

Everyone's Favorite Haunted House

**A One Round AD&D Living City Tournament
Low Tier Version**

For one reason or another, you find yourself committed to spending a night in a haunted house. Should be fun. This scenario has low-tier and high-tier versions.

by Tracey Wilson

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Tier Structure

To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals which can enter combat on the side of the PCs. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33-42	36-46	39-50	42-54
T5:	43-52	47-57	51-62	55-67
T6:	53+	58+	63+	68+

For tiers 1-5, use the low-level version. For tier 6, use the high-level version of the adventure.

Adventure Background

Elliot Greenbow, a spell component and alchemy merchant in Ravens Bluff, is in need of help. He needs to spend one evening in the old family manor that was converted into a Haunted House attraction by his late Grandfather Winthrop, a profound illusionist and

showman. Elliot needs help in completing a condition in his grandfather's will.

Winthrop had six children, all dead now, but their families live. Some of those families were cut out of the will due to actions that were deemed unacceptable by Winthrop. Josephine, the eldest, opened a rather exclusive brothel and became an accomplished madam. She also was rumored to have connections with Zhentil Keep. Winthrop's second son, Gilbert, left home and was rumored to have joined the Red Wizards of Thay. The other four members, Elton (Elliot's father and the oldest son), Jacqueline, William, and Mary all led accomplished lives in the business world as merchants or students of the art of illusionary magics. Winthrop was a stout man and managed to outlive his children. He died at the age of 82.

The manor home was converted to a wonderful haunted house attraction by Winthrop, complete with complex illusions and conjured minor elementals (air servants, etc.). The house also had many secret passages and traps. Winthrop feared that someone might attempt to steal his secrets for creating the illusions and disturb any precious family heirlooms. There was an accident that resulted in the deaths of a few customers, and the house was summarily closed, but no details of investigations were ever released.

The will states that one member of the house must spend one night in the home in order for the family to receive its inheritance. The family was also given the task of finding the cause of the deaths that forced the closure of the manor. Another family member may try only after five years have passed. The house was closed 12 years ago, and Winthrop died just two short years later. The four families available for the inheritance were very close to one another and, since the inheritance was to be split up evenly, the remaining members drew lots to find out who would go to the manor first, second, and so on.

Two previous attempts at completing the will's condition have failed, and Elliot's cousins, Helen and Jeremy, have not returned nor have they been heard from since entering the house. It is now Elliot's turn, and after consulting with the current executor of the will, Mr. Edward R. Scheister, Esq., Elliot discovered that there was no clause or rule that stated he could not bring others with him to the manor, just not other family members.

Thus, he has decided to hire a group of adventurers to accompany him, investigate the deaths that closed the manor, and claim the family inheritance. Elliot is now 45 years young and has a fair knowledge of the home; however, this was before his grandfather made any changes.

Low Tiered Version:

The primary antagonist for the low tier version of this module is Elliot's half-brother, Zephram. Elliot's father, Elton, was very distraught after the passing of his wife when Elliot was only 5 years old. To console himself, he sought comfort in the arms of a woman name Lila.

Lila was a secret employee of his sister Josephine and bore him a son. Elton was told of the pregnancy but asked Lila to keep the matter out of the public eye. Josephine was the mastermind behind Lila's involvement with Elton and planned to use Zephram as a tool to regain her part of the inheritance. Unfortunately, Josephine met with an untimely end some years later, and her plans for revenge were over.

Zephram, however, discovered his family legacy from documents he uncovered in his dear aunt's belongings. He later became a disciple of Iyachtu Xvim and spent several years studying the history of the manor. While the attraction was still in operation, he made several trips to the manor to gain access to his grandfather's secrets and family treasures.

The family treasures are hidden in a vault deep in the manor, and he awaits the opportunity to ambush those who manage to open the vault and steal them. He truly believes his undead and other minions have shut down the manor's attraction. Then, once all the other members are dead or scared out of their wits, he will emerge, declare his right to the family inheritance, spend his official night in the house, and propose a false account about what really murdered those people 12 years earlier.

Player Introduction

Read the following below to the players:

It is a typical morning in Ravens Bluff, when you hear a knock at your door. A small boy hands you a message marked with a seal and stamped "From the office of Edward R. Scheister, Esq."

After all the players greet the messenger and open their message, hand out Player Handout #1.
The current time in the city is nine bells.

Note: Local History Checks on Scheister:

Former employee of the Magistrate's office, but left to start his own business. Currently, he specializes in representing families involved in real estate, foreclosures, and those requiring legal advice for beneficiaries to family estates and holdings.

Once all the players understand the message and plan to meet at Scheister's office, proceed to Encounter 1.

Encounter 1: Mr. Scheister's Office.

You all arrive at the office of Edward R. Scheister, Esq. at four bells. The office door is constructed of expertly carved ironwood and a large golden plate displays the words "Edward R. Scheister, Esq. Specializing in Family Law and Estates." Just below the plate is a large golden knocker.

Once the players knock on the door, it will be opened by Mr. Scheister's executive assistant, Ms. Barbara Chatterly. Ms. Chatterly is extremely attractive (charisma 18) and will ask the party their business. If they state they are here in response to Mr. Scheister's letter, she will let them in and direct them to his office.

Note: Any decent-looking or well-to-do men in the party will be given extra special attention by Ms. Chatterly during this encounter. Ms. Chatterly is a priestess of Shiress on special retainer to work in Scheister's employ. He says that it is good for business and relaxes his clients.

Ms. Chatterly leads you to a well decorated office. Behind a desk is a dark-haired middle-aged man dressed in fine clothes. Just to his left, in another middle aged man with balding hair and fine robes. Pinned to his robe is a symbol of the Merchant's Guild. In front of the desk are several chairs, one for each of you. The dark-haired man stands and introduces himself. "I am Edward R. Scheister, Esq. I want to thank you all for coming on such short notice, but that cannot be helped. My client's needs are pressing, and time is of the essence. Some of you have worked together before and some have not. My client, Mr. Greenbow, rarely seeks the employ of adventurers, and perhaps it would be best that you introduce yourselves to one another, and then I will explain why we have asked for your help in this matter. If you require refreshments before we begin, my assistant, Ms. Chatterly, will see to your needs."

Let the party introduce themselves to one another and to Mr. Greenbow and Mr. Scheister. Once completed, Mr. Scheister will continue.

"My client's full name is Elliot Greenbow, grandson to Winthrop Greenbow, a well known showman and illusionist in the early days of Ravens Bluff. Many years ago, Winthrop transformed the Greenbow family manor into an amusement attraction. He used specialized illusions to create a Haunted Manor, and his venture was very lucrative. Unfortunately, 12 years ago tragedy struck the Haunted Manor and a few

patrons died in a horrible accident. The investigation into what happened was extremely tight-lipped, and Winthrop closed the manor to all but himself. The families of the victims were well compensated for their losses, and the manor was never reopened. Two years later, Winthrop died, and he left a will with specific conditions on claiming the family inheritance. Since all his children were dead or have not been heard from since they left home, it has fallen upon the offspring of his children still in good standing with the family to complete the will's conditions and claim the inheritance.

"The conditions of the will are stated rather simply. Once every five years, one member of the family must spend one night in the manor home and emerge with the family treasures locked in the manor vault and the knowledge of what caused the deaths of the Haunted Manor patrons 12 years ago.

"My client and I have noticed a loophole or perfectly written aid to the family in the will that was not seen before. The will states that only one family member may attempt each five years, but it does not state that he must enter the manor alone. Thus, he has asked me to hire you to accompany him into the manor and complete the conditions of his grandfather's will.

"My client is prepared to offer each of you the sum of 2000 gold pieces for your efforts in this matter. He is also willing to offer a bonus to the group if they uncover conclusive information that will exonerate his family in the deaths of the people 12 years ago.

"Before you agree to this assignment, I must state that my client's wishes and well being are paramount in this endeavor. You are to respect his wishes in all matters relating to property of the family, and you are required to keep him from harm.

"Now do you have any questions about this mission that we should address at this time?"

If the party has any other questions, the information they can receive is listed below. If they fail to ask questions or have not gained enough important information, Scheister will volunteer information about the house and the conditions of the will. Elliot will answer any questions about the family that are more in depth.

- Winthrop had six children.
- Some of those families were cut out of the will due to actions that were deemed unacceptable by their father. Josephine, the eldest, opened a rather exclusive brothel and became an accomplished madam. She also was rumored to have connections with Zhentil Keep. She died several years ago.

- His second son, Gilbert left home and was rumored to have joined the Red Wizards of Thay. He has not been heard from since.
- The other four members, Elton (Elliot's father and the oldest son), Jacqueline, William, and Mary all led accomplished lives in the business world as merchants or students of the art of illusionary magics. The four families have agreed to split the inheritance once it is earned.
- The family drew lots to determine which member would attempt to complete the conditions of the will. Elliot's cousin, Helen, attempted 10 years ago and his cousin Jeremy, five years ago. Neither has been seen or heard from since they entered the manor. It is now 10 years since Winthrop's death, and Elliot's turn to enter the manor has arrived.
- The home is only two and a half miles northeast of the north gate of Ravens Bluff.
- Winthrop was a renowned showman and made several alterations to the manor just before it became an attraction. Any knowledge pertaining to the extent of the alterations died with Winthrop.
- Jeremy and Elliot were partners in his current franchise as a merchant of rare spell components before Jeremy left for his turn in the house.
- Due to the fact that no one is allowed in the house during the five-year interval as stated in the will, no investigations could be made into the disappearances of Elliot's cousins.
- All family members must sign a waiver before entering, stating they agree to the danger.
- The house contains many permanent illusions that can be deactivated by certain command phrases. The illusion can be reactivated by restating the command phrase, or they will resume after eight hours of inactivity.
- Winthrop was extremely secretive about his attractions and the illusions he used to create them. In order to protect his secrets and his family fortune, he used strange and powerful magics to shield important items from detection. The entire house is almost clouded in a permanent *misdirection* spell that seems to disrupt all forms of divination magic. Many spells that ask questions will work, but will return incorrect or vastly incomplete answers.

Once the party has completed their questions and gained sufficient answers, Mr. Scheister will ask them if they agree to take on this mission.

"So do we have an arrangement?"

If the party agrees to the terms, Mr. Scheister will have them all sign a binding agreement, complete with a nondisclosure clause, and instructs the party to meet

Elliot and himself at the north gate at dusk the following evening.

The party is then free to spend the rest of the day and night preparing for their adventure. When all are ready, proceed to Encounter 2.

Encounter 2: The North Gate

You all arrive at the North Gate and notice that Elliot and Mr. Scheister are there waiting for you. Elliot approaches you. "Thank you for helping me in this endeavor. Solving this mystery and completing the condition of my grandfather's will shall finally bring my family peace. I have a map of the first floor of the house before my grandfather made his adjustments for the attraction. The first floor was the primary attraction, and only private tours were given to the upstairs."

Mr. Scheister steps forward. "Here is a list of command phrases that were given to the original will executor. They are supposed to turn off many of the illusions in the manor temporarily and allow you some free movement about the home. Unfortunately, we only have the phrases and not a match to what illusion for which they were intended." He also hands you a small rectangular silver box. "You must only open this box when you have opened the vault and give the contents to Elliot."

Mr. Scheister continues, "You must be in the home before midnight this evening, or my client will forfeit his chance. None of you may leave the manor until sunrise tomorrow. Magical detections will be used as per the will's statement to guarantee compliance. Good luck."

Mr. Scheister turns and walks back into the city. Elliot smiles at you all, "Come on, we haven't much time, and the manor is not far from here."

Hand out Player Handouts #2 (first floor map) and #3 (command phrases) at this time. The party can roleplay with Elliot and ask him about the manor and his grandfather. He can only tell the party what was known in Encounter 1 and the fact that Elliot knew his grandfather was a showman and a profound illusionist.

DM Note about Elliot: Elliot is a noncombatant in this scenario! His stats, if necessary, are as follow:

Elliot Greenbow, hm P8 of Waukeen: Int Very; AL LN; AC 1; MV 12; HD 8; hp 50; THAC0 16; #AT 1; Dmg 1-6+1; SA nil; SD nil; MR nil; SZ M; ML 12.

Spells: None. He is not currently serving Waukeen.

He is not an adventurer but is no coward. He will help the party out the best he can, but they must fight for him. After all, isn't that why he hired them?

Treasure Note: Silver box that contains a small rod that Elliot will use to teleport all the contents of the vault back to Mr. Scheister's offices.

Encounter 3: The Manor

You travel down a long path toward large Manor Home that seems to be seen only in scary nightmares. The two-story home has all the windows bricked up, and several menacing gargoyle statues adorn the roof. Above the house, large clouds billow, lightning crisscrosses them, and you can hear the roar of thunder. The strange thing is that in the surrounding area, the night sky is clear and the stars are shining brightly this evening.

The path leads to a large covered porch easily large enough to hold all of you. Two dark wooden doors mark the entry way into the manor. A large knocker with the head of a gargoyle imprinted on it hangs from the right door. Elliot steps forward and bangs the large knocker three times producing loud knocks as they strike the door.

The door opens, and a figure steps into view. An almost translucent man dressed in a deep black tuxedo answers the door. His face is covered in a blue colored makeup.

"Good evening, and welcome to Greenbow Manor," the man speaks in a deep voice. "I am Prestin, and I will be your guide as you tour the manor. Please relax and enjoy. Should anyone have any health problems, such as chronic fright syndromes or heart problems, I must suggest that you wait outside. Please enter, and we will begin the tour."

Prestin gestures you all to enter the manor and closes the door behind you. The sounds of a large bar can be heard crashing down on the other side of the door, but you don't remember seeing a bar on the outside before you walked in.

