

# Into Ivy Mansion

M.T. Black



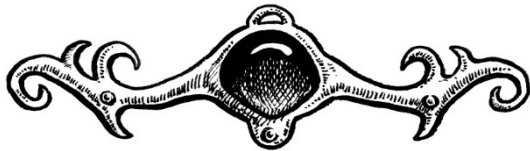
# INTRODUCTION

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*Into Ivy Mansion* is a Dungeons and Dragons one-shot adventure for a 3<sup>rd</sup>-4<sup>th</sup> level party.

The PC's are approached by Tristan Harpell, an entitled young mage and heir to a suite of rooms in Ivy Mansion, the ancestral home of the Harpell wizard dynasty. His inheritance is "infested" with the wacky experiments of his dead great-uncle, Siegfried Harpell, and Tristan needs the party to clear out the rooms so he can take possession of them.

The party will have many wild and bizarre encounters while digging through Siegfried Harpell's derelict magical concoctions - and along the way they might even discover the astonishing truth behind his disappearance!



## THE GAMBLING GOLEM

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The adventure begins one afternoon at the *Gambling Golem*, a tavern in the village of Longsaddle. Longsaddle itself is small and unremarkable, with around 1,000 inhabitants. If the adventurers are new to town, they will quickly hear rumours about Longsaddle's most infamous residents - the Harpell family.

Questioning patrons at the *Gambling Golem* will reveal that the Harpell's are a dynasty of eccentric but powerful wizards. They are isolated, distant and superior, but occasionally have dealings with "regular folk." The entire family lives in Ivy Mansion, an enormous and sprawling structure on the west side of the village.

At some point during the afternoon, **Tristan Harpell** will contact the party with an enchanted mug of booze. Read or paraphrase the following -

The mug in your hand sneezes, spewing the contents all over the floor. As you look down, you see that the rim of the mug is moving like a mouth -

"Ah, yes. Greetings regular folk of the privateer profession! I am Tristan Harpell. How do you do? No, don't answer that. I don't care.

"Do you like gold? Of course you do. Your kind always like gold. Well it just so happens that I have a sturdy payment for a crew such as yourselves. If you look out the window to the west, you'll see Ivy Mansion—a magnificent structure, I know! I have recently inherited the old northeast wing of Ivy Manor after my great-uncle Siegfried, um... died... somehow.

"Anyways, it's full of nasty little annoyances that I simply do not have the time or energy to deal with. If you can clear out the nuisances that Uncle Siegfried left behind... hmmm, let's say 150 gold pieces for each of you? Oh, and a pet bird."

The "pet bird" is a Figurine of Wondrous Power: Silver Raven (DMG, 170) named "Melody" that belonged to one of Tristan's ex-girlfriends.

If the party accepts, Tristan tells them to go to the bar and order an "Ivy Port" - and the enchanted mug returns to normal. An *Ivy Port* is a special drink that, when consumed, teleports the drinker to Ivy Mansion.

## IVY MANSION

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After drinking the *Ivy Port*, the party will be instantly transported to Ivy Mansion -



You find yourself in the hallway of an ancient manse. Before you are a set of ornate doors with circular handles. A portrait of an older man with aristocratic clothes lies on the floor, as if discarded. Hanging in its place on the wall is the portrait of a younger man, his face exuding snootiness and condescension. The nameplate beneath it reads “TRISTAN HARPELL” - the nameplate on the portrait on the floor reads “SIEGFRIED HARPELL.”

Tristan's portrait begins to speak, “Ah, welcome to Ivy Mansion, ancient home of the Harpell dynasty! Ignore my uncle down there - one of the servants was supposed to hang him in the ballroom.

“If my enchantments worked correctly, one of you should now have a pair of keys in your pocket. The brass one opens the double doors to the northeast wing in front of you. The silver one is for the vault to the underground levels. I hear there's some nasty stuff down there, so please lock it if you get the chance.

“Clatter – that's the name of our caretaker who I've just sent inside - has a map of the whole floor. Just ask for it.

“I need you to go to each room and clear out anything irritating – do that and you'll receive your proper recompense.

