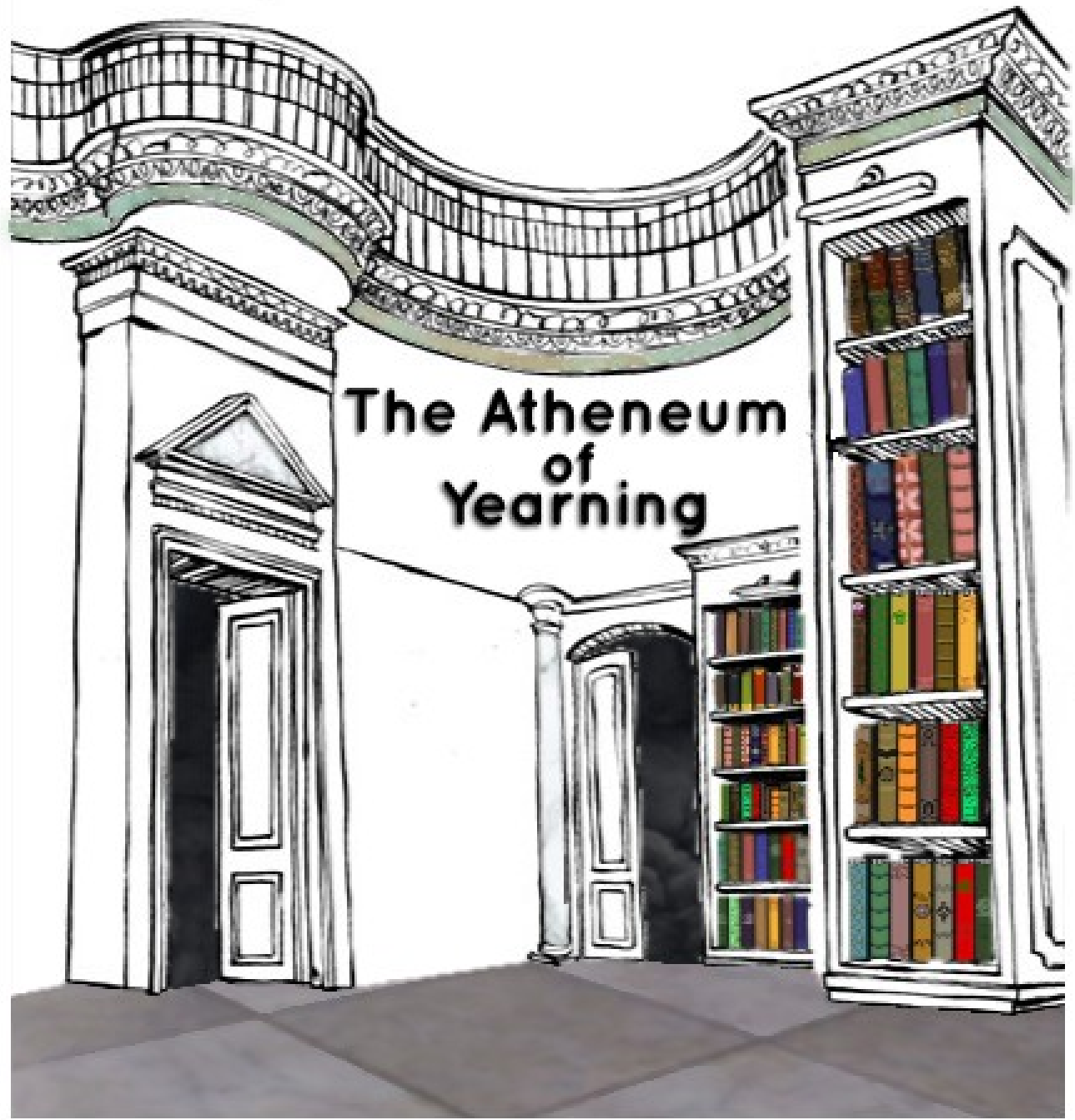
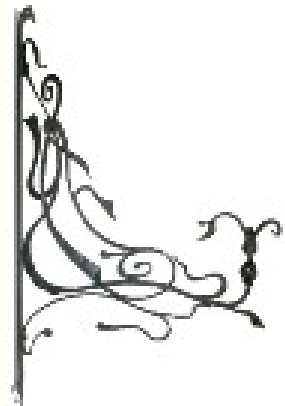
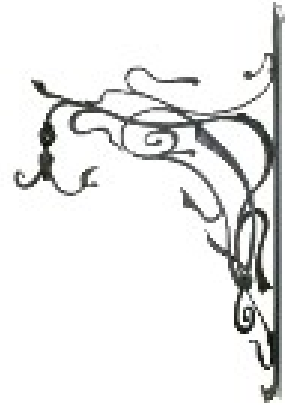


