

WIZARD ROOM



DOORS

Along an ornate hallway lined with wood panels and statues of nymphs and satyrs, 12 FT across by 14 FT high, are double doors made of dark cherry wood, having platinum hinges, handles and keyholes (key type, -45% modifier to pick). The doors are invisible (detect within 8 FT on 1d100 rolls GTET 94, Dwarves +10 modifier, Masons +6 modifier), silenced, do not burn, are proof against acid, and are magically-strengthened (HP180); the spells are banished on 1d20 rolls GTET 24-[level of mage casting dispel magic]. Persons capable of detecting active enchantments detect the doors on 1d20 rolls GTET 3+[distance from doors in FT]. When the doors are opened, two Unseen Servants (L3, HD2d8, AC10, punch hp2, strangle 1d6+1) attempt to prevent entry by pushing intruders out.

MAIN ROOM

A rectangular room 35 FT by 50 FT by 15 FT high, having wood paneling, wainscoting, and a green marble veneer on the upper wall, with a ceiling painted dark red. The floor is covered in worn old dark wood planks. Two brass chandeliers (each with ten glass globes enchanted with permanent light) hang from the ceiling by brass metal chains. Wooden doors are located in the left (Summoning Room) and right (Simulacrum Room) walls, a wooden door is located to the left (Ingredient Closet) in the facing wall, and stairs leading up are to the right (Scrying Room). A 2 FT diameter pentagram is inscribed in silver inside a circle on the floor in the rear left corner is the landing point, being the area of materializing for a permanent one-way inbound teleportation spell from [a place of the GM's selection]; a similar

pentagram and circle drawn in gold on the floor in the rear right corner is a permanent one-way outbound teleportation spell to [a place of the GM's selection; one person at a time with 5 second delay]. The room is furnished with a large rolltop desk and wheeled chair, a carved hickory bookstand, two ornate large willow wood rectangular tables, a black circular table, an old settee in a flower print, a green leather-covered stuffed chair with matching footstool, a large blackboard on wheels (inscribed with partial directions for a ritual to copy memories into a crystal ball), three wood tubs or vats, an empty copper cauldron (six legs, 4 FT across), and two large black wood chests. The desk and stuffed chair sit on a huge bearskin rug (459 GP). On the room's walls hang: a poster chart of the Zodiac constellations (9 GP 3 SP), a poster chart of spell and ritual ingredients (172 GP), an oil painting of a beautiful elfin maiden set in a birch frame (388 GP, frame 1d20+50 SP), a simple child's drawing of a dragon, a small oil painting of a wizard summoning a Djinn (famous artist, 2604 GP, frame 300 SP), an ornate silver-bladed scimitar inlaid with ruby, bloodstone, and pearl (14,043 GP), and an anatomical chart of a Cloud Giant (418 GP). An empty rectangular wire cage is on the floor (3 FT long by 2 FT high by 2 FT wide); a red leather collar is in the cage with a silver tag engraved with the word, 'Rorygler' along with an empty shallow wood bowl. Behind the ingredient's poster is a wall niche 20 inches by 20 inches by 6 inches deep (detect on 1d20 roll GTET 36-[Intelligence]); in the niche is a black leather book with the rituals necessary to become a Liche; the book is invisible. Scattered around the room are: a bronze telescope stand, a crystal ball (not enchanted), some small ebony cubes, a broken wand, a parchment with a diagram of a water clock, a cracked glass prism, the model of a fully-rigged

sailing ship, a flute, a chart of the constellation 'Ettin', a brass hourglass, some dried chicken leg bones and feet, an eagle's beak, several black silk cloths, and a dissected frog pinned to a piece of wood.

