THE ORIGINAL, REVISED AND EXPANDED

TEGEL MANOR

Based upon the original Judges Guild edition by Bob Bledsaw
Revised and expanded by Niels Erickson
Cover and illustrations by Niels Erickson
Maps by the Judges Guild
(Rat Holes by Bill Owen)

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UNIVERSAL FORMAT INFORMATION

Game mechanics presents this module as a universal role-playing adventure designed for use with all game systems. The categories of statistics listed are intended to be applicable to the majority of public domain systems available, but should not be considered the only statistics open for use. Should the particular game mechanics employed require the use of an additional term or statistic not found in this format, the Gamemaster is encouraged to adjust the values. All unused statistics may be ignored. The values of the statistics given assume that the natural range of human characteristics are human values of ±5.0. The character's starting character level is set at level 1. A Comparison Chart is provided to permit the Gamemaster to quickly convert values on the 120, 200, 300 (utilized here), 1020 and D100 (i.e., percentile) ranges from one to the other. Interpolation may be necessary with some figures, but the GM should keep in mind that these are suggested values only and may be modified to suit the tone of the campaign or his play style.

The basic assumptions on the rationale for Magic vary so widely from one game system to another that it is quite possible that this chart may not be applicable. It is assumed that effects can be cast more efficiently in the game, but I have included for illustrative purposes only, for example, "fireball", "charm", etc., and explained in general terms if necessary to convey its sense. Unusual effects or articles will be either described within the text, or in a special section (with reference in the text to that information). The GM should feel free to either use the equivalent spell, or substitute an effect more in keeping, from the system being played.

During the initial reading of this book, the GM should note the quantities and distribution of the treasure and artifacts. Each game system and each campaign setting is different in its own merit. Each GM is recommended to adjust the amount of treasure or items deemed necessary to suit the flavor of the campaign or his play style.

The explanation of the possible character statistics follows in the order they are normally given. In the cases of statistics STR through CHS, the first number indicates the actual ability, and the last number indicates the number of days on which that ability may be tested without checking for stress damage.

CLASS (sometimes abbreviated CLS) is an indication of the character's profession or main occupation. Abbreviations are provided elsewhere in this section.

ALIGNMENT (abbreviated as ALIGN or sometimes ALN) is provided for those systems where a character's basic inclination towards moral or ethical choices is based on a character's occupation or profession. The first two numbers indicate the character's basic inclination towards moral or ethical choices is based on a character's occupation or profession. The first two numbers indicate the character's basic inclination towards moral or ethical choices.

GAME TYPE is a summary of the amount of damage is possible for the character to absorb due to the protection it provides. Wearing a low amount of armor will lower the AGL and speed of the character. During normal combat, the amount of damage which can be absorbed is determined by the AGR, with small amounts dropped. The "damage per round" for AGR d for AGR 622, for example, provides 02 points of protection per round. The AGR is the sum of the protection in this chart that follows. For PSL, the first two numbers indicate the level in the area in which the character is located, and the third number indicates the level of the character.

PSL - PERSONAL SOCIAL LEVEL is the index of a character's social standing. The first two numbers indicate the level in the area in which the character is located, and the third number indicates the level of the character. The GM should feel free to either use the equivalent spell, or substitute an effect more in keeping, from the system being played.

ARMOR TYPE (ARM) is a summary of the material and technology used in the manufacture of the armor. The AGR is the sum of the protection in this chart that follows. For PSL, the first two numbers indicate the level in the area in which the character is located, and the third number indicates the level of the character. The GM should feel free to either use the equivalent spell, or substitute an effect more in keeping, from the system being played.

ARMOR DESIGN (ARM) is a summary of the material and technology used in the manufacture of the armor. The AGR is the sum of the protection in this chart that follows. For PSL, the first two numbers indicate the level in the area in which the character is located, and the third number indicates the level of the character. The GM should feel free to either use the equivalent spell, or substitute an effect more in keeping, from the system being played.

PROBABILITY COMPARISON CHART

<table>
<thead>
<tr>
<th>106</th>
<th>1</th>
<th>1</th>
<th>1</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>120</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>6</td>
<td>6</td>
</tr>
</tbody>
</table>

2
WELCOME TO TEGEL MANOR...

For many long years the ancestral manor of the Rumps has overlooked the countryside about Tegel Village. Once the proud protectors of that township and the surrounding farmlands, the keepers of the Golden Hind Banner fell into decadence, degradation... and far worse fates! Now their fall threatens to drag down the hapless villagers and the countryside itself, if not checked quickly.

That is the task awaiting your players: to end the unending threat of the manor—fortress, and to rescue the surrounding lands from the clutches of the Rumps, led by a maniacal, power-hungry madman, Rump. As the player discovers the secrets of the manor and finally destroys the monster, the fate of the region is changed.

In addition to the monsters and magic described herein, you may wish to add further touches of your own. For those so inclined, we suggest investigating the Gamescience Book of Tables, Volume 1 (GS 10450) or the Fantasy Gamer's Compendium (GS 10330) [from Gamescience, 1512 30th Avenue, Gulfport, MS, 39501].

Welcome to Tegel Manor! We'll see you on the other side... one way or another...

AREA BACKGROUND & ENCOUNTERS

Tegel Manor, a great manor—fortress near the seacoast, is rumored to have witnessed the ravages of time and human occupation because of an ancient glamour cast upon it. (This charm does indeed exist, providing Fire Resistance to the manor's ancient turrets—though the spell may be fading, if one judges by the current state of the estate...) The hereditary owners are the descendants of one Sir Rumpole Rump (in 1 in the portrait gallery), who first erected the original stone keep. As the family prospered, it grew into a rambling edifice of well-fashioned masonry and stout timber. Sir Rumpole Rump (in 7 in the portraits) added the "Brother's Tower" during his time as lord of Tegel Manor. The stone spire of the "Wizard's Tower" was added over a century ago by Ridwick (portrait 85).

The Rump family has been in rapid decline in their traditional duty of providing protection to the nearby market village for some generations now. Some have said that this failing—and their other bizarre eccentricities—have led to their corruption and the decline of the family's good fortune. Many have found the manor and its surrounding area to be a dangerous place to visit!