Level 3-6
LotFP

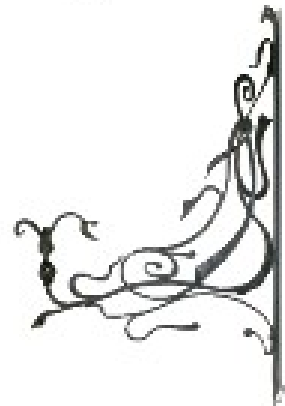


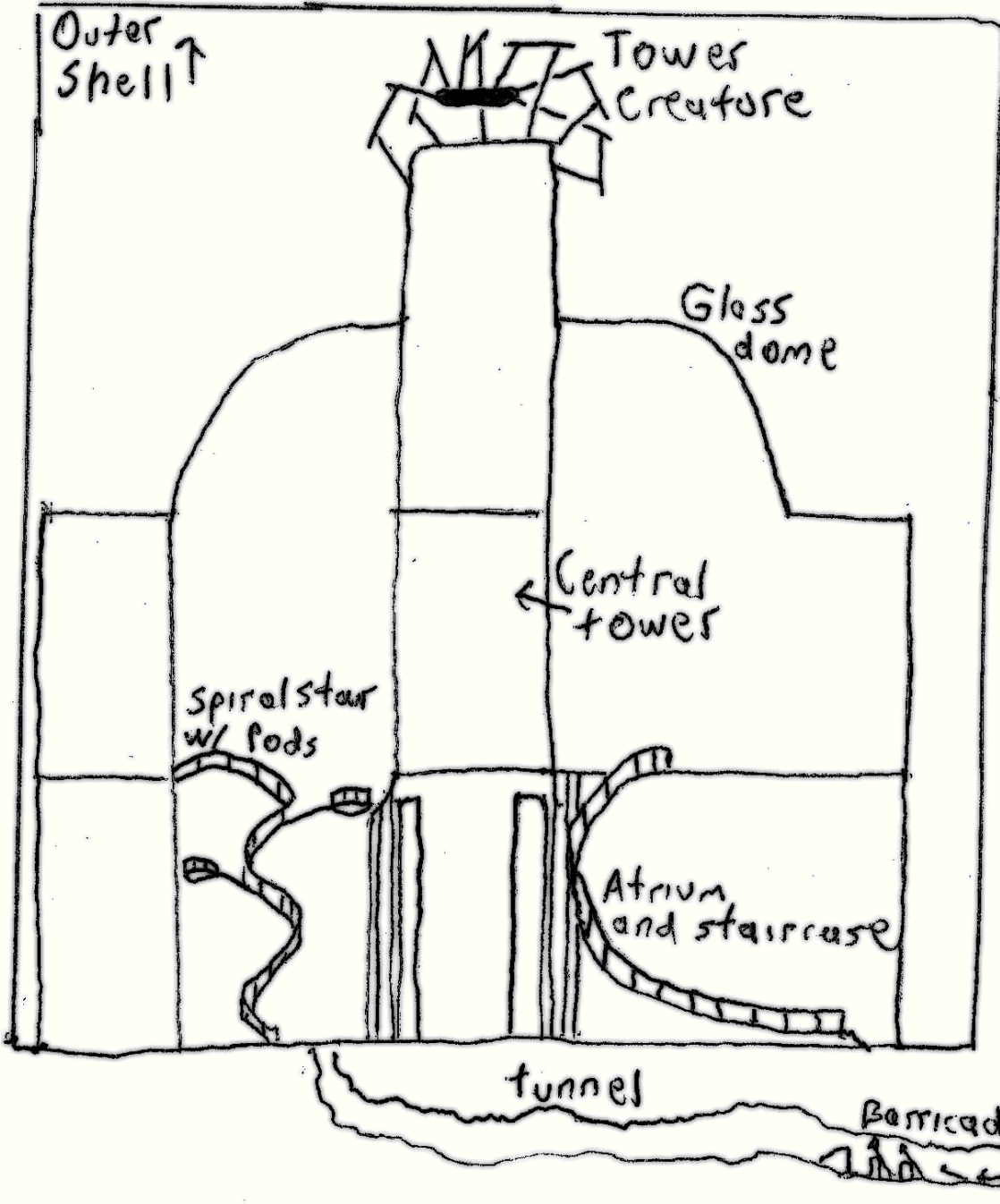
The Atheneum of Yearning



All art, layout and
writing by Oswald

No rights reserved





Backstory

The players have stumbled on a secret tunnel in the basement. Maybe they heard a rumor, they know the homeowner, they're stealing a painting or they stumbled on it. It can be in any basement they happen to be in.

Have you heard of those kids who fall into a wardrobe, get a message from an owl or mysterious strangers tell them about a hidden war? Then those kids turn out to be chosen one? You've heard those stories.

Nicolai Vashifstok, Dean of the Atherium, heard them too. He set about to find a way to the pure land, that place where children become chosen ones. Some people wait all their lives, hoping to be a forgotten chosen one. These lost ones came to the library. Things got a little out of hand.

Secluding himself, Nicolai attempted a portal. He instead found a way to the happiness of his first life. A way to stop the recurring tragedies of incarnation.

Everything went wrong. He's still performing that ritual today. The authorities covered it with a containment shell long ago and let it be forgotten. It's better that way.

The House

Homeowner: knows nothing of the library but demands a cut of anything he sees hauled out of the tunnel.

Break-Ins: If word of the tunnel gets out, treasure-hunters invade the house. If the homeowner dies, 1 in 4 chance a week of squatters moving in.

Security: Add measures each week based on how break-ins occur.

Spikes in the window sill, reinforcement to doors, bell alarms made of scrap metal, chained dogs, etc. can be added.

Neighbors: Neighbors do not intervene unless life and death is at stake. They cannot afford city guards.

They snoop around if outsiders start staying in the area or they see obvious displays of wealth.

Tunnel: 400ft long through crumbling soil to cut upward through the libraries foundation into its first floor. At the opening is a barrels of supplies. Halfway down is a barricade with wooden spears.

The Street

Roll once a week.

1. The cursed crew has seized the street.
2. A madman wanders and raves, refusing to leave until seeing his “friends.”
3. Conflict brews over deciding fair contributions to an upcoming wedding.
4. An opium dreamer digging up brush with a stick. His sister paid 50sp to find a thing. You didn’t see him. Friendly.
5. A teen uses legal and illegal means to fundraise the creation of a food stall. He has no clue how to run or protect it.
6. City guards break into homes and loot as part of a neighborhood sweep.
7. Charity groups have stopped because of violence. Locals organize their defense, conflicting with desperate criminals.
8. Radicals agitate for tax resistance and the formation of a communal free city.

Containment Shell

An outer shell of concrete, 80ft high and 300ft wide encloses the library. Adorned in runes reflecting any force applied to it.

Rumors

This city weeds out the weak. Its hard-scrabble residents have this to say about the Atheneum.

1. People lived a long time when the cube was placed. Shit blows up inside there, you can hear it. Whatever in it still alive.(t)
2. Pure land loonies started there.(t) Kind of uhhh.. a wizard heresy, destroy the world, bring about a new one. That sorta thing.(f)
3. Man, there’s some dangerous books in there! A library in there where folks started summoning demons,(t) denying the gods...(f) Terrible. Just terrible.
4. I heard it was a bunch of rebels.(t) Army couldn’t kill em, why they sealed it.(f)
5. Try not to think bout it. Cube makes a good anvil though. Watch for guards fore you look at the runes. Don’t know why they care really, it’s just best to not go there.(t)
6. Putting that cube up is when things started going down. Causes the ground to shake and water to flow backwards.(t) The city just, ever since they made that cube. It’s just so violent now you know? Didn’t used to be like this.

Faction Goals

Lost Children

Lair in rooms 19, 20. Page 9.

To be chosen children. Chaos is fun.

1. Take the shrine(room from the mystics.
2. Finding and bullying billy.
3. Joy riding in the cart in room 40.

Scientists

Lair in room 35. Page 13.

Carrying on the research.

1. The soul transference potion in room 22.
2. The ghosts (room 9) lecture material.
3. Books from Nicolai's study.(room 49)

Mystics

Lair in rooms 41, 42. Page 15.

Living in a pure land of their own creation.

1. Dripping water in room disturbs their meditation. They're working on it.
2. Scientists(room 35) kidnapped a mystic.

Billy

Lair in rooms 13. Page 8.

Meeting his destiny so he can escape.

1. Requires the stone of change(room 9) to defeat Queen Alenia.
2. Make the lost children fear him.
3. Convince others to forget the pure land.

Queen Alenia

Lair in room 27. Page 14.

Followers, energy, forgiving herself.

1. Convince the children she's their mom.
2. Resurrect her sister in room 38.

Random Encounters

Causality is weak here. The players presence has broken an indirect balance. 1d4 for random encounters. +1 dice size if max is rolled. Reroll if <14.

1. Billy*: In search of food and sanity. HD 3, +2 1d6, Leather, Detect magic 1/day. Master of camouflage. Carries a paper torch.

2. Lost Children*: 2d4 lost children playing make believe. HD 2, +1 1d4, Leather,1 use pixie dust each. Uses books as torches.

3. Bad Children*: 2d4 bad children doing little hoodlum shit. As lost children but roll twice, take worse on reaction rolls.

4. Catabus: 3 headed house cat angrily meowing for food. Stands to your shoulder. HD 5+2, +5/+5/+5 1d6/1d6/1d6, Mail.

5. Mystic Avatar*: 1d4 glowing heroes on a quest that doesn't even make sense or is based on anything even in the library. Each are a random class with 1d6 levels.

6. 1d4-1 Scientists*: Trying to find research materials. HD 2, +1 1d6, Leather, 2 potions of random 2nd level spells each. Each group has one hooded lantern.

7. 2d4 Floating Fuzzy creatures: Teleports anyone who touches them into room 2d20. HD 1-1, -1 special, None.

8. Time Split of the Party: The party as they were several turns ago. Original PCs fade out unless they repeat prior actions. Players choose which PC timeline to play.

9. Violent Earthquakes: Save vs breath or 2d8 damage from falling ceiling.

10. Alenia*: 7 ft tall sorceress seeking followers and energy. HD 5, +4 1d8+2, Mail, 2 1st level spells at will. Gains hp equal to damage dealt. +1 HD, attack and spell of HD/3 level if total energy drained equals max hp.

