
+2 *War Hammer*
Ring of Warmth

* **NOTE:** Due to the sect's sealing, the Crystal Ball cannot allow user to communicate with any creatures outside of the House. The user may still communicate with creatures inside the House. Escape from the House's confines eliminates this limitation.

28 - Empty Room (20' x 20')

N/A

XP: 0/10/25

PLAYERS: *Opening this door reveals a spotlessly clean, empty room.*

GM NOTES: This Room is completely devoid of any physical objects of interest to the Characters. Characters who enter the southwestern-most five-foot-square corner of the room will discover an intense "cold spot" and suffer 1D6 HTK of cold damage each round within this area.

Characters who enter the northwestern-most five-foot-square corner of the room will encounter a psychic "hot spot" and will sustain triple damage from Random Poltergeist attacks while in this area (this includes effects on both the Day and Night Tables).

29 - Treasure Room (15' x 20')

S

XP: 0/50/100

PLAYERS: *Pushing against this door, which leans inward, meets with significant resistance.*

NOTE: This Room is filled two-feet deep with normal silver pieces, which push up against the door from inside the Room. A combined STR of 40 is required to force the door open for passage. A Knock spell will not work on this door. Should the door be opened, read the following aloud:

As the door is forced open, numerous silver pieces fall through to the floor and roll lazily across the hallway. The room glitters with literally hundreds



of thousands of silver pieces which fill it to a two-foot depth. Occasionally, the mound of silver is disturbed by something that bulges here and there, just beneath its surface.

GM NOTES: There are 1D4 x 100,000 silver pieces in this Room, which may be removed normally provided the party has the means. The bulges in the silver mound are created by a Wand of Teleportation (see **New Magic Items**). The wand only teleports within the confines of this Room.

Each Character searching for the wand has a 3% chance to locate it (cumulative for groups to 3% times the number of searching Characters). If located by a group, the GM should roll randomly to determine the finder of the wand.

30 - Blue Yetch Area (Hallway — 30' x 10')

H

XP: 50/200/300

PLAYERS: *Covering these walls and ceiling for a distance of thirty feet is a thick, viscous, glowing blue slime which seems to radiate with an inner energy.*

GM NOTES: The slime here is Blue Yetch (see **New Monsters**). It neither drips from the ceiling nor covers doorways in the hallway.

Blue Yetch

Frequency: Very Rare

No. Appearing: One

% in Lair: 100

Treasure Type: Q

HTK: (4D8), *AC:* 6

MV: 1", *AT:* 0

DM: 2D6

THAC0: N/A, *AL:* Neutral

INT: Non-, *SZ:* M-L

Specials: Absorbs/Transfers HTK

Magic Resistance: Nil

Psionics: Nil

31 - Trophy Room

(50' x 20')

H

□ XP: 50/100/200 [various]

House Encounter #4

PLAYERS: Without warning, the walls surrounding this area begin to bulge outward, the floorboards force upward, groaning under the strain. Suddenly, the House's features return to normal as the doorknob to the room transforms into a huge, six-foot-tall taloned hand, which reaches out and grasps the adventurer closest to it.

In the upper portions of the doorway, a pitch-black portal forms, into which the demonic hand throws its captive adventurer. The portal then closes without a sound, the great, maleficent hand transforming once again into a common doorknob.

From beyond the door comes a familiar voice. "Forget [Character's name]. S/he is now lost to you, doomed to a fate of eternal damnation. Flee if you can. I know your own fates have been sealed!"

The voice then trails off into insidious laughter.

GM NOTES: The seized Character has merely been rendered unconscious and transported into the Trophy Room, which lies beyond the door. If the party does not enter the Room within five rounds, the Character within shall perish (no save allowed).

Any party member entering the Trophy Room no earlier than two turns following the abduction will find the seized Character stuffed and mounted within the Trophy Room. At GM discretion, the original Character can then be animated and will possess any and all statistics s/he did in his/her previous life.

The only method available of raising this Character following stuffing is via a Wish spell (such as the one available in the Dining Room (26)).

Play now proceeds with the Trophy Room description or another Room description, should the Players choose not to have their Characters enter.

PLAYERS: This expansive area obviously served as a trophy room of sorts, containing many awards, prizes, and "bagged" animals. The two doors of the room, to the south and north extremes along the western wall, are opposed by a 25-foot glass-enclosed trophy case. Along the walls are various display creatures, from a large moose head, to an impressive swordfish, to even a stuffed pseudo-dragon, among others.

The most fantastic of the room's objects, however, are a stuffed, thirty-five-foot Wyvern and an extremely well-preserved Beholder, both of which are suspended from the ceiling.

GM NOTES: Depending on the party's progress through the adventure, all of the items listed (and those in the complete description of the Room's contents which follows) may be treated as normal or may become animated, possessing the indicated powers and abilities (HTK levels at GM discretion, depending on party's progress — if slow, low HTK is suggested; if fast, high HTK is suggested). [Experience values for defeated creatures are indicated in brackets].

Basilisk: Turns to stone any Character looking into its eyes. [XP: base 1000 + 8/HTK]

Beholder: Shoots spells as per Beholder. [XP: base 12900 + 20/HTK]

Chimera: Breathes fire for 3D8 and/or bites for 2D4 HTK of damage. [XP: base 1000 + 12/HTK]

Gold Dragon Head: Breathes fire or chlorine gas for 6D6 HTK of damage. [XP: base 500 + 5/HTK]

Mind Flyer: 1D4 tentacles attack at two HTK of damage; any tentacle contacting removes victim's brain in 1D4 rounds. [XP: base 1800 + 12/HTK]

Moose Head: Showers down 2D6 gallons of Calandian ale upon Characters. [XP: 100]

(Potentially) Player Character: See previous House Encounter GM NOTES for details.

Rabbit: Normal stuffed rabbit. [XP: 0]

Wyvern: Poison-tail sting for 6 HTK of damage. Save vs. Poison or die. [XP: base 925 + 10/HTK]

Trophy Case _____

Displayed inside the Trophy Case are assorted bowling, tennis, chess, and archery trophies, as well as:

Stuffed Zombie: Clay Golem. [XP: base 20 + 2/HTK]

Swordfish: Flaps on wall; stabs Characters for 1D8 HTK of damage (five-foot range). [XP: 200]

Titan's Sword: +3 magic sword; wielding Character must possess 19 STR, damage at 2D12.

Unicorn Horn: Acts as Wand of Dimension Door (once/day) and/or +2 dagger (cannot be used to effect escape from House).

32 - Bottomless Pit Room

(20' x 20')

H

□ XP: 50/100/150

PLAYERS: This room is furnished with a double-bed, two night tables, and a large oaken dresser. Halfway up the wall, directly across from the doorway, hangs a five-foot square pictograph of an immensely-deep canyon, smartly dressed in an exquisitely-ornate frame.

GM NOTES: The first Character to enter the Room will experience the sensation of plummeting hundreds of feet per second into the depths of the canyon. This occurs automatically; there is no save against this falling sensation.

Onlooking Characters will remain totally unaffected, seeing only the first Character's horrified expression. Light objects (hair, pouches, trinkets, etc.) will float upwards from the affected Character, as if the Character were actually falling.

For every round of falling, the Character must save against DEX or lose a random item (GM discretion), which is whisked up to disappear into the ceiling (all such items go to Room 35, the Poltergeist Room).

The sensation may be broken if the party bodily removes the affected Character from the Room, at which point the Character must save vs. System Shock or die of cardiac arrest. Otherwise, for every five rounds of falling, the Character must roll for this save.

Any Character successfully saving for ten rounds will be magically thrust through this Room's floor and will forcibly land on the floor of the Foyer (Room 1), suffering 1D6 HTK of damage.

33 - Child's Room

(20' x 20')

S

XP: 0/0/50

PLAYERS: *This room contains a petite dresser, a child's bed with a cheetah rug at its foot, and a rocking chair in the northeast corner. There is another door in the middle of the northern wall. The chair, which is occupied by a three-and-a-half-foot clown doll, rocks at a constant pace.*

GM NOTES: The only unusual item in this Room is the cursed clown doll, which forces any person touching it to save vs. Spells or become totally possessive of it. A fighter cursed with/enamoured of the clown would prefer maintaining hold on the doll to drawing his/her sword or holding his/her shield in combat.

The cursed person would also adamantly warn other party members not to take the clown from him/her and that s/he knows the other members are very jealous of his/her "new friend." A Remove Curse would free the person from the clutches of the doll.

34 - Toy Room

(20' x 20')

S

XP: 50/100/150

PLAYERS: *This room contains a five-foot circular table surrounded by four small chairs, a twenty-foot toy shelf along the western wall, and a Ouija board which rests on the floor. Three of the four chairs are occupied by a teddy bear, a little girl doll, and an extremely detailed doll of a man who appears to be wearing a metal hat and carrying a staff.*

GM NOTES: The Ouija board cannot be used to communicate with any deity; at GM discretion, the board can spell out information pertaining to the House, should the party require assistance. Any Character sitting in the unoccupied chair will turn into a stuffed doll of the Character's class, no save allowed.

Only a Remove Curse spell will negate this effect, the Character remaining a doll until such a spell is thrown upon him/her. The other dolls are normal, as are the chairs in which they sit.

However, the doll of the man in the metal hat and with the staff is actually a cleric who sat in one of the previously-unoccupied chairs. If a Remove Curse is cast upon this doll, the cleric will return to normal, possessing the following stats:

Brother Maynard

Human, Skill 5 Cleric

Religion/Deity: Greek/Apollo

STR: 8, INT: 12, INS: 14

STA: 14, DEX: 14, APL: 17

HTK: 33, AC: 6

MV: 9", AT: 1, DM: (by weapon)

AL: C. Neutral

THAC0: 18

WT: 125 lbs., HT: 5'4"

Weapon Proficiencies: Club, footman's flail, staff.

Weapons: Staff

Armor: Scale mail

Magic Items: None

Spells: 3/3/1

Specials: None

Magic Resistance: Nil

Psionic Ability: Nil

If freed from his curse, Brother Maynard will ask to join with the Characters (who would most likely need to constantly protect him from the House's dangers). If refused, Brother Maynard will persistently dog the party, pestering the Characters to allow him to adventure with them.

On the toy shelf, among such normal toys as chinese checkers, wooden swords, and tiddly-winks, are the following magical toys:

(6) **Toy Soldiers:** Contact with any toy soldier activates the entire unit. Once each round, each soldier will fire his musket at a random Character for one (1) HTK of damage per shot. The muskets have infinite charges. The soldiers will stop firing if the party leaves the Room or if any Character yells, "Cease fire!"

(1) **Speak & Spell** and one bag of O'Malley's Magic Marbles (see **New Magic Items**) can also be found.

35 - Poltergeist Room

(20' x 15')

P

XP: 100/200/300

PLAYERS: *The persistent clanking sounds of metal against metal emanate from the first ten feet of the hallway's wall.*

NOTE: There are no doorways leading into this Room. If the party finds a method of entry (Mirror of Passage, teleportation, hacking down the wall (AC: 9, HTK: 50), etc.), read the following aloud:

Two six-foot armored figures are sword fighting in a room which has along the eastern wall a fifteen-foot-long bookcase, a large oriental rug on the floor, and a sofa and chair set along the western wall. Haphazardly scattered about the room are scores of swords, daggers, shields, jewelry, and assorted bags and pouches.

GM NOTES: When any Character enters the Room, the Poltergeist-activated suits of armor will stop fighting, turn, and throw their +1 long swords at the party, after which the armor will collapse to the floor, empty. The items which are found here are as follows:

15 long swords (2 at +1)

10 short swords (1 at +3)

25 daggers (2 at +1, 1 at +2)

10 gems (1D8 x 100 gp each)

5 jewelry (1D10 x 100 gp each)

17 books (none magical)

7 suits of armor (1 at +2)

13 shields (1 buckler at +1, 1 kite at +2)

3 bows (1 short at +1)

9 platinum bags (1D4 x 10 pieces each)

18 bags of gold (1D6 x 10 pieces each)

41 bags of silver (1D8 x 10 pieces each)

This is the Poltergeists' favorite Room in the house and their primary dwelling place. As such, they are very defensive of their property and will violently attack all intruders. The GM should roll each round on the night Poltergeist Chart to determine the methods of attack.

If the Characters remove any object from this Room or remain for more than three rounds, Poltergeist attacks will occur as if it were night for the remainder of the adventure (once every three turns, nighttime damage).

36 - Master Bath

(20' x 20')

S

XP: 0/50/100

PLAYERS: *This room contains a curtained-off bathtub, a toilet stall with bookcase, a double sink, and a closet for linens and toiletries.*

GM NOTES: Unique items here are the bathtub, which is filled with Unholy Water, and the tub's faucet, which is a Pharaoh's Phaucet (see **New Magic Items**). Any L. Good Character touching the Unholy Water suffers 1D6+1 HTK of damage per contact.

37 - Master Bedroom

(20' x 50')

H

□ XP: 50/150/300 [1562]

PLAYERS: This huge bedroom houses a gigantic four-poster bed with a lion skin rug at its foot, a twelve-and-a-half-foot by five-foot closet, a mirrored vanity with chair, and a large candelabra suspended from the ceiling. The two doors to this room are in the middle of the southern and eastern walls.

GM NOTES: This Room and its contents are normal. If any Character remains for more than one turn, the Sandman (see **New Monsters**) will appear and attempt to put the Character(s) to sleep.

Sandman

Frequency: Rare

No. Appearing: One

% in Lair: 100

Treasure Type: Nil

HTK: 42, AC: N/A

MV: 3" man form/9" dispersed

AT: 2, DM: see Specials

THAC0: N/A, AL: Neutral

INT: Non-, SZ: M

Specials: Sandblast, immune to all attacks save Dispel Magic and Lightning.

Magic Resistance: Nil

Psionic Ability: Nil

38 - Sarcophagus (Hallway)

S/P

□ XP: 0/50/100

PLAYERS: At the end of this hallway is an eight-foot, ornate mummy sarcophagus which stands against the western wall. Protruding from the hinged side of the sarcophagus is a three-inch-long strip of ancient rag.

GM NOTES: If the sarcophagus is opened, a mummy (Cloth Golem, see **New Monsters**) will step out and lumber toward the party, the gem in its forehead glowing brightly. The Cloth Golem will attempt to strangle any Character in its grasp. If the Characters run eastward from the Golem down the hallway, no progress away from the Golem will appear to be made, as the hallway will seem to expand endlessly.

In reality, the Poltergeists will be creating a vacuum-space beneath the Characters' feet. In this fashion, the Characters can make no contact with the floor and will be unable to make progress down the hall. If the Characters walk away from the Golem, movement is at a normal rate, more than sufficient to evade the Golem.

If the Characters lead the Golem thirty-five feet down the hallway, the Golem will completely unravel (since the ancient rag was caught in the sarcophagus' door), leaving nothing but a pile of rags and a normal ruby. This effect may also be accomplished by a Character taking the rag strip from the closed sarcophagus and manually unravelling the Golem.

Moving the sarcophagus reveals a spiral staircase (11) leading to the first floor.

Cloth Golem

Frequency: Very Rare

No. Appearing: One

% in Lair: Nil

Treasure Type: Nil

HTK: 30, AC: 7

MV: 9", AT: 1

DM: 2D8

THAC0: 15, AL: Neutral

INT: Semi-, SZ: L

Specials: Strangulation, no damage from blunt weapons, half-damage from normal edged weapons, full damage from magical weapons. Suffers double damage from fire-based spells.

Magic Resistance: Nil

Psionic Ability: Nil



39 - Chess Room

(20' x 20')

H

□ XP: 50/150/300

House Encounter #5

PLAYERS: Without warning, the walls surrounding this area begin to bulge outward, the floorboards force upward, groaning with the strain. Suddenly, the House's features return to normal as the sound of an immense weight crashing on the House's floor emanates throughout the hallway.

From around the southeastern corner rides a black knight in full plate on a fully-barded steed. Increasing in speed as it approaches the party, the knight lowers a barbed lance which drips a vile-looking black liquid.

Echoing from within the armor, a familiar voice intones, "You are mere pawns in the game, miscreants. Prepare to adventure the rest of your days . . . in hell!" The laughter which follows is second in portents only to the growing, thunderous sound of approaching hooves.

GM NOTES: The horse and rider are very real and will attempt to skewer one random Character with the barbed lance (damage at 2D4+1). If a hit is successful, additional damage at 2D6 HTK will be suffered as an effect of the black poison which drips from the lance (saves vs. Poison made at -2).

The rider attacks on first round; any Player Characters also attacking on first round do so at -4 "to hit." Once the rider has made one pass, he will continue west down the passage (toward the Sarcophagus (38)), where both he and the steed will disappear into the wall, leaving absolutely no sign of their departure.

Neither the rider nor its steed can be harmed in any way.

Play should now proceed with the Chess Room description or another Room description, should Players no longer wish to have their Characters enter.

PLAYERS: Along this twenty-foot section of wall a door randomly teleports.

NOTE: The door teleports randomly to one of eight locations, remaining at that location for one segment before re-teleporting. If any Character grasps a doorknob, the teleportation will stop. If the door is opened, read the following aloud:

The door opens to reveal a seemingly completely darkened room.

GM NOTES: No magic will affect the Room's darkness as viewed from the outside. If any Character enters the Room, the door through which that Character entered will disappear from view and the teleportation will begin anew with the other remaining doors.

Once completely inside the Room, a Character can see and hear normally, but will be unable to see/hear anything outside of the Room. To communicate, Characters must be completely located on similar sides of the doorway.

Read the following to any Character(s) entering the Room:

This room has a floor comprised of two-and-a-half foot alternating black and white squares, a pattern which forms eight rows of eight squares each. Seven other staunch, unmoving figures align this first row.

Across the room, in the middle of the southern wall, sits a table with a small coffer on top.

This Room is set up as a chess board with alternating black and white squares on the floor. Any Character(s) entering the Room assume(s) the role of the chess piece upon whose square s/he entered (Characters entering position one from the left assume the rook's role, position two, the knight's, etc.). Refer to the diagram for the listing of chess pieces, their positions relative to the board, and their movement functions.