All outdoor movement (outside of Tegel village) is subject to an encounter roll every other turn (GM's discretion). For Daytime:

1. Roughneck Rump the Rotund, feared highwayman (ARM 060, 6 HIT, 29 HTK) and his band of 12 goblins (ARM 045, 1-1 HD: 4, 3, 2, 3, 1, 2, 3, 2, and 1 respectively) have waylaid many a hapless traveller, greeting some with a shrill "Stand and deliver!"
2. Special Zombies—known as the "Conifer-Born"—are all ARM 080, 3 HD, 24 HTK, and move as fast as a normal human! Enchanted creatures of the evil High Priestess Dubrailbe, these Zombies have one crucial defect: they lose 1 HTK for every hex distant from their creator.
3. Acolytes of Dubrailbe prow the countryside, seeking to gain new converts to the worship of Nivatopredi the Faceless One by force. These depraved souls perform ritual mutilations of themselves and others for the favor of their dark mistress.
4. Pirates from the coast, where they have established themselves a base, occasionally foray inland to attack the village or travellers. Typical ships are ARM 045, 2 HD, 4 to 10 HTK; a party will usually be armed 60% Foot (sword or other), 30% Light Crossbow, 10% Heavy Crossbow.
5. Stingers (3-30 appearing of these nasty blood-sucking bird-friends): ARM 030, 1 HD; they bite for 1-3 initially and 1-4 thereafter.
7. Baladar the Ranger (ARM 060, 6 HD, 25 HTK): Declared enemy of Sir Rump Rump (current lord of Tegel Manor), who left him in a tight spot once with a spectre in the manor. A champion of the good (and thick as a brick!), Baladar is convinced that Rump is as corrupt as his ancestors—and what is worse, a coward!
8. Roll normal wilderness encounters for your system.

For Night encounters, roll three times after the players have divided the party into three watches:

1. Ruang the Ripper, Assassin extraordinaire, comes prowling. ARM 035, 5 HD, 39 HTK. Favors the knife and the garrote.
2. Giant bats (1-6 of 'em): ARM 030, 1-6 HD; they bite for 1-6 or 2-12, depending on size.
3. The Death Monster of Derfing Marsh (actually a young-sub-adult-draco!): ARM 060, 6 HD, 24 HTK. Its acid breath will extend one hex for up to 18 points damage.
4. Giant beetles (1D0 of these): ARM 070, 6 HD, with a bite for 1-3 points damage. Primarily scavengers rooting about for food, unless annoyed.
5. Skeletons (3-30 appearing; the closer to the keep at night, the more there will be): ARM 030, 1/2 HD, 1 HTK.
6. Ghouls (2-24 appearing, as with skeletons): ARM 080, 2 HD, averaging 3 HTK. Hungry has driven them to come prowling this far from home.
7. An innocent wanderer—farmer or other—who strayed too far and is late coming back to Tegel Village.
8. Roll a normal wilderness encounter for your system.

TEGEL VILLAGE

Tegel township is a village of perhaps 450 souls, good peasant-stock mostly, who make their living as the market-town for the farms of the surrounding area, with some small amount of sea-trade from the coast. Traditionally, they have looked to the Golden Hind banner of the Rumps for protection in the past. Nowadays, they wonder who will protect them from what the Rump clan has become!
The following shopkeepers and notables ought to be keyed to one of the lettered buildings on the area map for possible encounters:

**SHOPKEEPER & NOTABLE NATIVES**

<table>
<thead>
<tr>
<th>KEY/NPC</th>
<th>CLASS</th>
<th>ALIGN</th>
<th>LVL</th>
<th>HTK</th>
<th>ARM</th>
<th>PSL</th>
<th>STR</th>
<th>INT</th>
<th>WIS</th>
<th>CON</th>
<th>DEX</th>
<th>AGL</th>
<th>CHR</th>
<th>WEAPON</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ternelmor</td>
<td>FTR</td>
<td>Evil</td>
<td>073</td>
<td>028</td>
<td>030</td>
<td>087</td>
<td>10/2</td>
<td>15/2</td>
<td>11/5</td>
<td>12/5</td>
<td>10/2</td>
<td>12/2</td>
<td>14/6</td>
<td>+1 Sword</td>
</tr>
<tr>
<td>Amihau</td>
<td>CL</td>
<td>Good</td>
<td>052</td>
<td>144</td>
<td>050</td>
<td>076</td>
<td>13/3</td>
<td>13/6</td>
<td>16/7</td>
<td>13/4</td>
<td>12/3</td>
<td>14/2</td>
<td>12/7</td>
<td>Mace &amp; Staff</td>
</tr>
<tr>
<td>Priestess of the Temple of the Bright Lady, losing ground steadily to Dubraibem's temple on the hill above Tegel</td>
<td>FTR</td>
<td>Neutral</td>
<td>061</td>
<td>025</td>
<td>080</td>
<td>083</td>
<td>17/5</td>
<td>10/2</td>
<td>07/1</td>
<td>14/3</td>
<td>09/2</td>
<td>11/4</td>
<td>11/3</td>
<td>+1 Battle Axe</td>
</tr>
<tr>
<td>Brimmi Biniq</td>
<td>FTR</td>
<td>Good</td>
<td>042</td>
<td>018</td>
<td>045</td>
<td>034</td>
<td>12/4</td>
<td>12/3</td>
<td>08/2</td>
<td>17/0</td>
<td>13/4</td>
<td>10/4</td>
<td>12/4</td>
<td>Sword &amp; Horsebow</td>
</tr>
<tr>
<td>Blunt, enterprising spear-maiden</td>
<td>FTR</td>
<td>Neutral</td>
<td>031</td>
<td>012</td>
<td>035</td>
<td>053</td>
<td>10/4</td>
<td>12/5</td>
<td>14/5</td>
<td>08/2</td>
<td>06/2</td>
<td>09/2</td>
<td>14/5</td>
<td>Dagger</td>
</tr>
<tr>
<td>Contriving, prosperous merchant</td>
<td>FTR</td>
<td>Neutral</td>
<td>022</td>
<td>009</td>
<td>015</td>
<td>044</td>
<td>09/1</td>
<td>07/5</td>
<td>04/3</td>
<td>16/5</td>
<td>15/3</td>
<td>11/2</td>
<td>12/7</td>
<td>Sword</td>
</tr>
<tr>
<td>Alarontane</td>
<td>FEM</td>
<td>Neutral</td>
<td>021</td>
<td>008</td>
<td>018</td>
<td>043</td>
<td>13/2</td>
<td>09/4</td>
<td>10/6</td>
<td>14/4</td>
<td>11/3</td>
<td>14/3</td>
<td>07/4</td>
<td>Dagger</td>
</tr>
<tr>
<td>Shark Mersin</td>
<td>FTR</td>
<td>Neutral</td>
<td>021</td>
<td>007</td>
<td>030</td>
<td>023</td>
<td>12/3</td>
<td>08/2</td>
<td>06/2</td>
<td>10/4</td>
<td>14/5</td>
<td>13/5</td>
<td>09/2</td>
<td>Mace</td>
</tr>
<tr>
<td>Vinca One Eye</td>
<td>FTR</td>
<td>Neutral</td>
<td>011</td>
<td>044</td>
<td>025</td>
<td>032</td>
<td>10/2</td>
<td>05/1</td>
<td>09/1</td>
<td>09/3</td>
<td>12/3</td>
<td>13/1</td>
<td>12/2</td>
<td>Sword</td>
</tr>
<tr>
<td>Alarontane's Boarding House offers quiet, decency and low price - 15 SP per night, meals 1 GP. Cashbox has 50 GP, 23 SP, 14 CP. Order is kept by her son, Shark and One Eye.</td>
<td>FTR</td>
<td>Neutral</td>
<td>041</td>
<td>014</td>
<td>035</td>
<td>052</td>
<td>16/3</td>
<td>12/4</td>
<td>11/5</td>
<td>09/2</td>
<td>12/3</td>
<td>12/4</td>
<td>14/4</td>
<td>Sword</td>
</tr>
<tr>
<td>Quinta Demerit</td>
<td>FTR</td>
<td>Neutral</td>
<td>021</td>
<td>009</td>
<td>010</td>
<td>064</td>
<td>10/2</td>
<td>10/6</td>
<td>12/4</td>
<td>11/2</td>
<td>14/3</td>
<td>13/3</td>
<td>14/7</td>
<td>Sword</td>
</tr>
<tr>
<td>Guthing but wily monger.</td>
<td></td>
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</tr>
</tbody>
</table>