11. Memory Merchant: 3 legged creature with a Venetian hat. Trades a good memory and takes away your bad ones. Hiding here from inter dimensional hunters of the Crying Queen of Altai.

6HD, +4 1d6, Scale, 3/day Memory Transfer: level 2 spell. Portal Gun: 1/day opens portal to a random place or dimension.

12. Floating book spirit: Mindlessly roaming. HD 7, Special, Leather, Cast random spell of 1d4 level in 1d8 direction each round.

13. Static Tears in Space: Large tears of static appear on surfaces. Disintegrate anything entering them. *Save vs spell or lose cognition* when looking at them. Something from the tears communicates its wish to help viewers forget the pain of thought.

14. Man Lost in Time: A man unstuck in time and space after pushing the speed of light. The speed of C cut him off from the yesterday he seeks. Roll 1d4 each time encountered. On 1, has met players before. On 4, yet to meet them. HD 8, +7 1d10. Full late. Raygun melts through armor.

* Reduce amount slain from lair

L=Locked
B=Blocked
J=Jammed
S=Secret



Door



Bars



Window



Double Door



Railing

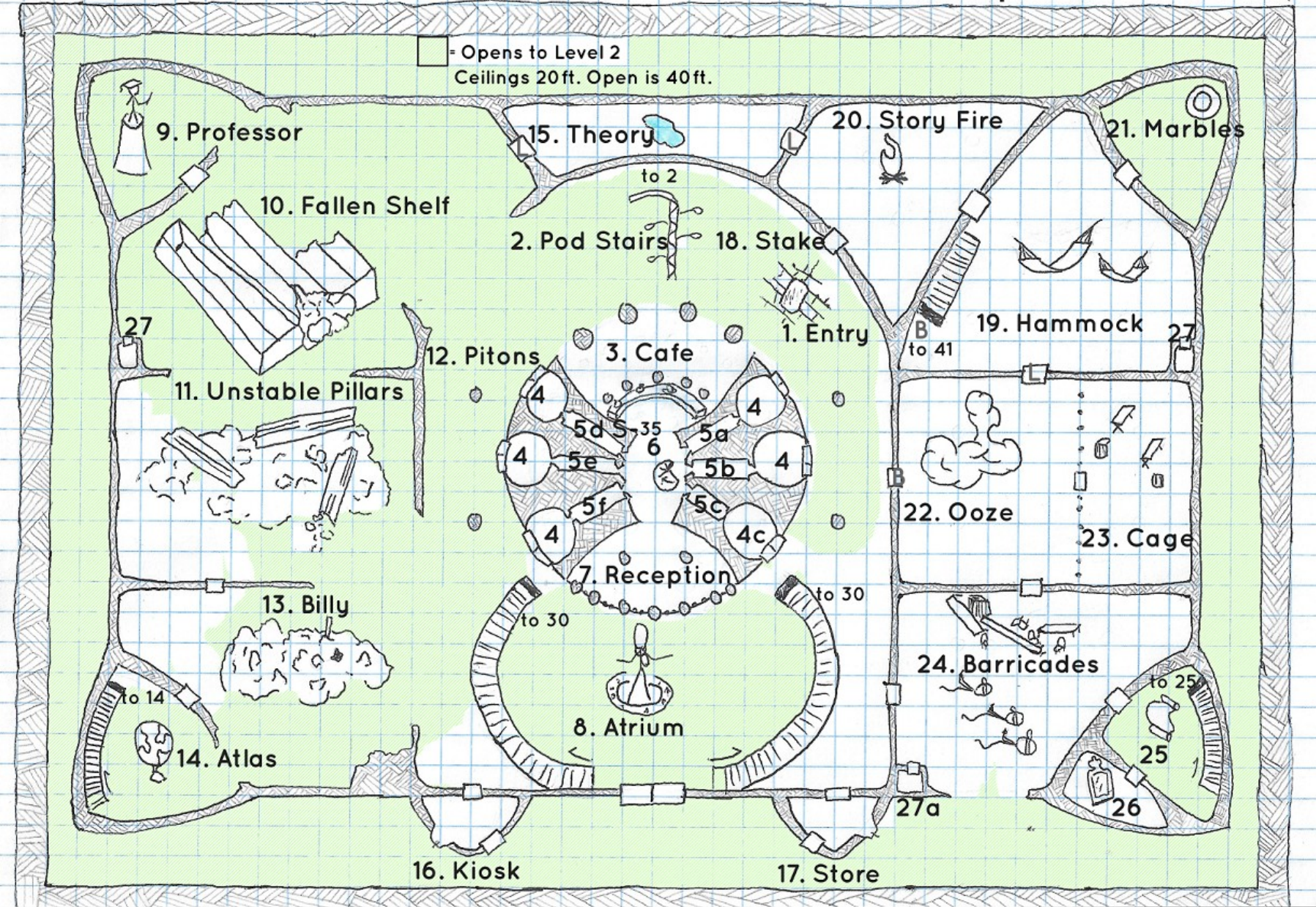


Spiral Stairs

Stairs
Bottom on
separate floor
5ft Scale
North-↑

Level One

☐ = Opens to Level 2
Ceilings 20ft. Open is 40ft.



Level 1

General Features

The floor is of travertine limestone bricks while everything else is marble artistry. All walls aside the interior of the central tower are shelves, over-stuffed with tomes. The whole of the library is Romanesque revival.

1. Entry

The tunnel ends at the underside of a loose stone, after piercing straight up through concrete for 10ft. This stone weighs 100lbs, 3×3ft in area and chiseled free of mortar on all sides. Beyond this stone is the 1st floor.

2. Pod Stairs

A wrought iron spiral stair rises to the second floor balcony here. Growing from the stairs are 2 platforms with swirling metalwork chairs, tastefully arranged.

3. Cafe

Oval tables and fancy stools are arrayed at the outside edge of the cafe. A teacup covered counter is behind the half ring of pillars. Hidden behind the counter are ball and chains, molded dust and tea sacks.

8 Porcelain Teacups: Worth 5sp each.

3 lbs of Black Tea: From the deva-wrought mountains of Oolang , beyond the shimmering sea of wine. Worth 4gp per lb.

4. Meeting Rooms

Each room has a round table encircled by cushioned chairs. At each rooms ends is a barred slot(1ft high, 2ft wide) leading to the Anchorite rooms(5), bricked over in C, E, F.

4c: The door is barred by boards and nails. Dismembered corpses are frozen in time, clawing at the door. One corpse leans against a far wall, greedily clutching a foot.

5. Anchorite Chamber

Each chamber has a skeleton, stacks of books, a cot, a chamber pot, writing utensils and paper. The Meeting Room(4) end of each has a barred slot while the Stair Chamber(5) end is a 1×2ft slot. The slots of both ends are bricked up on C, E and F.

A: Treatises on the habits and anatomy of reptiles. Strange pornography.

B: Rocks strewn about the body. Torturous poles and spears poke through the slit. Books of empiricism and realist philosophy.

C: Books of poetry. *The Rubaiyat*, a long form poem on joy. +5% xp from carousing.

D: Empty. Nothing but a secret door to Scientists Headquarters(35) in the ceiling.

E: Books on aesthetics of the mystical night. Scroll of *reveal stars*, level 1 spell.

F: Books of avarice and corruption. Hidden inside the books leathers are 3gp.

6. Stair Chamber

Central spiral stairs lead to the middle chamber(33). The 6 doors connecting to the anchorite chambers are bricked over, except to 5.D, leaving 1×2ft slots.