The desk is open and contains a variety of simple office supplies plus: 40 sheet of vellum parchment, a 10-power magnifying glass, two books of history written in the [GM specified] language, an ivory hair brush (1 GP), a hearing aid of gold (40 GP), a pewter inkwell, a long-stemmed wood pipe, 2 pouches of high-quality pipeweed (each 60 GP), a silver hand mirror (23 GP), an ordinary wand, a cloth bag holding 22 diamonds (each 1d20*1d20*1d6 GP), a cloth bag holding 87 GP & 114 SP & 27 CP, an ivory-silk hand fan (73 SP), a black eye-patch, and a brass harmonic.

The first chest has a platinum combination lock (20 digits) and a brass key-type padlock, both found locked; apply a -70% modifier to pick the combination (L14-R04-L01-R11) and a -25% to pick the padlock. If this chest is opened without passing one's hand four times across the top, a soft chime sounds from the silver enchanted circle and the illusion of a Medusae appears in the circle (believe unless making a d20 roll GTET 35-[Intelligence], if believe then save versus stoning at -8). Inside the chest are five spell books: first (beacon, boulder toss, detect hidden doors, fool's gold, harden muck, ore find, poison touch, remove paralysis, see true location, slippery surfaces, straw to gold, traceless movement, transmute), second (anti-vision wall, command fires, detect diseased creatures, daylight, double-vision, greater exploding rune, eye-on-the-wall, hide object, hotfoot, night vision, permanent blindness, permanent illusion, remove invisibility, reveal tracks), third (command person, detect poisons, dispel

enchantment, instant drench, instant freeze, levitate/float object, maze trail, protective wards, slow movement, summon undine, walk on clouds, wall of ice, water road), fourth (blinding cloud, cause sleep, chain lightning, choke, foul wings, hail blast, heart squeeze, lesser explode object, lesser fireball, magic grenade, poison fume cloud, remove air), and the fifth contains a book of rituals (verdant harvest, summon person, bubbling spring, summon unseen servant, greater wards, call tornado, sicken area).

The second chest sits on a worn piece of carpeting (5 FT by 4 FT); it has only a simple brass latch and is found open; it contains: a bolt of black silk cloth (35 GP), a stained green winter cloak, 4 golden goblets (each 6 GP), a platinum sandglass (3 hours, 903 GP), a small alembic (20 GP), 3 vials of perfume (each 2d20+200 GP), a set of ten surgical scalpels (30 GP), a winter bedroll, a lodestone compass, a leather leash, six empty leather scroll tubes, a 30 FT coil of half-inch rope, a pair of arctic spectacles (45 GP), a folding light timber saw, a mechanical chess timer (Dwarven, 629 GP), a bagpipes wrapped in oilskin, a mandolin without strings, a pouch of Hysop leaves (11 GP), a pair of black silk gloves, an oak dowsing rod, and a set of adamantite lock picks (+2, +4 against Dwarven-made locks). If the chest is moved and the carpet piece pulled up, a rectangular hole is readily revealed (14 inches by 8 inches by 8 inches deep); in the hole is a folded Magic Bag which contains: a cloth bag with 418 GP & 92 SP, a leather bag with 10 pink Pearls (each 1d100*1d12*10 GP), Damage Absorbing Cloak (hp200), Greater Spell Damage Bracers, Hell Walking Boots, Weapon Proficiency Gloves (morning star), platinum Ring (Strength Enhancing), silver Locket (Mage Energy), a copper Charm (Hag's), Gorgosh's Dragon Bridle, Peace-Making

Pipe, a Lantern of Daylight, Missile Targeting Wand, Wand (Mage Arrow Volley, 42), Geas-Breaking Codicil, Handbook of Life's Experiences (xp1d100*1d20*1d6), Life Restoring Salve, Giant Insect Repellent (salve), Elven Death Dust (powder), Pipe-weed of Mental Rejuvenation, Potion of Cloud Giant's Strength, Cordial of Health, Paralyzing Potion, and Elixir of Truth.