...and at the Manor, we have:

**SIR RUNCIE THE RUMP**

Palm: Good | 065 | 020 | 110 | 108 | 15/4 | 10/2 | 07/2 | 11/3 | 09/2 | 12/3 | 17/3 | +3 Sword |

One-eyed owner of "Neptune’s Trident", bors customers with stories of unlikely sea-monsters.

**Cretin Nodcock**

DWARF | N | 021 | 012 | 035 | 044 | 14/5 | 07/2 | 06/3 | 15/6 | 10/2 | 11/4 | 05/3 | Dagger |

Incredibly ugly owner of the "Bark & Breat". Providing unusual dinner entertainments.

**Marashar**

FTR | N | 021 | 009 | 010 | 064 | 10/2 | 10/6 | 12/4 | 11/2 | 14/3 | 13/3 | 14/7 | Sword |

Guthing but wily monger.

**Rump Family Tree**

The following is a list of portraits, and their subjects, to be found about the manor. Those that are not already indicated in a specific location (by a name in parentheses) may be scattered about as the Game master wishes. Under each name is given the subject's Class, ARM, HD and HTK. Thus the entries may also be used as wandering encounters (on D100) at GM's discretion. If the portrait has an unusual effect on the viewer (usually a spell, for which allow a 50% chance of spell success), that is indicated by "Pics" and a description.