7. Reception

Iron railing connects the pillars. In front of them is a cyclopean tome on an oak table, brimming with names. Behind the railing is a locked chest(key in 48) with a slot.

The Book records famous scholars of times past. PC's recognize them on int success.

The Chest labeled "Book Return", holds a great many books, mainly of far reaches of the world, forgotten lands and cataclysmic tragedy. These were long overdue, last checked out by Francesco Morreti.

Level 1

8. Atrium

A 9ft copper statue in the middle of the atrium, bound by 3 rings of runes, welcomes entrants. To either side of it is a grand stair.

The Statue: A long bearded man wearing wilted flowers, painted in splotches of color, with a book in one hand. A sack hangs loosely from the neck, barely in reach of looters. This statue will animate if touched.

The Rune Circles spell in eldritch tongue the words; breath, matter, and spirit in that order. If erased in order of spirit, breath, matter; the statue does not animate. It doesn't attack any who's name is in the guest book (7. Reception).

The Sack holds a silvered porcelain plate displaying crystal castles on the moon. Worth 40gp. An empty golden case for a book, engraved "Anna". Worth 24gp.

Statue

HD 8, +7 2d10, Plate, Slow moving, Ignores spells other than direct damage

It screams of intruders, then gives a tour by throwing them at points of interest, corralling visitors through force with its book. For the tour, riff on nearby objects.

9. Professor

Rows of seats watch a pillar, 10ft high. This auditorium extends to the second floor, complete with a balcony. A ghost professor harangues the room from atop his pillar.

Ghost Professor won't die due to tenure. HD 6, +4 special, Mail, save vs spell on sight or age 10 years and flee 2d6 turns, all attacks age target by 1d4*10 years, professor takes half damage from non-magic weapons, is only affected by spells if caster is ethereal.

He waits for properly dressed students to enter and expels ruffians. If class begins, he lectures an hour on the souls nostalgia for things the mind doesn't remember. These memories are past and future lives in the recurrence of time. Holding aloft the stone, he ponders on things outside time, allowing new iterations of fate to occur.

The ghost has **gilded blue robes** worth 5gp, a **ruby teachers pointer** worth 18gp and **Owl key** to door between 21/41.

Stone of Change: This pebble frees all within 10ft from prophecy and fate. It gives wielders the ability to roll twice vs time effects, taking the most favorable result.

10. Fallen Shelf

Rubble and strewn books. In the west wall are row of busts, all but the last defaced.

Last Bust: A gaunt man, eyes too large to fit the skull. Reads "Nicolai Vashifstok"

11. Unstable Pillars

Crumbling rubble, 5ft high, sprawls over the room. Precariously atop it are monstrous broken pillars. The west wall bears a plaque.

The Pillars tumble and roll clumsily if any disturb the rubble(*dex roll if trying to avoid*). They crush anything in their way for 4d6 damage(*save vs breath*).

The Plaque says "Mind the Volume!"

12. Pitons

Rusted pitons pierce the shelf, 25ft up. Out of reach of them, a book is pulled halfway out. Pitons fall 50% of times they're used.

Book on the moon kingdoms fall, tragedy of the silver millennium many eons ago. It contains scrolls of *Psychic Trauma Healing*, *Plentiful Harvest*, and *Serenity Beam* (+1d6 damage per close friend). All are 3rd level.

Level 1

13. Billy

In the rubble is a hiding hole, obscured by a boulder. The hole hides a bed made of crumpled papers, a treasure stash and a periscope poking through the gravel.

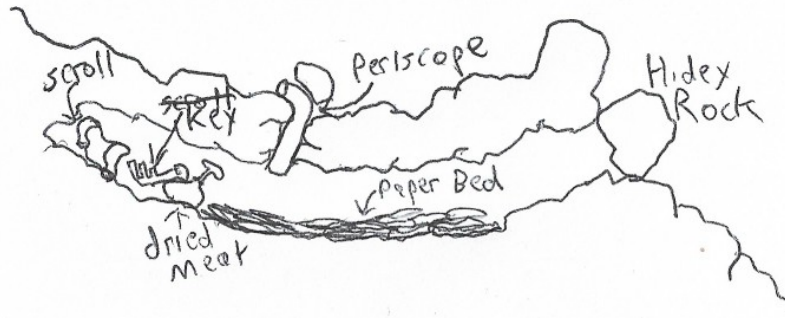
Treasure: A flask of water. Strips of dry meat. 1st level scroll of *ease loneliness*. Key with the word *Theory* on it, opens 15.

Billy

HD 3, +2 1d6, Leather, Detect magic 1/day. Master of camouflage, carries paper torch

An elderly man in rags, “apostate” carved in his chest. The lost children torment him but soon will fear him. He wishes to escape this hell and convince others to leave this madness. He cannot leave until a prophecy passed to him in childhood is fulfilled. Alenia still lives. The professor still holds the stone of change.

Prophecy: The evil queen will eat the universe. Only Billy can stop this. He will use the stone outside time.



14. Atlas

A globe, 15ft wide, perches on a thin column. Stairs curve around the room to a second floor balcony. The floor is recessed like a bowl with the globe at its center.

Globe: Studying the globe for an hour *adds 1d6 locations to the campaign map*. If the globe is knocked over (the base is fragile) then it rolls around the recessed floor. *Save vs breath or 3d6 damage* to anyone in its path as it circles the room.

15. Experimental Theory

The locked doors on either side have the words “Experimental Theory” carved into them. *The key is in 12. Billy*. Stagnant water fouls the room and the books are molded. *Save vs poison or 2d8 damage* a round when in here. If the books are recovered

and used, they halve research cost for 1d4 spells. Value if sold is 500sp.

16. Kiosk

Behind the window is a stool. Outside the kiosk is a large sign with rules to follow.

1. Respect the noise.
2. Return books on time.
3. Do not look workers in the eye.
4. Ask permission before checking out.
5. Food and drink is in cafe area only.

17. Store

Plaques and prints of the pure land, heroic researchers, all with themes of spiritual deliverance crowd the display area. In the corner is a box and under the counter is a locked chest.

Plaques and prints: 20 of them. Each worth 1d4sp.

Box: Souvenirs of learning, library statues, prints of scholars. The total is worth 120sp.

Locked Chest: 140cp, 75sp and 1gp.

18. Pig Stake

Outside the door to 20 is a droll looking pigs head on a stake. Beside it is a pair of glasses with a single broken lens.

Level 1

19. Hammock Area

Main dwelling of 15 lost children and a fairy. Hammocks hang perilously high off ropes strung between the walls. Large hollow dolls, a few of them, rest by the stairs. Stairs to room 41 are blocked by pillows and beds.

Lost Children

HD 2, +1 1d4, Leather, 1 use pixie dust each, use books as torches

The elderly playing at childhood. The research failed because children, not adults, find the pure land. They seek anarchic fun, to bully Billy for pretensions of prophecy, to ride the cart in room 40 around and take the shrine in room 28 from mystics. **Leader** (Lost child +2HD) has a club, incurs *save vs wand or debilitating laughter, 1d3 rounds*.

A Fairy is their skeptical adopted little sister. She protects but also attacks.

HD 1-1, +0 1d4-1, Chain, chooses arrows of +2 damage, no damage, or memory loss. At will invisibility, 1/day minor illusion.

Hollow Dolls contain 2d6 uses of pixie dust allowing flight. Rare trading cards for an obscure game, worth 150sp.