On the tables are found the following items: a wicket basket holding moldy apples (poisonous, save -5), silver candleholder (7 GP 1 SP) with the nub of an unlit blue candle, an alcohol burner set under a heating stand (empty glass flask), a windup metronome (Dwarven, 337 GP), a tuning fork for low-C, a pewter chalice, two pewter plates, a large ceramic stein, dried roses in a crystal vase (15 GP), a Dwarven drinking horn inlaid with gold and amber (77 GP), and a glass beaker holding a wood funnel.

While adventurers are in the wizard's complex, Oellee Karlsgunson (human male, Wizard, L8, hp33, AC24, age 61), his familiar Kaskee (male Dwarven Raven, L3, hp17, AC10, peck 1d4, talons 1d6+3, INT 15, speaks/understands Common & Dwarven, 4/day- confusion spell, babel tongue, sleep), and his pet dog Rorygler (female canine, L4, hp23, AC12, bite 1d6+1, foreclaws 1d3 x2, collar 25% magic resistance) teleport into the Main Room on 1d100 rolls GTET 96, checked every round. Oellee carries a magus staff, a silver-bladed dirk, wears a Cloak of Minor Displacement, Spider-Walking Boots, Web Casting Bracers, Ring (gold, Chameleon Power), and a Ring (silver/emerald, Missile Shield), and carries a Platinum Pendant (Discord), Wand of Fire and Smoke, Alchemical Dust (of Illusions), Flying Potion, Shapeshifting Potion (Hill Giant), Greater Potion of Healing x2, and Goggles of Night-Seeing.

SUMMONING ROOM

The door to this room has a silver handle and keyhole, is magically strengthened (hp225), and is found locked (-35% to pick). The room is circular, 32 FT in diameter by 16 FT tall, the floor is polished green marble tiles, the walls are white marble tiles intermixed with purple and black, and the ceiling is covered by a thin sheet of silver (value 45 SP/square-FT). Silver brackets shaped as lions (each 2d20+250 SP) are set into the walls 9 FT off the ground at the cardinal direction points, from which hang blue-tinted glass lanterns (permanent light). Inscribed in gold and centered on the floor is a 20 FT diameter circle with an embedded pentagram; at each vertice stands a silver column 30 inches high by 3 inches across, each one supporting a partially burned red candle. A small silver key is found on the floor near the center of the circle.

A golden net hangs 2 FT from the ceiling, is hung directly above the pentagram. An oak lectern stands to the southeast, outside the circle, with a leather book cover holding burnt pages. Narrow cherry-wood tables (6 FT by 10 inches wide, 4 FT high) inlaid with silver are against the walls below the west, north, and east lanterns. An oval quicksilver mirror, set in a mithril frame (value 13,000 GP; detects as magic – has no enchanted properties), hangs on the wall in the northwest. On the tables are found a silver censer (quarter filled with incense valued at 30 GP), a ceremonial silver-and-emerald dagger (670 GP), three shallow brass bowls (one with a dried red-ochre substance), two silver handbells, a small (bongo) drum, four small crystal prisms (each 3d100+1200 GP), and a rolled velum parchment tied with a black ribbon (diagram of the Outer Planes, 330 GP). The dagger has an aura of good

on 1d20 rolls 01-03, of evil on rolls 15-20, and no aura otherwise. The third prism is a Prism of Discovery (+35% to identify secret doors and hidden traps when used to search, range 15 FT).

When the circle is entered a Chimera (L7, HD8d10, AC20, bite 1d10 x3, fore claws 1d8, tail 1d6, rear kick 1d12+4, trample 4d8+2, snake venom save -3 at range 18 FT, dragon breath 2d8 at range 22 FT) is summoned, appearing after 1d12 rounds; the Chimera is not bound to the circle. If adventurers leave before the Chimera appears, the door to the Main Room does not latch (breaks) as they leave, and the door drifts open. The net release misfires on 1d12 rolls GTET 7; the Chimera can spit venom and breathe fire through the net; the Chimera can use claws and tail through the net at -4 to hit; the Chimera shreds through the net on 1d12 rolls GTET 11 checked every round (may simultaneously attack and attempt to shred the net with claws).