“Now if you'll excuse me, there's a plump little maid at the *Gilded Horseshoe* who I promised to share some *Ivy Port* with. Best of luck to both parties, eh?”

With that, the portrait stops speaking, though Tristan's visage has a more prominent smirk on it than before.

One of the PC's will find they have the two keys in their pocket.

## Adventure Backstory

Siegfried Harpell isn't dead! While many of his relatives turned their attention to the outer planes, Siegfried's fancy fell towards the moon. Years of research enabled him to build a magical telescope that would not only allow him to view the moon, but also visit it via teleportation.

On his last trip, Siegfried was attacked by a vicious **oni**. Siegfried tried teleporting himself back home but the magic went awry. The oni was transported back to Ivy Mansion instead, leaving Siegfried stranded in the heavens. The oni has made itself at home in Siegfried's rooms, but it really desires to access the powerful magic it can detect in the rest of the mansion.

After some badgering, the Harpell family matriarch, oblivious to Siegfried's plight, has passed the suite onto Tristan in accordance with Siegfried's will.

Will the party discover the truth behind Siegfried's disappearance? Will Tristan obtain his longed-for inheritance? And will the dangerous oni escape into Ivy Mansion? Read on to learn more!

## I1. MAIN HALL

This hallway has delicate molding along the floor and a spotless carpet. Many mirrors, at least a hundred, cover the walls. They are of every shape and size imaginable.

The mirrors aren't magical. The party can enter almost any room from this T-shaped hall.

A suit of **animated armor** (MM, 19) patrols the hallway. This is **Clatter**, the caretaker. Clatter will assist the party in any way they ask it to, including combat. If the party attacks it, it will try and retreat but won't fight back. Clatter

doesn't speak, but can nod or shake its head in response to simple questions.

Clatter actually knows the wing very well, and can lead the PCs to any room they request (e.g. "Clatter, please take us to the pantry").

### **The Map**

If the party ask Clatter for the map, it will open its visor and remove it from its empty helmet. When this happens, give the players a printout of the map titled "Siegfried's Rooms" from the final page of this document.

The floor plan is correct, but Tristan tried to label the rooms from his own (not very accurate) recollection of how his uncle had laid things out. He grew bored of that after about a minute, and began marking the map up with his own plans for the wing.

## **I2. SITTING ROOM**

This room has two chairs and one sofa, centered around a bearskin rug. Four potted plants rest in each corner. A painting of the moon sits above the fireplace next to a crosshatch tapestry that reads "HOME SWEET HOME."

The oni has used this room to relax, even digging out a picture of the moon and swapping it with a portrait of Ivy Mansion. The party can find the original portrait behind one of the chairs.

The furniture, plants, and rug, however, have been bewitched by the oni! Any PC that sits or stands near the furniture is attacked. The sofa is a **mimic** (MM, 220) and the potted plants in the corner are **twig blights** (MM, 32).

**Treasure.** Underneath one of the chairs is Siegfried's favorite cap. It is made of ermine and has a platinum brooch set with tiny sapphires. It is exquisite craftsmanship, and is worth **250gp**. There is also **37gp** in loose change between the sofa cushions.

## **I3. LIBRARY**

There are enough books in here to keep anyone busy for a lifetime - although one shelf is conspicuously empty. A small reading desk with a few open volumes sits in the middle of the room.

The books cover a wide variety of topics. Some sample titles are -

- *We Held the Wall* by Grisef the Last
- *Wealth of the Realms* by Arod Goldsmith
- *Signs, Sigils and Semantica* by Esvena Greatstaff
- *A Compendium of Mechanics* by Katewan Fastsprocket
- *Confessions of an Assassin* by Anonymous
- *The Care and Feeding of Hydras* by Volothamp Geddarm

Anyone examining the empty shelf and making a **DC 15 Investigation** check will deduce that all of the books relating to astronomical research have been removed. In fact, the oni has taken these back to the vault for study.