20. Story Fire

4 lost children trade stories by the fire. They encourage players to spin long yarns. -1 to future reaction rolls with lost/bad children if they refuse. +1 to reaction rolls and dice size of random encounters if stories are told, especially if they're good and true.

Fire: The fire emits no smoke due to a stone of smokelessness. Any flame built around the stone emits no soot.

21. Marbles

Marbles float playfully about the central pillar, rising to the second floor balcony. The door to 41 is locked. Key is in room 9.

Lost children encourage characters to play marbles with them. Whoever keeps marbles on the pillar wins the game. Play marbles with players (d20s can work as marbles) or have them roll ranged attacks to flick marbles accurately. Playing marbles adds +1 (-1 if they refuse to play) to future reaction rolls of lost children (+2 if they win) and to dice size of encounter rolls.



6 Marbles weighing 3lbs each, *strike as a ranged weapon for 1d6+2 damage* when flicked at a target.

22. Corruption Ooze

Crystal alembics are shattered across the floor, hiding bits of corruption ooze waiting to absorb flesh. The locked north door's key

is in room 48. The western door is barricaded with polished tables from inside.

Alembics: *Potion of soul Transference* (transfers soul to first dead body or prior /future incarnation seen), *teeth*

removal, and *clairaudience*. The scientists want the soul transference potion. Nicolai in room 50 needs it.

Corruption Ooze

HD 7+2, +6 2d8 or special, Mail

Special: *Save vs poison* or assumes control of a limb, placing 5hp of itself into each limb. The ooze flees from fire. Once possessed, *save vs poison* every hour. On failure, the ooze loses 1hp. On success, it's expelled. It can split into 5x5ft parts per 5hp it still possesses. Each part acts separately.

Level 1

23. Cage

The cage is locked (key in room 48). Crude cots, buckets and papers lay beyond it. A blast hole to room 40 is in the ceiling. Ooze in room 22 attacks anyone in this room.

Papers: Illuminated scripts with theories on metaphysics. Worth 34gp, they reduce the research cost of 2 spells involving dimensions by 3/4.

24. Barricades

A barricade of overturned tables and chairs protects the northern door. Several corpses with improvised weapons rest on this fortification. In the rooms southern edge are bound and blindfolded corpses.

Corpses: On the desiccated chests of each corpse are carved “Deserter” “Apostate” or “Coward”

25. Archives

The heat warped door to here is jammed. Chained to the walls are archaic records filed all the way up to the second floor.

26. Restricted Archives

The heavy iron door is trapped and locked. Inside are pad-locked books all neat and organized, a gilded tome on oaken stand and a wondrous mirror.

Door: The door is labeled “Restricted Access only”. Port holes line the floor below it. A slit hides unobtrusive in the wall behind it. If the trap is



activated, metal spikes stab up from the floor once a round (*save vs traps or 2d6 damage*) and a magic brand fires from the slit. It acid burns the words “Intruder” on the victim, *dealing 1d8 damage and incurring save vs spell or slow*.

Locked Books:

Each book has a lock on it. They are worth 3sp a lb (40lbs total).

Gilded Tome: *The Secret History of the Sorcerer Kings*, written for only the high kings family. 3ft thick and 3ft wide, written on bronze plates, bound in gold hinges and inlaid with jewels. Weighs 114lbs, worth 76gp.

Reading it reveals 2d4 concealed facts concerning the setting.

Mirror: A mirror labeled “Speculum of History”. A viewer can mention any event recorded in a book. The speculum will then show the event, as it is remembered by living people. The more specific the question, the more specific and personal the depiction is.

27: Privies

27a: A dowel is attached to the wall by the seat. Above it, a plaque reads “It is illegal to place toilet paper in the wrong direction.”

L=Locked
B=Blocked
J=Jammed
S=Secret



Door



Bars



Window



Double Door



Railing



Spiral Stairs

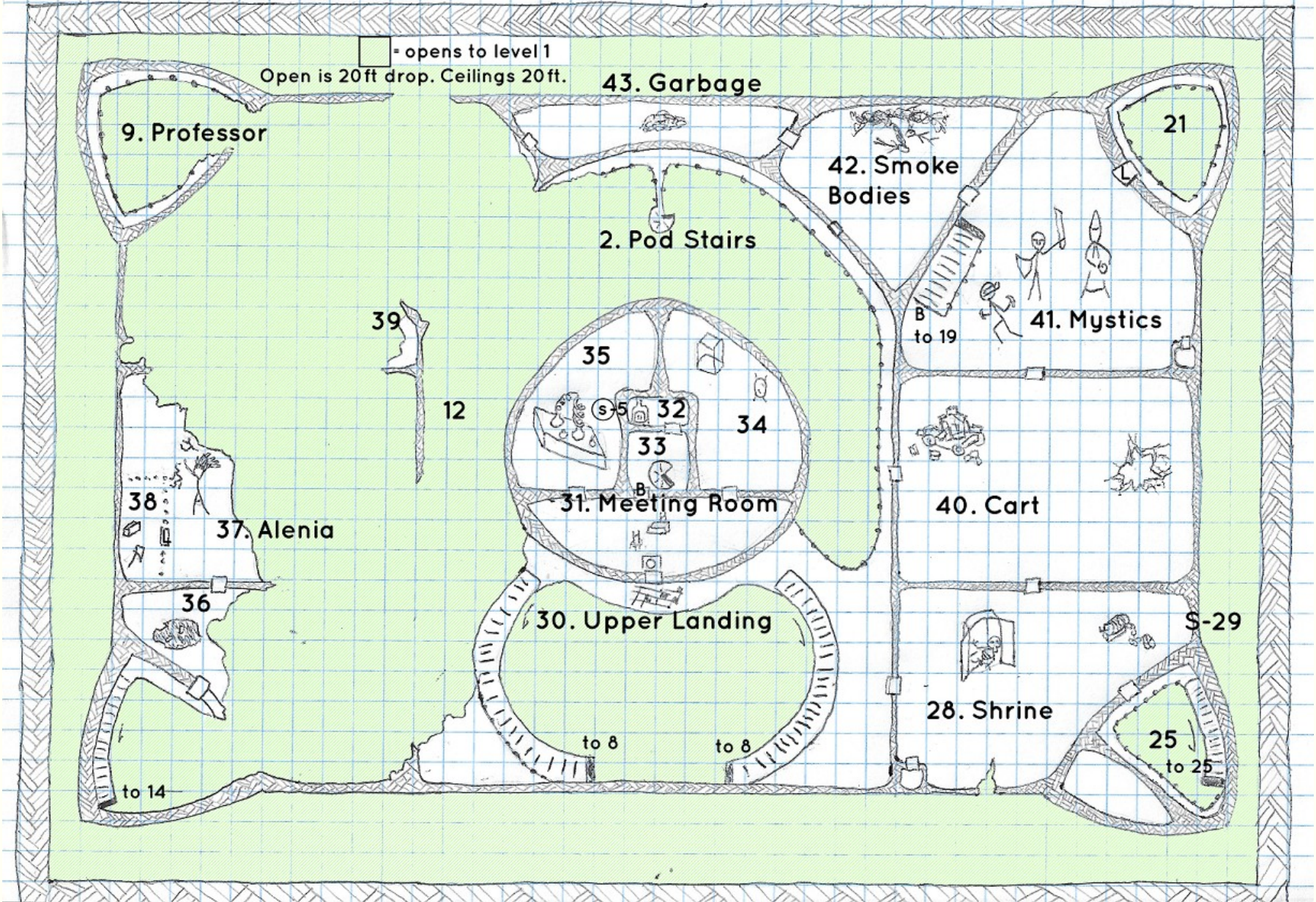


Stairs
Bottom on
separate floor

5ft Scale

North ↑

Level Two



Level 2

Level 2 Features

The floor is ceramic tiling bound by wood. Flowing from the floor are walls and shelves of marble. Great oaken beams buttress a ceiling of crimson brick.