1. **Sir Rumpole Rump (B3 - Gallery)**
   - Paladin: 085, 6, 27
2. **Reckless Rolly (B3)**
   - Skeleton: 010, 1, 7
   - Pic: Causes reckless bravery for 2-12 turns
3. **Rialto the Riffraff**
   - Zombie: 020, 2, 14
   - Pic: Inflicts an itch, 2-24 turns
4. **Ranting Rex (B4)**
   - Ghoul: 050, 2, 6
   - Pic: Causes a changer to talk in its screaming tone 2-12 turns
5. **Rumbling Raginark (B4)**
   - Ghoul: 055, 2, 6
   - Pic: Causes a viewer into room behind portrait
6. **Rustrum the Rabid (B4)**
   - Wraith: 070, 4, 18
   - Pic: Causes a viewer to faint at the mouth
7. **Rank Rumpula (B4)**
   - Vampire: 055, 7, 2
   - Pic: Warns of the vampires
8. **Randver the Rancid (B4)**
   - Wraith: 070, 4, 8
   - Pic: Causes nausea for 1-8 turns
9. **Raps Redaxe (B4)**
   - Doppelganger: 065, 4, 13
   - Pic: Tries to replace the first PC who views it (roll INT save)
10. **Raw Ribby (B4)**
    - Skeleton: 030, 3, 3
    - Pic: Causes insanity for 2-12 turns
11. **Hadir the Haprotate (B4)**
    - Shadow: 035, 2, 2, 9
    - Pic: Challenges a rider; right/wrong answer = +/-1 CON
12. **Racy Nana (esp)**
    - Mummy: 075, 5, 22
    - Pic: Offers location of a secret passage (GM choice) to winner of a race from one end of Master Gallery to the other
13. **Ronah the Repulent (B4)**
    - Spectre: 080, 6, 20
    - Pic: Compliments gets Teleport to Library (D12)
14. **Racketor the Ragg (B4)**
    - Skeleton: 025, 1, 6
    - Pic: Causes first PC to tell a lie to break out in rash
15. **Rapid Rithiane (B4)**
    - Vampire: 080, 7, 31
    - Pic: Teleports to E12
16. **Retangak Regolat (B4)**
    - Skeleton: 030, 1, 4
17. **Rawing Rindat (B4)**
    - Wraith: 050, 3, 18
    - Pic: Causes insanity for 2-12 turns
18. **Rigat the Raille-rouser (B4)**
    - Spectre: 065, 6, 12
    - Pic: Offers viewer 1 GP to strike his companion
19. **Rest of Reigning River (B4)**
    - Shadow: 030, 2, 12
20. **Rascal Rowlng (B4)**
    - Ghost: 060, 10, 59
21. **Raptulaks Rump (B4)**
    - Snake-spirit: 040, 2, 16
    - Pic: Teleports viewer to Crying Hall
22. **Rancorbus Himy (B4)**
    - Conote: 010, 4, 6
    - Pic: Causes Drunkenness to viewer
66 Rigmar the Renulist
Zombie: 020, 1, 8
70 Rebut Redlick
Wight: 050, 3, 13
68 Rimount the Reviver
Mummy: 075, 5+1, 23
Pic: 15% possibility of providing Resurrection spell
71 Ryth the Recanter
Spectre: 085, 6, 23
70 Retort Rowantor
Spectre: 080, 6, 23
71 Rectling Relfrid
Wight: 065, 3, 5
Pic: 30% possibility of a (really bad!) poem—which has 50% possibility of useful information!
72 Rufinna the Reckless
Ghost: 020, 10, 49
Pic: Grants immunity to Fear spells (75% effective)
73 Rabury the Recluse
Wight: 050, 3, 26
Pic: Snuza “Go Away!” and casts Fear spell
74 Regenerating Roderk
Wight: 065, 3, 22
75 Reeling Rhinon
Wraith: 070, 4, 23
Pic: Spins viewer around
76 Rigemont Rampala
Wraith: 075, 4, 20
Pic: Reduces Dexterity by -3 for 5 turns (20% possibility)
77 Rosette Rampula
Ghoul: 040, 2, 12
Pic: Cures viewer with Old Age (20% chance effective)
78 Lady Rubella Rampula
Vampire: 085, 8, 15
Pic: Probability 5% x number in party to teleport to G3 (Torture Chamber)
79 Rhian the Remorseless
Faceless Ghost: 025, 10, 49
Pic: Blindness for 2-8 turns
80 Riven the Reflective
Specter: 090, 0, 50
Pic: Grants ability to repel Undead 1-3 times
81 Reveler Rotchar
Ghoul: 040, 2, 13
Pic: Laughs at viewer
82 Ruang the Ripper
Assassin: 035, 9, 39
Pic: Poisons any who touch the portrait [this is the same nasty bloke running around the countryside in Area Encounters, Night]
83 Rabrial the Relentless
Ghost: 025, 10, 84
84 Rudlong the Revenger
Wraith: 075, 4, 10
Pic: Forewarns of next encounter
85 Riddwick of the Relic, aca
The Liche of the Wizard’s Tower (15hp)
Liche: 070, 11, 27
Pic: Moans “Come to the Wizard’s Tower!”
86 Resplendent Ramberg
Ghoul: 045, 2, 8
Pic: Causes viewer’s face to glow (giving light like a torch) —but viewer is also blind for duration of spell (1-100 minutes)
87 Remonger the Remorseful
Ghost: 020, 10, 52
88 Ribald the Rich
Zombie: 025, 1, 2
Pic: 40% chance of revealing a valuable treasure
89 Ribbesor the Righteous
Ghoul: 020, 10, 17
Pic: 10% possibility first viewer will be turned into horse
90 Parlesses Ramone
Ghost: 050, 4, 20
Pic: Grants first viewer immunity to Sleep spells
91 Pickle Picklehead
Shadow: 030, 2+2, 10
Pic: Knocks the helm off someone NOT looking at portrait
92 Bounder the Breeper
Ghost: 025, 10, 35
Pic: Causes viewer to be only half as likely to roll usual reactions to Fear, Panic, Bravery or other “mood/ emotion.” reaction requires a Remove Curse-type spell to end effect
93 Riddles Rellwood
Wight: 050, 3, 7
Pic: Asks riddle; good answer will get 2-12 GP
94 Revidor the Reknavened
Wight: 065, 2, 13
95 Ritzf Rutorn
Skeleton: 030, 1/2
Pic: Turns viewer’s armor to fothish finery
96 Roughneck Rump the Round
Bandit: 020, 0, 29
Pic: Shouts “Stand and deliver!” [This is the same fellow seen roaming the countryside in Area Encounters, Day]
97 Redbud Rump
Wraith: 035, 4, 29
Pic: Invites viewer to “Come see me sometime” (in F1)
98 Raoul the Reformer
Doppelganger: 050, 8, 40
99 Ranorek
Ghoulman: 010, 0, 10
[This “missing link” in the family is usually down in the second level of underground passages]
100 Ranshado Riparian
Wraith: 035, 7, 27
Pic: A former lawyer, Riparian’s shade may offer to free viewer if “wrongfully” imprisoned later

WANDERING THE HAUNTED HALLS

The many corridors and passages of Tegel Manor have become known by names suggestive of the mysterious and oftentimes unsettling noises heard in their winding ways. Take note of these different names, O GM, and the fact that, at any time, there is a 25% chance of these sinister sounds manifesting themselves. The sound of the Grawling Hall or the Whispering Hall may slowly rise to a noticeable degree as PCs traverse their length, or the Dancing Hall may suddenly erupt in a scathing volley of blood-curdling shrieks and cries, sending our heroes jumping out of their collective skins. Note also as you wander the ways of this grim manse with your players the many smaller notations that you may find upon the Gamemaster’s map: sights (termite’s nest), sounds (a thunderclap), things and ideas (the map notations indicating a possible trapdoor, trap or magical statue not described specifically in the following text). Take advantage of these as you will, and the tables provided for them in this book, to customize your particular “Twilight Zone”...
A1 - THE MASTER FOYER (50’x70’x40’H).

The vast chamber which greets the characters is chilly and gloomy, its dimness scarcely relieved by braziers arranged along the wall every 20 feet. Twin rows of columns, like great stone trees, recede into the darkness overhead. Family portraits line the walls. Side passages to left and right give entrance to the Screaming Hall (to the G rooms) and Mumbling Hall (feeding off into the A section).

The spirit of Bertalan the Butler, original chief steward to Sir Rumpole, suddenly appears, looking menacingly in the center of the chamber—then quickly takes if he make tales at any’s clacks, hats, etc. If refused, he vanishes through the wall with a great display of indignation. Histrionic laughter suddenly bursts forth from the doorway at the far end of the foyer. When opened, three mouldering corpses fall backward into the foyer!