SIMULACRUM ROOM

The door (hp60) to this room has brass fixtures and keyhole and is found open (-10% to pick when locked). The room is a 28 FT long by 15 FT wide by 10 FT high rectangle. The floor is plain black clay tile, the walls are painted ochre, and the ceiling is covered in beige stucco. The room has a distinct aroma of formaldehyde. The room holds three rectangular black wood vats (7 FT by 30 inches by 30 inches), a rough wood table and bench, two empty barrels, a barrel partly filled with a putrid but harmless gel, a barrel of purified alcohol, a barrel of diluted rubber sap, a barrel filled with moldy arm and leg bones (varies sizes and species), six cloth sacks of plaster mix, and five copper moulds for humanoid figures (from 3 FT to 7 FT tall; three are

found closed). The first closed mould is empty, the second contains a Green Ooze (L3, HD3d8, AC10, 1d8 pseudopods at hp1d4, 1d6/round envelopment, contact may transfer mold at -5 save, resists fire, sensitive to electrical attack), and the third contains a gelatinous (rubber) humanoid figure/golem which is not animate. In one corner are three 6 FT long wood poles their tips stained red, green, and purple, along with a long-handled paddle, a scoop attached to a pole, a hoe, a metal cork-screw attached to a pole, a carved wooden (left) hand, and two wood buckets. A wood shelf against the back wall holds glass jars with a variety of pickled ears, eyes, hearts, gills, gonads, hooves, intestines, kidneys, livers, lungs, spleens, stingers, tentacles, tongues, and (small) wings [GM to specify quantities and species]; on the shelf are also ten one-gallon mason jars of blood (unidentified species). An ordinary (if dusty) articulated orc's skeleton hangs from a wood stand on the right side.

INGREDIENT CLOSET

The door to this room is magically strengthened adamantine (hp475) with two silver keyholes (found locked, each -60% to pick). A Leyden jar trap is attached to the door; a small stud attached to the lower hinges (can be moved by feet; discovered on d20 roll GTET 34-[Intelligence] with +6 roll modifier for Thieves, after discovery disarmed on d20 roll GTET 6), otherwise 1d10 electrical damage is delivered. The entire room interior is covered by a thin sheet of lead. A wood structure of 24 wood drawers wide by 20 drawers high completely fills the left wall, while the opposite and right walls have five continuous wood shelves. A yellow lantern hangs from a hook in the ceiling (permanent daylight). The drawers are clearly labeled in (GM to specify the language). The following spell and ritual

ingredients are found in the room (small amounts of liquids are kept in corked glass vials, larger amounts in glass jars or jugs); GMs should specify the amount of each ingredient:

Acids: Acetic, Black Dragon, Blister Beetle, Dungeon Cube, Fulminating, Giant Spitting Caterpillar, Hydrofluoric, Mold, Nitric, Spitting Bird

Blood: Basilisk, Bugbear, Calygreyhound, Catoblepas, Chameleon, Chimera, Cyclops, Death Beetle, Dragon (green, red), Djinn, Elf, Giant (hill, sea, storm), Gorgon, Grizzly Bear, Hell Hound, Hippocampus, Hydra, Medusae, Mermaid, Minotaur, Roc, Sea Serpent, Human Virgin, Whale, Witch, Wyvern, Vampire Bat

Body Parts: Albatross' Feather, Angel's Feather, Ant Lion Hairs, Anteater Tongue, Baboon's Hair, Basilisk Eye, Basilisk Scale, Bat's Fur, Bat's Wing, Bear Claw, Boar's Bristles, Camel's Hair, Cat's Fur, Chicken's Feather, [color] Dragon's Talon, [color] Dragon's Tears, Eagle's Eye, [type] Fish's Scale, Ghoul's Claw, Giant Spider's Silk, Harpy's Feather, Hell Hound's Fur, Horse's Hair, Hummingbird's Feather, Mammoth's Hair, Manticore's Spines, Mermaid's Hair, Mermaid Scales (virgin), Newt's Eye, Octopus Tentacle, Ogre's Hair, Pegasus Feather, Phoenix's Talon, Phoenix's Tears, Piranha's Teeth, Shark's Teeth, Skunk's Teeth, [type] Snake's Fangs, [type] Snake's Scales, Roc's Feather, Troll's Eye, Wyvern's Scale