28. Shrine of Chosen Ones

Wardrobe, sculpture of an owl, and a winch facing the secret door symbolize for mystics and children the entrance to a hidden realm.

Wardrobe: made of apple-wood. On its back is written “Experiment 251” A skeleton rests inside. If entered and doors closed, the character sees only beauty. Silver sunshine singing softly through the pines. Blue crystal fire flowing down the waterfall. *Save vs spell or resist any attempt at leaving.*

Owl: a pewter delight, 2ft, 25lbs. Under side engraved “Experiment 136”. Worth 175sp.

Winch: An iron chain with harness from a heavy winch facing a secret door in the eastern wall. Painted with “Experiment 308”.

Secret Door: A keyhole in the wall. The key appears in the pocket of any who question what the keyhole opens. Opens to room 29.

29. Secret Garden

Open air garden, sunlight streaming through petunias. The characters mother is here as she was when they were young.

+1 dice category to random encounters as players enter. Roll encounters twice as often here, though they cannot enter the garden.

Mother: She wears a mask and claims she’s not mother, that she is just a teacher. The pc knows better. If the character tries to leave, she screams out for them. Monsters outside the garden killed your father! We are safe in here. This is what she says.

If mother is struck, the keyhole to the garden never opens again.

Lecture: She speaks wisely on an ordinary topic, giving advantage to rolls with it in the future. +1 dice category to random encounter rolls when she first educates.

30. Upper Landing

Some tiles here made from fragile clay are secretly hidden traps! The door to 31 hides a make-shift gong behind it.

Tile Traps: 4 in 6 chance of shattering if anyone walks here. Spiked ankle pits 1ft deep, *Save vs trap or 1d4 damage.*

Door: If opened carelessly, the gong behind is struck, alerting all in rooms 30 to 35.

31. Meeting Room

At the rooms center is a large desk covered in papers with a leather chair behind it and an awkward one in front. One of its drawers is trapped. The door to 33 is spiked closed. A gong is lurking at the southern door.

Desk: Underside button opens the drawer.

Papers: Memos rejecting fundraising requests due to “Degenerate behavior reported on behalf of your followers.”

Jumbled in is a cordial rejection by Nicolai of Francesco Morreti’s request to access a locked book in room 39. Poetry of Kings.

Drawer: If pulled open, releases an arc of arcane energy. *Save vs traps or lose 2d4 fingers and twice that much hp.* Inside, over a stack of papers is a key labeled *Artifact* (opens room 38). The papers are amateur sketches of a man and woman, star-crossed lovers, during times of antique cataclysm.

Level 2

32. Janitor Closet

A deer-hide bed crammed behind a boiler, poking through mops, buckets, pegs and workman tools. Underneath it a small box.

Box: Rotted food and clothes. The false bottom hides writing supplies and a torn page. Scrawled over this pages blank half, a barely legible treatise with sometimes backwards letters, titled "On the Importance of Teaching the Unteachable."

Boiler: Pipes lead to third floor, room 46.

33. Middle Chamber

A spiral stairway leads down to 6. (Stair Chamber) and ascends to Room 45. The door to the 32. (Closet) has a brass padlock (unlocked) on its outside.

34. Executive Suite

Dust so thick it chokes to breath. A bed with silk linens(20sp), a silver gilt standing mirror(50sp) and cabinets. All designed for decadent ambassadors. On the wall is a list of artists, bourgeoisie and nobility. Beside this is written ideas to win their money.

35. Scientists

Cluttered in the middle of the room are tables bearing alchemical equipment and a mystics body with a cruel balloon on its face. Unused bunk beds line the northern end. This room resembles a military command center more than a laboratory.

Alchemical Equipment: 15gp of reducers, concentrators, and diffusers. 3/4th time to create potions with this equipment.

Potions: All unlabeled. *Slime Hands, Aura of Warmth, Blue, The Long Hour, Claws.*

Scrolls: 3 scrolls of *Gate*. These have a 70% chance of working, a 30% chance of reaching the intended plane and also an 80% of an additional random effect.

Other Treasure: A map of the library. 15lbs of women's jewelry worth 9gp. Noble women dresses worth 4gp and shamefully erotic prints under the beds, worth 12gp.

Captured mystic: Still lives but in a dream. His face is covered in a leather bladder, filled with smoke. His liver is open from surgical attempts to discover the secret of hard light projection.

9 Scientists

HD 2, +1 1d6, Leather, 2 potions of random 2nd level spells each. 1 hooded lantern/group.

A perpetually tired and manic crew. There is yet research to be done. If the research fails, then all the pain and suffering was for naught. They alone deserve the pure land.

Their hatred for all other factions was learned from their imprisoned in 23. Cage. Nicolai and his misguided theories are to blame for the current disaster.

The ghost in 9 planted the idea into Nicolais head. His lecture materials must be important. They need the soul transfer potion (22) and the stone of change(9).

Grigor

HD 5, +2 1d4, None, 1/day *Read magic, Sleep, Mirror Image, Invisibility, Lightning Bolt.*

A former rival of Nicolais who knows best.. His plan is to gate into the pure land(which exists outside the flow of time), use a device to act outside time(room 9) and then transfer souls with the first pure land native he contacts(room 22). His endgame is to become the dictator of metaphysical utopia.

Level 2

36. Book Burning

A jumble of charred books on war, disease, and poverty piles in the center of the room. The shelves are empty. Painted over them is a slogan “In the pure lands, everything is beautiful and nothing hurts.”

37. Alenia

A spartan base camp trying at luxury. Queen Alenia lounges in a hammock. The western cage is labeled “Restricted Artifact Zone”.

Queen Alenia

HD 5, +4 1d8+2, Mail, 3 1st level spells at will. Gains hp equal to damage dealt. Gains +1 HD, attack and spell of HD/3 level(at will) whenever drained energy equals her max hp. Drained counter resets to 0 each time. She loses 1hp a day. 7Ft tall in a gauzy dress and feather crown. She kills forthwith any who fail to defer to her flamboyant displays of command. Her pettiness knows no bounds. Camp it up when you play her.



Sole refugee of a dead planet. Which she annihilated... due to a family concern. The last of her magics was used to flee here.

She is angry at Billy for not immediately submitting to her rule the one time they met, thinks the lost children would make easy servants and is trying to enter the artifact room. She needs energy most of all because she lives off stolen life. Prophecy protects her from anyone but Billy.

Base Camp: Beside the hammock is an official registry of artifacts in 38. Perfectly preserved caviar (which she tries to bribe visitors with but is scared to eat herself), a bass drum(which she passably plays) and jeweled harp(she hides the fact that she doesn't know how to play it) worth 150sp.

Cage Wall: Burns for 2d6 cold fire damage (save vs trap) if anything touches it other than its key in room 31. Meeting.

38. Artifact Zone

Empty and sterile shelves. Hammer smashed boxes dismember across the floor. A few books and intact crates remain.

Locker of Resurrection: In exchange of required sacrifice, a person will appear whole and living inside it. It allows itself to be used once a user and tells wordlessly the sacrifice required. Alenia craves the box. She wants her sister to live again but doesn't know that a sacrifice is required.