A2 - THE GREAT HALL (150’x110’x40’H).

The Great Hall of Tegel Manor is ablaze with light from great candled chandeliers hanging from the cavernous ceiling, and ornate candelabra mounted along the walls. Mouldering tapestries (and perhaps more portraits?) decorate the walls. Here and there, rhododendrons have come through the floor (these and others like them in other rooms lead to a labyrinth—see the Underground Level section). Two fireplaces face one another across the room, southernmost one has a two-way secret passage to a hidden staircase to D2/2 (and whatever the GM wants to put in the hidden rooms!). Along the western wall is a secret one-way teleport “gateway” to D1/1B. And the east wall is entirely covered by a grand tapestry depicting the noble exploits of Sir Rumpole (hiding a two-way secret passage out into the enclosed Court Yard, and a trapped passage to another—passage G3 is beyond that one). The western exits lead into Footstep Hall from the A to C sections. A doorway in the north side of the room leads to A3. A southern exit leads to the Whistling Hall, while a false door in the south wall leads nowhere.

Of more immediate concern to the adventurers entering this room will be the two great banquet tables stretching down the hall. Gathered at one end are 12 skeletons (ARM 060; 1 HD; 5, 3, 4, 4, 1, 2, 3, 5, 6, 7, 1, and 2 HTK, armed with swords) interrupted seemingly in mid-feast over the mouldering feast spread here. They will react immediately to being disturbed, trying to force party members to join their grisly celebration. If one can get to them, there are 30 silver goblets each worth 120 SP on the banquet tables and a huge silver-chased halberd resembling the one with which Sir Rumpole is pictured, hung above the mantle on the south wall. Leaving the party with them is another matter.

A3 - BEDROOM (40’x30’x40’H).

This once-richly appointed chamber was evidently intended as a handy place to sleep off the effects of too much revelry. The skeletal remains found here may be deceased party-animals, or victims of the Storges (1-6 of these blood-sucking birds), a curious darkness high above. ARM 026: 4d4 rounds to attack. The faint, flutey music that gently echoes in this chamber is in fact Strines-piping. One of the cramped forms lounging amid the cushions and furs that cover this room’s stone floor lies atop a scabbarded sword worth some 300 GP.

The adjacent chamber, properly appointed with bedroom furnishings more suited to lordly recuperation, has massive oaken doors that let onto the Footstep Hall, and a smaller door leading out into the Mumbling Hall.

A4 - GRAND DINING ROOM (50’x70’x40’H).

Lavishly appointed with fine silver and rich tapestries, but dimly lit by candles upon the great table in the center of the room. When PCs first enter this room, they see six ghosts—obviously high-born ladies who had retired from the rowdy hallfest—sitting at the table and gazing rigidly from view when examined at their table, except for one Spectre seated at the head of the table. What at first seemed a beautiful noble-woman becomes a ghastly fiend as it throws itself at the nearest party members (ARM 098: 6 HD; 21 HTK and special attack—see Phantom Fiend description).

When the Spectre is dispatched, the floor from the room dulls to moldering hangings, rotting wood, and nary a sign of a dish or goblet beneath the dust and cobwebs. (However, there is an iron-bound chest hidden in the hearth with 560 GP in gems and 450 SP.) A doorway leads to A5, and two others open on smaller side chambers (left to the GM’s discretion).

A5 - KITCHEN (50’x30’x40’H).

Reeking still of ancient smoke and rancid cookpots, this kitchen (and the pantry beyond) was once clean and efficient with its two fireplaces, butcher-block end tables, constantly served either by the Great Hall, the Grand Dining Room or the Mead Hall (A6) or all three! Six giant rats (ARM 025: 2 HD; 7, 5, 6, 2, 13 and 4 HTK) are busily digging their foot out of the pantry toward a rathole in the center of the room when PCs enter. The entrance of the adventurers seems to be a signal for potteregies to go into their act, as the air is suddenly filled with the smell of burning chud (as though an overworked scullery staff, five butcher-knives animate and fly at the party (followed by other cutelry)—and a bubbling pot will sail out of the cooking fire at the largest party member! A complete silver service (with the Rump family crest) will also come sailing at PCs if subdued, it is worth about 320 GP.

A6 - THE MEAD HALL (80’x110’x40’H).

Reached by either the Mumbling Hall or the Screaming Swordman Hall, this vast chamber once echoed with song and blazed with light from the many torches bracketed along its walls. Now, however, it is muffied by the thick cobwebs which dimly filter the light from the great arched windows in the north wall. Brave souls venturing into this room will be hampered to half-normal speed by the thickness of the cobwebs everywhere. SIX CHODERS (ARM 022; 2 HD; 6, 7, 1, 3, 10, 6 HTK) are hidden about one of the many corners in the hall, abasingly pounding a rat on the table like a gavel, and oblivious to the enormous spiders (20 of them! ARM 060; 6 HD; 1d4 HTK each; non-poisonous) which make the table of 1 point of damage to 1 point of damage to the lack of better feeding available.

(A secret two-way passage in the west wall of the hall enters the back of a wardrobe in room A20.)

A7 - MAID’S ROOM (30’x20’x40’H).

An unremarkable room, simply furnished as though for use of the household servants—yet connected to two other side rooms (one of which opens into A6 (the Butler’s room). Perhaps this was a small suite of rooms for the chief servants of the household. Searching through the wardrobes and chest at the foot of the bed reveals a gem-studded silver goblet (worth 360 GP) hidden under a pile of new rotted clothes. But what is that noise? At first, there is only a sighing, so faint only elves would notice it, for 1-3 rounds. It gradually becomes a sound like normal breathing, for another 1-3 rounds, as the walls feebly quiver. This then becomes a loud panting sound for 1-3 rounds as the door latches and windows begin bulging in and out. 2 HD; 6 HTK. Usually found lying on 2d10 1d4 GP and out 1d4 HTK. Finally, the noise is a stunning -2 ST roar for 1-3 rounds, as the walls close in to suffocate players in 1-8 rounds if they do not win free.

A8 - MAID’S ROOM (30’x40’x40’H).