Upon entering, a Character assumes the role of a piece and cannot occupy a square which is already occupied by another piece. A Character not moving in relation to the normal movement function of his/her piece suffers 2D10 HTK of damage and is returned to the last correctly-occupied space. A Character may move freely so long as s/he follows movement guidelines for his/her piece.

Once entering the Room, a Character will see the other seven chess pieces aligning the first row (in which the Character stands) and doors behind each piece's space, including the Character's own.

The pieces will not appear to be solid or substantial, but will seem to be merely ghostly images of the chess pieces they represent. The coffer contains a two-inch-square metal cube, Daern's Instant Fortress (see Standard Rule Books).

1	2	3	4	5	3	2	1
---	---	---	---	---	---	---	---

- Rook:** Horizontal or vertical movement across the board to the extent that no other piece is in its path.
- Knight:** Movement in variations of two and one: one space horizontally and two vertically, two horizontally and one vertically. A space landed on must be unoccupied while space "travelled" may be occupied.
- Bishop:** Diagonal movement to the extent that no other piece is in its path. Movement must remain on the same color.
- Queen:** May move in any direction, horizontally, vertically, diagonally, to the extent that no other piece is in its path.
- King:** May move only one space per move but in any direction provided no other piece occupies the square on which the King lands.

NOTE: These rules regarding a piece moving to the extent that no other piece is in its path assumes the moving piece does not wish to "capture" the blocking piece as is done in chess. Pieces cannot be captured in this Room; the piece itself merely prohibits further movement on another piece's part.



40 - Bedroom

(20' x 25')

S

□ XP: 50/100/150 [4280 ea.]

PLAYERS: This room contains two double-beds with footlockers at their bases, two night tables, two dressers, and a bookcase. The room is quite well-lit and seems inviting.

GM NOTES: With the exception of the footlockers, which are both mimics, this Room is completely normal.

(2) *Mimics*

Frequency: Rare
No. Appearing: 1D4
% in Lair: Nil
Treasure Type: Nil
HTK: 70, 70, AC: 7
MV: 3", *AT:* 0
DM: 3D4, *THAC0:* 10
INT: Semi- to Average
AL: Neutral, *SZ:* L
Specials: Camouflage, Glue
Magic Resistance: Nil
Psionic Ability: Nil

41 - Bathroom

(20' x 15')

N/A

XP: 0/0/50

PLAYERS: *This old and musty room contains a bathtub, double-sink with linen closet, and a toilet. Cobwebs hang from the ceiling corners and a thick, offensive sludge lines the bathtub sides.*

GM NOTES: This bathroom is normal, if in a bit of disrepair. The sludge in the bathtub acts as a healing salve, replenishing 1D4 HTK each application. Five applications of sludge line the tub.

42 - Linen Closet

(20' x 10')

P

XP: 50/100/150

PLAYERS: *The walls of this closet are lined from ceiling to floor with two-and-a-half foot deep shelves, upon which rest all sorts of linen: bed sheets, pillow cases, towels, etc.*

GM NOTES: This Room and the linens within are completely normal. If the party remains for more than two rounds, however, Poltergeists will begin to forcibly whip linens at the Characters, attempting to completely enshroud them. Characters must save against DEX at +4 or suffocate in (STA/2)+1D4 rounds.

Wrapped Characters may be freed by others attempting to sever or slit the fabric but must suffer 1D4 HTK of damage per round for each Character attempting the rescue. Linens have 1D4 HTK each (one "linen" covers a Character; Characters will not be attacked by more than one "linen" at any one time).

Each round, one piece of linen per Character in the Room will animate. There are thirty-five pieces of linen in the closet which are in sufficiently good shape to enshroud a Character. All of the other linens are decayed and moldering.

43 - Cellar

(40' x 20')

P

XP: 50/100/150

PLAYERS: *A darkened stairway leads down to this large cellar, which contains three huge barrels, two fifteen-foot wine racks, and a ten-foot by five-foot double-doored cabinet. Along the northern wall, four feet up from the floor, is a two-foot-square door.*

GM NOTES: The unlocked double-doored cabinet holds eighteen bottles of rich, humus earth (dirt from Stoker's burial site). The three barrels along the east wall work as follows:

(1.) By turning the spigot and lifting up, a Character can gain entrance to this barrel. Any Character doing so will find a sliding panel in the back of the barrel. The panel acts as an interdimensional passage between barrels one and three: a Character entering barrel one may exit from barrel three.

Passage from barrel three to barrel one is not possible unless the interdimensional panel is activated (done by touch).

(2.) This is a normal barrel filled with excellent wine. Turning the spigot releases one gallon of wine per

round until turned off or until its 150-gallon capacity has been reached.

(3.) Normal and empty barrel (see barrel number one). Unless the panel from barrel one is open, there is no passageway at the back of this barrel.

If any Character remains in the cellar for more than five rounds, wine and champagne corks will begin shooting violently from the racks (each rack holds one-hundred and twenty bottles).

For every round the party is present, four corks will be shot at and automatically hit each Character, causing one (1) HTK of damage per Character per round from the cumulative stinging projectiles.

Opening the small door in the northern wall reveals an empty, two-and-a-half foot deep dumbwaiter which leads up to the kitchen. If the waiter is raised by pulling the attached rope, the waiter will jam four feet up and 2D20 rats will pour out from beneath it.

44 - Attic Stairway

(10' wide)

N/A

XP: 0/50/100

PLAYERS: *At the top of this stairwell is a radiantly-glowing brick wall constructed in and blocking what appears to be another doorway leading south. A small cross-shape is imprinted in the center of each brick and in the middle of the wall itself is a cross-shaped hole, six inches high by three inches wide.*

To the left of the wall, lines of writing are emblazoned into the wood of the stairway.

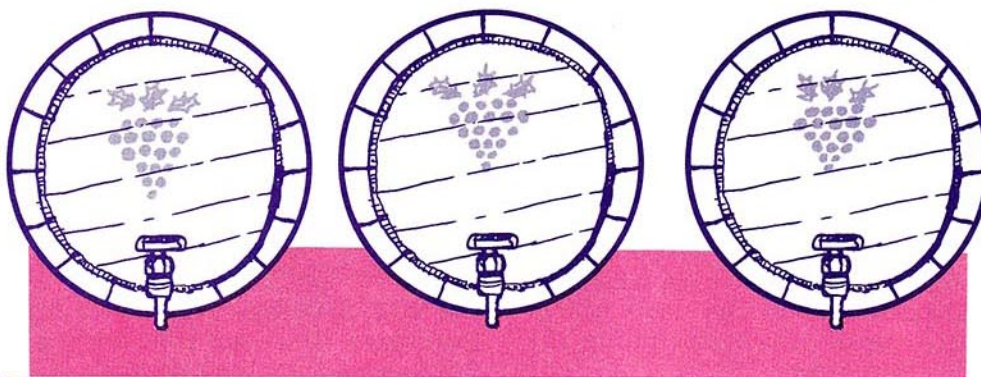
GM NOTES: Any Character who attempts to read the saying on the wall can do so. It says:

"In holy remembrance of Fathers Merrin and Karras:

The night is far spent, the day is at hand; let us therefore cast off the works of darkness, and let us put on the armor of light.

Romans 13:12"

The glowing brick wall was constructed by the priests who sealed Stoker inside the Attic (45), which lies opposite this passage. The wall is impervious to all physical and magical attacks and repels any Evil creature coming into contact with it (killing evil beings on contact).



The only method of passage into the Attic available to the party is if a Character uses magic upon him or herself (i.e. Gaseous Form, Shrink, Polymorph, etc.) and enters through the cross-shaped hole in the wall.

Any Character attempting to look into the cross-shaped hole will see nothing because s/he would block the light from the stairway as s/he looked. Any Character using a mirror to see into the Attic, tossing a continual light object through the opening, or devising another magical means of viewing (GM discretion) will see a large, ancient wooden coffin.

45 - Attic

(40' x 40')

N/A

☐ XP: 200/300/450+
[25000]

NOTE: Characters will be unable to see in this Room without a light source.

PLAYERS: *The walls of this large room are completely covered by cross-imprinted holy brick similar to those comprising the glowing wall in the stairwell. Covering the fifteen-foot ceiling is an elaborate mural depicting the crucifixion; the cracks of the floor are sealed with a wax-like substance.*

In the southeast corner of the room rests a large wooden coffin. Along the middle of the western wall is an ornate, seven-and-a-half by five-foot chest.

GM NOTES: This is the Room into which the Vampire, Baron Stoker, has been sealed. Once any Character enters the Attic, the entire party will hear a deep voice say, *"I bid you greetings, adventurers . . . I see now that, unfortunately, you are as much a prisoner of the House as am I."*

Stoker will do his very best to speak peacefully and cordially with the Characters. He sincerely wishes to join forces with the party, for he knows the House has grown too strong for him to defeat it single-handedly. Stoker will reason with the Characters, saying,

"The House is now far more powerful than I had ever intended; its energies have grown to levels which surpass even my own.

"The only recourse available to either your small band or myself is to join forces and defeat its ubiquitous evil together. To prove my sincerity, I make you this offer: you may keep in your possession until such time as we

leave the confines of this House all my sacred burial dirt which now rests in my coffin.

"In exchange, I ask only your assistance in this battle, the party's promise to aid me until our release, and that my sacred dirt be returned upon our success."

Stoker is completely sincere in that he will aid the party and allow his burial dirt to be taken by the Character (in as much as Stoker has vast amounts of dirt bottled in the cellar). If necessary to convince the Characters to join him, Stoker will recount the history of his own sealing by the clerical sect and his instilling of magical energies into the House.

If the Characters completely refuse to join forces with Stoker and/or they proceed to attack him, Stoker will enter gaseous form and will not attack until the cross-shaped key (which opens the front door) is removed from the magically-sealed chest and inserted into the cross-shaped hole in the stairwell wall.

Both the holy bricks and the ceiling mural are blessed, doing 1D10 HTK of damage to the Vampire upon contact. The cracks in the floor are filled with

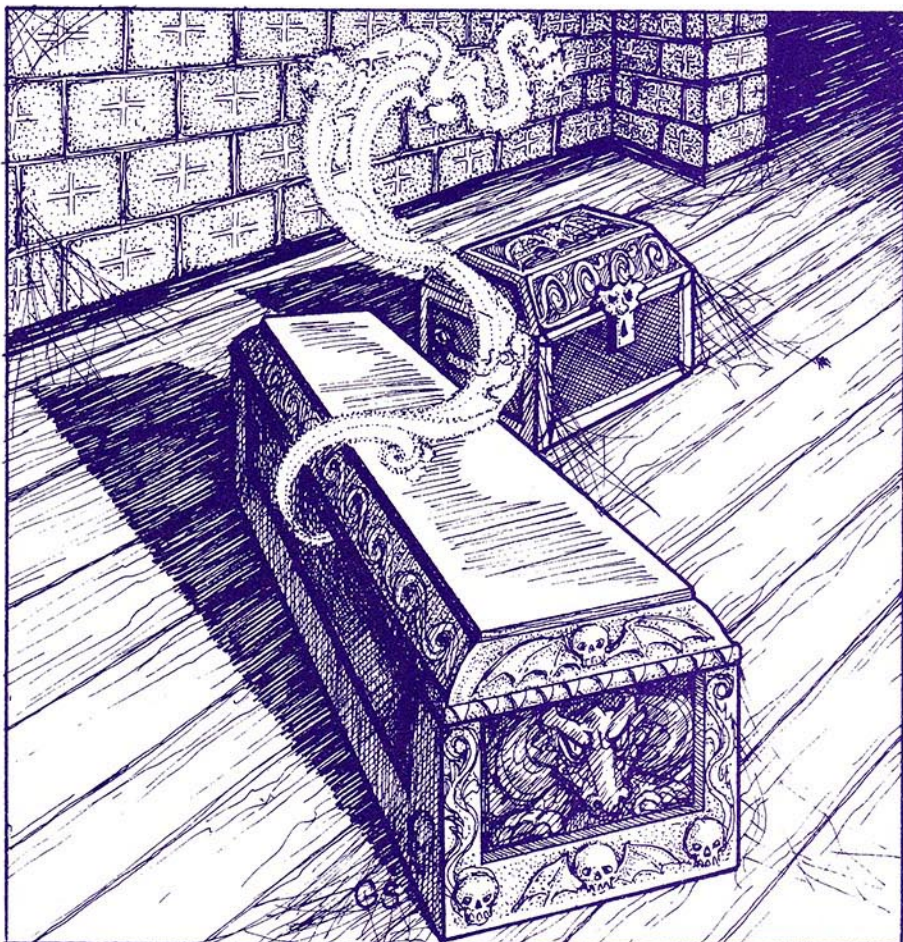
holy candle wax, thus completely sealing Stoker within the Room. Stoker's coffin has four secret holes through which he may escape when in gaseous form and is filled with three inches of dirt from his original burial site.

The chest is locked and has a Protection from Undead cast upon it (preventing Stoker's opening of it). The chest is also protected by a magical and undetectable glyph which, upon the opening of the chest, does 6D10 HTK of electrical damage to the opener (no save allowed).

All other Characters within a five-foot radius of the chest when opened suffer 3D10 HTK of damage (save for half damage). There is no method of opening the chest without activating the glyph.

When the chest is opened, the party will find the cross-shaped key for which it has been searching. The key may be used to effect an escape from the Attic by inserting it into the cross-shaped hole to the stairwell, causing the brick wall to crumble.

The key cannot be affected by magics of any sort; therefore, a Character in possession of the key who shrinks,



turns gaseous, etc., will find the key unaffected. (Stoker will not be able to come into physical contact with the key, as it was blessed by the Followers of Peren during the sealing ritual.)

If the Characters join forces with Stoker, the Vampire will use every method available to defeat the House and will defend Player Characters if necessary (knowing that he needs their assistance for his own best chance to escape). The House will be very angry at both the Characters and Stoker. However, the House will not retaliate against Stoker as it realizes his value as a captive "magical energy battery."

The House will concentrate all of its attacks from this point on at the Player Characters (allowing the possibility of Stoker coming to their defense, showing he is sincere in his wish to escape). As a result of the House's increasingly agitated state, the GM should roll twice per round on the Break portion of the Sprain/Break Table, the main and circular stairwells should immediately crumble (forcing Characters to create another route

down), and all random Poltergeist activity should be run on the Night portion of the Poltergeist Chart.

Additionally, the House should release all of its aggressive inhabitants to attack the Characters (Iron Golems, the Sandman, Skeletons, Spectres, Invisible Stalkers, Wraiths, the Groaning Spirit, Trophy Room creatures, etc.).

Should the Characters and Stoker succeed in reaching the House's first level during daylight hours, the Butler (Flesh Golem) will aid the party (as the House then begins its attack on the Golem as well). If the party arrives at night, Stoker will be able to control the werewolf into which the Flesh Golem has transformed.

Count Stoker

Vampire, Skill 15 Magic-User

STR: 18/76, INT: 17, INS: 16

STA: 16, DEX: 12, APL: 9

HTK: 70, AC: 1

MV: 16"/24", AT: 1

DM: 1D6+4 (fist), 2D4 (bite), or by spell

AL: C. Evil, THAC0: 16

WT: 163 lbs., HT: 6'2"

Age: 152 years

Weapon Proficiencies: Dagger, staff II.

Weapons: None

Armor: None

Magic Items: None

Specials: Energy Drain, Charm.

Spells: 5/5/5/5/5/2/1

- 1 — Magic Missile (x 5)
- 2 — Mirror Image
Pyrotechnics
Ray of Enfeeblement
Stinking Cloud
Web
- 3 — Dispel Magic
Haste
Hold Person
Slow
Wood to Rubber
- 4 — Ice Storm (x 2)
Minor Globe of Invulnerability
Wall of Ice (x 2)
- 5 — Cone of Cold (x 4)
Spell
- 6 — Flesh to Stone
Scourge of the Violet Spider
- 7 — M's Sword Spell
(see Standard Rule Books)



Endgame



Many Endgame possibilities exist for **The Haunt**, as explained following:

‡ Characters Survived/Stoker Survived with Each Other's Aid

In this case, the Characters will be free of the House and can return to Briarwood. Most likely, the surrounding area will now be infested with the House's undead contents, which have been released since the magical seal surrounding the House was broken. The GM may wish to utilize this possibility to further his/her campaign.

A newly rejuvenated and extremely-powerful Stoker (statistics listed following) will be free to prey upon Briarwood. Since the Characters assisted him in his escape from the House, Stoker will not attack the party, perhaps even establishing a rapport with the Neutral and/or Evil members of the party. Should any Character attack Stoker, however, the Vampire will not hesitate to retaliate.

If the party members escaped during daylight hours, Stoker will remain inside the Manor until nightfall. If they escaped at night, Stoker will immediately begin his prowl of the area.

Count Stoker

Vampire, Skill 20 Magic-User

STR: 18/76, INT: 17, INS: 18

STA: 16, DEX: 12, APL: 12

HTK: 70, AC: 1

MV: 16"/24", AT: 1

DM: 1D6+4 (fist), 2D4 (bite), or by spell

AL: C. Evil, THAC0: 13

WT: 163 lbs., HT: 6'2"

Age: 152 years

Weapon Proficiencies: Dagger, staff II.

Weapons: None

Armor: None

Magic Items: None

Specials: Energy Drain, Charm, Regeneration.