Examples of Required Sacrifice

1. *An enemy.* Your hand. At least some toes.
2. *A friend.* One of your senses.
3. *A loved one.* Your own life.
4. *A king.* The dreams of a failed rebellion.
5. *A dead god.* The suffering of a great war.

Powder Box: A spherical ebony and hippo-ivory box, possibly for Nelindia the reclusive hand-maiden of Queen Shenriko. Worth 13gp. 1.5x to experts, 2x if authenticity is established. Make-up in it gives +1 stealth.

Beheading Axe: Cruelly forged of dull bronze, gilt in gold designs of a zealot-king of the 4th Akemenid Dynasty. Worth 24gp. 1.5x to a collector of historical artifacts.

Level 2

39. Poetry of Kings

A large copper plaque reads “Poetry of Kings”(worth 5sp). Each book burst through with psalms, epics and doggerels. Some spiritual, some serious, humble, proud or lewd. A few are even both. A handful of books have padlocks, chains tying them to the wall.

Locked Books: One locked book has a warning in it. “I Guissepe Alascio will never allow you to find X! Die! Die! Die Franceso Morreti!” This is a runic spell. Once read, poison gas erupts to 20ft radius. *Save vs poison or 2d8 damage.* X is any dungeon or hook you want.

40. Book Cart

A cart at the west wall(empty of books) is submerged neath said books. A hole is blown through the eastern floor.

Cart: A mechanical book cart, still with a bit of coal inside. Repairing it is trivial. If repaired, it barrels along at a max speed of 60ft a round.

Hole: The hole empties to room 23. Zone A collapses(fall into 22) if weight isn’t spread out. Zone B falls to any weight into room 23. 2d6 fall damage for both zones.

41. Mystics

Halls and landscapes of green smoke fantasies. 5 mystic avatars on a quest. The door to 21.Marbles is locked. Key is in 9. Stairs to 19 are barred by chairs and sofas.

Smoke: Smoke forms the whims of the mystics, currently an underground labyrinth. When encountering smoke illusions, save vs spell or the illusions act as physical objects. The mystics alter illusions by stating the scene or situation. Players can do this as well on a charisma success, adding +1 dice size to random encounters the first time.

Mystics Avatars: Each glow with heroic proportions. They are random classes of 1d6 levels. Roll reaction each time met, ignore neutral rolls. Their current quest is for the owl of wisdom to rescue the princess’(a mystic) brother from Evile. After successes, one of them loudly announces a “plot twist” each time with players as part of their story.

42. Smoke Bodies

The fantasy is fully realized here. The mystics bodies are huddled in the north, hidden by black smoke. On the southern wall are the revered proclamations of Nicolai

Projections: The hard light smoke acts physical here though bits of cloud poke through illusion.

Black Smoke: Encircles the bodies (save vs poison or 1d6 con drain if entered). If con reaches 0, character goes comatose, emitting smoke and hard light projections.

5 Hidden Bodies: Comatose. Smoke pouring from faces. Avatars scream with disbelief and horror at their sight. If they confront their bodies, reduce dice size of random encounters by 2.

Proclamation: *We never know our best days til they leave. The soul recurs eternal. All are in the pure land but once. Pure lands are personal.* Mystics think it’s important but they don’t know why.

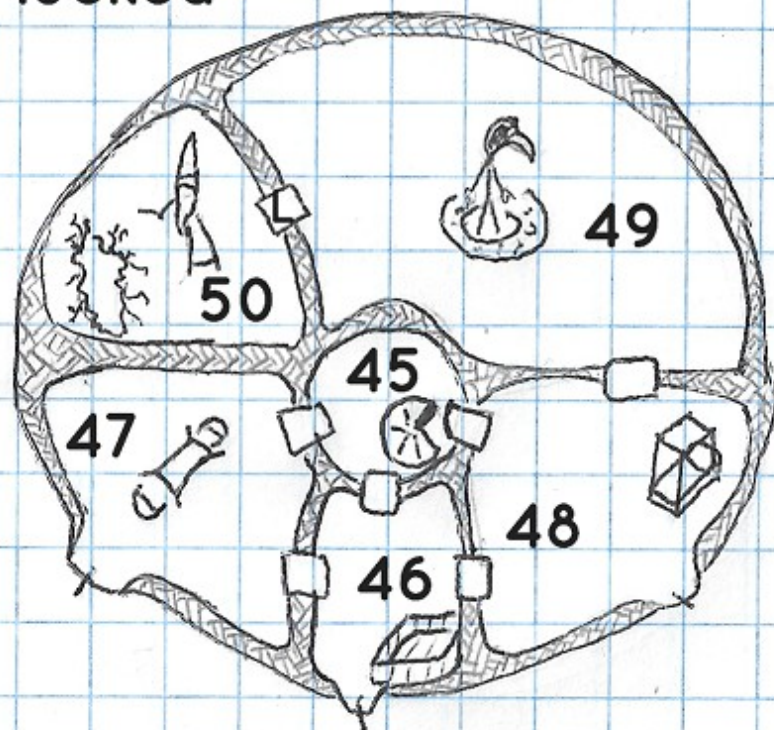
43. Garbage Pile

Clothing, mementos, all normal possessions thrown away with 30gp, 1000sp and 2000cp. Droplets of water sprinkle continuous from the eyes of a wooden mask buried in the pile.



L= locked

Level Three



44. Top of the Tower

Guarding over the dome-roof of the 3rd level, is the creature.

Creature

9HD, +7 1d10/1d10/1d10, Plate, 30ft tremorsense and tentacle range

Soundlessly waits. A 20ft wide gray disk from which protrudes a disturbing amount of chitinous legs, each covered in sky blue eyes. Its legs dangle outside the windows to observe the third floor. If it wishes to kill, a needle-like tentacle slides out of its leg and floats through the window to seek heart flesh. Dismembering a tentacle takes 10 damage, afterward it withdraws to bide time for 1d6 turns.

The creature observes rooms 46, 47 and 48. Tentacles can open doors. It hunts if anything is taken from rooms in the third level, if curtains are pulled or if characters enter the study. If the demon is freed or they leave the third floor with stolen goods, it crawls around the outside of the building to chase them. It can attack through cracks in 28 and enter the building through 10(second story), 24 and the doors in 8. The creature can only move through areas 10ft wide.

Level 3

Level 3 Features

Red pine timbers with gray mortar walls between them. Floors of stained oak. The ceiling arches to a central dome in 45.

45. Top Stairs

4 doors connect to 46, 47, and 48. The remains of furious soldiers cover the stairs going up, lining to a pile at the foot of the rune covered door to 48. Bedroom.

46. Bath

A tiled roman bath, privy, a wash and a shuttered window. Doors exit to 45, 47 and 48. Porcelain tiling(50lbs, 3sp a lb) with royal blue floral designs cover the room. A floor drain exits to lead piping in the walls. The non-functional boiler in 32 pumps to here.

47. Dining

A table with finery for one, 5 wall paintings. Oriental silks and pillows in the bay window.

Finery: Fine silverware and gilded porcelain worth 5gp. Though worn, the silk table cloths embroidering makes it worth 18sp.

Paintings: Splendors of alien cities now lost beneath the waves. The monuments of emperors now crumbled to desert dune. 5 paintings, 12gp each.

48. Bedroom

A twin sized bed stands next an end table. Against the wall is an austere drafting table. Velvet curtained windows open outside. Doors exit to 47. Dining and 45. Top Stairs.

End Table: 3 *potions of sleep*, 2 of *alertness* and a master key which opens 7(chest), 21/19, and 23/22.