Chemicals: Antimony, Aqua Tofami, Bitumen, Blue Vitriol, Brine, Calx, Calomel, Charcoal, Cinnibar, Diametaceous Earth, Fulminating Silver, Gum Arabic, Iron (shavings), Mercury, Natron, Phosphorus, Potash, Pyrite, Quicklime, Sal Ammoniac, Salt (refined), Soda Ash, Sulphur, Talc, Verdigris

Liquids: Alcohol (purified), Aloe Sap, Ammonia, Camel's Fat (rendered), Crocodile's Tears, Cobra Spit, Coral Snake Venom, Dog's Saliva (rabid), Ectoplasm, Ether, Giant Bee Venom, Giant Frog Musk, Golden Beetle's Musk, Honey, Ink, Kerosine, Milk Vetch Sap, Milkweed Juice, Musk Ox Musk, Octopus Ink, Peroxide, Pickling Solution, Rubber Sap, Saline, Scorpion Venom, Skunk Musk, Skunk Saliva (rabid), Spitting Aphid Venon, Stinkbug Musk, Turpentine, Widow Spider Venom

Plants (dried): Anger Flowers, Aster Stems, Arrowhead Vine berries, Baneberries, Belledonna Leaf, Bittersweet berries, Cannabis Leaf, Dead Man's Hand Leaf, Death Angel berries, Donkeytail Leaf, Forget Flowers, Foxglove Leaf, Giant Kelp, Hanging Fungus, Juniper berries, Lambkill Stems, Laurel Petals, Leadwort Leaf, Maleberry, Mistletoe berries, Oleander Leaf, Rhubarb Leaf, Rose Petals, Sleep Flower, Tobacco Leaf, Water Hemlock Leaf, Yew berries

Powders (crushed): Aconite Seed, Acorn, Alligator's Teeth, Alum, Antelope Horn, Bat's Dung, Belladonna Root, Bison Horn, Blood Root, Box Thorn, Brimstone, Buckeye, Bull's Dung, Burning Bush Root, Cat's Eye, Castor Bean, Centaur Hoof, Clam's Shell, Curse Root, Devil's Snuff Box (pollen), Dogsbane Root, [color] Dragon's Bone, Duck's Beak, Egg Shell, Emerald, Fire Cherry, Ghost Wind (pollen), [type] Giant's Bone, Giant Crab's Shell, Hellebore Root, Hemlock Root, Mammoth's Tusk, Mayapple, Mescal, Mica, Monkshood Root, Moonstone, Mummy's Bone, Mustard Seed, Narwhale's Horn, Nightshade Root, Pearl, Pepper Plant Seeds, Pigments (black, blue, orange, white), Pixie Dust, Poison Ivy Root, Poppy Seed, Quartz, Ruby, Rhino Horn, Sea Anemone, Skeleton Bone, Starfish, Tortoise Shell, Trance Root, Tree Fungus, Unicorn's Horn, Vampire's Bone, Vampire's Grave Earth, Wisteria Seed

If this room is exposed to ordinary fire it begins to burn on 1d12 rolls GTET 09, checked every round (apply a +3 modifier for enchanted fire). 1d10 rounds after it begins to burn a toxic cloud is created in the room which enters the Main Room after 1d4 rounds. A room on fire explodes (hp1d20 in the Main Room) on 1d20 rolls of 20, checked every round beginning six rounds after fire begins. In or after the fourth round of exposure, persons exposed to this cloud are unconscious unless they roll GTET 33-[Stamina] on 1d20, checked every round; in or after the twelfth round after becoming unconscious affected persons die unless rolling GTET 25-[Stamina]-[number of rounds]. GMs may assign a variety of temporary or long-term impairments (diminished vision, trouble breathing, muscle tremors, etc.) to persons made unconscious.