**Reading Desk.** The books on the desk were overlooked by the oni, and provide both a boon and additional insight for the party. One of the books, ***Planes Within Planes***, details information on celestial bodies: mostly comets, the sun, and the moon. Anyone spending an hour or so perusing the book finds that pages regarding the moon have several crude markings. Read the following -

What would normally be sections pertaining to phases of the moon and the moon's orbit are now covered in blotted ink, as if someone writing in a different language is correcting "errors" in the book.

The corrections are in celestial, but there is nothing "holy" about the text. Anyone who can read celestial sees various haggard scrawls

such as “HERESY,” or “THE NEW PLANE RULES THE NIGHT.”

Another book is a **journal** full of notes, most of them in reference to the “Tempered Glass”, which is apparently an artifact that Siegfried has obtained and used to build his telescope. His notes are erratic, but state that the artifact contains magical powers and “makes a good dressing mirror.”

The third book is one of Siegfried’s **spellbooks**, and has the following spells inscribed in it:

- 1st level: *illusory script*
- 2nd level: *knock, mirror image, shatter*
- 3rd level: *sending*
- 4th level: *dimension door*

## I4. WORKSHOP

Mechanical constructs rest against the walls of this large room which is also full of tools and worktables. Wooden cabinets with labels such as “BOLTS” and “IRON BARS” line the walls. One humanoid construct made of cogs and gears stands near seven deactivated ones, cleaning them with an oil rag.

Siegfried used this room to build constructs for the Harpell family, such as Clatter the caretaker. He had an ulterior motive – he also planned to use the constructs to explore the moon.

Through dark magic, the construct wiping down the others is now under the control of the oni. Once the construct realizes that “intruders” (the party) are nearby, it will activate the other constructs, which come to life and attack. It takes one round per construct to activate them, which is accomplished by pushing a lever on their chest. There are eight (including the active one) in total. Use the **duodrone** stats (MM, 225) to represent them. The PCs can deactivate a construct by resetting the lever on

its chest, but it requires a **DC 20 Dexterity** check to accomplish this.

Exploring the cabinets reveals 4 sets of *tinker’s tools* as well as schematics to build a set of *animated armor*. There is also a chunk of rock in a glass display case that reads “MOON SHARD.” It is worth **300gp**.

## I5. GREENHOUSE

This large room is covered in a variety of plants that have overgrown their pots. A low, magical light glimmers in the middle of the room. A scrawny, haggard man sits near the light, entranced by it.

The man is a **wererat** (MM, 209) that Siegfried kept as a servant, though it now serves the oni. The glowing light is a magical object that gives off moonlight. It functions in the same manner as a driftglobe (DMG, 166).

The wererat doesn’t notice the party unless they make a lot of noise, but if he is interrupted he will shout “Nobody disturbs the master!” and the light in the center of the room will suddenly glow at full force (representing a full moon). This causes the wererat to transform and attack. At the same time, a **swarm of rats** (MM, 339) will emerge from the vegetation and viciously attack the party.

Destroying the hovering light (AC 10, HP 20) causes the wererat to return to human form. The wererat spills no information if captured, only babbling about “the man in the moon.”

## I6. KITCHEN

This small kitchen has an oven, a stove, cabinets, and a table for preparing food. There is also a wooden door to a pantry. A human girl, no older than eight, is tied up and whimpering on the table. A cleaver is jammed into the table near the child’s head.

The girl was recently snatched up by the oni's wererat crony, and she is tied up with spider silk. A **DC 15 Nature** check reveals the silk to be from a *phase spider*.

If questioned, the girl says that her name is **Tathra**, she is an orphan from Longsaddle, and that "the rat told me he was taking me to see the bogeyman!" She then fainted and woke up in the kitchen.

If she is questioned any further, she'll mumble the child's rhyme found in the oni section (MM, 239) of the Monster Manual.

There is a bronze key labeled "PANTRY" hanging next to the pantry door, but it actually locks the vault door instead. Tristan has mistakenly given the party the wrong key - the silver key **doesn't** lock the vault, but rather fits the pantry lock. They are mislabeled!

**Treasure.** Inside the cupboards are a set of *cook's utensils* and four *potions of healing*.

## I7. PANTRY

The pantry door is unlocked, though it has a keyhole. The old food has turned into a **gas spore** (MM, 138) which explodes on the first PC to open the door.