A single lit candle is the only illumination greeting the PCs as they enter this chamber. There are other candlesticks about the room, atop a dressing table, chests by the three small beds, and next the washstand in one corner. Other every turn, a young girl will appear in a random corner of the room, scream, and quickly vanish. A search of the room will reveal 5d20 CP and a silver dagger hidden in one of the dusty beds. The large trunk at its foot has a poison needle latch fixed to the outside of the trunk (as Spider Venom, see Poison Effects). Inside are 100 GP, 1d10 GP, 1d4 2 GP and a 500 GP opal necklace, in two velvet pouches. Beneath lay heavy wool cloaks and robes—and underneath all, the bound corpse of the screaming phantom.

A9 - BUTLER’ ROOM (45’x30’x40’H).

Opening onto the Screaming Swordman Hall, this chamber is the continuation of the exit of light this room in too dark a darkness adventurers will suddenly be started by a foul blast of misty air, and a belching sort of noise, calling their attention to a glowing green pool of slime on the rug near the center of the room. This pool is actually an Ectoplasm (see Phantom Fiend for description—this one has 2 HD, 13 HTK). It surrounds a small pile of loot—150 SP, 5d5 GP, 2d4 GP—but most striking is a fabulous opal ring whose setting matches that of the necklace found in A6. A seated hand shuffles about the floor just beyond the slime, obviously intent upon the treasure, yet avoiding the foul touch of the pool.

A10 - KITCHEN 2 (30’x50’x40’H).

Located on the Clanking Hallway, to serve both the Mead Hall and the Great Hall, this scullery has a corner fireplace that could handle whole haunches of beast. Its rough stone walls are still stained by ancient grease and blood, also run down the floor to the side-as. Upon entering this stench-laden kitchen, PCs will be greeted by 3 1st levels of which 1rd which hunt themselves at the 1st. Then the room becomes deathly still, save for the sway of the empty rocking-chair nearest the cold fireplace. A search of the room reveal nothing but three poisonous snakes (ARM 040; 1 HD; 3-4 HTK) lurking within the cauldron which hangs in the fire- pit.
A11 THE BAKERY (50' x 50' x 30'H): A gold blast and angry growling noises roll out of the chimney of the great brick ovens that dominate this room, and assail the adventurers with a molotov stunt. Guttering torches provide feeble illumination to the workroom. Various utenals (worth 260 CP, 15 SP) hang upon the walls over working tables and a great basin of foul water. What at first seems to be a rolling pin turns out to be a leg bone, beetles busily feast on a randic pastry full of dead blackbirds, and the rottting remains of splattered egg, curds and whey upon the floor. A smaller plum pie displays a severed thumb sticking out of its broken crust. Gold Spore Fungus (see Phantasmal Fiends for description) covers the leaves still upon the long handled oven paddles resting in the mouth of the oven.

A12-SCULLERY MAID'S CHAMBER (30' x 30' x 30'H): Across from the Butler's Room on the Singing Swordsmen Hall, this room was formerly occupied by twin sisters serving the Rump family. Their simple room, now dusty and threadbare with cobwebs, was obviously once bright and cheerful, if somewhat gaudily bedecked in colorful peasant style. The colors are now faded on the bedding and war-hangings, and the coverings draped over chests and table. The chests contain only simple clothing, trinkets and a few pauly copper (82 total). About the table are set three chairs, and three empty bowls. Over each chair flopped piles of clothing—everything down to small-clothes—as though someone had been inside them and vanished! Two sets are identical dresses, and the third, the livery of a page, all bearing the Rump heralric crest. On the center of the table, perhaps the only clue, a still-warm covered crock contains what appears to be still fresh pudding (indeed! A Plump Pudding: 2HD, 13 HTK; see the Phantasmal Fiends description.)

The room adjacent this, and the next to the Kitchen (A10) are storerooms and larder—and left to the GM's imagination (shh-heh).

A13-SCULLERY MAID'S ROOM (30' x 25' x 30'H): Across the Clanking Hall from the Kitchen is the room of another of the kitchen stuff, this one somberly furnished with simple style and dark colors. And lots of "holy" pictures. Or are they? The artist may have been simplistic, but why are there no faces on the figures portrayed? A search of the wardrobe finds dull-colored common homespun clothing for the most part, and one better dress. The chest at the foot of the bed, however, has a robe and hood of fine silk hidden at the bottom, and a set of nasty-looking copper knives of strange design. A golden whistle is also hidden here. When the robe is removed from the trunk, a female voice can be heard, as if at a great distance, faintly chanting. A huge white "worm" (ARM 040; 15 HD; 56 HTK; 2-12 points) slithers from beneath the bed. (The whistle can control it; if slain, the chanting voice vanishes.)

A doorway in the east wall leads into a warren of various storage rooms that connect also with the cooks rooms (A14 and 15) and another scullery maid's quarters (A16). Two secret passages allow one to pass between A13 and A16 from one set of storerooms to the other undetected.

A14-CHIEF COOK'S QUARTERS (35' x 24' x 30'H): This long-abandoned room is dark when PCs first enter. Then the candles on nightstand and dressing table abruptly quiver to life, and a voice can be heard laughing at some secret delight. The light reveals a surprisingly clean room of simple but sturdy furnishings, all decorated with lacy-edged coverlets or doilies, and vases of withered, long-dead flowers. Incongruously, the walls display an impressive collection of knives! Sudden movement in the SE corner is that of an animated broom chasing what little dust has collected out of a corner. On the dressing table sits a Cintron ring (worth 15 GP), with a seemingly fashioned poison-chamber hidden inside.

A15-COOK'S ROOM (30' x 24' x 30'H): The furniture in this room is of similar style to that in A14, but the bed-linens and such are so simple as to seem coarse by comparison. The candles, already glowing when adventurers enter the room, abruptly go out 1-6 turns after PCs enter, followed by an hysterical high-pitched tittering. When light is restored, a Scimitar (+1), matching some of the blades seen in the other room, is rumm rocketed in the upper arched of the now empty room of Crook abruptly standing up from under the bed and can slide back (towards us length furrowing the party when they leave the room, as far as the doorway into the Clanking Hall). A Killer Shrew (ARM 025; 4 HD; 12 HTK; 1-6d6/turn) attempts to leap onto the back of one PC (the smallest, if it can), from beneath the chair in NW corner.