Spells: 5/5/5/5/5/4/3/3/2

1 — Magic Missile (x 5)

2 — Mirror Image
Pyrotechnics
Ray of Enfeeblement
Stinking Cloud
Web

3 — Dispel Magic
Haste
Hold Person
Slow
Wood to Rubber

4 — Ice Storm (x 2)
Minor Globe of Invulnerability
Wall of Ice (x 2)

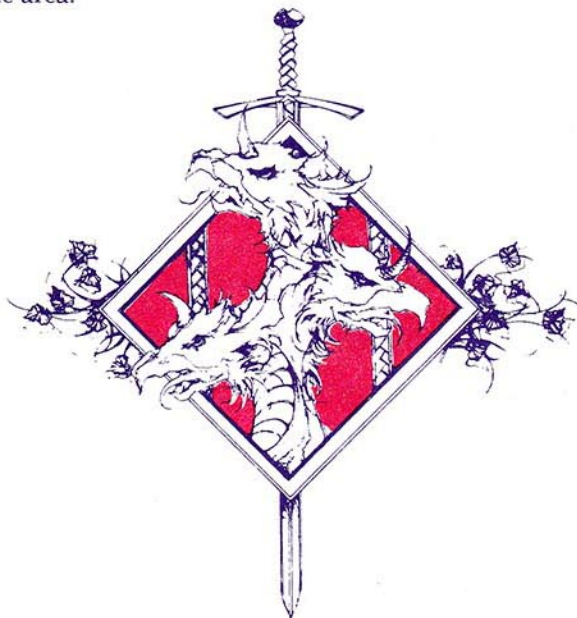
- 5 — Cone of Cold (x 4)
Spell
- 6 — Death Spell
Disintegrate
Flesh to Stone
Scourge of the Violet Spider
- 7 — Crandel's Quick Cast
Power Word, Stun
M's Sword Spell
(see Standard Rule Books)
- 8 — Polymorph Any Object (x2)
Power Word, Blind
- 9 — Temporal Stasis
Time Stop

‡ Characters Survived/Stoker Survived without Each Other's Aid

In this case, the Characters will be free of the House and can return to Briarwood. Most likely, the surrounding area will now be infested with the House's undead contents, which have been released since the magical seal surrounding the House was broken. The GM may wish to utilize this possibility to further his/her campaign.

A newly rejuvenated and extremely-powerful Stoker (statistics listed previously) will be free to prey upon Briarwood. As the party did not assist Stoker in his attempt to escape the House, he will in no way favor the party upon their next encounter. Stoker will perhaps even seek revenge against the Characters for their refusal.

If the party members escaped during daylight hours, Stoker will remain inside the Manor until nightfall. If they escaped at night, Stoker will immediately begin his prowl of the area.





‡ Characters Survived/Stoker Destroyed

In this case, the Characters will be free of the House and can return to Briarwood. Most likely, the surrounding area will now be infested with the House's undead contents, which have been released since the magical seal surrounding the House was broken. The GM may wish to utilize this possibility to further his/her campaign.

As the seal has been broken and Stoker did not survive to regain the House's magical energies, the energies will harmlessly dissipate into the environment, leaving in the wake an extremely-menacing but ultimately benign House. Should the freed monsters and additional undead not prove sufficient opposition to provide a campaign adventure for the GM, s/he may wish to have the House's residual magical energies locate a new host within Briarwood for the party to combat (another person, place, monster, etc.).

‡ Characters Dead/Stoker Survived and Escaped House

In this case, a newly-rejuvenated and extremely-powerful Stoker (statistics listed previously) will be free to prey upon Briarwood. Should the GM wish, s/he could potentially have another Character party attempt to locate the bodies of the fallen Characters from this adventure for Raising attempts, but such a rescue party would most likely encounter Stoker upon entering the House.

If Stoker escaped during daylight hours, he will remain inside the Manor until nightfall. If Stoker escaped at night, he will immediately begin his prowl of the area.

‡ Characters Dead/Stoker Survived but Did Not Escape House

In this case, if Stoker was released from the Attic, the adventure design would not alter should the GM wish to renew play with another Character party. If Stoker was released, he will be free to roam the House and attempt to engage any of the House's monsters to aid him in another escape attempt (GM discretion).

Should another Character party attempt to locate the bodies of the fallen Characters from this adventure for Raising attempts, such a party would most likely encounter Stoker as it entered and examined the House. Stoker would again request the party's assistance, play proceeding per this adventure's design.

‡ Characters Dead/Stoker Destroyed

In this case, all of Stoker's remaining magical energies would be infused into the House, leaving a phenomenally-powerful and malevolent Haunted House (one possessing demonic sentience) to beckon to the unsuspecting inhabitants of Briarwood.



THE HAUNT

Background Book

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The Haunt

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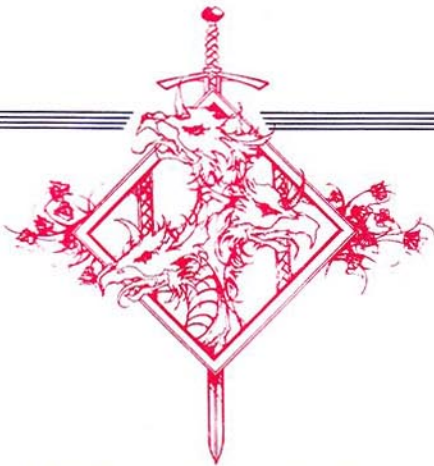
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GM Introduction



This two-booklet format for the *City-State of the Invincible Overlord* supplement, *The Haunt*, is a new and unique one and, as such, deserves brief explanation. The format for this supplement breaks the module into two separate booklets, the Background Book and the Adventure Book.

The Background Book includes the following sections accompanied by information descriptive of that section:

GM INTRODUCTION: This section includes descriptive information on each portion of the two booklets which comprise *The Haunt*.

GM BACKGROUND: This section includes an adventure synopsis which encapsulates the adventuring party's goals and the means for successful completion of the adventure. Also included are sections covering the turbulent history of the House and its current relationship with its vampiric prisoner, Baron Stoker, introductions to special gaming mechanics and tables found in *The Haunt*, and instructions covering usage of the various House maps provided with the module.

VAMPIRES: This section contains complete information on Vampires, as well as new and updated legendary information on Vampire history, characteristics, traits, and means of destruction.

POLTERGEISTS: This section contains complete information on the creation, behavioral patterns, and abilities of these troublesome creatures.

NEW MONSTERS: This section contains information on the new monsters which appear throughout this adventure: Blue Yetch, Cloth Golems, Dust Spiders, and Sandmen.

NEW MAGIC ITEMS: This section contains information on the new magic items which appear throughout this adventure: The Book of Dolphins, Medusan Portrait, Mirror of Passage, O'Malley's Magic Marbles, Pharaoh's Phaucet, Picture of Hidden Fears, Serling's Button Box, Speak & Spell, and Wand of Teleportation.

NEW SPELLS: This section contains information on the new magic spells which appear throughout this adventure: Crandel's Quick Cast (modified), Cy's Spying Ear, Hibbidah Hobbidah Hoobidah, Scourge of the Violet Spider (modified), Spell, Spell of Gaseous Form, Transfusion, and Wood to Rubber.

PLAYER CHARACTERS: This section includes a listing of six Characters of Skill Levels 12 to 17 who inhabit Briarwood and are appropriate to adventure within *The Haunt*. While it is suggested the GM have his/her Players use these Characters, others may be played provided they are of similar Skill Levels and the new Characters do not possess weapons or magic items which would adversely affect the balance of play.

The Adventure Book includes the following sections accompanied by information descriptive of that section:

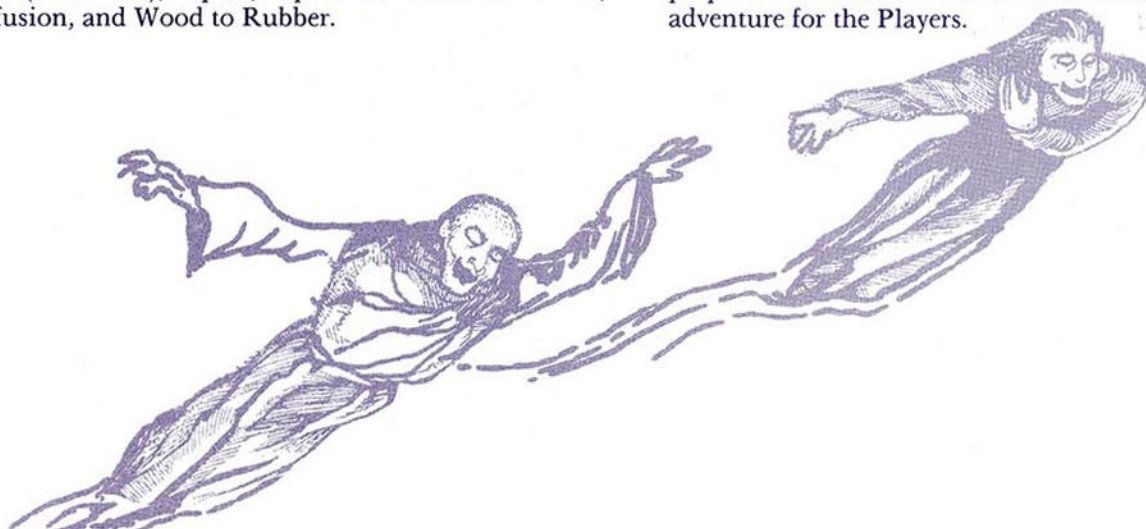
GM INTRODUCTION: This section includes an overall view and guidelines on how the two interlocking adventure systems of *The Haunt* (the House Encounters and the Room Listings) are designed to be played.

PLAYER INTRODUCTION: This section contains information to be read to the Players which establishes the adventure's opening scenes and tone while furnishing the Characters with limited background information and motivation to enter the adventure.

HOUSE ENCOUNTERS: These are five mini-encounters interspersed within the main house-investigation encounter structure of the adventure. These House Encounters are designed to provide the Characters with the opportunity to realize the House itself is a cognitive and evil entity while providing the Characters with information regarding the House and Stoker's unusual relationship.

ROOM LISTINGS: These listings each correspond to an individual Room or Area of Stoker Manor, as indicated on the GM's House map. Each listing provides complete information (including a miniature map) on the particular Room or Area as well as the force(s) which are active there and the Experience Points available to any Character(s) who investigate the site.

NOTE: The GM is encouraged to completely familiarize him- or herself with the House layout and all of the material presented in the Background Book prior to actual adventuring within Stoker Manor. The information presented is vast and requires a knowledgeable and prepared GM to assimilate it into a cohesive and enjoyable adventure for the Players.





Background



The Haunt is an adventure for 4-6 Characters at Skills 12 to 17, the party consisting of at least one cleric and one magic user. Characters are provided for use within the adventure but Players may use their own from any ongoing campaign so long as the Characters fulfill the previously-listed skill and class requirements.

Stoker Manor (the House) is located on the southwest outskirts of Briarwood. Characters can learn of Stoker Manor's presence through any of their contacts or through casual conversation with townspeople during an encounter. While this adventure is designed for use in the *City-State of the Invincible Overlord* setting, one of its primary advantages is that, as it concerns a haunted house, it can be easily incorporated into any existing campaign.

The adventure begins with the party relaxing at a local inn after an adventure. A bard, pulling up a stool in front of the inn's hearth, begins telling the story of a nearby haunted house and its evil history. The Characters, having heard the story, travel to the House. Upon entering the House, the party discovers it is mystically sealed inside, its only means of escape being to locate a magical, cross-shaped key. There are several clues available within the House to aid the party as it searches for the key, which is actually sealed in a magical chest in the attic, guarded by one of the party's opponents, a powerful magic-using Vampire.

As the Characters search for the key, they will encounter various obstacles such as powerful (primarily undead) monsters, illusions, and poltergeist-lain traps. Characters can discover various magic items and spells which will aid them in their attempts to complete the adventure.

The party must enter the attic and obtain the cross-shaped key, confront the Vampire (possibly joining forces with him), use the key to exit the Attic, and battle its way to the front door. Once the door is open, the House's magical seal is dispelled, allowing the House's remaining occupants to escape, and the adventure is completed. Should the vampire (or any other monsters) escape, this could provide a continual threat for the GM's campaign.

House History

Decades ago, in Briarwood, shining star of Lucius's City-State, bodies began turning up mysteriously drained of blood. Through divine intervention, a religious sect of clerics worshipping Peren learned the owner of the House on Briarwood's outskirts, Baron Stoker, had become a Vampire. The sect travelled to the House to forever rid the City-State of Stoker's presence.

Stoker, learning of the sect's plans, devised a means of preventing his ultimate destruction. He transferred a major portion of his mystical energies into the House itself, turning the House into a unique familiar and a minor entity unto itself.

Upon arrival at the House, the sect learned of the arcane relationship between Stoker and the House and, fearing that destroying the Vampire would release his remaining energies into the House, ceremoniously sealed Stoker into

the House's attic. To assure that no person could inadvertently release Stoker from the House's confines, the sect sealed the key to the House's front door in the attic as well, stored in a chest magically-protected against evil.

To prevent the spread of evil generated by the House's now powerful and malignant forces, the remaining members of the sect (several having been killed during their attempt to seal Stoker and escape the House) combined their powers to cast a spell over the House, one which would magically seal any trespasser within its confines. Residual effects of the sealing have restricted the House's monsters to remain in separate rooms.

Both created by and attracted by the Vampire's evil presence, many monsters and undead impeded the sect's progress as it banished the Vampire. Poltergeists, dead and troubled victimized souls, abounded. Undead wandered the home in a horrifying manner. Sandcreatures appeared, blue slime seeped from the walls. The House itself seemed both malevolent and sentient.

The relationship which exists between Stoker and the House is a unique one. In its attempts to become ever-more powerful, the House can absorb the energies of any creature within itself. Knowing that Stoker has the capability to regenerate, the House draws on his energy regularly, using Stoker as a veritable battery of mystical energy (the House drains Stoker, who then regenerates; the House again drains Stoker, who regenerates, etc.).

Over the many years since the sect's sealing during which this process has occurred, the House has become an awesome force of its own. In his present weakened condition (induced by the proximity of the attic's religious items), Stoker can no longer of his own volition regain his mystical energies which he originally infused into the House.

The only manner in which Stoker can regain this power is for a Character to obtain the front door key and open the door from inside the House. This action will break the sect's magical seal and will free all of the House's remaining energies (or this energy will harmlessly dissipate if Stoker has been destroyed).

House Magic

At random times (GM discretion) or if Player Characters are traversing the House's confines too rapidly or successfully, the House can cast any of the following low-level spells of which it has an unlimited supply (due to its vast storage of magical energies):

Dancing Lights
Darkness (15' radius)
Faerie Fire
Gust of Wind
Hold Person
Phantasmal Force
Push
Slow
Stinking Cloud
Suggestion

In terms of the adventure, any of the House's occupants or contents could be utilized to either impede or assist the party's progress. It should be noted that during the day, most of the supernatural activity in the House is relatively harmless and occurs infrequently. As night falls, however, the activity increases in both frequency and severity (both Day and Night activity is reflected in the Poltergeist Chart). The supernatural events and physical use of the House's items may be altered for effect as the Game Master (GM) sees fit.

To utilize Poltergeist activity to its fullest extent, the GM should consult the Poltergeist Activity Check-off Sheet and roll on the Poltergeist Chart once every five turns during daytime encounters, once every three turns during nighttime encounters. The GM should then consult the Poltergeist Chart for resultant occurrences and effects.

To provide a greater sense of realism to game play, use of the pre-rolled Character Saving Throws list is recommended (see Player Character Sheets). The GM should have each Player roll twenty Saving Throws; once rolled, the Player may arrange the rolls in any order desired and write the Saves on the Character Sheet. In this fashion, when a Saving Throw is called for during play, the Player need only refer to his/her Saving Throw list to see if a save is made. This allows for smoother game flow as the Player need not break game play to roll.

Note on Map Usage

There are two forms of maps provided for the GM during this adventure. A Game Master's Screen is included which has a blueprint-type overview of the entire House and the Rooms found within, as well as several important tables for reference use during the adventure. These overview maps should aid the GM as s/he guides the party through the House. More detailed maps of the specific Rooms/Areas of the House are included within the adventure (see the Adventure Book, pages 11-22) to help the GM accurately describe the areas and more easily assimilate the actions of the party during each encounter.

Also provided are gridded outlines of the first and second floors of the House which can be either pulled directly from the book or photocopied and given to the Players upon party arrival at Stoker Manor. There are no room outlines on these Players' Maps, as the Players must detail the House's interior during the adventure. Note also the intentional absence of both the Cellar and the Attic on the Players' Map; these rooms should remain secret until the party discovers them, at which point the GM can give the Players the pertinent information (Room dimensions, contents, etc.).

Should the GM not wish to mark on his/her Game Master's screen while directing the party members through the adventure, a separate GM's Map of the House is provided in this Background Book on page 6.