Manor House: First Floor

DM Notes about spell effects: As stated before, powerful misdirection and non-detection magics abound in this house and make the use of divination spells highly ineffective. Many spells require questions to be asked of a higher power. The spells will work, but the answers will be incorrect or more often vastly incomplete (i.e. *augury, divination, commune, speak with dead, past life*, etc.). *Find traps* spells will be completely ineffective, but a thief's ability to detect the traps in the house is unaffected.

Winthrop also created effective barriers for areas of the house. These barriers are made of a magical obsidian. This material currently lies underneath the floors, ceiling, and walls of the house and around the

basement and vault areas. There will be other instances later that use these barriers in doorways. The 10' x 10' section of the wall can be destroyed by a successful *dispel magic* against 18th level or a *disintegrate* spell. All spells that promote passage through the walls or barriers such as *passwall*, *dimension door*, *knock* (in some cases), etc. will be ineffective. Spells that alter earth or stone are likewise ineffective. *Teleport* will fail unless a clear path to the desired location is created before its use.

DM Note: Prestin is an aerial servant that will guide the party through manor as though a tour was being performed. The command to turn off Prestin's tour facade is "Stuffed Shirt". Prestin will still remain very prim and proper, but will be able to interact with the party. He knows very little about the deaths of the patrons but does remember meeting Helen and Jeremy at the home. He does not remember them leaving. Something strange is going on, and he believes someone else is in the house, but cannot be certain. He will stand by Elliot at all times. This was a condition as part of his summons into service by Winthrop to protect the family. If damaged more than his current hit points, he will automatically be resummoned after one month's time has passed. He has to keep up the place, you know.

Prestin the butler, spirit servant: Int High; AL N; AC 5; MV 12; HD 1; hp 8; THAC0 20; #AT nil; Dmg nil; SA nil; SD nil; MR nil; SZ M; ML 16.

Manor House Room 1: Entry Hall

This spacious entry hall is 50' x 40' and the floors are covered in marble. In the center of the hall is a large stairwell that splits up to either the left or the right. The sounds of eerie music from a pipe organ can be heard from somewhere upstairs. A chain with a sign hangs in front of the stairwell. The sign reads, "Private tours given for the upstairs only, no exceptions." On this floor, there is a single door to both the left and right of the hall.

Prestin speaks, "This house is more than one hundred years old and many have lived here during that time." He gestures to the stairwell, "Look, some of our past residents have come to greet you. They are happy to see you and hope you have an excellent stay in their home." Appearing on the steps of the stairwell are an elegantly dressed couple who have very translucent and almost morbid features. They wave to everyone and smile.

Prestin will allow the PCs to wander around the hall for a few moments and then continue the tour to left door. If the command phrase to bring him out of the programmed tour is used, he will assist the PCs to either door.

Read only if Prestin is still in the programmed tour:

Prestin gestures to the left door, "Please, this way everyone. No crowding now, there are plenty of spirits for everyone to see."

Prestin will insist that everyone stay on the tour unless his command phrase is uttered. He will not allow anyone upstairs while the programmed tour is going on. If they attempt to go, he will do his best to stop them. It is not much, but it is his job.

Manor House Room 2: Dining Hall and Kitchen

You have now entered an elegant dining hall. A large table with eight chairs is in the center, and a wooden grandfather clock sits in the far left corner of the room. An open door on the far side of the room is blocked by another chain. Beyond the door, utensils and other cooking instruments can be seen flying by. There are eight figures seated at the table. All seem to be enjoying a grand feast.

DM Note: If Prestin is still on the programmed tour, he will continue with this next speech. If not, the party may react to the situation as they choose.

Read only if Prestin is still in the programmed tour:

Prestin announces, "Please do not disturb the spirits' midnight meal. They may become very angry, and you know how spirits are." He gestures for everyone to continue on to the right.

When anyone begins to pass the group of spirits at the table, they will all stand. Elliot will notice that the one spirit at the head of the table is or was his cousin Helen. He will point, his face will go deathly pale, and he will back away from the spirits saying "Helen!" The spirits or monsters using the illusion will then spring to attack. Have the party roll for surprise if the illusion is still active in the room.

Illusion Note for DM: The command phrase "Banquet" will stop the illusion and remove the illusion covering the monsters, other than Helen, and all the food. The kitchen utensils will continue to fly by until the phrase "Chop-chop" is used. Anyone walking into the kitchen without turning off the kitchen's program will take the following damage each round they stay in the kitchen.

Tier 1:

3 points each round in the room.

Tier 2:

6 points each round in the room.

Tier 3:

9 points each round in the room.

Tier 4:

12 points each round in the room.

Tier 5:

18 points each round in the room.

The following are the stats for Helen and her spirits:

Tier 1:

Warrior spirits (6): Int Average; AL N; AC 6; MV 12; HD 2; hp 10; THAC0 19; #AT 1; Dmg 1-6; SA nil; SD immune to enchantment/charm spells; turn as shadow; MR nil; SZ M; ML 14.

Helen, ju-ju zombie: Int Very; AL N; AC 5; MV 12; HD 3+12; hp 15; THAC0 17; #AT 1; Dmg 1-6; SA nil; SD immune to mind-affecting spells, illusions, electricity, and magic missiles, +1 or better weapon to hit, piercing and blunt weapons cause ½ damage, fire causes ½ damage, turn as specter; MR nil; SZ M; ML 14.

Tier 2:

Warrior spirits (6): Int Average; AL N; AC 4; MV 12; HD 4; hp 18; THAC0 16; #AT 1; Dmg 1-8; SA nil; SD immune to enchantment/charm spells; turn as ghost; MR nil; SZ M; ML 14.

Helen, ju-ju zombie: Int Very; AL N; AC 3; MV 12; HD 5+12; hp 25; THAC0 14; #AT 1; Dmg 1-8; SA nil; SD immune to mind-affecting spells, illusions, electricity, and magic missiles, +1 or better weapon to hit, piercing and blunt weapons cause ½ damage, fire causes ½ damage, turn as specter; MR nil; SZ M; ML 14.

Tier 3:

Warrior spirits (6): Int Average; AL N; AC 3; MV 12; HD 6; hp 25; THAC0 14; #AT 1; Dmg 1-10; SA nil; SD immune to enchantment/charm spells; turn as specter; MR nil; SZ M; ML 14.

Helen, ju-ju zombie: Int Very; AL N; AC 3; MV 12; HD 6+12; hp 30; THAC0 14; #AT 1; Dmg 1-10; SA nil; SD immune to mind-affecting spells, illusions, electricity, and magic missiles, +1 or better weapon to hit, piercing and blunt weapons cause ½ damage, fire causes ½ damage, turn as specter; MR nil; SZ M; ML 14.

Tier 4:

Warrior spirits (6): Int Average; AL N; AC 2; MV 12; HD 8; hp 36; THAC0 12; #AT 1; Dmg 1-12; SA nil; SD immune to enchantment/charm spells; turn as shadow; MR nil; SZ M; ML 14.

Helen, ju-ju zombie: Int Very; AL N; AC 1; MV 12; HD 8+12; hp 45; THAC0 11; #AT 1; Dmg 1-12; SA nil; SD immune to mind-affecting spells, illusions, electricity, and magic missiles, +1 or better weapon to hit, piercing and blunt weapons cause ½ damage, fire causes ½ damage, turn as specter; MR nil; SZ M; ML 14.

Tier 5:

Warrior spirits (6): Int Average; AL N; AC 1; MV 12; HD 10; hp 50; THAC0 10; #AT 1; Dmg 2-16; SA nil; SD immune to enchantment/charm spells; turn as special; MR nil; SZ M; ML 14.

Helen, ju-ju zombie: Int Very; AL N; AC 0; MV 12; HD 10+12; hp 65; THAC0 9; #AT 1; Dmg 2-20; SA nil; SD immune to mind-affecting spells, illusions, electricity, and magic missiles, +1 or better weapon to hit, piercing and blunt weapons cause ½ damage, fire causes ½ damage, turn as specter; MR nil; SZ M; ML 14.

Treasure Note: In the room is a large grandfather clock that has a raised wooden crest of Elliot's family on the front. The crest can be removed and when replaced by the golden one from a future room, the door to the front of the large clock will open to reveal a silver encrusted key (Vault key 1). The door cannot be opened via a *knock* spell, and there is no visible latch or lock for a thief to use his skills. The only other way would be to destroy the front door of the clock, and Elliot will strongly protest this action. The clock has been in his family for many years and must not be damaged. The silver key is needed to gain access to the vault in the basement, room 16.

Manor House Room 3: Bedroom Hall

You enter a long hallway with three doors on the right and two on the left. A fog fills the corridor and obscures the floor.

DM Note: If Prestin is still on the programmed tour, he will continue with this next speech, if not the party may react to the situation as they choose.

Read only if Prestin is still in the programmed tour:

Prestin announces, "Please do be quiet. Some spirits require their rest even at this late hour." He gestures for everyone to continue down the hall.

As you move down the hall, eerie lights can be seen from behind the doors on the left and two of the doors on the right. Several doors begin shaking, and a loud groan can be heard from a room to the left. The second door on the right opens and slams repeatedly; a vision of clawed hands clutching the door handle can be seen.

Illusion Note for DM: The command phrase “Shake, rattle, and roll” will stop the illusion. The doors open easily, and all the rooms are empty. The final door on the right leads to room 4.

Manor House Room 4: Study

Upon entering this room, you notice it is a large study complete with bookshelves and a desk. A spirit is sitting behind the desk busily writing.

DM Note: If Prestin is still on the programmed tour, he will continue with this next speech, if not the party may react to the situation as they choose.

Read only if Prestin is still in the programmed tour:

Prestin states “Some spirits continue to be studious and spend eons researching new problems.”

Illusion Note for DM: The command phrase “Bookworm” will stop the illusion. The spirit will vanish, and the players can search the room. There is a piece of paper that the spirit seemed to be writing on. It contains the following information:

The Lion’s head beckons to you, but cannot see. Two eyes it needs to set it free. One of Fire and one of Ice can bring the Lion’s head to life. The spectrum is your only clue. R is to I as L is to R must be held true. Use the stones wisely to open the door, or else suffer from the lion’s roar.

All the other bookshelves have fake books and there is nothing in the desk. A door on the far wall leads to room 5.

Manor House Room 5: Hall of the Starry Sky

You enter what seems to be a hallway, except for the scene above. A vision of the night sky is visible and you can hear the sounds of the outdoors and smell fresh air. A shiny blue star twinkles in the sky as you move down the hall, and several spirits rush out from the shadowy gloom to the edges of the hallway. They seem to pound on the walls like glass in an effort to get in as their faces contort with rage.

DM Note: If Prestin is still on the programmed tour, he will continue with this next speech, if not the party may react to the situation as they choose.

Read only if Prestin is still in the programmed tour:

Prestin states “Isn’t the night air wonderful, all the spirits love and wish you could join them.” He leads you down the hall to a door on the opposite side.

A successful observation roll or half intelligence and wisdom will allow a PC to notice that the twinkling star in the illusion is actually a blue gem.

Illusion Note for DM: The command phrase “Twinkle, Twinkle” will stop the illusion. The spirits will vanish and light will be restored to the room. The pattern of the night sky is still visible, including a large blue gem (Lion’s Blue Eye Gem) embedded in the ceiling. The gem can be removed, but there is a trap. A successful F/R Traps roll will determine that the two stars next to the gem must be pressed before the gem is removed. A successful *dispel magic* against 18th level will also dispel the cold trap. If the trap is not disarmed, an extreme blast of cold will shoot out at the one responsible for removing the gem. The damage for the trap is as follows (save vs. death for ½ damage):

Tier 1 Damage:

6 Points

Tier 2 Damage:

10 Points

Tier 3 Damage:

16 Points

Tier 4 Damage:

25 Points

Tier 5 Damage:

40 Points

Treasure Note: The blue gem is needed for the Lion’s head in room 12 and is intended for the lion’s right eye.

Manor House Room 6: Dance Hall

The room you have entered is a large dance hall. Several couples of spirits in expensive attire can be seen dancing about the hall. A band of spirit minstrels is in the back of the room playing a delightful dance tune.

DM Note: If Prestin is still on the programmed tour, he will continue with this next speech, if not the party may react to the situation as they choose. If there are females

in the party, Prestin will choose the best-looking one and ask her to join him in a dance.

Read only if Prestin is still in the programmed tour:

Prestin states “Spirits, against popular belief, love to dance. Everyone grab a partner and join in the merriment.”

As everyone dances or mills about the dance floor with the illusion intact, someone will notice or trip over the corpse of Elliot’s cousin Jeremy. Elliot will immediately be distraught and begin to sob at the discovery. Jeremy has a backpack that contains a journal (Player’s Handout # 4) and a gold encrusted key (Vault Key 2).

Read the journal aloud or inform Elliot of the information contained on its pages. Elliot’s reaction will be utter shock. After a few moments of stumbling over his words, Elliot will then strongly deny any involvement in the death of his cousin and any knowledge of this strange individual that Jeremy had seen in the house before he died.

Outside the dance hall’s double doors is a large entry foyer complete with clothing racks and shelves to store dancers’ personal items. There is a door that leads to room 7 on the opposite wall of the foyer from the double doors.

Illusion Note for DM: The command phrase “Dance with me” will stop the illusion. The spirits will vanish, and only the instruments and the body of Jeremy will remain.

Treasure Note: The gold key is needed to gain access to the vault in the basement, room 16.

Manor House Room 7: Spirit Hall

You enter a 20-foot long hallway that is surprisingly nondescript. The walls are deep gray and look almost like a textured fabric.

DM Note: If Prestin is still on the programmed tour, he will continue with this next speech. If not, the party may react to the situation as they choose.

Read only if Prestin is still in the programmed tour:

Prestin states “Please stay together now; the tour is almost over. This way.” He walks to the door at the other end of the hall.