An examination of the west wall reveals a doorway bricked up solidly, hidden by the war-hangings.

A16-SCULLERY MAID'S ROOM (30' x 20' x 30'H): The doorway to this room (from A15) was bricked up years ago. If one listens closely, one can hear muffled moans and sobbing from beyond the wall. Anyone brave enough to break through the doorway must then make a saving roll against thenoxious stench that rolls out of the dark passageway. Within is a cold, dank chamber, empty except for a filthy straw pallet, long-emptied platters on the floor, and a silver holy-splendor half buried in the rubble where the brickwork was knocked down—and a human-sized bundle laying mummy-like in the center of the floor! If a torch is thrust into the opening, the room appears to be alive with hundreds of tiny spiders crawling everywhere. The flames will also ignite cobweb hanging thickly from the ceiling far above, creating a roasting blaze for a few moments, abruptly ending in a shower of sparks as a huge spider (actually nothing but a carcass now) drops from somewhere in the mass of destroyed webbing.

A17-SCULLERY MAID'S ROOM (20' x 40' x 30'H): On the Growling Hall, near the Mead Hall, these quarters had belonged to three serving maides of the household, former Zombies (ARM 025; 2 HD; 16; 9; 6 HTK). Seated at a small table, they pantomime a tea-party, paying no attention to the party until the fourth person at table is disturbed. They then attack, attempting to force their "tea" upon the intruder.

This fourth cup, covered with a roving napkin, contains a dust similar to that which pours from the teapot, shimmering oddly. The zombie-sisters keep returning their dust to the pot. If a PC should sample the dust, it will impart an incredibly beautiful appearance for 1d10 hours—but then the character begins a hideous transformation into a Zombie in 1d10 turns! The effect can only be dispelled by a "Neutralize/Cure Poison" type of spell before the transformation is complete, or a "Remove Curse" spell once the change has taken effect.

The sheets and bedspread in this room contain only clothing and a few clean haubircs.
A18 - THE MINOR GALLERY (20'x95'x30'H):

Entered from the Gigglimg Hall, the musty oaken paneling of this vast hall displays many portraits of the Rump clan (at least numbers 32, 39 and the Portrait list). The portraits of the Rump family, mounted on the walls, are usually kept in the hall. Cobwebs, dust, and the ever-present smell of musty old wood make the room a favorite gathering place for the Rump family. The room is used for various family events and gatherings.

A19 - BEDROOM (45'x40'x30'H):

Beyond the fountain-chamber, an oak door opens upon a suite of rooms. The first is clearly that of a former lord of the manor. The former resident of this chamber was presumably an accomplished equestrian in life—faux ottoman, bookshelves, and a central fireplace. The room is used for formal gatherings and meetings.

A20 - BEDROOM (40'x30'x30'H):

These quarters seem to be a continuation of the first room, paneled in dark walnut and draped with the same wine velvet, frosted with a heavy layer of dust from years of disuse. The bed is a large four-poster, and the room is used for storage purposes. The room is seldom used and is in need of repair.

A21 - THE SECRET STUDY (40'x30'x30'H):

One secret passage leads to the corridor outside this room, but strangers to this narrow hall must find yet a second secret doorway to enter the study! Here, carefully hidden from prying eyes (until now), are scores of tomes and manuscripts. The room is used for studying and reading.

A22 - THE CAMPFIRE ROOM (50'x10'x10'H):

The ground-floor level of the “Brother's Tower” is a vast entertaining center—though given its peculiar lack of accessibility, one wonders who is to be entertained here. Wild organ music, only faintly heard in A21, swells and falls like an ocean of sound, played by an unseen hand, as phantom shapes whirl about in a frantic dance. Gaming tables edge the dancefloor, with chessboards, games of chance and skill decorating their lacquered surfaces, most covered in undisturbed dust. On each table stands a deck of cards that gives off a strong aura of magic (random effects—GM discretion). Around another, four Shadows (ARM 030; 2+2 HD; 10, 8, 6, 4 HTK; touch for -1 ST/AB, see Phantasmal Fiends description) are eneared in a game of chess (two merely watch). If interrupted by sudden light, they will be terrored!

Elsewhere in the room, luxurious velvet couches and cushions have been spread, separated into smaller areas by folding screens of now-brilliant fabric and rusted wood. Curious moons and sights can be heard occasionally (organ music permitting). Beneath one such couch is a Bag of Tricks, silk-lined and decorated with silver threads. It will produce 1d10 random magic items or effects, some beneficial, some not, but the last always being a nasty surprise for the owner of the bag! (Again, it's your choice, GM.)
SECOND FLOOR: GUARDROOM (60' Dia. x 10'H): Approached by the narrow, curving staircase that climbs from the secret corridor outside A22, this level is a great guardroom with racks of sturdy though unremarkable weaponry (12 heavy crossbows, 14 short bows, 10 swords, and 25 daggers-most salvageable) and armor, tables and chests to accommodate a company of watchmen, and mostly-spit-propelled provender stored in the pantries. It would appear that some of the iron rations from the last great war around here are still on nano, and as such as they were being (which isn't saying much). Windows are little more than arrow-slits looking out over the road and countryside below Tegel Manor, though one balcony opens northwestern and looks out toward Tegel Village.

The crevices along the wall fair to light as the party of adventurers ascends this level, and three Wights (ARM 050; 3 HD; 11, 16, 20 HTK) snap to attention, along with 34 diaphanous-looking skeletons in rotting leather armor. If an enterprising PC thinks to say "At ease!" the company of undead will settle back in their previous positions. A command of "Fall in!" will make them literally fall apart. Otherwise, attempting to "muster" the room without giving the password ("Look alive, men!") will result in having to fight the guards! The good news is that, if the Wights are defeated, the skeletons collapse—and they won't all be able to crowd in on your party at one time without hitting (and breaking) each other anyway.

THIRD FLOOR: BEDROOM (60' Dia. x 10'H): The only access to this floor is by way of a trapdoor in the center of the ceiling in the "Wight's chamber," guardroom below. An arrow trap mechanism guards the access: If triggered, it causes a spear to stick along the guardroom wall to tip outward and launch 1d3 spears at the center of the ceiling!