The pantry is a mess of molded, uneaten food that reeks of decay.

## I8. BEDROOM

A large bed sits against one wall, and a wardrobe and dresser dominate the opposite side. The dresser has a gigantic mirror attached to it, which is covered with a bed sheet. It appears nobody has used this room in quite some time.

Perusing the wardrobe and dresser reveals several expensive, although eccentric, sets of men's clothes. Pulling the bed sheet from the mirror reveals a cursed artifact, the *Tempered*

*Glass!* A one-foot diameter section of the mirror has been removed (for use in the telescope), but the mirror still contains potent power.

Anyone who looks into the mirror triggers the evil magic, which causes the reflection of that person to step out and fight. Use the **thug** stats (MM, 350) to represent the PC's "evil twin." If the reflection is defeated, it goes back into the mirror and can be respawned again. The only way to stop the mirror from spawning more reflections is to destroy it (AC 5, HP 25).

**Treasure.** The *Tempered Glass* is worth **200gp** to the right buyer. Siegfried's clothing is made from expensive material, and could be sold for **100gp**.

## I9. PRIVY

This small room features a hole in the ground from which a foul odor wafts.

The wererat in the greenhouse uses the privy to slink in and out of Ivy Mansion. Peeking down the hole shows a slowly moving stream which captures all of the mansion's effluent and empties it out near the rear of the grounds. Any PC can see that the privy would make an excellent escape route if the need arose. It is too narrow for the broad-shouldered oni to use.

## I10. OBSERVATORY

This large room is covered in strands of spider web. In one corner is a gigantic telescope, though there are no windows or openings for it to look through. Next to the telescope is a circle of arcane markings, and the walls are covered with star charts and strange maps. An adamantine, vaulted door is cracked open in the corner of the room.

This is where Siegfried conducted most of his lunar research. It's also where he would teleport back and forth, using the arcane markings. The telescope is capped with a circular cutout of *Tempered Glass*, which magically allows the telescope to "see" anything it's operator wants without requiring line of sight.

The webs belong to a **phase spider** (MM, 334), which is the oni's pet and followed him from the moon. The phase spider is phased into the ethereal plane when the party enters, and it will attack immediately. The spider will use its webbing and ethereal jaunt ability very effectively, going after squishy spellcasters instead of bulky fighters. There are also **two swarms of spiders** (MM, 338) hidden in the webs that will attack as soon as combat commences.

Anyone peering into the telescope finds an amusing sight:

You look into the telescope and see the surface of the moon, as well as a tiny hut covered by a translucent magical dome. Inside the dome are rows of vegetables and even a few sprouting fruit trees. Scribbled in the moon above this out-of-the-ordinary bastion are the words -

"TO MY DEAREST NEPHEW TRISTAN, BY NOW YOU HAVE INHERITED THE NORTHEAST WING OF IVY MANOR. I HAVE RETIRED TO THE MOON TO ESCAPE THE CARES OF THE MATERIAL WORLD, BUT YOU CAN ACCESS MY SHARE OF THE FAMILY FORTUNE BY STANDING IN THE ARCANE CIRCLE AND SPEAKING THE WORDS, 'LUNAS EXTAS.' I HOPE YOU ENJOY YOUR INHERITANCE. SINCERELY, SIEGFRIED HARPELL."

Siegfried has always disliked Tristan, but included him in his will at the request of a favorite niece. The message is a deception.

Siegfried is trapped on the moon, but he has survived by casting *Mordenkainen's private sanctum* and conjuring magical fruit trees and a vegetable garden.

Siegfried desperately wishes to return home, but only the telescope can do such a thing. The words "Lunas Extas" will not conjure any wealth, but will instead cause the speaker to swap places with Siegfried on the moon.

Siegfried suspected that a simple call for help would be ignored by Tristan (who doesn't wish to lose his inheritance), so his message is meant to trick his great-nephew into swapping places with him.