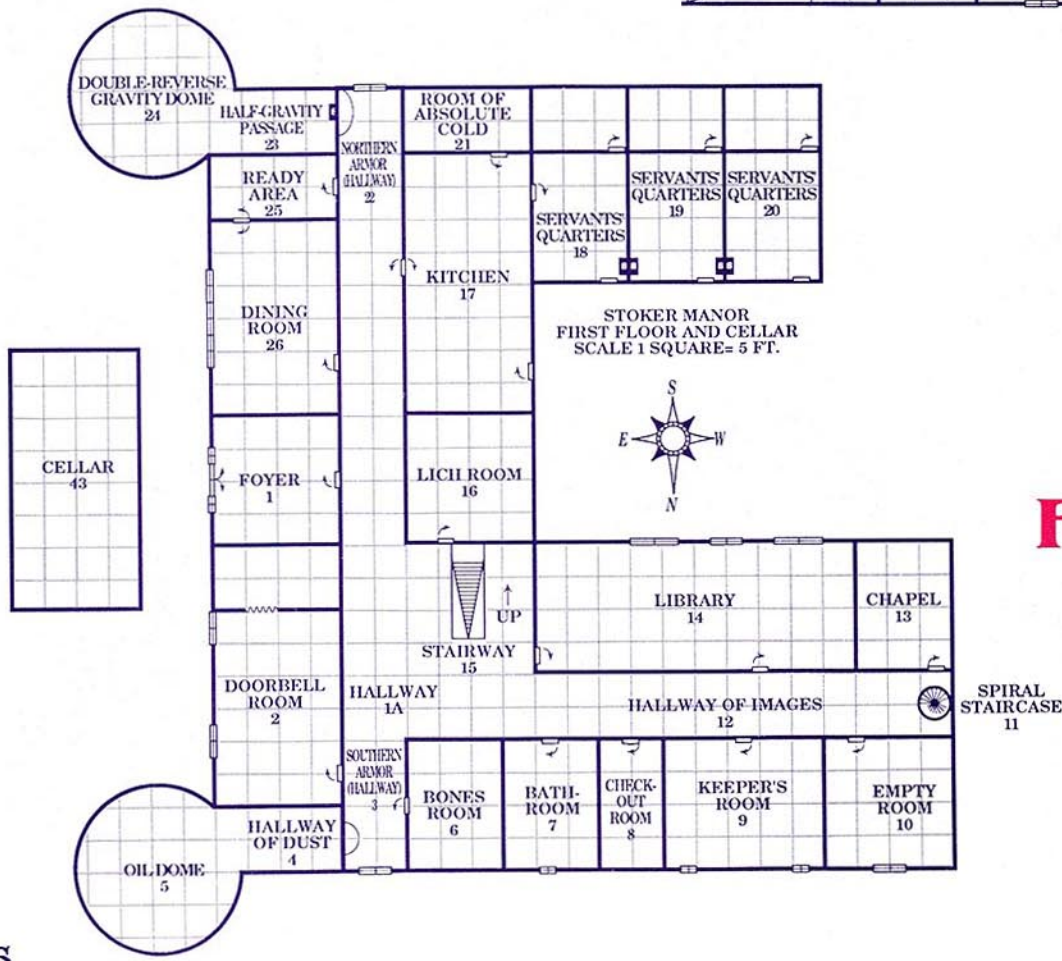
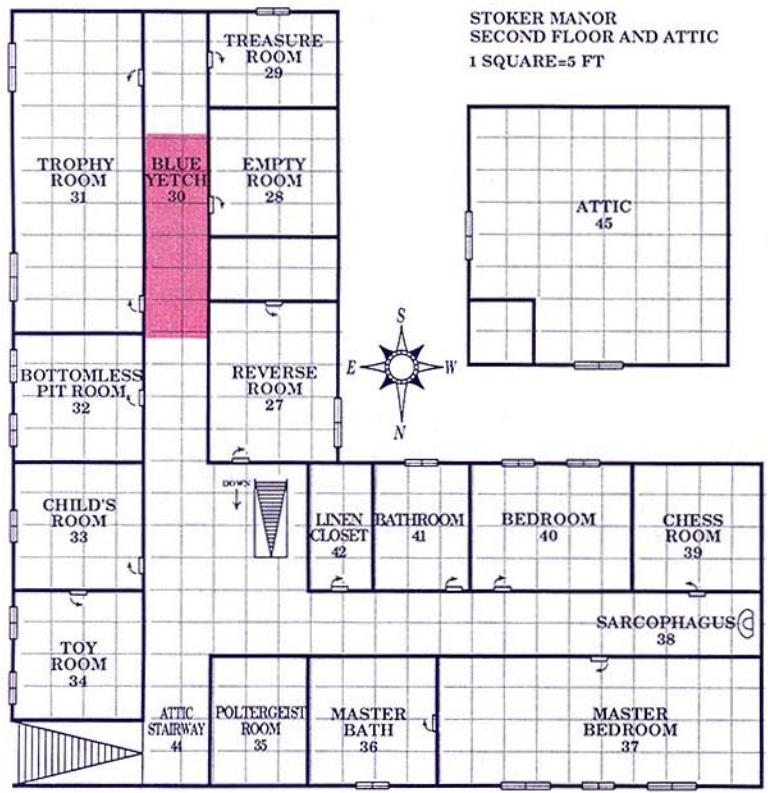
GM's House Map



Second Floor

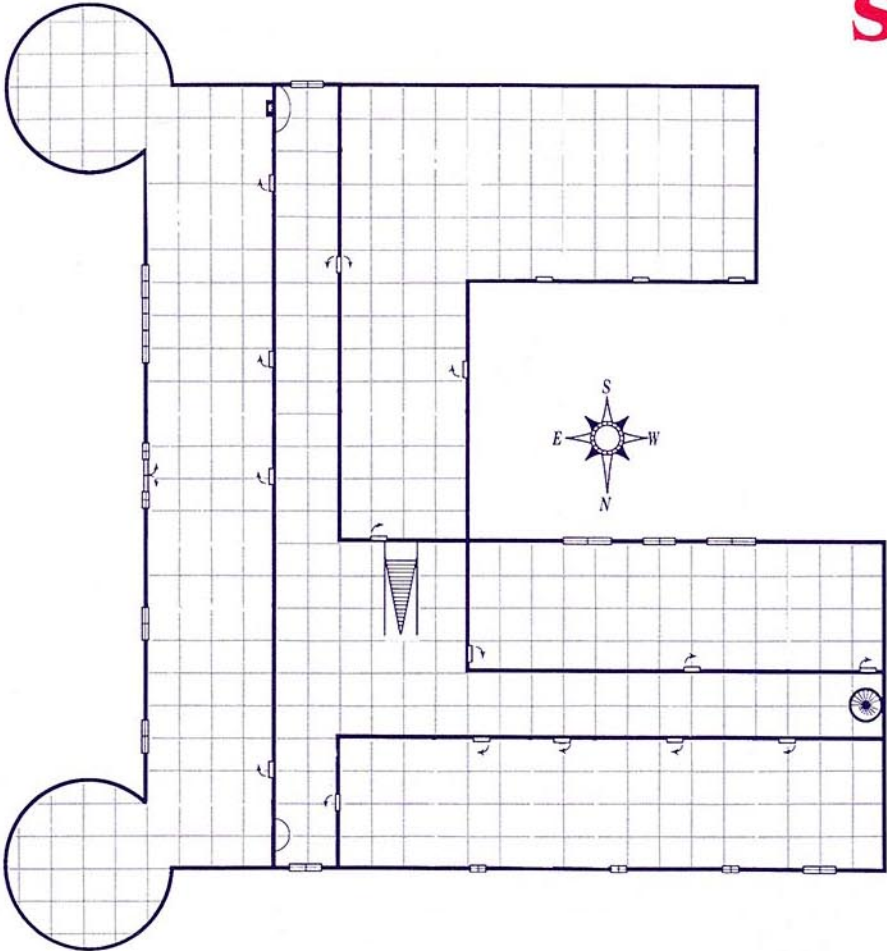
LEGEND

- SECRET DOOR
- LIGHT SCONCE
- WINDOW
- DOOR
- CURTAIN



First Floor

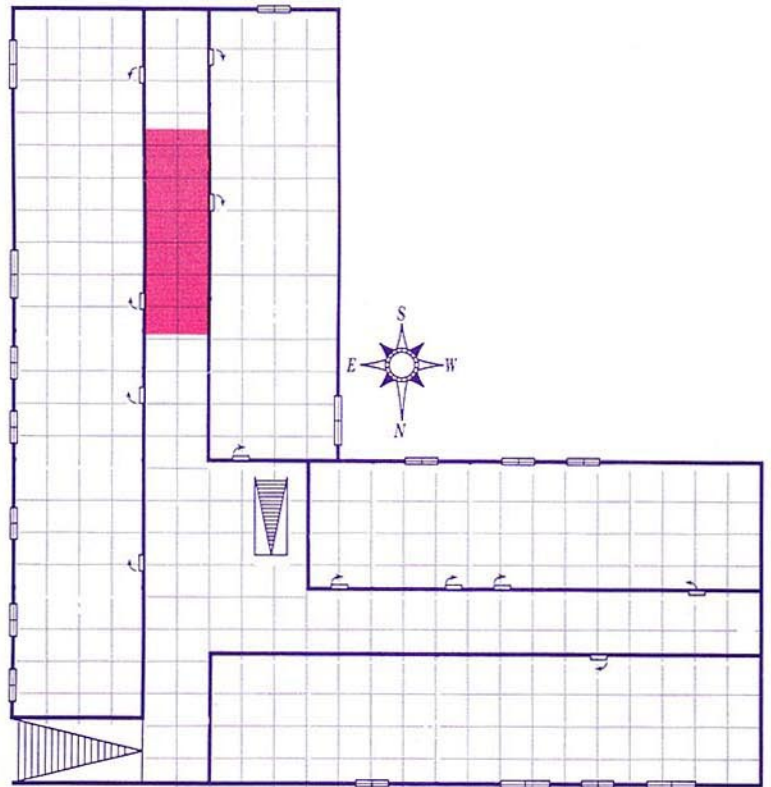
Stoker Manor



First Floor

NOTES

Stoker Manor



Second Floor

NOTES

The Vampire



Vampire

Frequency: Rare

No. Appearing: 1D4

% in Lair: 25

Treasure Type: F

HTK: See following

AC: 1, *MV:* 16"/24"

AT: See following

DM: 1D6+4 (hit)/2D4 (bite)/or by spell

THACO: See following

AL: C. Evil and N. Evil

INT: Exceptional (or as per previous Character)

SZ: S, M, L

Spells: As per previous Character

Specials: Charm, Energy Drain, +1 or better weapon to hit, Infravision at 90', Regeneration.

Magic Resistance: Impervious to Sleep, Charm, and Hold spells.

Psionic Ability: Nil

The night prowling Vampire, most fearsome of the undead, is created through the bite of another, which transfers the vampiric disease to the victim. The severity of the Vampire bite is dependent upon the amount of blood loss (% of HTK loss) inflicted by the attack.

A loss of 21-100% transforms the victim into a Vampire in one day, while a loss of 6-20% turns the victim into a Werewolf in three days. Any Character sustaining a 1-5% (HTK) blood loss will develop a permanent total immunity to subsequent Vampire bites in five days, provided the Character does not receive additional bite damage exceeding the 5% range within that time. (Immune Characters still suffer HTK loss from subsequent Vampire bite attacks but cannot be affected by the vampiric disease.)

NOTE: The previously-listed transformation guidelines deal exclusively with bite damage and are not applicable to any other form of damage sustained by a Vampire attack (physical attacks, spells, etc.).

During daylight hours, a Vampire must either rest in a receptacle filled with dirt from the Vampire's original burial site or seek refuge in an area so completely enclosed as to prevent light from entering it (i.e. subterranean caverns, crypts, etc.). Any person being bitten and transformed into a Vampire who was not interred (does not have an original burial site) must seek previously-stated refuge or rest in the dirt of its Master Vampire. (A Master Vampire is one who spreads the vampiric disease to and who can control the actions of another Vampire.)

Like any other undead, a Vampire exists in both the negative and material planes simultaneously. If a Vampire scores a hit on an opponent, the damage resulting from its massive strength (18/76+) is 1D6+4 HTK. Any successful Vampire attack (including bite but excepting spells) drains two life energy levels from the victim with corresponding Character statistic losses.



A Vampire regenerates HTK loss at a rate of three HTK per round. If a Vampire is reduced to zero or negative HTK (no less than -10, at GM discretion), it is not "killed" but is instead forced into gaseous form and must then return to its receptacle within six turns, resting eight hours to reform its corporeal body. If the Vampire does not make the six turn deadline, its gaseous form will irrevocably dissipate.

A Vampire has the ability to Charm one Character per round, who defends on save vs. Magic at -2; it can also transform into a wolf, bat, grotesque humanoid, or gaseous form at will. A Vampire also has the ability to summon creatures to its aid. It can summon from 10D10 rats or bats in a subterranean surrounding to 3D6 wolves in wilderness areas, all of which will arrive within 2D6 melee rounds following the summoning. Due to its regular nightly prowls, a Vampire develops Infravision, which allows it to view heat-emanating objects at night as if it were daylight. This ability is effective at a distance of up to ninety feet.

Like Poltergeists, if a Vampire was a Druid, Illusionist, or Magic User when alive, there is a 50% chance it will retain its magical abilities as a Vampire. A Vampire is unaffected by Poison or Paralysis attacks, while it suffers half-damage from cold and electrical-based attacks. Methods of destroying a Vampire are listed in the following section.

New Vampire Rules

This information is based on myths and legends surrounding Vampire lore, as organized in the following manner:

Talismans: Items or objects which ward off or damage Vampires.

Traits: Unusual customs of Vampires.

Remedies: Means of arresting vampiric infection.

Destruction: Methods of destroying Vampires.



‡ Talismans

Blessed Items: This includes holy wafers, sacramental wine, blessed candles, etc., any items given divine blessing during a Neutral or Good holy ritual. If any form of blessed liquid is imbibed by a Vampire, the undead suffers 3D6 HTK of damage. Any blessed item which comes into physical contact with a Vampire does 1D6 HTK of damage to the undead. Blessed items do not act as holy symbols and as such do not ward off Vampires.

Garlic: This substance completely wards off Vampires within a five-foot radius. Any Vampire within a ten-foot radius of garlic is unable to accomplish physical transformation.

Holy Relics: Pieces of Cross, Shroud of Turin, etc. If found and utilized, relics do severe damage to Vampires (upwards of 5D20+20 HTK, at GM discretion).

Holy Symbols: Cross, Crucifix, Star of David, Hammer of Thor, etc. When presenting a holy symbol, a Character must make a Faith Roll (see sidebar). If presented in Faith, a holy symbol will effectively ward off a Vampire to a distance of twenty feet from the presenter. If a symbol presented in Faith then comes into physical contact with a Vampire, it will do 2D6 HTK of damage, leaving a horrible burn scar in the shape of the symbol.

Holy Water: Baptismal or blessed water does 1D6+1 HTK of damage upon contact with a Vampire. Presentation does not ward off undead.

Holy Word: This 7th level clerical spell will stun a Vampire, reduce its movement by 50%, and cause it to fight at -4 for 2D4 rounds. Casting time is one segment.

‡ Traits

Admission: A Vampire must ask permission of the owner prior to entering a private residence. Should the owner deny entrance or be unavailable, the Vampire will be unable to enter the premises. Any residence owner who previously allowed entrance to a Vampire has the option to revoke the invitation, an act which forces the Vampire to immediately vacate the premises.

‡ Remedies

Cauterization: If a Character cauterizes (causing 1D6 HTK of damage) a Vampire bite within two rounds of the attack, s/he negates the infection effects of the bite but still suffers appropriate HTK loss and cauterization damage.

Destroying the Vampire: A Character bitten by a Vampire will return to normalcy provided the biting Vampire is destroyed by the first daybreak following the attack. The Character will still suffer his/her HTK loss but will be free of the vampiric infection. A Character so remedied must save vs. System Shock normally to survive this remedy.

Transfusion: If a Character bitten by a Vampire receives a total blood transfusion within two turns of the initial attack, s/he negates the infectious effects of the bite and suffers no HTK blood loss damage. After this time, the disease will have spread to the victim's cellular structure and a transfusion will be ineffective. (See *Transfusion* in the *New Spells* section.)

‡ Destruction

Immersion: When fully immersed in running water, a Vampire loses one-third of its original HTK per round. While immersed, a Vampire cannot alter its form.

Resurrection: If a Resurrection spell is cast upon a Vampire, the Vampire will drop to the floor, traditionally dead. Just as Resurrection transcends death to life, so does it transcend undeath to death. The ex-Vampire will be completely devoid of the disease which created it and will be as any normal corpse.

NOTE: In order for a Resurrection spell to be effective in this manner, it must follow the normal parameters of the spell (i.e. 10 years per level, as a Skill 20 Cleric can "resurrect" a creature that has been (un)dead for 200 years or less).

Stake: A wooden stake driven through the heart of a Vampire destroys the undead's physical body after two rounds. The Vampire's essence is then dispersed, essence and body only reforming when/if the stake is removed. In order to assure irrevocable destruction of Vampire body and essence past this point, the following steps must be performed in the order listed:

- 1.) Stake through heart (accomplished).
- 2.) Sever head of Vampire.
- 3.) Insert holy wafer and/or sacramental wine in mouth of severed head.
- 4.) Completely burn body parts (including bones) or bury individual body parts in separate consecrated grounds.

NOTE: Should this process not be followed in the exact order listed, a Vampire will be subject to normal regeneration upon stake removal.

Sunlight: If a Vampire is exposed to direct sunlight for a period of one turn or longer, it will be irrevocably destroyed. Reflected sunlight, such as that from mirrors or shiny objects, will not destroy a Vampire but will cause the undead to fight at -2.

Sustaining Damage: If a Vampire is reduced to zero or negative HTK through combat, it is not "killed" but is instead forced into gaseous form and must return to its receptacle within six turns, resting eight hours to reform its corporeal body. If the Vampire does not make the six turn deadline, its gaseous form will irrevocably dissipate.

Faith Roll Chart

When attempting to ward off (or "turn") a Vampire, a person must present a holy symbol with sufficient Faith that the divine power represented by the symbol will support the person in his/her attempt to ward off the Vampire. When such an attempt is made during play, the GM should roll for the Player to determine if the Character has sufficient Faith in his/her deity and, in return, has received divine support from his/her god.

The base number for any Character's Faith Roll is 20. Add or subtract the indicated cumulative modifiers found on the Faith Roll Chart to this base number to determine the success number (or higher) a Character must roll on 1D20. If the roll is successful, the holy symbol is presented in Faith and the Vampire is warded off. Multi-classed Characters are modified as per the class which would be more/most beneficial in the attempt.