When the party moves down the hall, read the following:

As you proceed down the hall, strange shapes seem to ripple in the walls. Ghastly images form and move down the walls as if the wall coverings offered them skin or substance. You can feel the air move and hear sounds similar to silk flowing in a breeze as they pass by.

Illusion Note for DM: The command phrase “Silky smooth” will stop the illusion. The images and sounds will vanish, leaving only the gray hall.

Manor House Room 8: Trophy Room

You enter a room that can only be described as a large trophy room. This reverse L-shaped room has several display cases containing various tarnished trophies and awards.

DM Note: If Prestin is still on the programmed tour, he will continue with this next speech. If not, the party may react to the situation as they choose.

Read only if Prestin is still in the programmed tour:

Prestin states, “Over the generations, the Greenbow family has collected several awards, but all they are now is a tarnished reminder of the past.” He gestures to the trophy cases, “Please, see for yourself.”

When anyone attempts to view the trophies in the cases, they will see their reflection in the glass case as a rather hideous looking spirit.

Illusion Note for DM: The command phrase “Visage of the past” will stop the illusion. The PCs’ reflections will return to normal.

One case has a large trophy with a golden crest of Elliot’s family mounted on it. A simple search or observation check can notice this large trophy. This case can be opened easily, and someone can remove the crest. However, upon removal, both doors will be blocked by walls of magical obsidian that will slide down and block the doors. The walls are super smooth and cannot be moved. Each wall can be dispelled by a *dispel magic* against an 18th level caster. A *disintegrate* will also eliminate a wall. *Passwall* and other magics will not work. Any magic that can shape earth or stone will also be ineffective. The walls will raise if the crest is replaced or the wooden crest from room 2 is placed in the trophy. The golden crest can then be taken to the dining hall (room 2) and be used to obtain the silver key for the vault.

Treasure Note: The golden crest opens the grandfather clock in the dining hall (room 2).

Tour completion note: If Prestin's program is still running, he shows the PCs to the door. If no one deactivates the program, Elliot will use the command phrase to end the program. Prestin will not let anyone upstairs until the program is terminated. Leaving the manor at this time is a violation of the will's conditions and will forfeit Elliot's chance, thus ending the module here.

Manor House: Second Floor

You climb the split staircase to the second floor of the manor. One set of double doors each lies to your left and right.

Manor House Room 9: Master Bedroom

You enter an enormous bedroom that features a large four-poster bed, several chests of drawers, and a sideboard made of the finest cherry you have ever seen. On the sideboard rests an open book. A clock is mounted on the far wall above the bed. Just above the center of the clock, a beautiful picture of a moon is painted on a raised crest.

This room was Winthrop's room while the manor was still an attraction. Everything in this room is of the highest quality and in incredible shape. Prestin's job list is a long one, cleaning included. The clock contains the Moon crest (Vault Moon Crest) needed to access the vault in the basement. An inspection of the clock will discover that the crest can easily be removed from the clock.

The book on the sideboard is called "The Studies of the Prime Numbers." The book is laid open to the chapter discussing the number 13. This is the number the players need to decipher the basement code in room 14 and allow access to vault room.

A thorough search under the bed will discover a hidden panel. Moving the panel will reveal a small coffer. The coffer contains 1000 platinum pieces and a *scroll of protection from undead*.

There is a set of double doors that leads to the Lion's Head room, Room 12.

Treasure Note: Moon crest needed for the vault in room 16, 1000 platinum pieces, and a *scroll of protection from undead*.

Manor House Room 10: Sitting Room

The room you have just entered is a rather cozy sitting room. Beautiful chairs and a sofa are placed about the room in a semicircle in front of a fireplace on the far wall. A clock hangs on the wall above the fireplace. Just above the center of the clock, a beautiful picture of the sun is painted on a raised crest. As you enter, a fire springs to life in the

fireplace. The sounds of beautiful pipe organ music can be heard through the double doors to the left.

The clock contains the Sun crest (Vault Sun Crest) needed to access the vault in the basement. An inspection of the clock will discover that the crest can easily be removed from the clock.

Written on the mantle above the fireplace is the following inscription: "First the silver of the moon will come, then the sun will set in all its golden glory. All will be in order". This phrase describes the order in which the keys and crests must be inserted into the vault door in order for it to open. Failure to do this correctly will unleash the vault guardian.

Treasure Note: Sun crest needed for the vault in room 16.

Manor House Room 11: Auditorium

This room is an auditorium. Several benches are lined up with illusionary spirits listening to the music being played on the large pipe organ at the end of the room. Playing the organ is a man dressed in black with a billowing hooded cape trimmed in silver. The music seems to beckon you as you enter.

If anyone approaches moves through the crowd, the phantom will stop and turn toward the party. They will notice no face but a set of glowing red eyes under the hood of the cloak. He will point to the nearest member of the party and gesture for the PC to join him at the organ. If someone does join him, he motions for him to sit beside him. Music will appear on the music holder in front of the PC, titled "Fire Over Cormyr." The PC must make a music instrument proficiency check. If the PC is not proficient, Dex at -4 can be used. If the PC makes his check, a panel in the organ will open and a fire red gem will fall out (Lion's Head Red Gem).

If the PC fails the check, the music will disappear and the phantom will angrily gesture for the PC to leave the organ. He will then select another party member to join him.

The phantom is a permanent illusion, as are the spirit guests. Any attacks against them will have no effect.

There is a secret door on the left wall that leads to Lion's Head room.

Treasure Note: Lion's Head Red Gem needed to open doors in room 12.

Manor House Room 12: Lion's Head Room

This room is lined with fine tapestries depicting Winthrop Greenbow as a showman, a grand wizard, and a simple old man. On one wall is a set of large double doors made of smooth black obsidian and to

their right is an intricately carved stature of a lion's head placed on a pillar of fine marble. The lion's eyes are hollow and silently haunting.

About the doors: The doors are made of the same magical obsidian seen throughout the rest of the house. *Passwall* will not work, and *knock* will not open the doors. The doors cannot be moved by force until the lion's head unlocks them. There is no visible latch or lock, although these doors do have large brass handles. The doors can be dispelled by a successful *dispel magic* vs. 18th level or a successful *disintegrate* spell. However, eliminating the doors will automatically set off the lion's head traps if they are still active. Casting *passwall*, *knock*, etc., will only have a 10% chance of setting off the trap.

About the Lion's Head: The PCs will easily notice that the gems they have obtained will fit perfectly in the eye sockets of the Lion's Head. The proper position is the key. If they remember the clue given to them in the study, they will place the Red Gem in the left eye and the Blue gem in the right eye. The trap can be dispelled by a successful *dispel magic* vs. 18th level for both spells cold and fire.

DM Note: Be sure to ask the PC's which gem they intend to place first.

Failure to place them correctly, will cause the following effects (damage is the same for both):

Placing the Red Gem in the right eye will cause the Lion's Head to roar and release a fireball that will engulf the room.

Placing the Blue Gem in the left eye will cause the Lion's Head to animate, roar, and spray the room with a cone of cold.

Damage for improper placement of the gems (Save vs. spell for half):

Tier 1 Damage:
8 Points

Tier 2 Damage:
14 Points

Tier 3 Damage:
24 Points

Tier 4 Damage:
36 Points

Tier 5 Damage:
50 Points

In either case, Elliot will be reduced to 1 hit point and be semiconscious.

If the party is correct in their placement, the doors to room 13 will slide open.

There is a secret door that opens to a passage leading to room 11.

Manor House Room 13: Elevator Room

After you place the two gems in the Lion's Head eyes, the huge obsidian doors to this room slowly open. Several figures rush from the room and bar your entry.

These are Zephram's minions he has sent to stop the party.

Tier 1:

Heucuva (6): Int Average; AL CE; AC 3; MV 12; HD 2; hp 10; THAC0 19; #AT 1; Dmg 1-6; SA disease; SD immune to mind-affecting spells, turn as wights; MR nil; SZ M; ML 11.

Tier 2:

Heucuva (6): Int Average; AL CE; AC 3; MV 12; HD 4; hp 20; THAC0 17; #AT 1; Dmg 1-8; SA disease; SD immune to mind-affecting spells, silver or magical weapon required to hit, turn as wights; MR nil; SZ M; ML 11.

Tier 3:

Heucuva (6): Int Average; AL CE; AC 1; MV 12; HD 6; hp 30; THAC0 15; #AT 1; Dmg 1-10; SA disease; SD immune to mind-affecting spells, silver or magical weapon required to hit, turn as wights; MR nil; SZ M; ML 11.

Tier 4:

Heucuva (6): Int Average; AL CE; AC 0; MV 12; HD 8; hp 45; THAC0 13; #AT 1; Dmg 1-12; SA disease; SD immune to mind-affecting spells, silver or magical weapon required to hit, turn as wights; MR nil; SZ M; ML 11.

These heucuva have been *hasted*.

Tier 5:

Heucuva (6): Int Average; AL CE; AC -1; MV 12; HD 10; hp 60; THAC0 11; #AT 1; Dmg 3-18; SA disease; SD immune to mind-affecting spells, silver or magical weapon required to hit, turn as wights; MR nil; SZ M; ML 11.

These heucuva are *hasted*, have 8 *stoneskins*, and have *silence 15' radius* spells on them.

Once Zephram's forces have been eliminated and everyone proceeds into the room, read the following to the players:

As you enter this room, a door a small chamber opens. A magic mouth appears, "Please, step lively. Everyone aboard, the doors will be closing shortly."

Once everyone is aboard, the doors will close. The elevator is powered by a *levitate* spell. Unfortunately, the weight of the party is too great and the elevator will begin to fall rapidly. Everyone in the party must make dexterity checks to avoid being slammed about the cabin.

Read the following while the party is in the elevator:

"Weight limits have been exceeded. Safety protocols engaging."

A *feather fall* spell will come into effect for the elevator and everyone must make another check to avoid being tossed about by the large change in inertia. Damage for failing either check is as follows:

Tier 1 damage:
1d2 points

Tier 2 damage:
1d4 points

Tier 3 damage:
2d4 points

Tier 4 damage:
3d4 points

Tier 5 damage:
4d4 points

Your thrill ride comes to a rest and the magic mouth again speaks, "Please stand clear of the doors as they are about to open." The door opens, and the mouth continues, "Thank you and please watch your step."

Manor House: Basement Floor

Manor House Room 14: Code Room

You exit the elevator into a 20- by 30-foot room with four doors. Suspended in the air above the room is a rotating semitranslucent sign. It currently displays the numbers "30."

This room requires a code to move the walls in room 15. Passageways A, B, C, and D each have a switch that can be moved to three positions. Each position has a

number underneath, and the numbers from each switch add to form the number displayed on the semi-translucent sign. Currently, all the switches are in the far right position. As each switch is moved to a different position, the number on the sign will change. Passageway A has these numbers from left to right: 1, 2, and 7. Passageway B has 3, 4, and 9. Passageway C has 5, 6, and 8. Passageway D has 2, 4, and 6. The PCs must use the switches to form 13 on the sign, the clue given to the party in room 9.

Once 13 is displayed, the walls of obsidian will move out of the way. Proceed to Room 15, and read the text given for successful entry of the code.

Manor House Room 15: Walled Passageway

DM Note: If the sequence in room 14 is not correct, read the following:

This passageway is blocked by a large obsidian wall. The wall is very smooth and cannot be budged.

The walls are similar to that in room 8 that block the doors. They can be dispelled by a *dispel magic* vs. 18th level or destroyed by a *disintegrate* spell. However, there are four walls. The walls will move when the proper sequence is in place and someone steps into the corridor. When that happens read the following:

After correctly entering the proper code using the switches in the various passageways, the walls of obsidian slide from view. You round a bend in the corridor and come to an ornate door marked "Greenbow Sanctum."

Manor House Room 16: Greenbow Sanctum Chamber

You enter a long and musty chamber. Two doors on each wall are marked with the Greenbow family crest. Each possesses a eulogy to a Greenbow family member. The last one on the right is marked with Winthrop's name. At the far end of the hall is a large set of double doors. This set of doors has two keyholes and two square holes. Elliot exclaims, "This is my family's private sanctum, and the vault lies beyond those doors."

DM Note: Elliot will not allow anyone to disturb the crypts of his family and insists that they help him open the vault door. The party must place the keys and crests in the proper order to open the vault door. The inscription on the fire place in room 10 is the key. The silver key must be first, followed by the Moon crest, then the Sun Crest, and finally the golden key. Failure to do this correctly will release the vault guardian. It is a dark black translucent spirit that roars as it is awakened to guard the vault. The guardian is an

untiered creature and will only attack those who seek to enter the vault after the improper sequence was used with the vault items. If no one attempts to attack or enter the vault, he will fade out and return to his slumber. It will scan the party menacingly with its glowing red eyes for five rounds and then it will leave. For lower level groups that hasten to threaten this creature, Elliot will warn them against such an action. His stats are below:

Vault guardian: Int Exceptional; AL N; AC -6; MV 24; HD 12; hp 100; THAC0 5; #AT 3; Dmg 1-10/1-10/2-12; SA roar acts as *shout* spell; SD +2 or better weapon to hit, ½ damage from bladed or piercing weapons; MR 90%; SZ M; ML 11.

Once the party opens the vault, the final encounter can begin. Read the following to the players:

You hear a voice from behind you, "First of all I want to thank you for opening that troublesome door." You turn and face a man in black robes. "You would not believe the trouble I have gone through to get it open, brother dear. Oh, I am sorry, introductions are in order. I am Zephram," he bows to you all, "and you, my dear Elliot, are my long lost brother. Too bad we have to have a short reunion. I was hoping to get to know you a little better, but it just isn't possible. Kill them!" The doors to the family crypts spring open, and creatures move out to engage you.

DM Note about Elliot in this Combat: Elliot will hide in the vault during this combat, unless the party has a better way to protect him.