### **Meeting Siegfried**

Siegfried, if swapped, will appear before the party:

An elder human clad in eccentric robes materializes in the arcane circle. He is sipping tea and reading an old tome. The man shrieks, "How did...?" He stutters, then scratches his head as if dumbfounded.

Siegfried will be shocked to find not "that damned Tristan!" but a group of adventurers. Meanwhile, whoever swapped places with him will find themselves in a little hovel on the moon. Without Siegfried to maintain it, the magical sanctuary will quickly disappear, exposing the moon-bound PC to the elements. Unless they have useful magic, they will begin to asphyxiate. Clever PCs will realise that someone else can swap with the person on the moon before they expire.

Once Siegfried discovers what has happened, he'll hurry to the telescope and teleport the party member back into the observatory. However, make the PCs panic a little bit beforehand by having Siegfried continually interrupt them when they try to explain the situation, saying things like, "Who did you say you are again?" and "How did you say you got



here?” and so on. You could also ask the asphyxiating PC to supply sound effects.

Once Siegfried has rescued the stranded PC, he will ask about the oni. He will quickly deduce that it is in the lower levels, at which point he will walk over and swing open the vault door to **location I11**.

**Treasure.** The book Siegfried was reading is called *A New Unified Magical Theorem* by Erdan Nightwand. The cover is made of copper plates set with tiny rubies. It is worth **150gp**.

## I11. VAULT

If anyone touches the vaulted door (it requires a **DC 10 Strength** check to either open it fully or close it), read the following -

A spiral staircase inside the vault leads down to an ominous darkness. As you step through, a sinister voice rumbles out, “I will be up in just a moment!” and you hear footsteps on the staircase approaching from the inky black.

The staircase leads to the lower levels, which is where the **oni** (MM, 239) lives. Anyone who hears the voice must make a **DC 13 Wisdom** saving throw or else be *frightened* for one minute. A creature who fails this save can make a save at the beginning of each of its turns to not be *frightened*, and a creature that passes this save cannot be *frightened* by the oni again for 24 hours.

The oni will appear at the top of the stairs after **five rounds**.

### ***If Siegfried is present***

If the oni squares off with Siegfried, then the Harpell mage banishes it back to the moon with a spell. He will then encourage the party to complete the mission that Tristan gave them as “the place needs cleaning out since that man in the moon got his grubby little hands on it!” He himself will go looking for his great-nephew.

### ***Locking the door***

If Siegfried is not with them, the party may try to lock the vault door. If they use the correct key (the bronze one labeled “pantry”), the vault will lock and trap the oni. If they haven’t found the correct key and try to use the wrong one (the silver key that Tristan gave them at the beginning), the keyhole spits the key out and says, “That’s the wrong key, Siegfried! That one opens the pantry in the kitchen. Did you get them mixed up again?”

It will take the average PC about a round to run back to the pantry.

### ***If they don’t lock the door***

If Siegfried is not with them and they fail to lock the vault door before the oni arrives, the PCs have a few options -

- They can try and fight the oni, in which case they will almost certainly be killed.
- They can summon Siegfried from the moon and he will banish the oni (as described above).
- They can flee back out into Ivy Mansion and lock the main doors behind them. The oni cannot pass these doors. The oni is too dignified to run, so the PCs should be able to outpace it.
- They can hide somewhere in Siegfried’s rooms. The oni’s real desire is to access the rest of the mansion. If it believes the main doors are open, it will most likely ignore the PCs and head straight there.

## CONCLUSION

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If the oni penetrates the mansion, warning klaxons will sound and several powerful Harpells will swiftly deal with it.

If Siegfried is freed, he retains his ownership of the northeast wing. He will also ensure the party are paid as per the agreement.

If the party doesn’t free Siegfried, then Tristen inherits the northeast wing and pays them



(assuming they completed the mission). As it happens, not long after he inherits the suite, he falls victim to Siegfried's ploy and becomes trapped on the moon himself.