Character Class and (Modifiers per level)	Character Alignment			Character has Deity	Character has No Deity
	Good	Neutral	Evil		
Cleric (-1/level above 5)	-1	0	+1	-2	NA
Paladin (-1/level above 6)	-1	NA	NA	-2	NA
Druid (-1 every 8 levels)	NA	0	NA	-1	NA
Monk (-1 every 8 levels)	0	0	+2	-1	NA
Fighter/Ranger (-1 every 11/10 levels)	0/0	0/NA	+2/NA	0/-1	+4/+2
Magic User/Ilusionist (-1 every 11 levels)	0/0	0/0	+1/+1	0/0	+4/+4
Thief/Assassin (-1 every 12 levels)	0/NA	0/+1	+2/+3	0/0	+4/+5

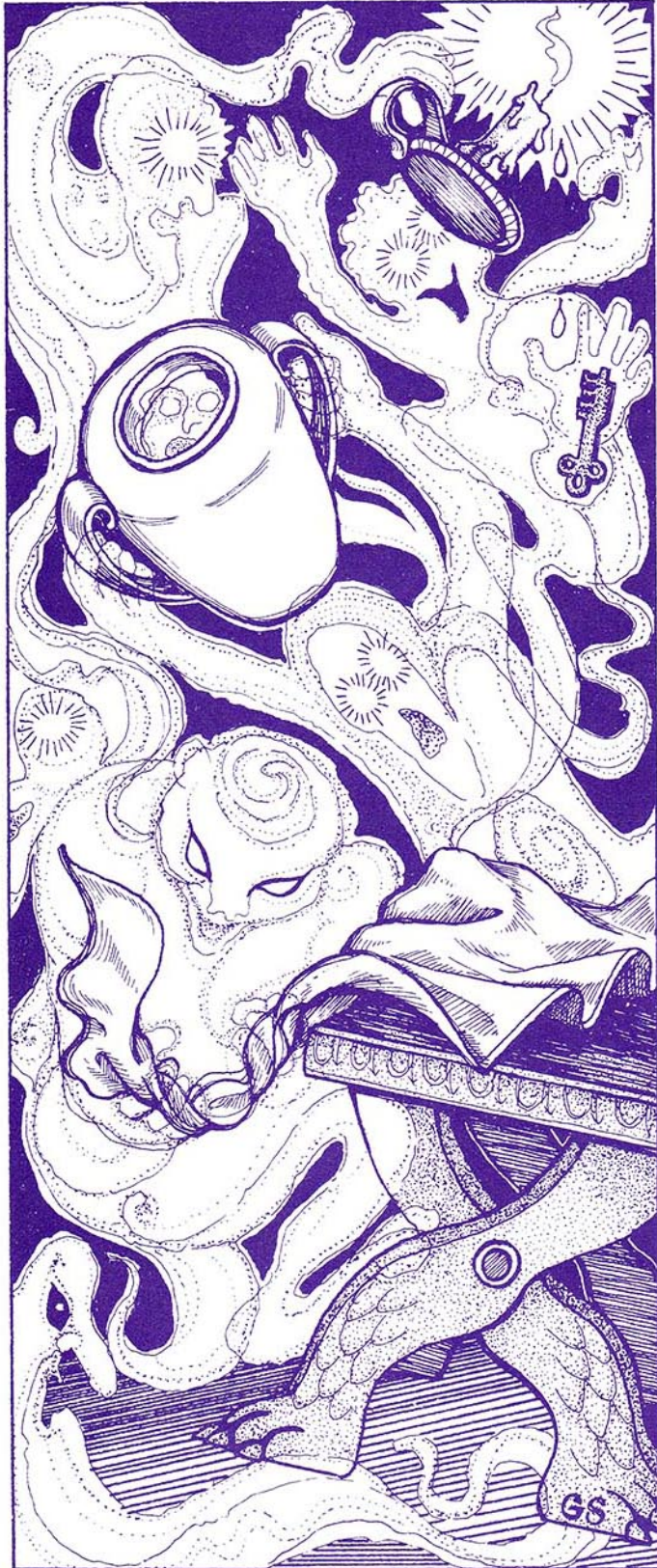
NA: Not applicable.

All modifiers on a Faith Roll are cumulative and are to be added to (or subtracted from) a base of 20 to determine the necessary Faith Roll on 1D20.

Example: a Skill 7 Good Cleric with a Deity needs a roll of 15 (or higher) on 1D20 to ward off (or "turn") a Vampire (20-1-1-1-2=15). Characters receiving total cumulative modifiers of +1 to +3 (in effect, needing a 21-23 for success) are considered to only require a roll of 20 to ward off the Vampire. Characters with total cumulative modifiers of +4 or higher (roll of 24+) require two consecutive 20s to ward off the Vampire.



The Poltergeist



Poltergeist

Frequency: Rare

No. Appearing: 3D12

% in Lair: 100

Treasure Type: A, Q

HTK: N/A (see following)

AC: N/A, *MV:* See following

AT: 1 - special (see following
Chart/s)

DM: See Poltergeist Chart

THAC0: See following

AL: C. Neutral

INT: High, *SZ:* M

Spells: See following

Specials: See following

Magic Resistance: See following

Psionic Ability: Nil

A Poltergeist is the result of a dead person's soul becoming trapped on Earth because s/he was not properly prepared to die. There are two contingencies to a dead soul's travelling to its final destination, be it heaven or hell. One is that the person be physically dead; the other is that the person be mentally prepared to exit the life s/he had on this world. A Poltergeist, therefore, is the result of a person being either unwilling to leave this life or unaccepting of the fact that his/her life has ended (this latter often being the case of persons who were violently or unexpectedly killed).

A Poltergeist differs from a ghost in many respects, the primary of which is that a Poltergeist is not undead (and as such cannot be turned). A Poltergeist cannot be harmed by physical attacks, does not drain life energy levels, and has a much more mischievous and fun-loving nature than does the ghost. The Poltergeist's activity tends toward pranks and joke-pulling but its actions become more irritating and violent as night falls (see Poltergeist Chart).

The only method in which any exterior force may affect a Poltergeist is through a Dispel Magic and/or Remove Curse spell (as the soul is effectively "cursed" to remain on Earth). When cast, Dispel Magic will disperse a Poltergeist for one round per skill level of the caster; a Remove Curse spell will send the Poltergeist to its ultimate otherworldly destination, be it heaven or hell (GM discretion). A Poltergeist is not given hit dice, as the spells previously listed are the only methods in which it may be attacked.

If, when alive, a Poltergeist was a Druid, Illusionist, or Magic User, there is a 5% chance it will retain its 1st-3rd level spells as a Poltergeist (GM discretion). The frequency of Poltergeist attacks and the amount of damage incurred by such will depend upon whether the attack occurs during day or nighttime hours (see Poltergeist Chart).

The form a Poltergeist is most likely to assume is either a monster likeness, an amorphous aura of light, a transparent phantom-like shape, or an ectoplasmic representation of its former body.

Poltergeist Chart

If rolling for a Poltergeist which has retained its magical abilities from its former life, roll 1D12. Otherwise roll 1D10.

(P): Entire party is attacked.

(I): Individual is attacked.

Daytime Chart

Roll	Occurence	Effect/Damage
1	<i>Pull out rug/trip; Sprain limb (P)</i>	See Sprain/Break Table
2	<i>Open/Slam Door (P)</i>	Roll for Surprise*
3	<i>Darkness as per Skill 2 Magic User spell (P)</i>	N/A
4	<i>Water Douse (P)</i>	Extinguishes Fires
5	<i>Ectoplasmic Sliming (I)</i>	"to hit"/Damage at -3 for 1D4 rounds
6	<i>Scary Noise (P)</i>	As per Confusion spell; result 11-60 (see spell)
7	<i>Bodily Spin (I)</i>	No attacks for 1D6 rounds
8	<i>Random Theft (I)</i>	Loss of one item (GM choice)
9	<i>Electric Jolt (P)</i>	1D4 HTK
10	<i>Treasure Rain (I)</i>	10D4 gp
11	<i>Spell (at GM discretion) (P/I)</i>	As per spell (levels 1st-3rd)
12	<i>Spell (at GM discretion) (P/I)</i>	As per spell (levels 1st-3rd)

* If applicable, monster in Room may be released.



Nighttime Chart

Roll	Occurence	Effect/Damage
1	<i>Wall Slam (I)</i>	1D8
2	<i>Throw Objects (P)</i>	2D6 or by weapon
3	<i>Vacuum Pack (I) for 1D8 rounds</i>	Suffocation **
4	<i>Poltergeist Attack (Monster Form, THAC0: 12) (P)</i>	1D8/1D8
5	<i>Break Random Limb (I)</i>	See Sprain/Break Table
6	<i>Attacking Arms from Walls (I)</i>	2D8
7	<i>Plaster Fall (P)</i>	1D6
8	<i>Phantasmal Fist (I)</i>	1D6; no attacks for 5 rounds
9	<i>Bitter Cold (P)</i>	1D10; -2 "to hit" for 2D4 rounds
10	<i>+1 Sword "Gift" (I)</i>	1D8+5
11	<i>Spell (at GM discretion) (P/I)</i>	As per spell (levels 1st-3rd)
12	<i>Spell (at GM discretion) (P/I)</i>	As per spell (levels 1st-3rd)

** Character may survive vacuum for (STA/2) rounds.

Sprain/Break Table

Roll 1D8 on the Sprain/Break Table to determine injury and effects.

Roll	Area	Sprain	Break (HTK damage)
1	Right Shoulder	Carry no shield; carry 1/3 weight, -2 "to hit"/damage.	(1D6); no shield, 1/5 weight, -4 "to hit"/damage.
2	Left Shoulder	Same as above.	Same as above.
3	Right Wrist	Dagger use is at -2 "to hit" and damage, -4 longer weapons.	(1D4); dagger at -4 "to hit"/damage, longer weapons unusable.
4	Left Wrist	Same as above.	Same as above.
5	Right Knee	Move 3/4, -1 "to hit," carry 1/2 weight.	(1D8); move 1/4, -2 "to hit," carry 1/4 weight.
6	Left Knee	Same as above.	Same as above.
7	Right Ankle	Move 2/3, -1 "to hit," carry 1/2 weight.	(1D6); move 1/3, -2 "to hit," carry 1/4 weight.
8	Left Ankle	Same as above.	Same as above.

GM NOTE: A Cure Light Wounds spell will heal any sprain.
A Cure Serious Wounds spell will heal any break.



Poltergeist Activity Check-off Sheet

This sheet should be used to keep track of Poltergeist activity during the adventure. An entire 24-hour period is detailed in ten-minute increments, each of which should be checked-off by the GM as adventure time elapses. The GM should keep in mind that Poltergeist activity varies from once every five turns during the day to once every three turns at night.

NOTE: For future reference, the GM should highlight the time closest to the Player Characters' arrival at Stoker Manor.

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New Monsters



Blue Yetch

Frequency: Very Rare

No. Appearing: One

% in Lair: 100

Treasure Type: Q

HTK: Special, *AC:* 6

MV: 1", *AT:* 0

DM: See following

THAC0: N/A, *AL:* Neutral

INT: Non-, *SZ:* M-L

Spells: None

Specials: Only affected by fire damage — must sustain 50 HTK of damage or more before destruction; for others, see following.

Magic Resistance: See following

Psionic Ability: Nil

Blue Yetch is created as an off-shoot of ghost and Poltergeist materializations. A cousin to the fungus family, Yetch forms when ectoplasmic residue from a materialization comes into contact with dead or living organic matter, leading to fungal regeneration.

Once the colony reaches Man-size, the Blue Yetch ceases its organic consumption, finding and creating nourishment through its own internal systems. When Yetch which has reached this point encounters living organic material, it absorbs living energy in the amount of 2D6 HTK and is then considered "charged" for a period of one turn. Contact with living organic matter during this "charged" time releases the previously absorbed HTK energy in a healing process, replenishing lost HTK to the contacted material.

If the Blue Yetch releases its previously absorbed energy or if it does not come into contact with another living organic material within one turn, it will dissipate the energy within its own form and then be considered "uncharged," again absorbing 2D6 HTK of energy at the next organic contact.

Once reaching the colony stage, Yetch forms primarily on walls, preferring to spread over a ceiling rather than a floor should it reach greater than Man-size proportions. Yetch is a vibrant blue in color and appears to glow from within, becoming darker in hue and luminance as it increases its surface area. Any Yetch removed from the colony will die and evaporate, forming a purposeless pale blue dust, in 1D4 rounds.

Yet, in several instances, Blue Yetch has been intentionally removed from its colony and successfully transplanted to environments suitable for Yetch regeneration. If properly acclimated, Yetch can serve as an excellent biodegenerative compound which aids in the elimination of the vast waste inevitably created in large cities. Development must be closely monitored, however, as the fungal colony can often reproduce so rapidly that entire populations are forced to flee the very communities the Yetch was requisitioned to cleanse.

Cloth Golem

Frequency: Very Rare

No. Appearing: One

% in Lair: Nil

Treasure Type: Nil

HTK: 30, *AC:* 7

MV: 9", *AT:* 1

DM: 2D8, *THAC0:* 13

AL: Neutral

INT: Semi-, *SZ:* M-L

Spells: None

Specials: Strangulation and see following.

Magic Resistance: See following

Psionic Ability: Nil

A Cloth Golem can be created by means of a magical tome and a gem (ruby of at least 3000 gp value) as a material component. The cost in material is 1000 gp per HTK of the Golem; the time required to create one is two weeks. The Golem's creator controls the monster through a set of pre-programmed commands ("go ahead," "stop," "kill," etc.) which are embedded in the gem and attuned to the creator's voice patterns.

The Golem is normally created and instructed to activate only at a certain event (room entrance by a person, sarcophagus openings, etc.). Cloth Golems take no damage from blunt weapons, half-damage from normal edged weapons, and full damage from magical weapons. Fire-based spells do double-damage to Cloth Golems; all other forms of attack spells have no effect. Each Mend spell cast upon a Cloth Golem will repair five HTK of damage provided the Golem's gem/ruby is unharmed. The physical appearances of Cloth Golems can be from mummies to rag dolls.

Sandman

Frequency: Rare

No. Appearing: One

% in Lair: 100

Treasure Type: Nil

HTK: 33-45 (9D8), *AC:* N/A

MV: 3" man form/9" dispersed

AT: 2, *DM:* see following

THAC0: N/A, *AL:* Neutral

INT: Non-, *SZ:* M

Spells: None

Specials: Sandblast (Sleep spell) and see following.

Magic Resistance: See following

Psionic Ability: Nil



A Sandman will appear if any person lingers for more than one turn in the Sandman's lair (usually a bedroom). The Sandman's only mode of attack is a projection of Sleep Dust (Sandblast) from both hands, each projection covering a 5' x 20' area. Such a Sandblast works as per a Sleep spell but affects Characters of all skill levels. Attacked Characters save vs. Spells (with modifiers as listed following) or fall asleep for 4D12 turns. A Sandman will not attack any sleeping (or recently slept) Character unless the Character has left the room and then returned again.

Any Character making his/her save attacks at -1 for 1D4 rounds. A Sandman will attack until all Characters present in its lair are asleep, have left the room, or until the Sandman is dispersed. A Sandman is not affected by any

attacks except for Dispel Magic or Lightning-based spells, which disperse him effectively for 2D12 rounds, at which point he will reform and start the attack anew if Characters are still present.

Dispel Magic is the only method of awakening a successfully Sandman-attacked Character. A Character who successfully saves against a Sandblast attack adds one (+1) to the following modifiers (successful save modifiers are cumulative):

Saves vs. Sandblasts

Character State	Sleep Modifier	Definition
Rested	-3	Eight hours or more sleep; no exertion (i.e. recent waking).
Normal	0	Regular amount of sleep; slight exertion (hiking, fighting 0-5 rounds).
Fatigued	+2	Fighting 6-10 rounds and/or sustaining 0-15% HTK loss.
Exhausted	+5	16+% sustained HTK loss, fought 11+ rounds.

NOTE: Definitional terms are flexible at GM discretion.

Dust Spider

Frequency: Rare
No. Appearing: 1D4
% in Lair: 75
Treasure Type: E
HTK: 1D8, *AC:* 8
MV: 6"/15", *AT:* 1
DM: 1D4, *THAC0:* 19
AL: Neutral
INT: Low, *SZ:* S
Spells: None
Specials: Poison
Magic Resistance: Standard
Psionic Ability: Nil

Dust Spiders, inhabitants of the plane of dust, are often drawn to the prime material plane by powerful, residual magical energies. Their webs and the areas surrounding their webs are normally blanketed in a fine, sparkling dust. The dust, emitted from the spider, becomes extremely sticky upon contact with air and can act as an adhesive when substantial pressure is applied.

When a Dust Spider reaches zero (0) HTK, the dust within its body is forcibly expelled in a five-foot radius surrounding the Spider; any Character within the radius of an exploding Dust Spider will fight with -1 on the "to hit" roll until the dust is washed off the Character.

New Magic Items



The following items premier throughout *The Haunt*; numbers listed following these magic items represent the Rooms within the House in which each item appears.

NOTE: No magic items (neither those listed here nor any possessed by adventuring Characters) can be used to gain entrance to the Attic or exit from the House due to the more-powerful sect magic which permeates the House.

‡ THE BOOK OF DOLPHINS — 14

Any person taking the time to completely read this cursed book learns to speak Dolphin. However, until a Remove Curse is cast upon the afflicted person, s/he will be able to speak only Dolphin. Once the Remove Curse is cast, the person will be able to speak normally but will also have Dolphin available as one of his/her languages.

‡ MASK OF MANY FACES — See Sasha's Equipment

This golden mask enables a Character wearing it to alter his/her facial structure to any humanoid face the Character chooses; this ability covers the reconstruction of the Character's facial structure to that of a person known to him/her or the simple transformation/modification of the Character's existing face. Activation time is one round.

Once a Character's face has been transformed, the facial structure cannot be altered for three rounds, after which time the mask must again be utilized to reconstruct the Character's original facial structure (or create yet another disguise). Faces transformed by the mask can only be changed back again by another use of the mask. This item normally possesses 5D6 charges.

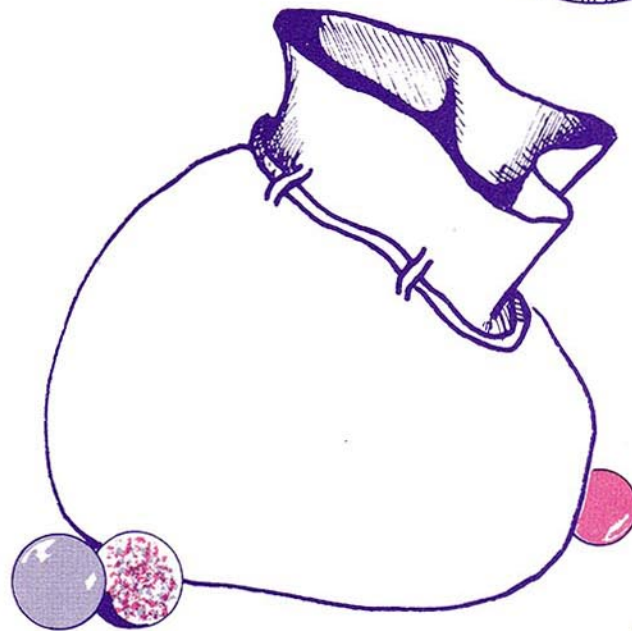
‡ MEDUSAN PORTRAIT — 12

Any person looking at this portrait is immediately turned to stone, no save allowed. If moved outside the portrait's range (which is directly in front of the picture), the petrified person is returned to normal but must save vs. System Shock or die. If not moved from within the portrait's range in six segments, the person will remain stone until a Stone to Flesh spell is cast upon him/her, the person again requiring a save vs. System Shock to survive. This picture is not movable.