Tier 1:

Mercenary warriors (6) hm F2: AL LE; AC 5; MV 12; hp 10; THAC0 19; #AT 1; Dmg 1-6; SA nil; SD nil; Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 9; MR nil; SZ M; ML 13.

Zephram, Specialty Priest of Iyachtu Xvim hm P(Sp)3: AL LE; AC 3; MV 12; hp 12; THAC0 18; #AT 1; Dmg 1-6+1; SA nil; SD nil; Str 16, Dex 16, Con 16, Int 17, Wis 18, Cha 15; MR nil; SZ M; ML 14.

Spells - 1st level: *bless, cause light wounds, command (x2)*; 2nd level: *heat metal, hold person, silence 15' R*.

He can call upon *mace of Xvim* once a day and will have this active for the encounter. This spell is described in *Faiths & Avatars*.

Tier 2:

Mercenary warriors (6) hm F4: AL LE; AC 4; MV 12; hp 20; THAC0 17; #AT 3/2; Dmg 1-8; SA nil; SD

nil; Str 15, Dex 15, Con 15, Int 10, Wis 12, Cha 9; MR nil; SZ M; ML 13.

Zephram hm P(Sp)5: AL LE; AC 2; MV 12; hp 20; THAC0 17; #AT 1; Dmg 1-6+1; SA nil; SD nil; Str 16, Dex 16, Con 16, Int 17, Wis 18, Cha 15; MR nil; SZ M; ML 14.

Spells - 1st level: *bless, cause light wounds, command (x2), curse*; 2nd level: *heat metal, hold person (x2), silence 15' r*.

He can call upon *mace of Xvim* and *aura of fear* once a day and will have these active for the encounter. He may use *poison* once a day at his best opportunity.

Tier 3:

Mercenary warriors (6) hm F6: AL LE; AC 2; MV 12; hp 35; THAC0 14; #AT 2; Dmg 1-8+3; SA nil; SD nil; Str 18/01, Dex 16, Con 16, Int 10, Wis 12, Cha 9; MR nil; SZ M; ML 13.

Zephram hm P(Sp)8: AL LE; AC 2; MV 12; hp 20; THAC0 15; #AT 1; Dmg 1-6+1; SA nil; SD nil; Str 16, Dex 16, Con 16, Int 17, Wis 18, Cha 15; MR nil; SZ M; ML 14.

Spells - 1st level: *bless, cause light wounds, command (x2), curse*; 2nd level: *chant, heat metal (x2), resist cold, silence 15' r*; 3rd level: *cause blindness, cause disease, dispel magic, protection from fire*; 4th level: *protection from good 10' R, protection from lightning, reaving blades*.

He can call upon *mace of Xvim, reaving blades*, and *aura of fear* once a day and will have these active for the encounter. He may use *poison* once a day at his best opportunity.

Tier 4:

Mercenary warriors (6) hm F8: AL LE; AC 0; MV 12; hp 35; THAC0 11; #AT 2; Dmg 1-8+4; SA nil; SD nil; Str 18/75, Dex 17, Con 16, Int 10, Wis 12, Cha 9; MR nil; SZ M; ML 14.

These warriors are *hasted* via *potions of speed* and get 4 attacks per round each.

Zephram hm P(Sp)10: AL LE; AC -2; MV 12; hp 65; THAC0 11; #AT 1; Dmg 1-6+1; SA nil; SD nil; Str 16, Dex 16, Con 16, Int 17, Wis 18, Cha 15; MR nil; SZ M; ML 15.

Spells - 1st level: *bless, cause light wounds (x2), command (x2), curse*; 2nd level: *chant, heat metal (x2), mace of Xvim, resist cold, silence 15' r*; 3rd level: *cause blindness, cause disease, dispel magic, protection from fire*; 4th level: *cause serious wounds, protection from lightning, reaving blades (x2)*; 5th level: *battletide, flame strike*.

He can call upon *mace of Xvim, reaving blades, protection from good 10' R*, and *aura of fear* once a day

and will have these active for the encounter. He may use *poison* and *cure critical wounds* once a day at his best opportunity.

He will hold off on *battletide* until his forces have been weakened and he is in immediate danger.

Zephram has 6 *stoneskins*.

Tier 5:

Mercenary warriors (6) hm F10: AL CE; AC -2; MV 12; hp 70; THAC0 8; #AT 2; Dmg 1-8+6; SA nil; SD nil; Str 18/00, Dex 18, Con 17, Int 10, Wis 12, Cha 9; MR nil; SZ M; ML 14.

These warriors are *hasted* via *potions of speed* and get 4 attacks per round each. They also have 8 *stoneskins* each.

Zephram hm P(Sp)12: AL LE; AC -4; MV 12; hp 75; THAC0 11; #AT 1; Dmg 1-6+1; SA *rod of rulership*; SD nil; Str 16, Dex 16, Con 16, Int 17, Wis 18, Cha 15; MR nil; SZ M; ML 16.

Spells - 1st level: *bless*, *cause light wounds (x2)*, *command (x2)*, *curse*; 2nd level: *chant*, *heat metal (x2)*, *mace of Xvim*, *resist cold*, *silence 15' r (x2)*; 3rd level: *cause blindness*, *cause disease*, *dispel magic*, *protection from fire*; 4th level: *cause serious wounds*, *protection from lightning*, *reaving blades (x2)*; 5th level: *battletide*, *flame strike*, *slay living*; 6th level: *harm*.

He can call upon *mace of Xvim*, *reaving blades*, *protection from good 10' R*, and *aura of fear* once a day and will have these active for the encounter. He may use *poison* and *cure critical wounds* once a day at his best opportunity.

He will hold off on *battletide* until his forces have been weakened and he is in immediate danger.

Zephram has 8 *stoneskins*. Zephram will use the *rod of rulership* on the opening round. Saves are at an additional -2 when he uses it per *Faiths & Avatars*. The rod has one charge and is done. It can affect everyone in the room.

Once the combat is complete, Elliot will open the box and remove a small rod. The vault contains several large chests. Elliot will tap each chest individually, and it will disappear. The chests are teleported back to Mr. Scheister's offices.

In Winthrop's crypt, Zephram has a small niche. The niche contains a journal of his plot to steal the family fortune and his history, completely exonerating Elliot and the rest of his family.

Elliot states that everyone should get some rest, and in the morning, they will all leave and go back to Mr. Scheister's office. He will claim the inheritance for his family and reward the party.

Treasure Note: Zephram's journal.

Epilogue

You spend the night in the manor and emerge as the sun rises into the morning sky. You return to Ravens Bluff and go directly to Mr. Scheister's office. Several members of Elliot's family greet you and thank you for your service. Mr. Scheister presents you with your monetary award of 2000 gold pieces. Elliot then steps forward and offers you several items for clearing his family name.

THE END

Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2nd level PC, a 5th level PC, three 6th level PCs, and an 11th level PC, the group falls into tier 3. The 2nd level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11th level PC also gets tier 3 experience.

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7 and 8
Tier 5:	Character levels 9+

Gaining all valuable information	25 xp
Deactivating Prestin to allow access to 2 nd Floor	25 xp
Defeating Helen and Spirits	50 xp
Finding Wooden Emblem	25 xp
Obtaining Silver Key	25 xp
Finding Lion Head Clue	25 xp
Finding Blue Gem	25 xp
Finding Journal and Golden Key	25 xp
Obtaining Gold Emblem	25 xp
Obtaining Moon Crest	25 xp
Obtaining Sun Crest	25 xp

Finding Clue for “13” riddle	25 xp
Finding Clue for Opening Vault	25 xp
Playing Music to get Red Gem	25 xp
Placing Gems in Lion’s Head Correctly 1 st time	50 xp
Defeating heucuva	100 xp
Solving “13” riddle	25 xp
Opening Vault Properly the 1 st time	50 xp
Defeating Zephram	100 xp
Total Experience for Objectives:	700 xp
Roleplaying Experience:	0-500 xp
Total Experience for Objectives:	700 xp
Roleplaying Experience:	0-500 xp
Total Possible Experience:	1,200 xp
For Tier 2:	2,400 xp
For Tier 3:	3,600 xp
For Tier 4:	4,800 xp
For Tier 5:	6,000 xp

Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen, In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

Any item retained according to these rules which does not have a certificate will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

From room 9:

- *Scroll of protection from undead*: This scroll has inscribed a limited version of the spell *command undead* written at 12th level. The command is worked into the scroll: “Do not attack me or anyone within 5 ft. of me.” That is the only command that may be issued. (2E: works as described in the *Dungeon Master’s Guide*) (value 2,100 gp)

From Elliot:

- *Ring of protection +1* (value 2,000 gp, unusual)
- *Longsword +2* (medium, value 8,175 gp, unusual)
- *Rod of wonder* (10 charges): (2E: This item functions as a *wand of wonder*.) (value 240 gp per charge, unusual)
- Arcane scroll with *cone of cold*, *fireball*, *haste* written at 10th level (value 2,750 gp)
- *Potion of superheroism*: This potion grants the drinker a +4 competence bonus to attacks, skill checks, and saves for 1 hour (2e: works as described in *Dungeon Master’s Guide*). (value 1,800 gp)

Fame

PCs receive 1 Fame Point in Merchant or 1 in Upper class.

High-tier Adventure Background

Elliot Greenbow, a spell component and alchemy merchant in Ravens Bluff, is in need of help. He needs to spend one evening in the old family manor that was converted into a Haunted House attraction by his late Grandfather Winthrop, a profound illusionist and showman. Elliot needs help in completing a condition in his grandfather's will.

Winthrop had six children, all dead now, but their families live. Some of those families were cut out of the will due to actions that were deemed unacceptable by Winthrop. Josephine, the eldest, opened a rather exclusive brothel and became an accomplished madam. She also was rumored to have connections with Zhentil Keep. Winthrop's second son, Gilbert, left home and was rumored to have joined the Red Wizards of Thay. The other four members, Elton (Elliot's father and the oldest son), Jacqueline, William, and Mary all led accomplished lives in the business world as merchants or students of the art of illusionary magics. Winthrop was a stout man and managed to outlive his children. He died at the age of 82.

The manor home was converted to a wonderful haunted house attraction by Winthrop, complete with complex illusions and conjured minor elementals (air servants, etc.). The house also had many secret passages and traps. Winthrop feared that someone might attempt to steal his secrets for creating the illusions and disturb any precious family heirlooms. There was an accident that resulted in the deaths of a few customers, and the house was summarily closed, but no details of investigations were ever released.

The will states that one member of the house must spend one night in the home in order for the family to receive its inheritance. The family was also given the task of finding the cause of the deaths that forced the closure of the manor. Another family member may try only after five years have passed. The house was closed 12 years ago, and Winthrop died just two short years later. The four families available for the inheritance were very close to one another and, since the inheritance was to be split up evenly, the remaining members drew lots to find out who would go to the manor first, second, and so on.

Two previous attempts at completing the will's condition have failed, and Elliot's cousins, Helen and Jeremy, have not returned nor have they been heard from since entering the house. It is now Elliot's turn, and after consulting with the current executor of the will, Mr. Edward R. Scheister, Esq., Elliot discovered that there was no clause or rule that stated he could not bring others with him to the manor, just not other family members.

Thus, he has decided to hire a group of adventurers to accompany him, investigate the deaths that closed

the manor, and claim the family inheritance. Elliot is now 45 years young and has a fair knowledge of the home; however, this was before his grandfather made any changes.

High Tiered Version:

The primary antagonist for the high tiered version is Elliot's uncle, Gilbert. Gilbert returned home from Thay as part of an ambassadorial group and discovered that his family had summarily written him out of their lives. He made several trips to Ravens Bluff over the next few years acquiring contacts, information on the family, and the manor house itself.

Assisting Gilbert is Elliot's half-brother, Zephram. Elliot's father, Elton, was very distraught after the passing of his wife when Elliot was only 5 years old. To console himself, he sought comfort in the arms of a woman name Lila. Lila was a secret employee of his sister Josephine and bore him a son. Elton was told of the pregnancy but asked Lila to keep the matter out of the public eye. Josephine was the mastermind behind Lila's involvement with Elton at first and planned to use Zephram as a tool to regain her part of the inheritance.

Gilbert discovered Josephine's plot for reunification with the family and put a final end to her sniveling. He then recruited Lila, secretly funded Zephram's studies to become a Priest of Iyachtu Xvim, and used him as a pawn to close the manor.

Gilbert's primary goal was to gain access to his father's library and lab equipment locked away in a secure vault that only will open when the proper items are placed in the door. Gilbert discovered a rumor that an extremely rare component to a potion of lichdom may be in the vault. This item and many of the other treasures would be highly welcomed by his Thavian associates.

Gilbert first attempted to access his father's secrets by circumventing the need for the items he could not find. Unfortunately, he released a guardian that was responsible for killing the patrons after he narrowly escaped himself. He plans to let Zephram eliminate any aspiring family members while he searches for the items to open the vault.

Gilbert has no plans for legitimizing himself and claiming the family fortune. The family considers him dead, and they are now dead to him, or soon will be. He plans to take the various items and knowledge locked away in the vault back to Thay.

Player Introduction

Read the following below to the players:

It is a typical morning in Ravens Bluff, when you hear a knock at your door. A small boy hands you a message marked with a seal and stamped “From the office of Edward R. Scheister, Esq.”

After all the players greet the messenger and open their message, hand out Player Handout #1.

The current time in the city is nine bells.

Note: Local History Checks on Scheister:

Former employee of the Magistrate’s office, but left to start his own business. Currently, he specializes in representing families involved in real estate, foreclosures, and those requiring legal advice for beneficiaries to family estates and holdings.

Once all the players understand the message and plan to meet at Scheister’s office, proceed to Encounter 1.

Encounter 1: Mr. Scheister’s Office.

You all arrive at the office of Edward R. Scheister, Esq. at four bells. The office door is constructed of expertly carved ironwood and a large golden plate displays the words “Edward R. Scheister, Esq. Specializing in Family Law and Estates.” Just below the plate is a large golden knocker.