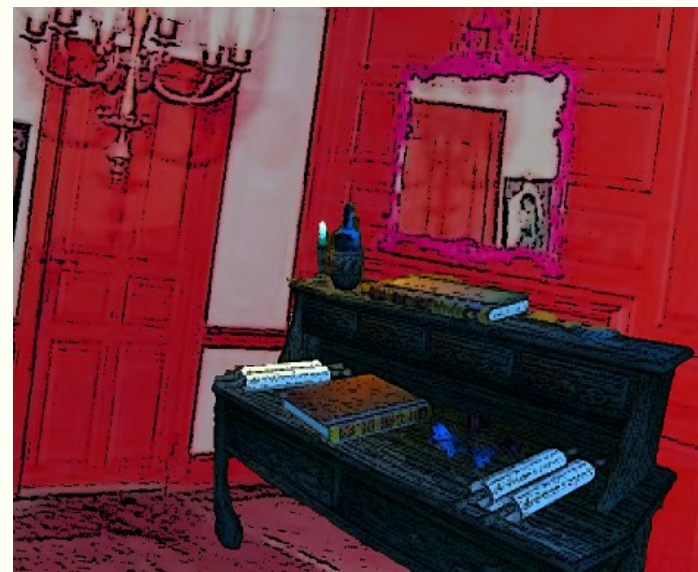
Window: Velvet curtain worth 30sp.

Drafting Table: On top are 2 half finished scrolls; *Magic mouth* and *Mind link*. Add a random effect if used or transcribed in their present half-baked state. In the drawers is a magic journal and 18gp of scroll creation materials.

Journal: It is written as one side of a conversation with Anastasia, Nicolai's wife. She has slept for many years. Nicolai writes that he can end a curse that's kept them apart in every incarnation. This is his pure land.

He's evasive when questioned. Nicolai is a poor liar when he claims the research has been going smooth or safely.

Any who write in the journal can hear Anna's voice. She's patient and sweet and concerned about where her Nicolai went. Her frustration from not knowing what's going on is just beneath the surface, bordering on rage. She is aware of what Nicolai's ritual(info in 50, pg 19) entails. If questioned, she ransoms crumbs of her knowledge in exchange for info, even sending characters to report on the state of the library in exchange for small bits of knowledge.



Level 3

49. Study

Books fill the walls. A cushioned velvet chair stands by an altar. In the center of the room is a demon standing inside a magic circle.

Demon

HD 12, +13 2d6/2d6/2d6, Plate+5, regenerates 3hp/round, 50% magic resistance, Fear, 1/day invisibility, *polymorph*. At will *Inflct Serious Wound* with no range limit, *Charm Person*.

Agrapas, Lieutenant of the 5th Circle, claims he shall be forgiven and enter the celestial realms in 4000 years. Wears finery, has a crows head, leprous feet and his hands are clouds. His office is building towers, castles and cities. He afflicts men with sores for many days rotten and full of worms. He giveth good familiars at request. ~ excerpt, *Hetpameron of Selindron* pg.51

The demon has a polite and slippery disposition and rends any who enter the circle. Promises made in exchange for destroying the circle are kept, though in letter rather than spirit. If possible in ways that advance the interests of Hell.



Altar: A black box adorned with a white, red and purple cloth. Laying upon it is the Summoners Sword(+2 vs demons) and the Ring of Selias (resist demonic charms if held in front of eyes).

Chair: Purple sequined velvet. Arm rests embroidered in amber. Worth 250sp.

Books: Books on the metaphysics of psychology, the structure of planes, theories of time and perception, as well as practical magic. The books of time show the correct sigil for 50. The practical books hold scrolls of *clairvoyance*, *astral sight*, *telekinesis*, *amplify sound*, and *induce compassion*.

Door to 50: This door is locked from the inside. The key is on Nicolais person.

50. Ritual Chamber

Nicolai is frozen in time standing upon a sigil, his wand aloft. Before him is a tear in space. Through its swirling jagged edges can be seen; a general and princess embracing as their lunar crystal castle crumbles through unseen war. The whole room aside Nicolai and the tear shifts randomly through years and centuries.

Time Distortion: Anyone entering past the doorway has their age changed by 1d6-3(allow negatives) decades a round. The stone of change(room9) allows saves vs spell to resist.

Sigil: Quickly scribbled. One line is missing.

The Ritual: Slaying Nicolai, approaching within 5ft of him while holding the stone of change or fixing the floor sigil, all cause the ritual to finish. This closes the tear, ends time distortion and sets random encounter dice to 1d4. The tear disintegrates any who enter it.

The Rituals End: Nicolai crumbles to dust and dies unless doused in the soul transference oil, causing his soul enter the general. If the stone of change is on his person or thrown into the tear, then his magic can save the castle.

Appendix

Converting Treasure to other Games

1cp=2cp

1sp=1gp

1gp=50gp=5pp

Monster Stat Key

HD, (attack bonus) (damage), armor, specials

x/x/x refers to multiple attacks

Random Magic Effects

1. Casters skin turns transparent for 1d4 months.
2. Become permanently mute.
3. Everything in 50ft makes a save vs wand, attacking you for 1d4 rounds on failure.
4. Transform into a pheasant for 1d4 weeks.
5. -1d4 con drain.
6. You have angered a minor deity.
7. Temperature drops 10d20 degree for 2d6 turns.
8. The nearest statue become animate.
9. A hurricane or tornado travels to your location, arriving in 1d4 hours.
10. Lose the ability to digest meat.
11. Phase through any floors for 1d4 rounds.
12. Every door in 50ft is affected by Hold/Bar Door.

Key Locations

Theory Key(13) opens 15

Owl Key(9) opens 21/41

Artifact Key(31) opens 38

Master Key(48) opens 7(chest), 21/19, and 23/22

Statue

HD 8, +7 2d10, Plate, Slow moving, Ignores non-direct damage spells.

Ghost Professor

HD 6, +4 special, Mail, save vs spell on sight or age 10 years and flee 2d6 turns, all attacks age target by 1d4*10 years, professor takes half damage from non-magic weapons, is only affected by spells if caster is ethereal.

Billy

HD 3, +2 1d6, Leather, Detect magic 1/day. Master of camouflage.

Lost Children

HD 2, +1 1d4, Leather, 1 pixie dust.

A Fairy

HD 1-1, +0 1d4-1, Chain, chooses arrows of +2 damage, no damage, or memory loss. At will invisibility, 1/day minor illusion.

Corruption Ooze

HD 7+2, +6 2d8 or special, Mail

Special: Save vs poison or assumes control of a limb, placing 5hp of itself into each limb. The ooze flees from fire. Once possessed, save vs poison every hour. On failure, the ooze loses 1hp. On success, it's expelled. It can split into 5x5ft parts per 5hp it still possesses. Each act separately.

9 Scientists

HD 2, +1 1d6, Leather, 2 potions of random 2nd level spells each.

Grigor

HD 5, +2 1d4, None, 1/day *Read magic, Sleep, Mirror Image, Invisibility, Lightning Bolt.*

Queen Alenia

HD 5, +4 1d8+2, Mail, 3 1st level spells at will. Gains hp equal to damage dealt.

Demon

HD 12, +13 2d6/2d6/2d6, Plate+5, regenerates 3hp/round, 50% magic resistance, Fear, 1/day invisibility, *polymorph*. At will *Inflct Serious Wound* with no range limit, *Charm Person*.

Tower Creature

9HD, +7 1d10/1d10/1d10, Plate, 30ft tremorsense and tentacle range, can only enter 10ft wide areas,