‡ MIRROR OF PASSAGE — 12

Full-length (2' x 5') and movable, this mirror acts as a passageway into the room or area adjacent to the one in which the mirror hangs. When standing in front of the mirror, a person views his/her reflection in the foreground and the adjacent room in the background (just as if s/he were standing in the adjacent room). The person may pass through the mirror's planar boundary into the next adjacent room and return just as if the mirror were an open door.

When this mirror is hung in a room, its image appears in the adjacent room as well, allowing dual-passage. Note that any occupants of the adjacent room may also use the mirror as a passageway. Should the mirror become broken, it will no longer serve as a passage.



‡ O'MALLEY'S MAGIC MARBLES - 34

This appears to be a completely ordinary bag of marbles except for one important difference. When the possessor of the bag is under overt physical exertion (i.e. combat, running, etc.), the marbles will absorb a portion of the released energy. At this point, the seams of the bag will magically undo themselves, dropping the marbles in a 5' radius about the carrier's feet.

The person must save against DEX or fall to the ground, sustaining no damage but requiring 1D4 rounds to regain his/her footing. Immediately upon release, the seams of the bag will reseal and the aggie (which cannot be removed from the bag) will generate 1D4 new marbles per turn, to its maximum capacity of fifty marbles.

‡ PHARAOH'S PHAUCET — 36

This appears to be a quite ordinary faucet. However, if a Detect Magic spell is cast, the faucet will emanate magic. The faucet is completely detachable from its bathtub base and, if turned on, will produce four (setting one), six (setting two), or eight (setting three) gallons of water per round. The faucet has two command words, "Hot" and "Cold," which produce like results. If neither of these words is spoken upon operation of the Phaucet, cold water will be produced.

‡ PICTURE OF HIDDEN FEARS — 12

When viewed initially, this picture appears to have nothing within its frame. Any person looking at it for more than two segments must save vs. Petrification at -4 or see pictured his/her own innermost fear and aging 4D10 years. This picture is not movable.

‡ **SERLING'S BUTTON BOX — 9**

This 4" x 4" black box has a button on its top which is covered by a see-through, hinged plastic dome. If the button is pushed, unbeknownst to the pusher, someone (GM discretion) who the pusher does not know dies (no save for victim). The box then teleports to the possession of another person who does not know the previous pusher (GM discretion). When the box teleports away, it leaves in its wake 5000 pp.

‡ **SPEAK & SPELL — 34**

This wheel-shaped device has six pictures on its face, an arrow in the face's center, and a pull-string on the side. When the string is pulled, the arrow spins and randomly stops on one of the pictured sections. The device then either produces the item(s) pictured or casts the spell listed. Items and spells are produced from the center of the arrow-dial.

Should a Character decide to operate the Speak & Spell, the GM should roll 1D6 to determine on what picture the arrow stops and thus what object(s)/spell is/are produced. The Character, however, is able to aim the Speak & Spell and, as such, is able to determine the recipient of the item's effect.

While the Speak & Spell may appear to be a harmless child's toy, the power it possesses is truly phenomenal. Many battles have turned on the operation of this magical device, as great hordes of opponents fled from the awesome might of dual summoned Beholders. However, more than once has the power of the Speak & Spell been used to accidentally heal opponents, leading to a bitter and bloody defeat.

Speak & Spell Effect Chart

Roll (1D6)	Object or Spell	Picture Appearing	Damage (in HTK)
1	Wall of Fire	Flames	(2D12) (5' radius)
2	Butterflies	Butterfly	None (D% x 2) per Confusion spell
3	Heal	Red Cross	Heals w/in 1D4 of Max. HTK
4	Lightning	Lightning Bolt	(6D6)
5	Monster	(torn off)	as Monster Summoning VII spell
6	Ice Storm	Icicle	(3D10)

‡ **WAND OF TELEPORTATION — 29**

This wand spontaneously teleports itself within a 100' radius of its present location; when concentrating, a person holding the wand may teleport to any destination within a 100' radius. To prevent the wand's teleporting away from the user when s/he releases it, the wand must be placed within a 3' x 3' or smaller container (backpack, wand case, etc.).



New Spells



NOTE: Relative to the following spell Level listings, the letters "MU" indicate the spell is available for use by magic users, the letter "C" indicating the spell is available for use by clerics.

Crandel's Quick Cast (Alteration)

Level: 7 - MU Components: V, S, M
Range: *Self* Casting Time: 3 segments
Duration: 1 rnd/level Saving Throw: None
Area of Effect: *per spell*

Since the discovery of magic, mages have tried to gain more control over the magics they have spawned. Until recently, this control was very limited. Over the last few decades, Crandel, one of the highest-ranking wizards in Briarwood, developed a method of shortening offensive spell casting time, a process he refers to as the Quick Cast.

Only 3rd-6th level spells may be Quick Cast. First and 2nd level spells cannot be Quick Cast due to their simplistic magics. On the other hand, 7th-9th level spells cannot be Quick Cast due to the complex magical properties involved.

Offensive 3rd and 4th level spells can be Quick Cast, causing the spell's damage to be halved and reducing saves vs. Magic by one (-1). Casting Time is reduced by five segments but it always takes at least one segment to Quick Cast a spell. Quick Cast cannot be used on a round that the magic user is Surprised.

Offensive 5th and 6th skill level spells may be Quick Cast, causing the spell's damage to be halved and reducing saves vs. Spells by three (-3). Casting Time will be reduced by five segments but it always takes at least one segment to Quick Cast a spell. Quick Cast cannot be used on a round that the magic user is Surprised.

When attempting a Quick Cast, there is always the possibility of a miscast spell. The chance of a miscast is 10% per level of the spell minus 2% per point of INT over 14 (magic users of skill 10 and above subtract 3% per point of INT).

The material components for Crandel's Quick Cast are a rabbit tail and the spot of a leopard. **NOTE:** There is no save against Miscast Quick Casts.

Quick Cast Miscast Result Table

Roll (1D8)	Result
1-2	Spell fails to occur. No damage to caster.
3-4	Caster takes damage equal to 25% of the spell.
5-7	Caster takes damage equal to 50% of the spell.
8	Spell backfires. Caster takes full spell damage.

Cy's Spying Ear (Alteration)

Level: 3 - MU Components: V, S, M
Range: 1/2"/level Casting Time: 2 segments
Duration: 1 rnd/level Saving Throw: None
Area of Effect: *One object*

This spell allows the caster to hear anything said within the area in which the spell is cast, just as if the caster were standing there. The spell is "placed" in an area and is then activated by the first entity (from rat to Giant size) that walks within the ear's range. An additional two feet per level of the caster is added to the ear's activation range. The material component for this spell is beeswax.

Hibbidah Hobbidah Hoobidah (Divination)

Level: 3 - MU Components: V, S
Range: 1/2"/level Casting Time: 1 segment
Duration: 1 rnd/level Saving Throw: Neg.
Area of Effect: *One person*

When this spell is cast, its targeted victim will feel no different than before, neither physically nor mentally. Any lies or variations from the truth the victim tells/speaks, however, will be heard as "*Hibbidah Hobbidah Hoobidah*" by the caster and any person within a ten-foot radius, with the exception of the spell's victim, who will not realize anything is amiss. If target successfully saves, the spell has no effect, unbeknownst to the caster (if target lies or varies from the truth at this point, the caster will not hear "*Hibbidah Hobbidah Hoobidah*" and will most likely believe the statement(s) to be true).

Scourge of the Violet Spider (Alteration)

Level: 4 - MU Components: *per spell +1-2 energy levels*
Range: *per spell* Casting Time: *per spell*
Duration: *per spell* Saving Throw: *per spell*
Area of Effect: *per spell*

A magic user may place all of his remaining magical energies into one final offensive spell, either tripling or quadrupling the spell's effective damage dice (i.e. a Skill 11 magic user casting a Fireball would do either 33D6 or 44 D6 HTK of damage instead of 11D6).

Due to the tremendous amount of magical energy required to cast this spell, the magic user will lose one life energy level if triple damage is chosen, two life energy levels if quadruple damage is chosen. In addition to the energy level loss, the magic user must save vs. System Shock and enter into a comatose state for 1D10 turns plus one turn per skill level of the original spell cast (levels can be regained as per the 7th level clerical spell, Restoration). If the save is missed, the magic user dies. Once the Scourge is cast, the magic user cannot cast any additional spells for a period of twenty-four hours.

Spell (Abjuration)

Level: 5 - *MU* Components: *V, S*
 Range: *1/2"/level* Casting Time: *5 segments*
 Duration: *1/2 turn/level* Saving Throw: *See below*
 Area of Effect: *One creature*

When this spell is successfully cast, the target is forced to spell out any verbal statements s/he wishes to make. For example, an affected person wishing to say, "Look out below!" would have to spell it out,

"L-O-O-K O-U-T B-E-L-O-W!"

Saving Throws are made as save vs. Spells and at +2; a Skill 12 fighter, normally needing a 10 or higher to successfully save, would now need a 12 or higher. Any spell-users so affected are unable to use magic with verbal components for the spell's duration.

Spell of Gaseous Form (Alteration)

Level: 4 - *MU* Components: *V, S*
 Range: *Self* Casting Time: *4 segments*
 Duration: *See following* Saving Throw: *None*
 Area of Effect: *One object*

Acts as a Potion of Gaseous Form. Duration is at one round per skill level of the caster but may be shortened (at caster's discretion).

Transfusion (Necromantic)

Level: 6 - *C* Components: *V, S*
 Range: *Touch* Casting Time: *1 turn*
 Duration: *Permanent* Saving Throw: *None*
 Area of Effect: *Creature touched*

This spell replaces a person's existing blood supply with a new and pure supply of the same type. Replenishment is at 100% of the person's maximum capacity.

HTK are not regained from the use of Transfusion. If used to combat Vampiric infection following a bite, Transfusion must be cast upon infected creature within two turns of the initial attack.

Wood to Rubber (Abjuration)

Level: 2/3 - *C/MU* Components: *V, S, M*
 Range: *Touch* Casting Time: *3 segments*
 Duration: *1 turn/level* Saving Throw: *None*
 Area of Effect: *Object touched*

By means of this spell, a person becomes invulnerable to any form of attack by wooden objects. Any wooden objects which come into physical contact with a person so protected are transformed into common rubber.

The material component for this spell is one ounce of freshly drawn (within one week) tree sap.



GM Introduction



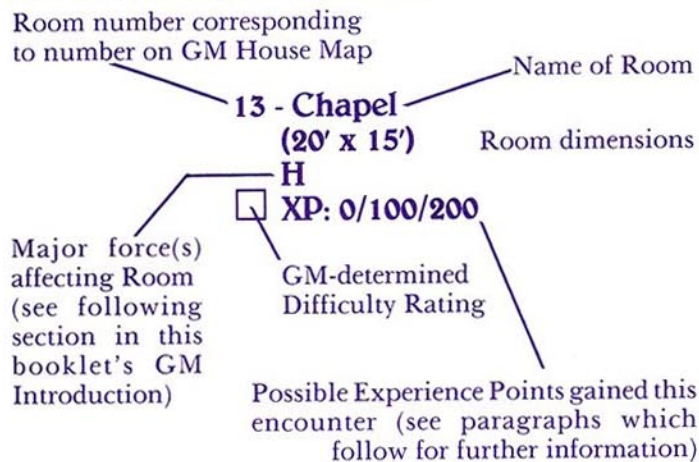
The following information provides a brief overview of the material presented in this Adventure Book and includes instructions on how to best integrate the play components.

There are two primary encounter designs which exist within Stoker Manor: the House Encounters and the Room Listings. The framework of the adventure is such that the Players themselves can formulate their own paths throughout the entire module. The Game Master (GM) is provided with a map of the interior of Stoker Manor, complete with numerical listings of each Room or Area within the House.

Each number which appears on the GM's House Map has a corresponding section in the Adventure Book which provides complete GM and Player information on the Room or Area being explored, as well as a more-detailed blow-up map of that location. Using the GM's House Map and the Adventure Book's Room/Area descriptions, the GM can follow the Characters' progress through Stoker Manor as they attempt to locate Baron Stoker, defeat the House's wiles, and escape.

On occasion, as the Characters explore the House's confines, they may come upon a House Encounter, interludes of play which provide the Characters with clues as to the House's true nature while presenting them with life-threatening situations. The House Encounters are also designed to suggest to the Characters that their purpose might not be to destroy Stoker immediately but to join forces with him and defeat the House. The House Encounters further provide the Characters with a recurrent nemesis during the house-investigation portion of the adventure.

The following illustration provides instructions on accurately reading a Room Listing:



Two items relating to the Character accumulation/GM distribution of Experience Points are of noteworthy importance: Normally, three numbers are presented following the "XP:" portion of any Room Listing. These numbers are the Experience Points available to each Character who adventures within the Room/Area. The three listings reflect the ease with which the Character(s) experienced the events provided.

If the Character(s) experienced great difficulty in the Room/Area, the first number of Experience Points (lowest of the three) should be awarded. If the Character(s) experienced moderate difficulty in the Room/Area, the second number should be distributed. And if the Character(s) experienced little or no difficulty in the Room/Area, the third number (highest of the three) should be awarded. The determination of how difficult the experience was for the Character(s) is, of course, for the GM to decide.

On occasion, there will be a fourth bracketed number listed in the XP section. This number reflects the Experience Points earned for defeating the monster inhabiting that Room/Area. If no monster is located in the Room/Area, there will be no fourth bracketed number listed.

The Room Listings are designed in this manner to simplify GM distribution of Experience Points at the adventure's conclusion. During play of the adventure, once the Character(s) has/have experienced a Room/Area, the GM should decide how difficult s/he felt the encounter was for the Character(s) (1 — very difficult, 2 — moderately difficult, 3 — not difficult/easy).

The GM should then write that "Difficulty Number" in the small box next to the "XP:" portion of the Room Listing and circle the bracketed number should any monster(s) be defeated. In this manner, at the adventure's completion, the GM can quickly scan the entire booklet and calculate the Experience Points to award to his/her Players.

Any information regarding specific Experience Point distribution within a particular Room/Area will be listed in an "Experience" section following that Room/Area's **GM NOTES**.

Conflicting Forces

Three primary forces are constantly at work within the House, creating various obstacles and forming difficult situations for the Characters to overcome. Certain areas within the House pose no hazard to the Characters; these areas are designated as possessing "No Adversary," with an "N/A" symbol following the Room Listing's number, name, and dimensions.

The forces which dominate the operation of the House include: the House itself (designated in Room Listings with an "H"), Poltergeist Activity (designated with a "P"), and events of Stoker's design (designated with an "S"). The manners in which these forces function within the House are as follows:

HOUSE (H): This force is responsible for the more violent and merciless activity which occurs, from the assimilation of monsters to serve its purposes (Dust Spider — 4, Invisible Stalkers — 18) to the manipulation of natural laws (Half-Gravity Passage — 23, Bottomless Pit Room — 32) and the creation of illusions (Lich Room — 16).



POLTERGEIST ACTIVITY (P): This force is responsible for the more malicious and bothersome activity which occurs, from the animation of house materials (Bones Room — 6, Linen Closet — 42) to the physical manipulation of a Character's person (Sarcophagus — 38).

STOKER (S): This force is responsible for the more conventional activity which occurs, from Stoker's acquisition of objects now in the House (Hall of Images — 12, Dining Room — 26) to his employment of servants

(Flesh Golem in Doorbell Room — 2, Spectres in Room of Absolute Cold - 21) to effects caused by the normal physical design of the House (Oil Dome — 5).

NO ADVERSARY (N/A): This listing covers any area not falling under the effects of one of the previously-listed forces. Normally, nothing detrimental shall occur to any Character when in such a Room with the exception of Random Poltergeist Activity (see the Poltergeist section in the Background Book).

Player Introduction



NOTE: If the GM wishes to expedite the Player Introduction, s/he can delete the informational sections presented between the asterisks (***) .

The night grows late. The inn's barkeep, busy cleaning up after a heavy round of business, sighs wearily. The comforting warmth from the hearth recedes as the inn's door is flung open, a chill wind whipping through the room.

A lone figure enters and crosses the room, approaching the fire. The barkeep, glancing up, smiles and says, "Regular, Renard?" The figure nods, removes his cloak, and carefully places his lyre on a nearby table. The barkeep returns with a steaming drink and, placing it in front of the bard, says, "Drink for your services?"

The bard replies with a nod and downs half his drink before beginning his story. "Got one for you that hails from these parts, Bryon," Renard says. "It's about that Stoker Manor outside of town. Know the place?"

The barkeep nods and replies, "Yeah, I'm listening. Just let me clean up while you tell it." Bryon crosses to behind the bar, his attention still on Renard.

"I think you'll all enjoy this one," Renard says. He glances over at the party, raises his glass, and downs the last half of his drink. "Fine group like yourselves might enjoy this quite a bit."

Renard shifts around slightly, getting into a comfortable position, and eyes the party intensely. "It was over a century ago that this town fell into darkness. Not a darkness as brought on by the night but one with truest evil as its source.

"Many people were reported missing that day, let me tell you; most of them were never found. Some turned up looking like they'd been dead for years. The deaths were ghastly . . . unnatural. The entire town took precautions but nothing warded off the attacks. The townspeople explained away the events as accidents. But nothing was ever proved.