Once the players knock on the door, it will be opened by Mr. Scheister’s executive assistant, Ms. Barbara Chatterly. Ms. Chatterly is extremely attractive (charisma 18) and will ask the party their business. If they state they are here in response to Mr. Scheister’s letter, she will let them in and direct them to his office.

Note: Any decent-looking or well-to-do men in the party will be given extra special attention by Ms. Chatterly during this encounter. Ms. Chatterly is a priestess of Shiress on special retainer to work in Scheister’s employ. He says that it is good for business and relaxes his clients.

Ms. Chatterly leads you to a well decorated office. Behind a desk is a dark-haired middle-aged man dressed in fine clothes. Just to his left, in another middle aged man with balding hair and fine robes. Pinned to his robe is a symbol of the Merchant’s Guild. In front of the desk are several chairs, one for each of you. The dark-haired man stands and introduces himself. “I am Edward R. Scheister, Esq. I want to thank you all for coming on such short notice, but that cannot be helped. My client’s needs are pressing, and time is of the essence. Some of you have worked together before and some have not. My client,

Mr. Greenbow, rarely seeks the employ of adventurers, and perhaps it would be best that you introduce yourselves to one another, and then I will explain why we have asked for your help in this matter. If you require refreshments before we begin, my assistant, Ms. Chatterly, will see to your needs.”

Let the party introduce themselves to one another and to Mr. Greenbow and Mr. Scheister. Once completed, Mr. Scheister will continue.

“My client’s full name is Elliot Greenbow, grandson to Winthrop Greenbow, a well known showman and illusionist in the early days of Ravens Bluff. Many years ago, Winthrop transformed the Greenbow family manor into an amusement attraction. He used specialized illusions to create a Haunted Manor, and his venture was very lucrative. Unfortunately, 12 years ago tragedy struck the Haunted Manor and a few patrons died in a horrible accident. The investigation into what happened was extremely tight-lipped, and Winthrop closed the manor to all but himself. The families of the victims were well compensated for their losses, and the manor was never reopened. Two years later, Winthrop died, and he left a will with specific conditions on claiming the family inheritance. Since all his children were dead or have not been heard from since they left home, it has fallen upon the offspring of his children still in good standing with the family to complete the will’s conditions and claim the inheritance.

“The conditions of the will are stated rather simply. Once every five years, one member of the family must spend one night in the manor home and emerge with the family treasures locked in the manor vault and the knowledge of what caused the deaths of the Haunted Manor patrons 12 years ago.

“My client and I have noticed a loophole or perfectly written aid to the family in the will that was not seen before. The will states that only one family member may attempt each five years, but it does not state that he must enter the manor alone. Thus, he has asked me to hire you to accompany him into the manor and complete the conditions of his grandfather’s will.

“My client is prepared to offer each of you the sum of 2000 gold pieces for your efforts in this matter. He is also willing to offer a bonus to the group if they uncover conclusive information that will exonerate his family in the deaths of the people 12 years ago.

“Before you agree to this assignment, I must state that my client’s wishes and well being are paramount in this endeavor. You are to respect his wishes in all matters relating to property of the family, and you are required to keep him from harm.

“Now do you have any questions about this mission that we should address at this time?”

If the party has any other questions, the information they can receive is listed below. If they fail to ask questions or have not gained enough important information, Scheister will volunteer information about the house and the conditions of the will. Elliot will answer any questions about the family that are more in depth.

- Winthrop had six children.
- Some of those families were cut out of the will due to actions that were deemed unacceptable by their father. Josephine, the eldest, opened a rather exclusive brothel and became an accomplished madam. She also was rumored to have connections with Zhentil Keep. She died several years ago.
- His second son, Gilbert left home and was rumored to have joined the Red Wizards of Thay. He has not been heard from since.
- The other four members, Elton (Elliot’s father and the oldest son), Jacqueline, William, and Mary all led accomplished lives in the business world as merchants or students of the art of illusionary magics. The four families have agreed to split the inheritance once it is earned.
- The family drew lots to determine which member would attempt to complete the conditions of the will. Elliot’s cousin, Helen, attempted 10 years ago and his cousin Jeremy, five years ago. Neither has been seen or heard from since they entered the manor. It is now 10 years since Winthrop’s death, and Elliot’s turn to enter the manor has arrived.
- The home is only two and a half miles northeast of the north gate of Ravens Bluff.
- Winthrop was a renowned showman and made several alterations to the manor just before it became an attraction. Any knowledge pertaining to the extent of the alterations died with Winthrop.
- Jeremy and Elliot were partners in his current franchise as a merchant of rare spell components before Jeremy left for his turn in the house.
- Due to the fact that no one is allowed in the house during the five-year interval as stated in the will, no investigations could be made into the disappearances of Elliot’s cousins.
- All family members must sign a waiver before entering, stating they agree to the danger.
- The house contains many permanent illusions that can be deactivated by certain command phrases. The illusion can be reactivated by restating the command phrase, or they will resume after eight hours of inactivity.
- Winthrop was extremely secretive about his attractions and the illusions he used to create them.

In order to protect his secrets and his family fortune, he used strange and powerful magics to shield important items from detection. The entire house is almost clouded in a permanent *misdirection* spell that seems to disrupt all forms of divination magic. Many spells that ask questions will work, but will return incorrect or vastly incomplete answers.

Once the party has completed their questions and gained sufficient answers, Mr. Scheister will ask them if they agree to take on this mission.

“So do we have an arrangement?”

If the party agrees to the terms, Mr. Scheister will have them all sign a binding agreement, complete with a nondisclosure clause, and instructs the party to meet Elliot and himself at the north gate at dusk the following evening.

The party is then free to spend the rest of the day and night preparing for their adventure. When all are ready, proceed to Encounter 2.

Encounter 2: The North Gate

You all arrive at the North Gate and notice that Elliot and Mr. Scheister are there waiting for you. Elliot approaches you. “Thank you for helping me in this endeavor. Solving this mystery and completing the condition of my grandfather’s will shall finally bring my family peace. I have a map of the first floor of the house before my grandfather made his adjustments for the attraction. The first floor was the primary attraction, and only private tours were given to the upstairs.”

Mr. Scheister steps forward. “Here is a list of command phrases that were given to the original will executor. They are supposed to turn off many of the illusions in the manor temporarily and allow you some free movement about the home. Unfortunately, we only have the phrases and not a match to what illusion for which they were intended.” He also hands you a small rectangular silver box. “You must only open this box when you have opened the vault and give the contents to Elliot.”

Mr. Scheister continues, “You must be in the home before midnight this evening, or my client will forfeit his chance. None of you may leave the manor until sunrise tomorrow. Magical detections will be used as per the will’s statement to guarantee compliance. Good luck.”

Mr. Scheister turns and walks back into the city. Elliot smiles at you all, “Come on, we haven’t much time, and the manor is not far from here.”

Hand out Player Handouts #2 (first floor map) and # 3 (command phrases) at this time. The party can roleplay with Elliot and ask him about the manor and his grandfather. He can only tell the party what was known in Encounter 1 and the fact that Elliot knew his grandfather was a showman and a profound illusionist.

DM Note about Elliot: Elliot is a noncombatant in this scenario! His stats, if necessary, are as follow:

Elliot Greenbow, hm P8 of Waukeen: Int Very; AL LN; AC 1; MV 12; HD 8; hp 50; THAC0 16; #AT 1; Dmg 1-6+1; SA nil; SD nil; MR nil; SZ M; ML 12.

Spells: None. He does not currently serve Waukeen.

He is not an adventurer but is no coward. He will help the party out the best he can, but they must fight for him. After all, isn't that why he hired them?

Treasure Note: Silver box that contains a small rod that Elliot will use to teleport all the contents of the vault back to Mr. Scheister's offices.

Encounter 3: The Manor

You travel down a long path toward large Manor Home that seems to be seen only in scary nightmares. The two-story home has all the windows bricked up, and several menacing gargoyle statues adorn the roof. Above the house, large clouds billow, lightning crisscrosses them, and you can hear the roar of thunder. The strange thing is that in the surrounding area, the night sky is clear and the stars are shining brightly this evening.

The path leads to a large covered porch easily large enough to hold all of you. Two dark wooden doors mark the entry way into the manor. A large knocker with the head of a gargoyle imprinted on it hangs from the right door. Elliot steps forward and bangs the large knocker three times producing loud knocks as they strike the door.

The door opens, and a figure steps into view. An almost translucent man dressed in a deep black tuxedo answers the door. His face is covered in a blue colored makeup.

"Good evening, and welcome to Greenbow Manor," the man speaks in a deep voice. "I am Prestin, and I will be your guide as you tour the manor. Please relax and enjoy. Should anyone have any health problems, such as chronic fright syndromes or heart problems, I must suggest that you wait outside. Please enter, and we will begin the tour."

Prestin gestures you all to enter the manor and closes the door behind you. The sounds of a large bar can be heard crashing down on the other side of the

door, but you don't remember seeing a bar on the outside before you walked in.

Manor House: First Floor

DM Notes about spell effects: As stated before, powerful misdirection and non-detection magics abound in this house and make the use of divination spells highly ineffective. Many spells require questions to be asked of a higher power. The spells will work, but the answers will be incorrect or more often vastly incomplete (i.e. *augury*, *divination*, *commune*, *speak with dead*, *past life*, etc.). *Find traps* spells will be completely ineffective, but a thief's ability to detect the traps in the house is unaffected.

Winthrop also created effective barriers for areas of the house. These barriers are made of a magical obsidian. This material currently lies underneath the floors, ceiling, and walls of the house and around the basement and vault areas. There will be other instances later that use these barriers in doorways. The 10' x 10' section of the wall can be destroyed by a successful *dispel magic* against 18th level or a *disintegrate* spell. All spells that promote passage through the walls or barriers such as *passwall*, *dimension door*, *knock* (in some cases), etc. will be ineffective. Spells that alter earth or stone are likewise ineffective. *Teleport* will fail unless a clear path to the desired location is created before its use.

DM Note: Prestin is an aerial servant that will guide the party through manor as though a tour was being performed. The command to turn off Prestin's tour facade is "Stuffed Shirt". Prestin will still remain very prim and proper, but will be able to interact with the party. He knows very little about the deaths of the patrons but does remember meeting Helen and Jeremy at the home. He does not remember them leaving. Something strange is going on, and he believes someone else is in the house, but cannot be certain. He will stand by Elliot at all times. This was a condition as part of his summons into service by Winthrop to protect the family. If damaged more than his current hit points, he will automatically be resummoned after one month's time has passed. He has to keep up the place, you know.

Prestin the butler, spirit servant: Int High; AL N; AC 5; MV 12; HD 1; hp 8; THAC0 20; #AT nil; Dmg nil; SA nil; SD nil; MR nil; SZ M; ML 16.

Manor House Room 1: Entry Hall

This spacious entry hall is 50' x 40' and the floors are covered in marble. In the center of the hall is a large stairwell that splits up to either the left or the right. The sounds of eerie music from a pipe organ can be heard from somewhere upstairs. A chain with a sign

hangs in front of the stairwell. The sign reads, "Private tours given for the upstairs only, no exceptions." On this floor, there is a single door to both the left and right of the hall.

Prestin speaks, "This house is more than one hundred years old and many have lived here during that time." He gestures to the stairwell, "Look, some of our past residents have come to greet you. They are happy to see you and hope you have an excellent stay in their home." Appearing on the steps of the stairwell are an elegantly dressed couple who have very translucent and almost morbid features. They wave to everyone and smile.

Prestin will allow the PCs to wander around the hall for a few moments and then continue the tour to left door. If the command phrase to bring him out of the programmed tour is used, he will assist the PCs to either door.

Read only if Prestin is still in the programmed tour:

Prestin gestures to the left door, "Please, this way everyone. No crowding now, there are plenty of spirits for everyone to see."

Prestin will insist that everyone stay on the tour unless his command phrase is uttered. He will not allow anyone upstairs while the programmed tour is going on. If they attempt to go, he will do his best to stop them. It is not much, but it is his job.

Manor House Room 2: Dining Hall and Kitchen

You have now entered an elegant dining hall. A large table with eight chairs is in the center, and a wooden grandfather clock sits in the far left corner of the room. An open door on the far side of the room is blocked by another chain. Beyond the door, utensils and other cooking instruments can be seen flying by. There are eight figures seated at the table. All seem to be enjoying a grand feast.

DM Note: If Prestin is still on the programmed tour, he will continue with this next speech. If not, the party may react to the situation as they choose.

Read only if Prestin is still in the programmed tour:

Prestin announces, "Please do not disturb the spirits' midnight meal. They may become very angry, and you know how spirits are." He gestures for everyone to continue on to the right.

When anyone begins to pass the group of spirits at the table, they will all stand. Elliot will notice that the one

spirit at the head of the table is or was his cousin Helen. He will point, his face will go deathly pale, and he will back away from the spirits saying "Helen!" The spirits or monsters using the illusion will then spring to attack. Have the party roll for surprise if the illusion is still active in the room.

Illusion Note for DM: The command phrase "Banquet" will stop the illusion and remove the illusion covering the monsters, other than Helen, and all the food. The kitchen utensils will continue to fly by until the phrase "Chop-chop" is used. Anyone walking into the kitchen without turning off the kitchen's program will take the following damage each round they stay in the kitchen.

Damage from the Kitchen Utensils:
25 points each round in the room.

The following are the stats for Helen and her spirits:

Warrior spirits (6): Int Average; AL N; AC -1; MV 12; HD 12; hp 70; THAC0 7; #AT 2; Dmg 2-16; SA nil; SD immune to enchantment/charm spells; turn as Special; MR nil; SZ M; ML 14.