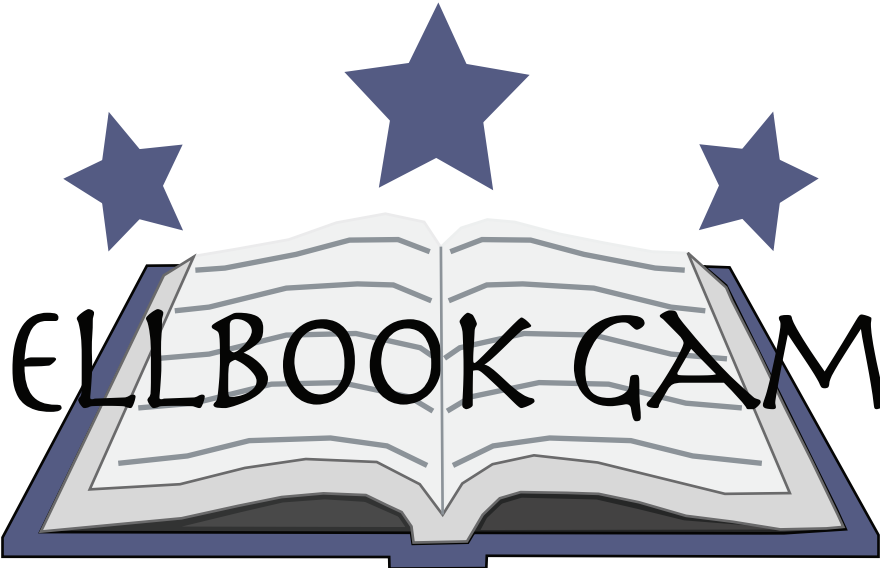
SCRYING ROOM

Stone stairs (topes covered by teak wood planks) lead up from the Main Room (8 vertical FT) to an arched hall 9 FT wide by 14 FT high by 22 FT long, which ends at a silver door. The hall has dark blue carpet, blue-white tiles on the wall, and silver inlaid in the ceiling; at the midpoint a silver lantern (permanent daylight) hangs from the ceiling on a silver chain. The door has adamantite keyhole (found locked, -40% to pick), hinges, and hardware, and has been magically strengthened (hp300). The room is five-sided with the door in the base and the point facing opposite. The floor is red tile with a large red rug (14 FT diameter) in the center, the walls are wainscoted with cherry wood panels below and light red paint above the wainscot. The ceiling is covered in white gypsum tiling (sounds are suppressed in the chamber). The room has a strong aroma of rose petals. Hang-

ing in a silver frame (58 GP) on the left wall is an oil portrait of an aged dark-skinned man in formal wizard's robes. Hanging from a wood rod on the right wall is a tapestry (482 GP) of a unicorn running through a mountain meadow. Silver brackets (each 110 SP) centered in each wall hold unlit torches.

Centered on the rug is an ornate circular table, with three carved ironwood chairs. A light green tablecloth covers the table, the design of a pentagram inscribed in a circle is embroidered in the tablecloth in gold thread. A wide shallow circular brass dish filled with water is centered on the table, and it continuously shows the image of a village of humans burning at night. Also on the table is a small rosewood box (3 GP) holding an artistically superior tarot card deck (28 GP), a leather bag holding rune pieces (each rune engraved on bear bone, set value 184 GP), and a cloth bag of ivory dominoes (1d20+80 SP).

1d4 Psychic Shadows (Incorporeal, L2, HD2d8, AC8 – requires gold or silver weapons, touch drains 1 PT Wisdom for 1d100 hours with save at -4 – death if WIS becomes 0, 4/day – mental blast 15 FT radius at hp1d12 at -2 save) appear in this room 1d20 rounds after adventurers look into the brass dish.



SPELLBOOK GAMES

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