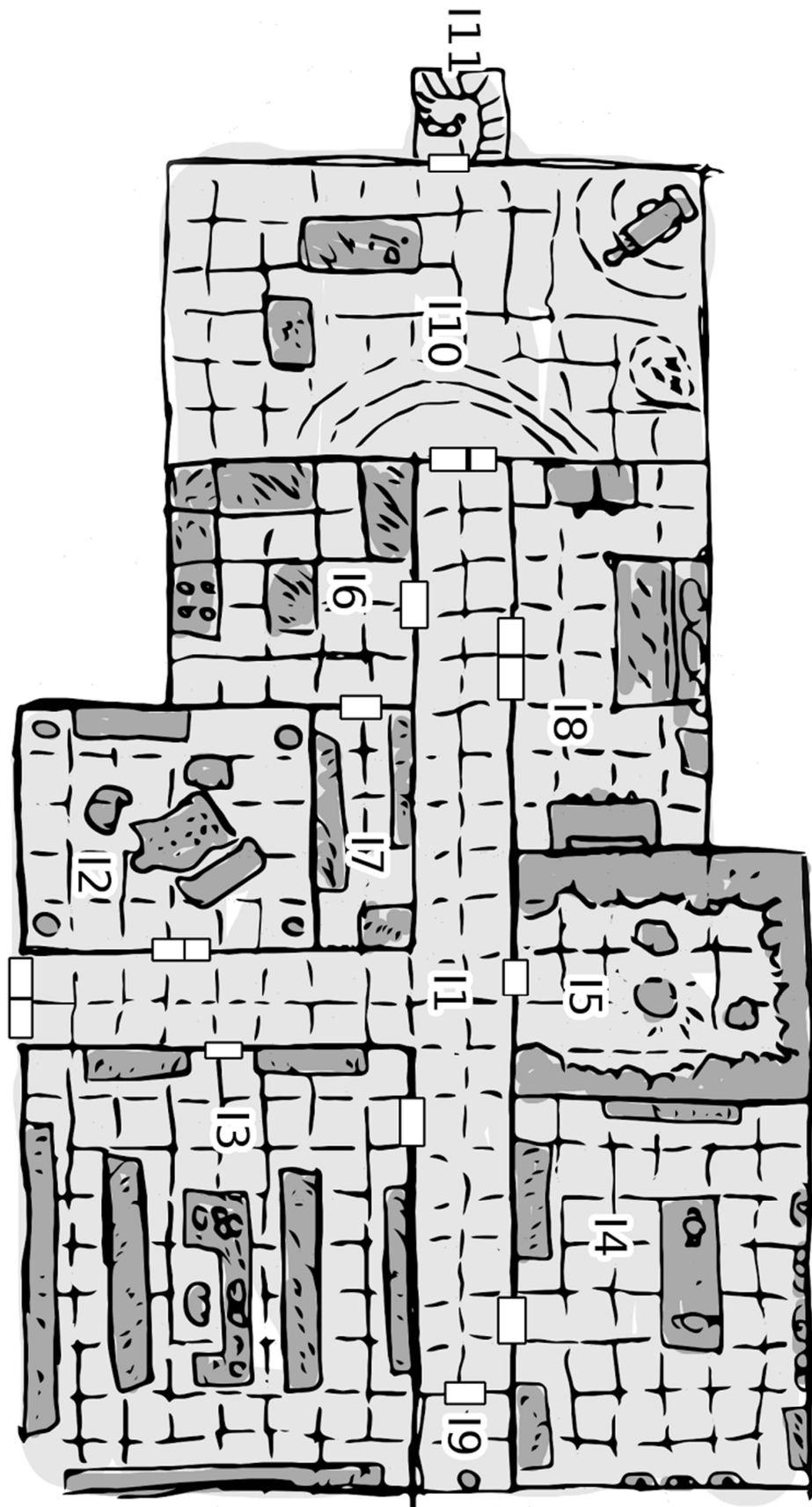
If the oni *did* happen to escape into the rest of the mansion, the party will have a **100gp** "service fee" taken out of their final payment. Complaining about this deduction would be a bad idea... as they say in Longsaddle, "Never argue with a Harpell."

## CREDITS & LEGALS

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**Design:** Remley Farr & M.T. Black.