"As the body count rose, the townspeople sought the aid of a powerful religious sect known as the Followers of Peren. Many in the town objected to bringing in such an outside force; of those who did, most were convinced of the need for help by continuing attacks.

"Tithings were gathered and the sect convened. The high priests of the sect combined their god-given powers to divine the origin of the attacks. Following days of intense meditation and prayer, a vision came. The evil was revealed . . ."

* * *

Renard clears his throat and glances at the bar. "Thirsty work is this storytelling . . . but somebody's got to do it." He looks around nonchalantly, absently stroking his beard.

NOTE: If the Characters do not catch on and buy Renard a drink, Bryon will look up from the bar and say, "Now, Renard . . . don't expect me to buy the next one."

If the party still does not offer to buy a round, Bryon will suggest it does so or risk Renard's becoming disgruntled and leaving. In the event of the GM having the most difficult and copping of Characters, Bryon will spring for one more drink.

Upon the purchase of another round, Renard will gulp down half his drink and continue.

"I thank you fine friends. It's a pleasure to see someone still holding to the old-fashioned courtesies." Renard clears his throat again. "Now, where was I?"

* * *

"Ah, yes. The revelation . . . the vision revealed the most evil of undead corrupting the village streets, entering homes, massacring families, and returning to Stoker Manor.

"The sect of high priests readied themselves for a most violent and deadly confrontation. They journeyed to the House and, using holy bricks from a nearby church, they sealed



Baron Stoker so completely as he could never effect an escape. The task was accomplished, the evil purged from the town. But the mission was not without toll, for of the five high priests who left for the House only three returned.”

Renard turns to look sternly at the party.

“This is no story to be taken lightly. The Manor still exists and some say Stoker still walks its hallways. The House is reported to be haunted, even to have an intelligence all its own. Screams have been heard. Reliable sources, even his eminence Senator Woodland Sylva, claim to have seen Stoker’s ghost at the windows.

“Curiosity surrounding the House has never waned. Some say within it exist riches and magic beyond imagination. Yet of those who have ventured into its confines, none has ever returned to tell the tale. It has become apparent that no one is strong

or skilled enough to defeat the House; it has always come out the victor.”

As Renard finishes, the room falls silent, save for the low crackle of the dying hearth embers and the faint howl of the wind. Renard gathers his belongings and rises, saying, “I hope the tale was to your liking. But now, if I can convince our good barkeep to find a spare room, I must retire for the night.”

Renard turns and heads for the stairs, deftly catching the room key Bryon tosses him. Halfway up the flight, Renard stops and turns back toward the party. “There are moments when everything goes well,” he says. “Don’t be frightened... it won’t last.”

Renard then turns back, resuming his climb up the stairs, leaving all to consider his story. Bryon stands thoughtfully, pensively, behind the bar.

NOTE: Renard has left word with Bryon that he is not to be disturbed for any reason. Should the Characters speak with Bryon, he can tell them that, to his knowledge, most every story Renard tells has its basis in fact. Bryon can, for a modest fee (GM discretion), give the party explicit directions to the House.

Once the Characters arrive at the House, the GM should give the Players the outlines of the House (Players’ Map) which is provided. The map is gridded so that Players, if they elect to do so, can map the interior dimensions of the House as their Characters encounter and explore the Rooms.

Only the main two floors are provided in the Players’ Map, as the Characters must discover the locations of the Cellar and Attic themselves. The party must enter the House through the front door; any attempt at breaking or looking through windows from the outside will be futile due to the magical/mystical seal surrounding the House.

How To Use This Book



Standards terms/abbreviations 'D' is used as an abbreviation for "die" or "dice." 1D20 means roll one 20-sided die; D% means roll two 10-sided dice sequentially, generating a percentage or number between 01 and 00 (read 00 as 100).

With the notation 1D2, a 4-sided die is used; 1-2 has a value of 1, and 3-4 has a value of 2. With 1D3, a 6-sided die is used; 1-2 has a value of 1, 3-4 has a value of 2, and 5-6 has a value of 3.

Value assumes that the value of one gold piece is about \$20 in current U.S. dollars.

Armor Class works on a scale in which a lower number is better. A Character with no armor has AC: 10 unless statistical and/or racial bonuses apply. A shield adds one to make it AC: 9; chain mail is AC: 5; and plate and shield is AC: 2. (See the standard rule book for details).

HTK means Hits To Kill. This is the number of points of damage that a Character or monster may sustain before being killed. Player Characters and Non-Player Characters determine how many HTK they have by rolling one die for every skill level they have (see standard rule book).

Monsters always use 8-sided dice to determine how many HTK they have.

Movement (MV) is the speed of a Character or monster on a constant basis. It can be adjusted to whatever scale is needed by adjusting ground scale accordingly (the most common is 1 square or hex = 10 feet).

There may be two or more numbers given. This indicates that the Character or monster can travel in more than one mode (see standard rule book).

THACO is a convenient statistic meaning "To Hit Armor Class 0." When you know a Character's or monster's THACO, you will know the number required to score a successful hit on 1D20 (or multiply that number by 5 to get the percentage chance of success). A target's Armor Class is subtracted from the attacker's THACO to obtain the required die roll on 1D20.

For example, if a Character's THACO is 16 and his target is wearing chain mail with no shield (AC: 5), the Character needs to roll 11 or higher on 1D20 (16-5 = 11) or roll 55% or higher on a D% (11 x 5% = 55%).

Characteristics (or attributes, ability scores, or statistics) are derived from 3D6. The lowest score for a human is 3 and the highest score is an 18/00 (see standard rule book for more information).

Spells: A series of numbers given in a Character's statistics indicates the number of spells per skill level that the Character has. For example, 3/3/2 means that the Character has three skill 1 spells, three skill 2 spells, and two skill 3 spells. (See the standard rule book.)

Saving Throws (save vs.): Saving throw values are listed for each Character class in the standard rule book. To make a successful saving throw, a Player must roll the saving throw value or higher on 1D20. A successful saving throw often reduces or negates certain types of damage.

Saving throw bonuses are added to the number the Character rolls on 1D20. For instance, the save vs. Breath Weapon for a skill 4 cleric is 15. He must normally roll a 15 or higher to save vs. Breath Weapon; if is wearing armor which gives a +2 vs. Breath Weapons, however, he need only roll a 13 or higher to make a successful saving throw (13+2=15).

Saving throw penalties are subtracted from the number a Character rolls on 1D20. For example, the same skill 4 cleric suffering a -2 penalty vs. Breath Weapons would have to roll a 17 or higher to make a successful saving throw (17-2=15).

Ability Rolls on a Character's statistics work much like saving throws. On certain occasions, your Character will be directed to "save against" a basic statistic.

For example, if a Player wants a Character to detect a lie or get information, he may have to save on a die roll against his Insight (INS).

Roll 1D20 for all ability rolls. If the resulting number is *equal to or lower than* the statistic, the save is successful. With such a roll, a Character is able to tell if a person is lying, for example.

Ability rolls are often modified. If instructed to make an INS ability roll (roll against a Character's INS) at +3, add 3 to the die roll. For example, if a Character's INS is 12 and rolls a 10, he fails to make the save (10+3 = 13).

Reading the Entries

Each entry in this book has three sections: PREP, PLAYERS, and GM NOTES. The portion of the text that tells what the GM should know is printed in regular (Roman) type (normally the PREP and GM NOTES sections). What the GM reads to the Players is printed in *italic type* (normally the PLAYERS section).

Any information that is of special interest to the GM in conducting the adventure will be indicated by the words: **GM NOTE** or simply **NOTE**.

Example:

Encounter 13

THE CHAPEL

PREP: Having left the large hallway (area #12), the party has decided to enter a small, 20' x 15' chapel.

PLAYERS: *This 20' x 15' room contains three pews and an altar which is flanked by two five-foot high candelabras. Behind the altar, the bright white outline of a cross contrasts to the dull, aged off-white of the walls surrounding it. To the right of the doorway rests a stone brazier filled with a clear, glistening liquid.*

GM NOTES: The outline on the wall was left when this chapel's cross was removed and destroyed.

The liquid in the brazier is Unholy Water which will do 1D6+1 HTK of damage to any cleric or paladin who happens to touch it.

Any L. Good cleric or paladin who remains in this chapel for more than two rounds will see all other party members transform into hideous humanoid vampires. The GM should secretly confer this information to any cleric or paladin Player.

This transformation is an illusion and only occurs in the mind of the aforementioned Character(s). Once an affected Character leaves the chapel, the effect is broken. The room and its contents are otherwise normal.

TERMINOLOGY

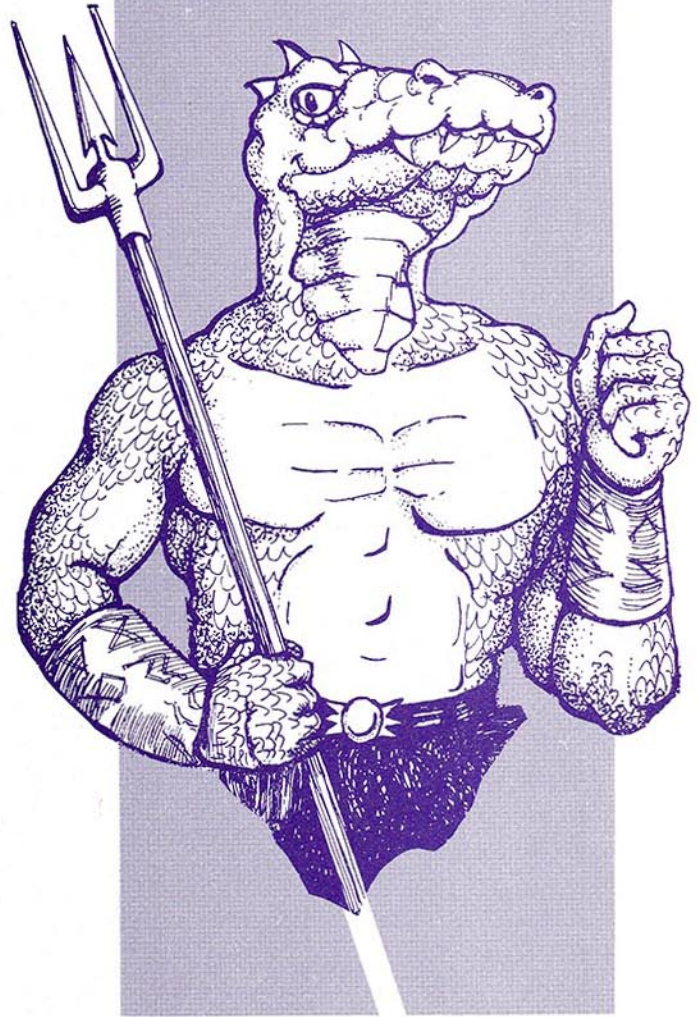
STR	Strength
INT	Intellect
INS	Insight
DEX	Dexterity
STA	Stamina
APL	Appeal
HTK	Hits To Kill
AC	Armor Class
MV	Movement
AL	Alignment
AT	Attacks
DM	Damage
THACO	To Hit Armor Class 0
SZ	Size
L. Good	Lawful Good
L. Neutral	Lawful Neutral
L. Evil	Lawful Evil
Neutral	Neutral
N. Good	Neutral Good
N. Evil	Neutral Evil
C. Good	Chaotic Good
C. Neutral	Chaotic Neutral
C. Evil	Chaotic Evil
PC	Player Character
NPC	Non-Player Character
mp	mithril piece(s)
pp	platinum piece(s)
gp or GP	gold piece(s)
ep	electrum piece(s)
sp	silver piece(s)
cp	copper piece(s)
GM	Game Master
S	Smaller than man-size
M	Man-size
L	Larger than man-size



Player Characters



Phoebus



Fr. Miles Oak

Human, Skill 13 Cleric

Religion/Deity: Calandian/Peren

STR: 14, INT: 12, INS: 18

STA: 15 (+1), DEX: 14, APL: 15

HTK: 85, AC: 1

MV: 9", AT: 1, DM: (by weapon)

AL: L. Good

THAC0: 12

WT: 185 lbs., HT: 5' 7"

Weapon Proficiencies: Bola, flail, mace, sling, staff.

Weapons: Bola, +1 flail, +1 mace, sling.

Armor: Plate mail

Magic Items: Pendant of Comprehend Languages, Ring of Protection +2, Staff of Whithering (14 charges), Pearl of Wisdom, Periapt of Health, Scroll of Raise Dead Fully.

Spells: 8/8/7/5/2/2

A powerful and influential senator of Briarwood, Father Miles is a kindly, devoted High Priest of Peren who always thinks of the church and the needs of Man first. When not involved in his religious duties, the Father also enjoys a good adventure. However, when adventuring, he will neither take part in nor tolerate chaotic slayings, torturing, or destruction of property.

Father Miles takes great pride in the part he plays in ridding the world of evil. Especially skilled in opposing demons and devils, on two occasions, Father Miles has turned an ice devil (which he calls Frosty). As a result of these defeats, Frosty possesses a healthy respect for (and even fear of) Father Miles, but the ice devil is presently planning to rid the earth of the cleric.

Father Miles is always willing to accept converts to his religious persuasion. If a Character who was not of Good alignment is ever killed or found dead, Miles will Speak with Dead and offer the Character renewed life if s/he is willing to convert to the ways of Peren. If the Character answers affirmatively, Father Miles will raise the person.

Father Miles lives at the Church of Peren (Odin), #266, Section EE.

Pre-rolled Saving Throws

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20

Fr. Miles Oak

Colonel Phoebus of the Sun

Lizardman, Skill 12 Fighter

Religion/Deity: Greek/Apollo

STR: 19 (+4, +7), INT: 14, INS: 9

STA: 18 (+4), DEX: 17 (+2, -3),

APL: 15

HTK: 126, AC: 0

MV: 9"/16", AT: 3/2

DM: (by weapon), AL: Neutral

THACO: 10

WT: 750 lbs., HT: 8' 6"

Weapon Proficiencies: Battle axe, club, long bow, long sword, mace, short sword, spear.

Weapons: +1 battle axe, +3 giant club (2D8/3D6), +1 long sword, +2 spear.

Armor: None

Magic Items: Figurines of Wondrous Power — Marble Elephant and two Golden Lions, Bracers of Defense (AC: 3), Bag of Holding, Ring of Fire Resistance.

Specials: Tail (DM: 1D6 HTK); Phoebus gets one additional attack per round in hand-to-hand combat due to his tail. Infravision at 60', Underwater Vision at 40'.

Phoebus is Colonel of the East Gate Guards of the Sun in Briarwood, a renowned Senator, and an ex-arena fighter who won his freedom. A source of wonderment to those who are not familiar with him, Phoebus has learned to be tolerant of others due to the attention his lizard form often attracts, but his patience is not infinite. When provoked, Phoebus has been known to seek revenge against the wronging party to the exclusion of all else.

Normally, however, Phoebus is a good-natured and tactful person, level-headed and very trustworthy. He enjoys collecting magical figurines and can usually be found at any town auction. Phoebus' favorite weapon is his giant club but due to the confined spaces where his quests often take him, he normally reverts to either his trident or sheer strength.

A stalwart adventurer, Phoebus performs a blood brother ritual with Characters who display extreme valor during a mission and with whom he is particularly impressed. To be named blood brother to Colonel Phoebus commands respect among the inhabitants of Briarwood and demands extreme societal responsibility (upholding all laws, defending citizens . . . in effect, acting as a counterpart to Phoebus). Phoebus' blood brothers include Ararrat, Brombor, Rombune, and Smiladon (see *Map and Population Book*).



Pre-rolled Saving Throws

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20

Ranyart



Cee Dickens (*The Artful Dodger*)

Human, Skill 15 Thief

STR: 11, INT: 14, INS: 10

STA: 16 (+2), DEX: 18 (+3, -4)

APL: 9

HTK: 80, AC: 0

MV: 12", AT: 1, DM: (by weapon)

AL: C. Neutral, THAC0: 14

WT: 155 lbs., HT: 5' 6"

Weapon Proficiencies: Crossbow, darts, sling, throwing dagger.

Weapons: Crossbow bolt (x20), dart (x2), throwing dagger (x2).

Armor: None

Magic Items: +1 crossbow, +1 crossbow bolt (x3), +2 crossbow bolt, Ring of Spell Turning, Bracers of Defense (AC: 3).

Specials: Thieving Abilities:

PP: 125% H in S: 109%

OL: 107% HN: 50%

F/RT: 95% CW: 99.5%

MS: 109% RL: 75%

The Artful Dodger adventures frequently with his friend Phoebus, a leading senator of Briarwood. A clever and resourceful fellow, while on an adventure, the Dodger will often pickpocket an important item from another party member then return the item later, as a practical joke. Characters of Good alignment are the Dodger's favorite targets, although he will not hesitate to pull such pranks on other Characters (often to his own dismay).

The Dodger is quick with an answer when even minorly irritated (which takes little provocation), a trait which his fellow adventurers often consciously overlook due to the Dodger's unerring ability to devise solutions to the party's problems. While his hot temper regularly gets him (and those with him) into trouble, the Dodger's charismatic smile and a few well-chosen words can usually get him out of any situation.

While adventuring or when on thieving missions, Cee utilizes his *Artful Dodger* alias to avoid revealing his actual identity. It is by this alias that the majority of his adventuring friends know him.

When not adventuring, Dickens can usually be found at his private residence, located at #61, *Section F* near the Northeast corner of Briarwood.

Pre-rolled Saving Throws

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20

Cee Dickens



Ranyart

Half-Elf, Skill 8/8/7

Cleric/Fighter/Magic User

Religion/Deity: Greek/Apollo

STR: 18/45 (+1, +3), INT: 16,

INS: 17

STA: 16 (+2), DEX: 16 (+1, -2),

APL: 14

HTK: 63, AC: 0

MV: 12", AT: 3/2

DM: (by weapon), AL: N. Good

THACO: 14 (13)

Languages: Common, elvish, gnomish, cloud and storm giant, gnoll, Masonese, lizardman, Allurian, Nile, Pactish.

WT: 155 lbs., HT: 5' 10"

Weapon Proficiencies: Battle axe, dagger, lance, long bow, long sword, two-handed sword.