Helen, ju-ju zombie: Int Very; AL N; AC -2; MV 12; HD 12+12; hp 80; THAC0 6; #AT 1; Dmg 2-20; SA spells; SD immune to mind-affecting spells, illusions, electricity, and magic missiles, +1 or better weapon to hit, piercing and blunt weapons cause ½ damage, fire causes ½ damage, turn as Special; MR nil; SZ M; ML 14.

Spells - 1st level: *color spray, magic missile(x2)*; 2nd level: *Melf's acid arrow, ray of enfeeblement*; 3rd level: *flame arrow, protection from normal missiles*; 4th level: *Evard's black tentacles, fire shield*; 5th level: *cone of cold, feeblemind*; 6th level: *disintegrate*; 7th level: *spell turning*.

DM Note for Helen: Helen was an accomplished magic user before her untimely demise. She has retained some of her spells after her transformation to a ju-ju zombie. Her spells are cast at 14th level ability.

She will already have active *protection from normal missiles, stonewall (11), fire shield, and spell turning*.

Treasure Note: In the room is a large grandfather clock that has a raised wooden crest of Elliot's family on the front. The crest can be removed and when replaced by the golden one from a future room, the door to the front of the large clock will open to reveal a silver encrusted key (Vault key 1). The door cannot be opened via a *knock* spell, and there is no visible latch or lock for a thief to use his skills. The only other way would be to

destroy the front door of the clock, and Elliot will strongly protest this action. The clock has been in his family for many years and must not be damaged. The silver key is needed to gain access to the vault in the basement, room 16.

Manor House Room 3: Bedroom Hall

You enter a long hallway with three doors on the right and two on the left. A fog fills the corridor and obscures the floor.

DM Note: If Prestin is still on the programmed tour, he will continue with this next speech, if not the party may react to the situation as they choose.

Read only if Prestin is still in the programmed tour:

Prestin announces, "Please do be quiet. Some spirits require their rest even at this late hour." He gestures for everyone to continue down the hall.

As you move down the hall, eerie lights can be seen from behind the doors on the left and two of the doors on the right. Several doors begin shaking, and a loud groan can be heard from a room to the left. The second door on the right opens and slams repeatedly; a vision of clawed hands clutching the door handle can be seen.

Illusion Note for DM: The command phrase "Shake, rattle, and roll" will stop the illusion. The doors open easily, and all the rooms are empty. The final door on the right leads to room 4.

Manor House Room 4: Study

Upon entering this room, you notice it is a large study complete with bookshelves and a desk. A spirit is sitting behind the desk busily writing.

DM Note: If Prestin is still on the programmed tour, he will continue with this next speech, if not the party may react to the situation as they choose.

Read only if Prestin is still in the programmed tour:

Prestin states, "Some spirits continue to be studious and spend eons researching new problems."

Illusion Note for DM: The command phrase "Bookworm" will stop the illusion. The spirit will vanish, and the players can search the room. There is a piece of paper that the spirit seemed to be writing on. It contains the following information:

The Lion's head beckons to you, but cannot see. Two eyes it needs to set it free. One of Fire and one of Ice can bring the Lion's head to life. The spectrum is your

only clue. R is to I as L is to R must be held true. Use the stones wisely to open the door, or else suffer from the lion's roar.

All the other bookshelves have fake books and there is nothing in the desk. A door on the far wall leads to room 5.

Manor House Room 5: Hall of the Starry Sky

You enter what seems to be a hallway, except for the scene above. A vision of the night sky is visible and you can hear the sounds of the outdoors and smell fresh air. A shiny blue star twinkles in the sky as you move down the hall, and several spirits rush out from the shadowy gloom to the edges of the hallway. They seem to pound on the walls like glass in an effort to get in as their faces contort with rage.

DM Note: If Prestin is still on the programmed tour, he will continue with this next speech, if not the party may react to the situation as they choose.

Read only if Prestin is still in the programmed tour:

Prestin states, "Isn't the night air wonderful, all the spirits love and wish you could join them." He leads you down the hall to a door on the opposite side.

A successful observation roll or half intelligence and wisdom will allow a PC to notice that the twinkling star in the illusion is actually a blue gem.

Illusion Note for DM: The command phrase "Twinkle, Twinkle" will stop the illusion. The spirits will vanish and light will be restored to the room. The pattern of the night sky is still visible, including a large blue gem (Lion's Blue Eye Gem) embedded in the ceiling. The gem can be removed, but there is a trap. A successful F/R Traps roll will determine that the two stars next to the gem must be pressed before the gem is removed. A successful *dispel magic* against 18th level will also dispel the cold trap. If the trap is not disarmed, an extreme blast of cold will shoot out at the one responsible for removing the gem. The damage for the trap is as follows (save vs. death for ½ damage):

Damage:

50 Points

Treasure Note: The blue gem is needed for the Lion's head in room 12 and is intended for the lion's right eye.

Manor House Room 6: Dance Hall

The room you have entered is a large dance hall. Several couples of spirits in expensive attire can be seen dancing about the hall. A band of spirit minstrels

is in the back of the room playing a delightful dance tune.

DM Note: If Prestin is still on the programmed tour, he will continue with this next speech, if not the party may react to the situation as they choose. If there are females in the party, Prestin will choose the best-looking one and ask her to join him in a dance.

Read only if Prestin is still in the programmed tour:

Prestin states, "Spirits, against popular belief, love to dance. Everyone grab a partner and join in the merriment."

As everyone dances or mills about the dance floor with the illusion intact, someone will notice or trip over the corpse of Elliot's cousin Jeremy. Elliot will immediately be distraught and begin to sob at the discovery. Jeremy has a backpack that contains a journal (Player's Handout # 4) and a gold encrusted key (Vault Key 2).

Read the journal aloud or inform Elliot of the information contained on its pages. Elliot's reaction will be utter shock. After a few moments of stumbling over his words, Elliot will then strongly deny any involvement in the death of his cousin and any knowledge of this strange individual that Jeremy had seen in the house before he died.

Outside the dance hall's double doors is a large entry foyer complete with clothing racks and shelves to store dancers' personal items. There is a door that leads to room 7 on the opposite wall of the foyer from the double doors.

Illusion Note for DM: The command phrase "Dance with me" will stop the illusion. The spirits will vanish, and only the instruments and the body of Jeremy will remain.

Treasure Note: The gold key is needed to gain access to the vault in the basement, room 16.

Manor House Room 7: Spirit Hall

You enter a 20-foot long hallway that is surprisingly nondescript. The walls are deep gray and look almost like a textured fabric.

DM Note: If Prestin is still on the programmed tour, he will continue with this next speech. If not, the party may react to the situation as they choose.

Read only if Prestin is still in the programmed tour:

Prestin states, "Please stay together now; the tour is almost over. This way." He walks to the door at the other end of the hall.

When the party moves down the hall, read the following:

As you proceed down the hall, strange shapes seem to ripple in the walls. Ghastly images form and move down the walls as if the wall coverings offered them skin or substance. You can feel the air move and hear sounds similar to silk flowing in a breeze as they pass by.

Illusion Note for DM: The command phrase "Silky smooth" will stop the illusion. The images and sounds will vanish, leaving only the gray hall.

Manor House Room 8: Trophy Room

You enter a room that can only be described as a large trophy room. This reverse L-shaped room has several display cases containing various tarnished trophies and awards.

DM Note: If Prestin is still on the programmed tour, he will continue with this next speech. If not, the party may react to the situation as they choose.

Read only if Prestin is still in the programmed tour:

Prestin states, "Over the generations, the Greenbow family has collected several awards, but all they are now is a tarnished reminder of the past." He gestures to the trophy cases, "Please, see for yourself."

When anyone attempts to view the trophies in the cases, they will see their reflection in the glass case as a rather hideous looking spirit.

Illusion Note for DM: The command phrase "Visage of the past" will stop the illusion. The PCs' reflections will return to normal.

One case has a large trophy with a golden crest of Elliot's family mounted on it. A simple search or observation check can notice this large trophy. This case can be opened easily, and someone can remove the crest. However, upon removal, both doors will be blocked by walls of magical obsidian that will slide down and block the doors. The walls are super smooth and cannot be moved. Each wall can be dispelled by a *dispel magic* against an 18th level caster. A *disintegrate* will also eliminate a wall. *Passwall* and other magics will not work. Any magic that can shape earth or stone will also be ineffective. The walls will raise if the crest is replaced or the wooden crest from room 2 is placed

in the trophy. The golden crest can then be taken to the dining hall (room 2) and be used to obtain the silver key for the vault.

Treasure Note: The golden crest opens the grandfather clock in the dining hall (room 2).

Tour completion note: If Prestin's program is still running, he shows the PCs to the door. If no one deactivates the program, Elliot will use the command phrase to end the program. Prestin will not let anyone upstairs until the program is terminated. Leaving the manor at this time is a violation of the will's conditions and will forfeit Elliot's chance, thus ending the module here.

Manor House: Second Floor

You climb the split staircase to the second floor of the manor. One set of double doors each lies to your left and right.

Manor House Room 9: Master Bedroom

You enter an enormous bedroom that features a large four-poster bed, several chests of drawers, and a sideboard made of the finest cherry you have ever seen. On the sideboard rests an open book. A clock is mounted on the far wall above the bed. Just above the center of the clock, a beautiful picture of a moon is painted on a raised crest.

This room was Winthrop's room while the manor was still an attraction. Everything in this room is of the highest quality and in incredible shape. Prestin's job list is a long one, cleaning included. The clock contains the Moon crest (Vault Moon Crest) needed to access the vault in the basement. An inspection of the clock will discover that the crest can easily be removed from the clock.

The book on the sideboard is called "The Studies of the Prime Numbers." The book is laid open to the chapter discussing the number 13. This is the number the players need to decipher the basement code in room 14 and allow access to vault room.

A thorough search under the bed will discover a hidden panel. Moving the panel will reveal a small coffer. The coffer contains 1000 platinum pieces and a scroll of protection from undead.

There is a set of double doors that leads to the Lion's Head room, Room 12.

Treasure Note: Moon crest needed for the vault in room 16, 1000 platinum pieces, and a scroll of protection from undead.

Manor House Room 10: Sitting Room

The room you have just entered is a rather cozy sitting room. Beautiful chairs and a sofa are placed about the room in a semicircle in front of a fireplace on the far wall. A clock hangs on the wall above the fireplace. Just above the center of the clock, a beautiful picture of the sun is painted on a raised crest. As you enter, a fire springs to life in the fireplace. The sounds of beautiful pipe organ music can be heard through the double doors to the left.

The clock contains the Sun crest (Vault Sun Crest) needed to access the vault in the basement. An inspection of the clock will discover that the crest can easily be removed from the clock.

Written on the mantle above the fireplace is the following inscription: "First the silver of the moon will come, then the sun will set in all its golden glory. All will be in order". This phrase describes the order in which the keys and crests must be inserted into the vault door in order for it to open. Failure to do this correctly will unleash the vault guardian.

Treasure Note: Sun crest needed for the vault in room 16.

Manor House Room 11: Auditorium

This room is an auditorium. Several benches are lined up with illusionary spirits listening to the music being played on the large pipe organ at the end of the room. Playing the organ is a man dressed in black with a billowing hooded cape trimmed in silver. The music seems to beckon you as you enter.

If anyone approaches moves through the crowd, the phantom will stop and turn toward the party. They will notice no face but a set of glowing red eyes under the hood of the cloak. He will point to the nearest member of the party and gesture for the PC to join him at the organ. If someone does join him, he motions for him to sit beside him. Music will appear on the music holder in front of the PC, titled "Fire Over Cormyr." The PC must make a music instrument proficiency check. If the PC is not proficient, Dex at -4 can be used. If the PC makes his check, a panel in the organ will open and a fire red gem will fall out (Lion's Head Red Gem).

If the PC fails the check, the music will disappear and the phantom will angrily gesture for the PC to leave the organ. He will then select another party member to join him.

The phantom is a permanent illusion, as are the spirit guests. Any attacks against them will have no effect.

There is a secret door on the left wall that leads to Lion's Head room.

Treasure Note: Lion's Head Red Gem needed to open doors in room 12.

Manor House Room 12: Lion's Head Room

This room is lined with fine tapestries depicting Winthrop Greenbow as a showman, a grand wizard, and a simple old man. On one wall is a set of large double doors made of smooth black obsidian and to their right is an intricately carved stature of a lion's head placed on a pillar of fine marble. The lion's eyes are hollow and silently haunting.

About the doors: The doors are made of the same magical obsidian seen throughout the rest of the house. *Passwall* will not work, and *knock* will not open the doors. The doors cannot be moved by force until the lion's head unlocks them. There is no visible latch or lock, although these doors do have large brass handles. The doors can be dispelled by a successful *dispel magic* vs. 18th level or a successful *disintegrate* spell. However, eliminating the doors will automatically set of the lion's head traps if they are still active. Casting *passwall*, *knock*, etc., will only have a 10% chance of setting off the trap.

About the Lion's Head: The PCs will easily notice that the gems they have obtained will fit perfectly in the eye sockets of the Lion's Head. The proper position is the key. If they remember the clue given to them in the study, they will place the Red Gem in the left eye and the Blue gem in the right eye. The trap can be dispelled by a successful *dispel magic* vs. 18th level for both spells cold and fire.

DM Note: Be sure to ask the PC's which gem they intend to place first.

Failure to place them correctly, will cause the following effects (damage is the same for both):

Placing the Red Gem in the right eye will cause the Lion's Head to roar and release a fireball that will engulf the room.

Placing the Blue Gem in the left eye will cause the Lion's Head to animate, roar, and spray the room with a cone of cold.

Damage for improper placement of the gems (Save vs. spell for half):

High Tier Damage:

60 Points

In either case, Elliot will be reduce to 1 hit point and be semiconscious.

If the party is correct in their placement, the doors to room 13 will slide open.