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1 square = 5'

# Tristans

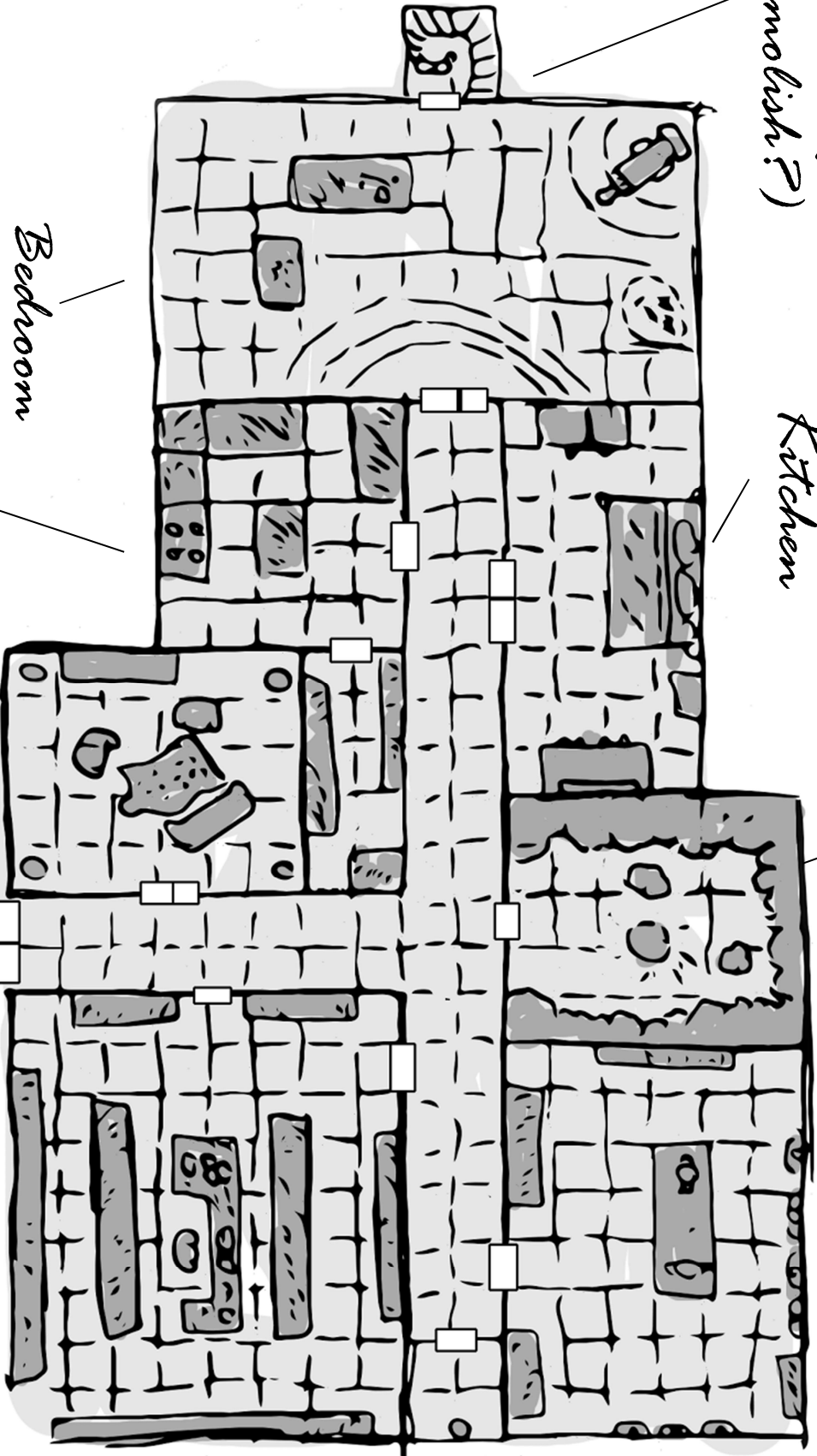
## ~~SIEGFRIED'S ROOMS~~

Guest room?  
(do I need one?)

Billiard Room?

Observatory  
(demolish?)

Kitchen



Bedroom

Library

Sublet?

Swimming Pool?