Weapons: +2 battle axe, +4 dagger, +1 long bow.

Armor: +2 banded mail

Magic Items: Dust of Teleportation (x4), Ring of Warmth.

Specials: Infravision at 60'

Spells: Clerical — 5/5/4/2

Magic User — 4/3/2/2

Appointed ambassador-at-large for Briarwood by Lucius II, Ranyart meets with different races from cities and towns throughout the City-State to advise and consent on important issues. Ranyart is best known throughout Briarwood for his concentrated efforts toward freeing lizardman tribes from their bonds of slavery.

While he normally no longer adventures (finding greater interest and satisfaction in his duties as ambassador), Ranyart has accepted the assignment to rid Briarwood of the House's evil on request of the Overlord himself.

Ranyart spends much of his time learning the ways of Nagas and supports the drive to have the Naga race recognized as an independent societal group in Calandia. Ranyart's efforts on the behalf of the Lizardman and Naga communities will undoubtedly come full-force once he is inducted into the Briarwood Senate, a position certain to be offered him in the near future.

Ranyart lives in his private residence at #161, Section P along Briarwood's eastern border.

Pre-rolled Saving Throws

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20

Sasha



Rombune

Human, Skill 12 Fighter

Religion/Deity: Greek/Athena

STR: 18/21 (+1, +3), INT: 14

INS: 15, STA: 17 (+3)

DEX: 18 (+3, -4), APL: 13

HTK: 77, AC: 3

MV: 12", AT: 3/2

DM: (by weapon), AL: Neutral

THACO: 10

WT: 212 lbs., HT: 6' 4"

Weapon Proficiencies: Bastard sword, boomerang, blow gun, dagger, long sword, spear, throwing dagger.

Weapons: Boomerang, blow gun, daggers (x4), +2 long sword (+4 vs. dragons), short bow.

Armor: None

Magic Items: Amulet of Dimension Door, Ring of Protection +3, Gauntlets of Swimming and Climbing, Earring of Frost Giant Strength (right arm only, STR: 20 (+3, +8).

Specials: 85% resistant to Poison

A blood brother to Phoebus (who showed the negro fighter the error of his slave trader ways, Rombune's previous profession), Rombune is an expert fighter and leader, steadfastly performing to the best of his abilities for the betterment of the party and for his own self-respect.

Rombune has adventured for nearly twenty years and has the battle scars to prove it. His most notable physical feature is a slash which starts at the base of his neck, stretches down his back and left leg, ending just above his knee, a remnant of a wound he received battling a dragon in Greenfang Forest.

While he is a difficult man to get to know, once Rombune establishes a friendship, it will remain resolute. He can be either an excellent friend or a fearsome enemy. Rombune owns and operates the *Mercenaries' Guild* (#s 444 and 444A, Section Z) located on Briarwood's near-Northside.

Pre-rolled Saving Throws

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20

Rombune

Sasha

Human, Skill 17 Magic-User

Religion/Deity: Quetzalcoatl

STR: 9, INT: 19, INS: 15

STA: 16 (+2), DEX: 18 (+3, -4)

APL: 15

HTK: 70, AC: 3

MV: 12", AT: 1, DM: (by weapon)

AL: Neutral, THACO: 13

WT: 120 lbs., HT: 5'6"

Weapon Proficiencies: Dagger, sling, staff.

Weapons: Dagger, sling, +2 staff.

Armor: None

Magic Items: Ring of Protection +3 (5' radius), Ring of Regeneration, Boots of Elvenkind, Potion of Water Breathing, Mask of Many Faces (see **New Magic Items** — 13 charges).

Spells: 5/5/5/5/5/3/3/2

An energetic and high-spirited woman, Sasha never lacks for things to keep her occupied and while her curiosity often leads her into trouble, her quick wits always leave her a way out of it. She has a pet pseudo-dragon familiar named Zip who normally rides curled up on her head, assuming the appearance of a cap.

When not adventuring with Phoebus, Cy, Szordic, or Dwarf (see the Map & Population Book found in the *City-State of the Invincible Overlord* boxed set), Sasha can usually be found with her personal friend DSL at the Mithril Claw Inn (#144, Section O), where she acts as the Inn's magic user.

Sasha lives at #145, Section O, a private portion of the Mithril Claw Inn; DSL lets his friend reside here rent-free, in exchange for Sasha's magical services.

Zip

Pseudo-dragon

HTK: 12, AC: 2

MV: 6"/24", AT: 1, DM: 1D3

AL: Neutral

THACO: 16

Specials: Poison Sting and Chameleon Power

Magic Resistance: 35%

IT: Average, SZ: S

Psionic Ability: Nil

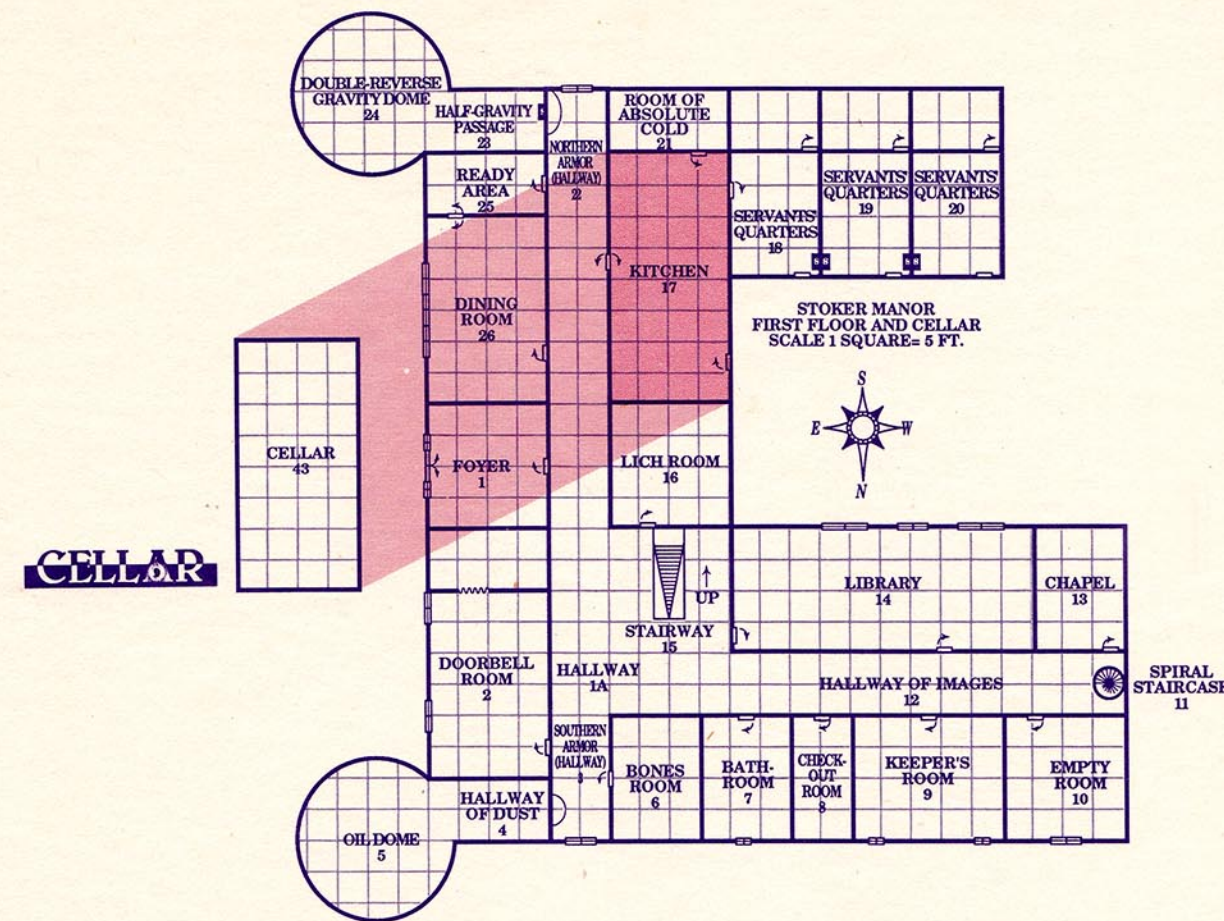
For a complete description of pseudo-dragons, see Standard Rule Books.



Pre-rolled Saving Throws

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20





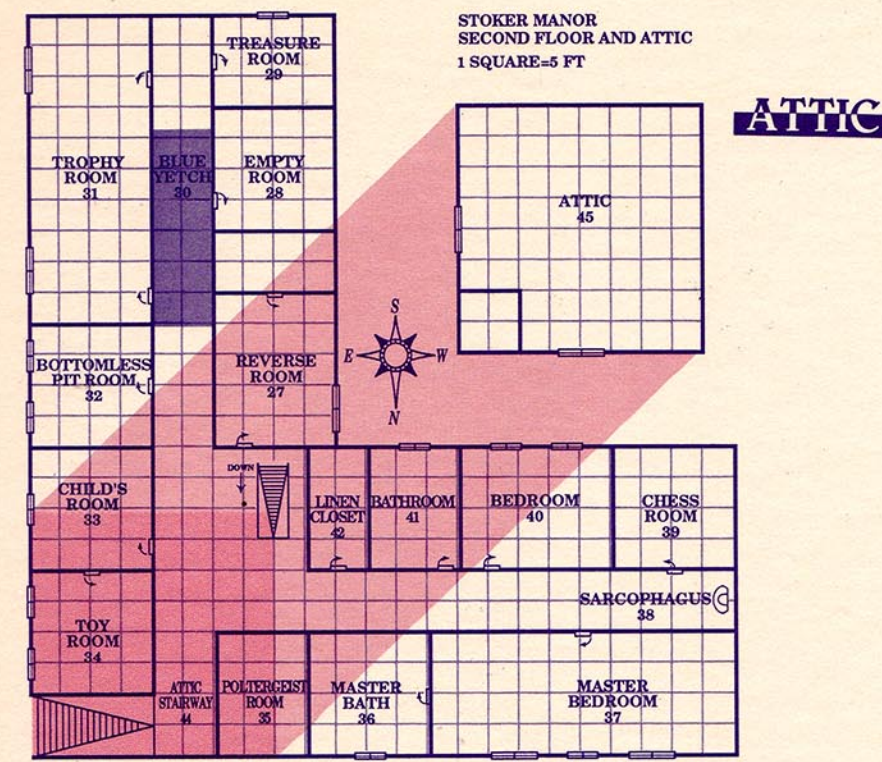
FIRST FLOOR

FAITH ROLL CHART

When attempting to ward off (or "turn") undead, use the following chart. The base number for any Character's Faith Roll is 20. Add or subtract the indicated cumulative modifiers found on the Faith Roll Chart to this base number to determine the success number (or higher) a Character must roll on 1D20. If the roll is successful, the holy symbol is presented in Faith and the undead is warded off. Multi-classed Characters are modified as per the class which would be more/most beneficial in the attempt.

Character Class and (Modifiers per level)	Character Alignment			Character has Deity	Character has No Deity
	Good	Neutral	Evil		
Cleric (-1/level above 5)	-1	0	+1	-2	NA
Paladin (-1/level above 6)	-1	NA	NA	-2	NA
Druid (-1 every 8 levels)	NA	0	NA	-1	NA
Monk (-1 every 8 levels)	0	0	+2	-1	NA
Fighter/Ranger (-1 every 11/10 levels)	0/0	0/NA	+2/NA	0/-1	+4/+2
Magic User/Illusionist (-1 every 11 levels)	0/0	0/0	+1/+1	0/0	+4/+4
Thief/Assassin (-1 every 12 levels)	0/NA	0/+1	+2/+3	0/0	+4/+5

Example: a Skill 7 Good Cleric with a Deity needs a roll of 15 (or higher) on 1D20 to ward off (or "turn") an undead (20-1-1-1-2=15). Characters receiving total modifiers of +1 to +3 (in effect, needing a 21-23 for success) are considered to only require a roll of 20 to ward off the undead. Characters with total modifiers of +4 or higher (roll of 24+) require consecutive 20s to ward off the undead.



SECOND FLOOR

SPRAIN/BREAK TABLE

Roll 1D8 on the Sprain/Break Table to determine injury and effects.

Roll	Area	Sprain	Break (HTK damage)
1	Right Shoulder	Carry no shield; carry 1/3 weight, -2 "to hit"/damage.	(1D6); no shield, 1/5 weight, -4 "to hit"/damage.
2	Left Shoulder	Same as above.	Same as above.
3	Right Wrist	Dagger use is at -2 "to hit" and damage, -4 longer weapons.	(1D4); dagger at -4 "to hit"/damage, longer weapons unusable.
4	Left Wrist	Same as above.	Same as above.
5	Right Knee	Move 3/4, -1 "to hit," carry 1/2 weight.	(1D8); move 1/4, -2 "to hit," carry 1/4 weight.
6	Left Knee	Same as above.	Same as above.
7	Right Ankle	Move 2/3, -1 "to hit," carry 1/2 weight.	(1D6); move 1/3, -2 to hit, carry 1/4 weight.
8	Left Ankle	Same as above.	Same as above.

GM NOTE: A Cure Light Wounds spell will heal any sprain.
A Cure Serious Wounds spell will heal any break.

POLTERGEIST ACTIVITY CHECK-OFF SHEET

This sheet should be used to keep track of Poltergeist activity during an adventure. An entire 24-hour period is detailed in ten-minute increments, each of which should be checked-off by the GM as adventure time elapses. The GM should keep in mind that Poltergeist activity varies from once every five turns during the day to once every three turns at night.

12:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	12:00 PM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1:00 PM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2:00 PM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	3:00 PM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4:00 PM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5:00 PM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6:00 PM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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8:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	8:00 PM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	9:00 PM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10:00 PM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
11:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	11:00 PM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

POLTERGEIST CHART

If rolling for a Poltergeist which has retained its magical abilities from its former life, roll 1D12. Otherwise roll 1D10.

(P): Entire party is attacked. (I): Individual is attacked.

Daytime Chart			Nighttime Chart		
Roll	Occurrence	Effect/Damage	Roll	Occurrence	Effect/Damage
1	Pull out rug/trip; Sprain limb (P)	See Sprain/Break Table	1	Wall Slam (I)	1D8
2	Open/Slam Door (P)	Roll for Surprise*	2	Throw Objects (P)	2D6 or by weapon
3	Darkness as per Skill 2 Magic User spell (P)	N/A	3	Vacuum Pack (I) for 1D8 rounds	Suffocation (survive STA/2 rounds)
4	Water Douse (P)	Extinguishes Fires	4	Poltergeist Attack (Monster Form, THACO: 12) (P)	1D8/1D8
5	Ectoplasmic Sliming (I)	"to hit"/Damage at -3 for 1D4 rounds	5	Break Limb (I)	See Sprain/Break Table
6	Scary Noise (P)	As per Confusion spell	6	Arms from Walls (I)	2D8
7	Bodily Spin (I)	No attacks/1D6 rounds	7	Plaster Fall (P)	1D6
8	Random Theft (I)	Loss of one item (GM choice)	8	Phantasmal Fist (I)	1D6; no attacks for 5 rounds
9	Electric Jolt (P)	1D4 HTK	9	Bitter Cold (P)	1D10; -2 to "to hit" for 2D4 rounds
10	Treasure Rain (I)	10D4 gp	10	+1 Sword "Gift" (I)	1D8+5
11	Spell (at GM discretion) (P/I)	As per spell (levels 1st-3rd)	11	Spell (at GM discretion) (P/I)	As per spell (levels 1st-3rd)
12	Spell (at GM discretion) (P/I)	As per spell (levels 1st-3rd)	12	Spell (at GM discretion) (P/I)	As per spell (levels 1st-3rd)

* If applicable, monster in Room may be released.

The Haunt™ Guidebook is a reference book detailing the beings, items, and other aspects of Stoker Manor™. Legends claim that secrets and fortunes may be found within the confines of this once stately, two-story mansion, but none has returned to confirm these tales.

All important features of *The Haunt* are covered:

● *New Monsters:*

Blue Yetch
Cloth Golem
Dust Spider
Poltergeists
Sandman

● *New & Improved Vampire*

● *New Magic Items*

Book of Dolphins
Mask of Many Faces
Medusan Portrait
Mirror of Passage
O'Malley's Magic Marbles
Pharoah's Phaucet
Picture of Hidden Fears
Serling's Button Box
Speak & Spell
Wand of Teleportation

● *New Spells*

Crandel's Quick Cast
Cy's Spying Ear
Hibidah Hobidah Hoobidah
Scourge of the Violet Spider
Spell
Transfusion
Wood to Rubber

● *History & Legends*

● *Sprain & Break Table*

● *Faith Roll Chart*

This supplement describing Stoker Manor in the City-State of the Invincible Overlord™ is the first Guidebook in the series to detail a single locale/building in Calandia™.

This boxed set contains: *The Haunt Guidebook*, the adventure, and a full-color, three gate-fold GM's Screen containing pertinent tables, charts, and the Manor's layout.



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**STOKER
MANOR™**



"Your cause is hopeless..."

The voice thunders around you after you crash into the wall.

"There is nowhere to hide..."

You reach for your weapon, and feel a mighty hand grip your arms. You look and see the hideous talons gripping you. But they're coming out of the walls themselves; there are no bodies attached.

"Leave this place now..."

Your pulse is pounding. You strain your muscles to reach for your dagger. Sweating and wheezing, you hope you have a chance to stop this thing, before it's too late.

"...and save me the bother of killing you."

The insult is accentuated as the arms drop you and disappear. It is playing with you and your friends. You wipe the sweat from your eyes, draw your weapon, pray to your god, and vow that the mocking creature will die before this night is through.

Years ago, a respectable baron became a deadly vampire and began a bloody reign of terror, but he was stopped when a powerful religious sect magically sealed him in his ancestral home. Now, the baron's evil is so great, the house itself has gained a malevolent intelligence. You and your party, determined to destroy this danger, enter the ghost-filled halls of *The Haunt* located on the outskirts of Briarwood™.

For 4-6 Players with Skill Levels of 12 to 17. This setting can be used in any fantasy role-playing system.

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