There is a secret door that opens to a passage leading to room 11.

Manor House Room 13: Elevator Room

After you place the two gems in the Lion's Head eyes, the huge obsidian doors to this room slowly open. Several figures rush from the room and bar your entry. You hear a voice from just inside the other room, "Well, well, well. I am surprised that you have managed to make it this far, when the two previous meddlers have failed miserably." You now see a man in black robes who has a definite resemblance to Elliot. "Oh, I am sorry, introductions are needed first. I am Zephram," he bows to you all, "and you my dear Elliot are my long lost brother. Too bad we have to have a short reunion. I was hoping to get to know you a little better, but it just isn't possible. Kill them!" With that command, Zephram's men move out to engage you.

Elliot will be in a state of shock at seeing Zephram and be unable to help the party in combat. Zephram and his minions are here to stop the party.

Mercenary warriors (6) hm F12: AL LE; AC -2; MV 12; hp 90; THAC0 5; #AT 2; Dmg 1-8+8 (specialized long sword); SA nil; SD nil; Str 18/00, Dex 18, Con 18, Int 13, Wis 12, Cha 10; MR nil; SZ M; ML 14.

These warriors are *hasted* via *potions of speed* thus 4 attacks per round each. They also have 8 *stoneskins* each.

Zephram hm P(Sp)15: AL LE; AC -4; MV 12; hp 80; THAC0 8; #AT 1; Dmg 1-6+1; SA *rod of rulership*; SD nil; Str 17, Dex 18, Con 16, Int 17, Wis 18, Cha 16; MR nil; SZ M; ML 15.

Magic Items: *rod of rulership*.

Spells - 1st level: *bless*, *cause light wounds* (x3), *command* (x2), *curse*, *endure cold*; 2nd level: *chant*, *heat metal* (x3), *mace of Xvim*, *resist cold*, *silence 15'r* (x3); 3rd level: *cause blindness*, *cause disease*, *dispel magic* (x2), *prayer*, *protection from fire*; 4th level: *cause serious wounds* (x2), *poison*, *protection from lightning*, *reaving blades* (x3); 5th level: *battletide*, *dispel good*, *flame strike* (x2), *slay living*; 6th level: *blade barrier*, *harm*; 7th level: *unholy word*.

He can call upon a *mace of Xvim* 1/day, an *aura of fear* 1/day, *reaving blades* 1/day, and *protection from good* 10'r 1/day and will have these active for the encounter. He will also have cast various other protection spells in his memory for this combat. He may use a *poison* spell 1/day, a *cure critical wounds* 1/day, a *heal* spell 1/day, and lay on hands for 28 points 1/day at his best opportunity.

He will hold off on *battletide* until his forces have been weakened and he is in immediate danger.

Zephram has 8 *stoneskins*.

DM Combat Note for Zephram's *rod of rulership*: Zephram will use the *rod of rulership* on the opening round. Saves are at an additional -2 when he uses it as per *Faith & Avatars*. The rod has one charge and is done. It can affect everyone in the room.

Once Zephram's forces have been eliminated and everyone proceeds into the room, read the following to the players:

As you enter this room, a door a small chamber opens. A magic mouth appears, "Please, step lively. Everyone aboard, the doors will be closing shortly."

Once everyone is aboard, the doors will close. The elevator is powered by a *levitate* spell. Unfortunately, the weight of the party is too great and the elevator will begin to fall rapidly. Everyone in the party must make dexterity checks to avoid being slammed about the cabin.

Read the following while the party is in the elevator:

"Weight limits have been exceeded. Safety protocols engaging."

A *feather fall* spell will come into effect for the elevator and everyone must make another check to avoid being tossed about by the large change in inertia. Damage for failing either check is as follows:

Damage:
4d4 points

Your thrill ride comes to a rest and the magic mouth again speaks, "Please stand clear of the doors as they are about to open." The door opens, and the mouth continues, "Thank you and please watch your step."

Manor House: Basement Floor

Manor House Room 14: Code Room

You exit the elevator into a 20- by 30-foot room with four doors. Suspended in the air above the room is a rotating semitranslucent sign. It currently displays the numbers "30."

This room requires a code to move the walls in room 15. Passageways A, B, C, and D each have a switch that can be moved to three positions. Each position has a number underneath, and the numbers from each switch add to form the number displayed on the semi-translucent sign. Currently, all the switches are in the

far right position. As each switch is moved to a different position, the number on the sign will change. Passageway A has these numbers from left to right: 1, 2, and 7. Passageway B has 3, 4, and 9. Passageway C has 5, 6, and 8. Passageway D has 2, 4, and 6. The PCs must use the switches to form 13 on the sign, the clue given to the party in room 9.

Once 13 is displayed, the walls of obsidian will move out of the way. Proceed to Room 15, and read the text given for successful entry of the code.

Manor House Room 15: Walled Passageway

DM Note: If the sequence in room 14 is not correct, read the following:

This passageway is blocked by a large obsidian wall. The wall is very smooth and cannot be budged.

The walls are similar to that in room 8 that block the doors. They can be dispelled by a *dispel magic* vs. 18th level or destroyed by a *disintegrate* spell. However, there are four walls. The walls will move when the proper sequence is in place and someone steps into the corridor. When that happens read the following:

After correctly entering the proper code using the switches in the various passageways, the walls of obsidian slide from view. You round a bend in the corridor and come to an ornate door marked "Greenbow Sanctum."

Manor House Room 16: Greenbow Sanctum Chamber

You enter a long and musty chamber. Two doors on each wall are marked with the Greenbow family crest. Each possesses a eulogy to a Greenbow family member. The last one on the right is marked with Winthrop's name. At the far end of the hall is a large set of double doors. This set of doors has two keyholes and two square holes. Elliot exclaims, "This is my family's private sanctum, and the vault lies beyond those doors."

DM Note: Elliot will not allow anyone to disturb the crypts of his family and insists that they help him open the vault door. The party must place the keys and crests in the proper order to open the vault door. The inscription on the fire place in room 10 is the key. The silver key must be first, followed by the Moon crest, then the Sun Crest, and finally the golden key. Failure to do this correctly will release the vault guardian. It is a dark black translucent spirit that roars as it is awakened to guard the vault. The guardian will only attack those who seek to enter the vault after the improper sequence was used with the vault items. If no

one attempts to attack or enter the vault, he will fade out and return to his slumber. It will scan the party menacingly with its glowing red eyes for five rounds and then it will leave. His stats are below:

Vault guardian: Int Exceptional; AL N; AC -10; MV 24; HD 20; hp 200; THAC0 -3; #AT 3; Dmg 1-12/1-12/3-18; SA roar acts as *shout* spell; SD +3 or better weapon to hit, ½ damage from bladed or piercing weapons; MR 95%; SZ M; ML 20.

Once the party opens the vault, the final encounter can begin. Read the following to the players:

You hear the sounds of a single person clapping, and a door at the far end of the room away from the vault opens. A man dressed in bright red robes with a tattooed bald head steps into view, flanked by a menacing-looking undead warrior carrying a bow. The man speaks, "First of all I want to thank you for opening that troublesome door. You would not believe the trouble I have gone through to get it open. Father placed that nasty guardian here that prevented me from entering earlier, but I see that you have managed to gain all the pieces to his puzzle. Ah, Elliot my boy. It is good to see my nephew doing well."

Elliot recognizes the man, "Uncle Gilbert? You are the one responsible for this? Helen and Jeremy are dead! Not to mention that I met a brother I never knew I had, and now he is gone. Why? Why all of this? If you wanted to share in the family fortune, you could have contacted us! Something could have been worked out!"

The red wizard replies, "Dear Elliot, my methods are my own, and sacrifices had to be made. Now, no one has to die here. You can simply leave. I will not stop you. I am only interested in the contents of the vault. As I am a fair man, I will give you 15 seconds to comply, or you will all die here."

DM Note: Count to 15. If the PCs give in and leave, Gilbert will send the Tanar'ri and specters to attack them on the first floor and then escape with the vault's contents. If the PCs do not leave in the given time or make any aggressive moves, read the following:

"A very unwise choice, my friends. Now you will die." The rest of the family crypt doors open, and several creatures move from the doors and attack.

DM Note about Elliot in this Combat: Elliot will hide in the vault during this combat, unless the party has a better way to protect him.

Specter (4): Int High; AL LE; AC -2; MV 15 (FL 30); HD 7+3; hp 45; THAC0 13; #AT 1; Dmg 1-8; SA

energy drain 2 levels; SD +1 or better weapon to hit, immune to sleep, charm, hold, and cold-based attacks; MR nil; SZ M; ML 15.

Marilith tanar'ri (2): Int Genius; AL CE; AC -7; MV 15; HD 12; hp 85; THAC0 9; #AT 7; Dmg 4-24 and 6 by magical weapons; SA constriction; SD +2 or better weapon to hit, never surprised, spell immunity; MR 70%; SZ L (7' tall); ML 18.

Both mariliths use three +2 long swords, and three +2 short swords as weapons for six of their seven attacks. The mariliths have the following immunities (cold, magical fire, and gas attacks all do ½ damage, while electrical, normal fire, and poison attacks do no damage. They also take ½ damage from silver weapons.

The mariliths have the following abilities: Constriction attack (4-24 points damage, requires 15 strength or higher to escape. A successful roll under 10% per strength point over 14 will allow the character to escape the constriction). At will they can: *animate dead, cause serious wounds, cloudkill, comprehend languages, curse, detect evil, detect magic, detect invisibility, polymorph self* (7 times a day), *project image, pyrotechnics, telekinesis, teleport w/o error*. They can also *gate* 1/hour at a 35% chance of success. They will only use this to protect their own escape if necessary.

Skeleton warrior: Int High; AL CE; AC -6; MV 12; HD 10; hp 90; THAC0 11 (3 with bow); #AT 1 (4 with bow); Dmg 1-8 (+3 bow, +2 for certain arrows, +2 short range specialization strength bonus; SA see below; SD cannot be turned, immune to mind-affecting spells; MR 90%; SZ M; ML 17.

This skeleton warrior was a master archer in his former life. He has four shots per round with a *bow* +3. His arrows are sheaf arrow (d8) type and have the following magic arrow types (1 *harm* spell arrow, 20 +2 *arrows*, and 1 *arrow of slaying* lawful priests). **He is protected by 10 stonelines.**

DM note for skeleton warrior: the skeleton warrior will accompany Gilbert's *projected image* out to meet the party and guard him against all danger from the party. When the time limit runs out or the party initiates any aggression, he will open fire immediately. He will have an arrow at the ready and will be able to fire a pre-emptive shot to start the combat. His plan is to use the *harm* arrow on a big fighter first and then hit with a +2 *arrow* to finish that one off. He will use his slaying arrow only on priests of Lathander or Kelemvor that attack him or use spells against him. He will use his arrows and magical abilities to cause as much damage as possible.

Gilbert hm W18: AL LE; AC -6; MV 12; hp 50; THAC0 15; #AT 1; Dmg 1-6 (staff); SA spells, *staff of rapid magery*; SD nil; Str 14, Dex 18, Con 15, Int 18, Wis 18, Cha 13; MR nil; SZ M; ML 18.

Magic Items: *ring of protection +3*, *bracers of defense AC 4*, *cloak of protection +3*, *staff of rapid magery*.

Spells - 1st level: *magic missile (x3)*, *grease*, *color spray*; 2nd level: *detect invisibility*, *Melf's acid arrow*, *mirror image*, *misdirection*, *web*; 3rd level: *dispel magic*, *flame arrow*, *protection from normal missiles*, *slow*, *suggestion*; 4th level: *Evard's black tentacles*, *fire shield*, *ice storm*, *phantasmal killer*, *stoneskin*; 5th level: *attraction*, *chaos*, *cone of cold (x2)*, *feeblemind*; 6th level: *globe of invulnerability*, *mirage arcana*, *project image*; 7th level: *prismatic spray*, *duo-dimension*, *power word stun*; 8th level: *maze*, *incendiary cloud*; 9th level: *meteor swarm*.

DM Note for Gilbert's plan for this combat: Gilbert will have the following spells active on him for this fight: *project image*, *duo-dimension*, *fireshield*, *globe of invulnerability*, *protection from normal missiles*, *detect invisibility*, and *stoneskin (12)*. He will stay in his room near the entrance of the sanctum and will have the projected image of himself walk out and meet with the party. He will use his defenses to guard himself well. A *mirage arcana* spell will be in effect for his room. It will display the room as a well decorated crypt and a lavish sarcophagus marked with the name "Winthrop Greenbow." There is actually a not-so-lavish coffin of another family member in the middle of the room. The coffin has been enchanted with an *attraction* spell by Gilbert before the combat begins. Anyone walking into the area will see the room as the illusion and be attracted to the sarcophagus (coffin). The coffin is made of stone and is of sufficient mass to hold a character in place, unless a bend bars lift roll is made to break free. The *mirage arcana* will help to conceal Gilbert, and he will use his defensive spells, especially *duo-dimension*, to full effect. He will use the *project image* to rain spells upon the party and cause confusion. He will use his *staff of rapid magery* in the opening round to cast *chaos* on the group. He hopes to have his skeleton warrior bodyguard and his minions finish off the party.

Once the combat is complete, Elliot will open the box and remove a small rod. The vault contains several large chests. Elliot will tap each chest individually, and it will disappear. The chests are teleported back to Mr. Scheister's offices.

In Winthrop's crypt, Zephram has a small niche. The niche contains Zephram's journal that details Gilbert's plot to steal the family fortune, as well as Zephram's own history. This book completely exonerates Elliot and the rest of his family, as they are

the only legal and recognized members of the family involved.

Elliot states that everyone should get some rest, and in the morning, they will all leave and go back to Mr. Scheister's office. He will claim the inheritance for his family and reward the party.

Treasure Note: Zephram's journal, *bow +3*, *ring of protection +3*.

Epilogue

You spend the night in the manor and emerge as the sun rises into the morning sky. You return to Ravens Bluff and go directly to Mr. Scheister's office. Several members of Elliot's family greet you and thank you for your service. Mr. Scheister presents you with your monetary award of 2000 gold pieces. Elliot then steps forward and offers you several items for clearing his family name.

THE END

Experience Point Summary

Experience is calculated as follows for Living City events.

4. Sum the experience listed below for objectives.
5. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
6. PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2nd level PC, a 5th level PC, three 6th level PCs, and an 11th level PC, the group falls into tier 3. The 2nd level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11th level PC also gets tier 3 experience.

Tier 6: Character levels 11+

Gaining all valuable information	25 xp
Deactivating Prestin to allow access to 2 nd Floor	25 xp
Defeating Helen and Spirits	50 xp
Finding Wooden Emblem	25 xp
Obtaining Silver Key	25 xp

Finding Lion Head Clue	25 xp
Finding Blue Gem	25 xp
Finding Journal and Golden Key	25 xp
Obtaining Gold Emblem	25 xp
Obtaining Moon Crest	25 xp
Obtaining Sun Crest	25 xp
Finding Clue for “13” riddle	25 xp
Finding Clue for Opening Vault	25 xp
Playing Music to get Red Gem	25 xp
Placing Gems in Lion’s Head Correctly 1 st time	50 xp
Defeating Zephram	250 xp
Solving “13” riddle	25 xp
Opening Vault Properly the 1 st time	50 xp
Total Experience for Objectives:	750 xp
Roleplaying Experience:	0-500 xp
Total Possible Experience:	1,250 xp
For Tier 6:	7,500 xp

Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list or which meet the following conditions:

PCs may keep items from the scenario which are listed on the treasure list or which meet the following conditions:

- The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
- Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
- Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

Any item retained according to these rules which does not have a certificate will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

From room 9:

- Scroll of protection from undead*: This scroll has inscribed a limited version of the spell *command undead* written at 12th level. The command is worked into the scroll: “Do not attack me or anyone within 5 ft. of me.” That is the only command that may be issued. (2E: works as described in the *Dungeon Master’s Guide*) (value 2,100 gp)

From room 16:

- ring of protection* +3 (value 18,000 gp, unusual)
- long bow* +3 (value 18,100 gp, unusual)

From Elliot:

- long sword* +1, *soulblade of the pure of heart*: This longsword is +2 in hands of a lawful good wielder, and +3 in hands of paladin. (medium, value 18,200 gp, unusual)
- Rod of wonder* (10 charges): (2E: This item functions as a *wand of wonder*.) (value 240 gp per charge, unusual)
- Arcane scroll with *cone of cold*, *fireball*, *haste* written at 10th level (value 2,750 gp)
- Spellbook with *enlarge*, *shield*, *ray of enfeeblement*, *Melf’s acid arrow*, *minor image*, *major image*, *suggestion*, *illusory wall*, *feeblemind*, *project image*, and *globe of invulnerability*. (2E: *enlarge*, *shield*, *ray of enfeeblement*, *Melf’s acid arrow*, *improved phantasmal force*, *spectral force*, *suggestion*, *vacancy*, *illusionary wall*, *feeblemind*, *avoidance*, *project image*, and *globe of invulnerability*) (value 850 gp)

Fame

PCs receive 1 Fame Point in Merchant or 1 in Upper class.

Player Handout # 1

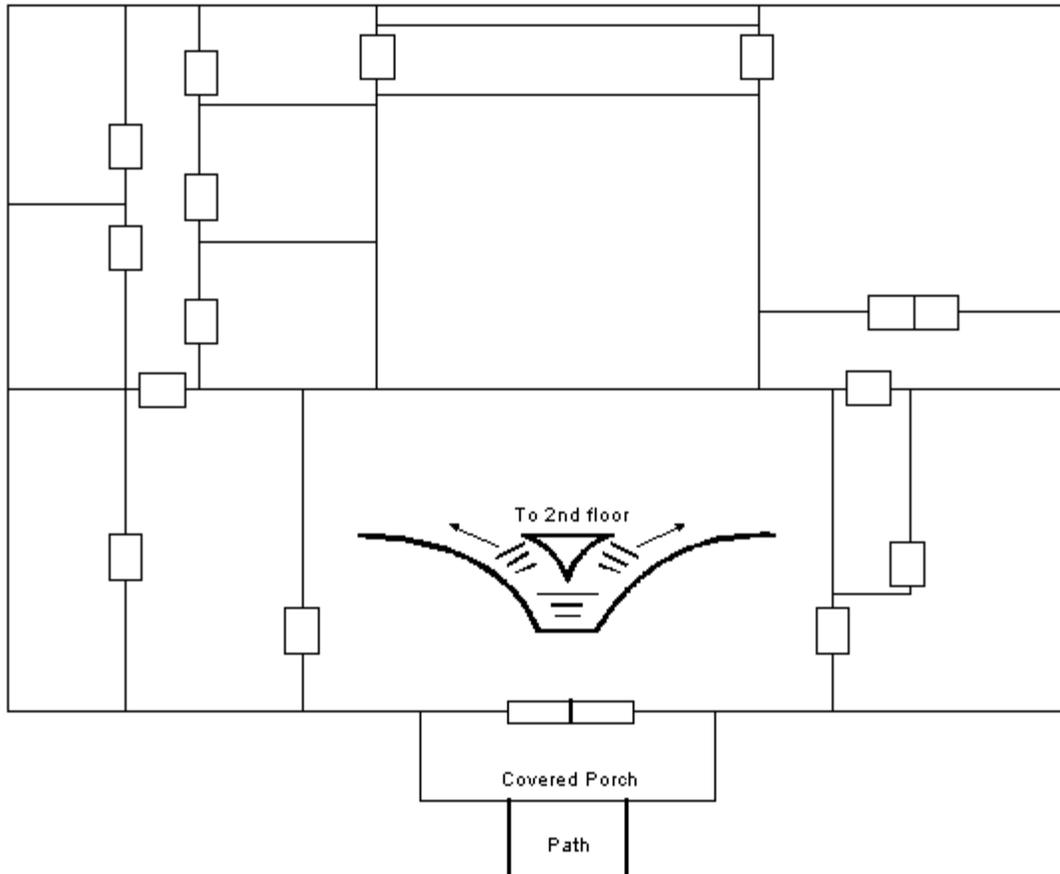
Dear Adventurer,

You have been selected to assist my client from the vast pool of Ravens Bluff adventurers due to your previous adventuring exploits. If you wish to undertake this task, please meet me and my client at my offices on Moorland Ride in Ten Towers at four bells this afternoon.

Sincerely yours,

Edward R. Scheister, Esq.

Player's Handout #2 First Floor Map



Player Handout # 3

Command Phrases

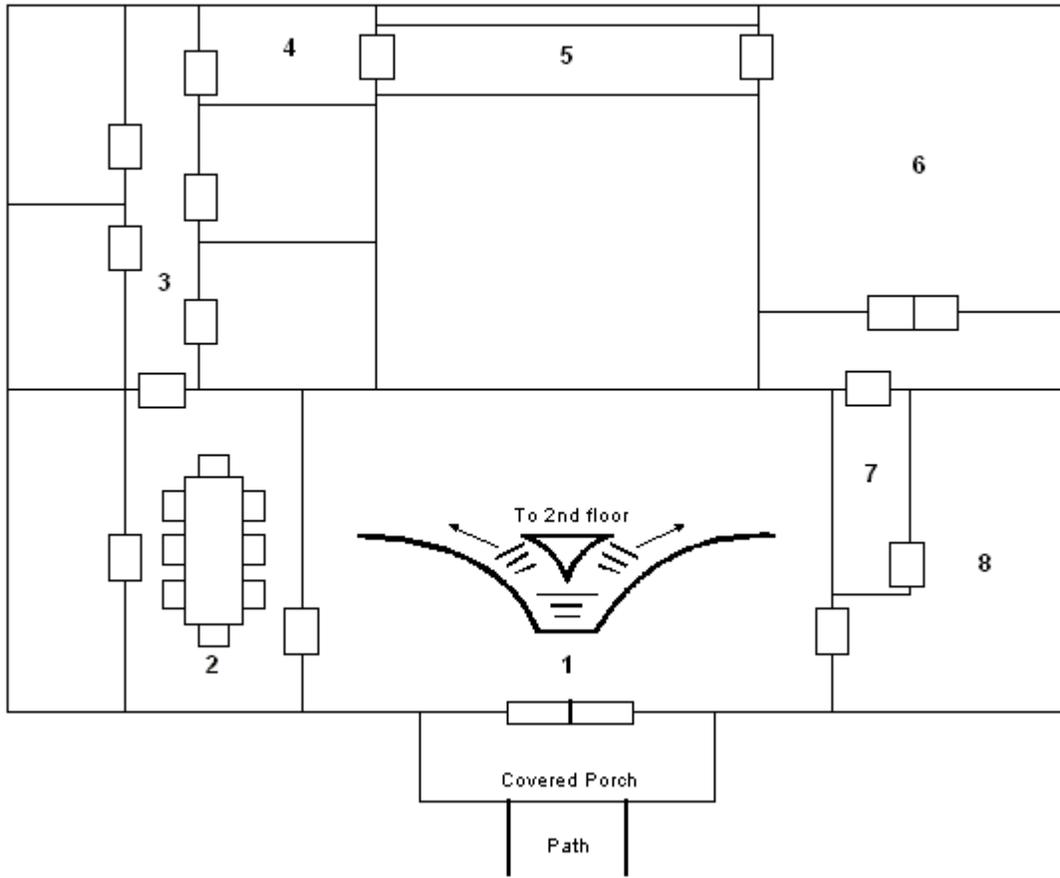
Chop-Chop
Twinkle, Twinkle
Silky Smooth
Stuffed Shirt
Dance With Me
Visage of the Past
Banquet
Shake, Rattle, and Roll
BookWorm

Player Handout # 4

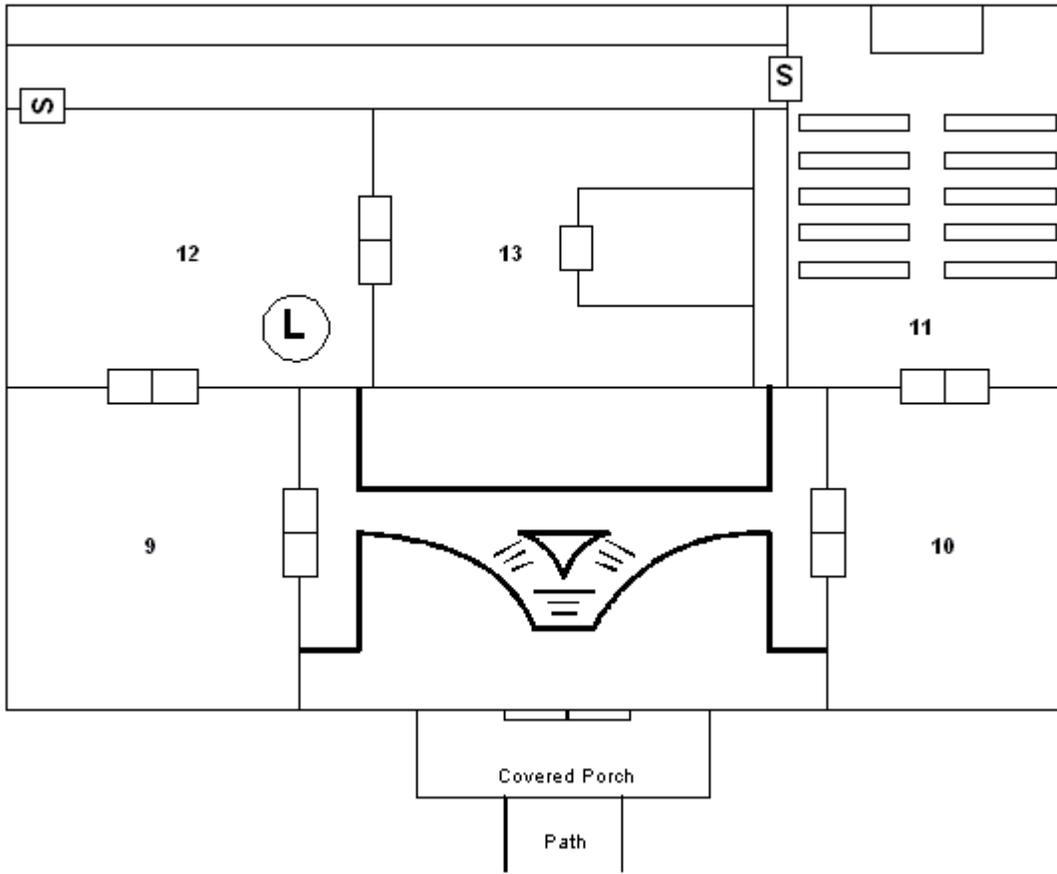
Jeremy's Journal:

I have only been in the house for a short time now and I can sense that I am definitely not alone. I have heard definite sounds of a man's voice and footsteps. I know that these are not part of the illusions as I have turned them off to get a better sense of where they may be located. The sounds are definitely from upstairs. I hurried to the entry hall staircase, and noticed a man who bore a striking resemblance to my cousin Elliot. A spirit was having a discussion with the man and even though I could not make out the details of what they said, I heard the spirit call him Zephram. I know not of any Zephram in the family and I quickly exited the hall. I could not tell if I alerted the man to my presence while I left, so I hurried to the dance hall and hid in the company of the dancing spirits. I was amazed to find that one of the tension rings on a lyre in the spirit band was in the shape of a golden key. I removed the key from the lyre with little difficulty, but I have no idea what it could be used for. Granddad Winthrop and all his little games....

DM's First Floor Map



DM's Second Floor Map



Dm's Basement Map