Once opened, the trapdoor turns out to be covered by a heavy carpet on the floor above. Once the PCs maneuver past this obstruction, they find themselves in a room lavishly bedecked in silken draperies, intricately woven tapestries and oriental rugs, all made more vividly colorful by the light pouring through stained-glass windows (if it is daylight outside). Everywhere along the walls ornate wrought-iron crests burn brightly. The air is thick with the smell of exotic incense. Furs and velvet cushions are scattered abundantly about the floor. All that appears to be missing are the dancing girls—and the chests along the wall indicate that they would be here, filled as these are with flowing gowns of airy fabric and rich design, soft slippers of leather, and glistening jewelry (about 320 GP worth!). The jingle has been replaced by a sound of chains dragging across the floor above.

A low muttering sound betrays the presence of three Homunculi (ARM 015; SHD: 2, 3, and 1 HTK); with nasty little teeth that do 1d3 damage each bite). Two are fumbling with bits of costume, while the third is rummaging its way through the Moonwort Scroll of Creation (stolen from the study below) to try to make more of itself. (It has succeeded twice already, since losing the master that created it, and, if not stopped, will overrun the manor with little nasty critters.)

FOURTH FLOOR: ZOO (60' Dia. x 10'H): Some of the bigger nasty critters are up here. Access from the third floor is only by means of a central trapdoor to this floor. Once through, one finds the odor that the income cloaked, and the reason for the dragging chains.

The sides of this stone chamber are rimmed with barred enclosures containing a variety of unusually large or bizarre creatures, some with stalls full of dirty straw, others with a mock environment of a dead tree or swampy pool. The current denizens of this little menagerie include a Giant Toad (Hide like ARM 030; 2 HD; 7 HTK), a huge Beaver (its pelts providing ARM 025; 4 HD; 11 HTK, with formidable looking teeth and claws), a Giant Otter (this one's hide like ARM 025; 3 HD; 15 HTK, and very sharp teeth), four exotic Monkeys (ARM 010; ½ HD; 2, 3, 3, 1 HTK, and more sharp little teeth) and assorted exotic creatures-most of which will bite!

A faint hum from the SW side of the fourth floor breaks a two-way portal to J4 (The Hunter's Room in the East Wing). Getting there is easy.

FIFTH FLOOR: BROTHER'S TOWER (60' Dia. x 10'H): The trapdoor permitting access to this floor is off-set to one side of the ceiling, and not trapped. It is, however, difficult to lift, for reasons that quickly become apparent when opened. The three corpses tumbled about the floor around the adventurers had been on top of the trapdoor (trying to get out?). There is no light in this chamber except that let in by two high narrow windows to north and south, and the heavy drapery of this chamber seems to soak up that, leaving only gloom. Across the chamber from the entry-way can be heard the rattle of heavy chains, and heavy, gurgling breathing. Light will reveal this to be "Brother," whose chains will let him no closer than 10' to the trapdoor. Despite the fifth-and tags, there is no mistake in the family resemblance—but don't look too closely! His touch causes a vile wasting disease (ave as you would against being poisoned; failure to resist will result in -1 STR every 1d10 turns; when STR reaches 0, victim passes out-death follows in 1d20 hours.)

Evidently, this was considered a good way to "watchdog" certain valuables: The mouldering draperies at one end of this floor conceal a chest with 66 various rings (66 40 GP), plus 460 GP and 1740 CP, and a bizarre batlike golden figurine (1260 CP).

THE PLAYROOM (60' x 60' x 9'11")

Up the stairs from the Main Gallery (A18) is a gaily-decorated child's fantasy, gone to ruin. Oak-paneled walls hang with tapestries of fairies and gnomes on tumbled tapestries, with a sickly pallor, and cobwebs from the floor to the ceiling, two small beds, and the toys that litter the room. A distant, tinkly music plays, as if from a faraway music box, while a rocking horse sways back and forth to its rhythm. A snake (ARM 025; 3 HD; 7 HTK; venom does 1d3 CON/turn) is coiled guardian-like about an ornate "piggibank" (containing 52 GP, 170 SP, 319 CP) in the southernmost chasm of the doll (ARM 085; 8 HD; 48 HTK; does 1d3 pts. damage/attack) and a rather toothy teddy-bear (ARM 035; R HTK: 21 HTK; 1-3 damage per hit): guarding a cache of marbles fashioned of genuine ruby and emerald (38 @ 100 GP) A tiny troop of toy soldiers (nine in all: ARM 060; ½HD: 1 HTK), patrols the hearth with their tiny swords (treat as small daggers). Whatever they were set to guard is no longer here.

To one side is a beautiful statue, like an elfen princess with wings. It radiates an aura of magic (see Magic Statues description for a few possibilities.)
B1 - BEDROOM (30'x20'x30'H):
Located off the Gigglimg Hall, this bedroom must have at one time blonged to one of the more studious children of Tegel Manor. A small desk and reading stand mimic those found in the secret study (A21), and are accompanied by a hand-painted rococo style and shelves of books reflecting a well-rounded noble child's education. Amn the nearby chest at the front of the bed sits a red soapstone and asking an endless stream of questions, but never giving any answers. Nor will it answer questions placed to it. If attacked, it sprouts an odd pair of wings and flies away. The chest contains only a child's clothing, of high quality.

B2 - THE NANNY'S ROOM (30'x20'x20'H):
Adjacent to the little scholar's bedroom is a quaintly-appointed room with a canopy bed and a rocking chair (from which can be heard a faint crooning lullaby...as it is a Pen waltz). The mirrored dressing table and polished woodwork reflect the ever-changing colors of a merrily blazing fire in the fireplace. Every two rounds the color changes again. The blue flames will heal 1d4 pts. of damage; the red will cause 1d6; damage; the orange absorbs magic; yellow melts even plate armor, and green will restore magic.

B3 - THE CORNER GALLERY (50'x50'x50'H):
The corner gallery at the end of the Minor Gallery (A18), one can hear the sound of a child singing. Southward around the corner, the Master Gallery (B4) stretches away. Portraits of the Rump family line these walls (1-2, 28-31 are here, much as they were shown in the Minor Gallery). Each turn after the phantom flames flare in the Minor Gallery, silently screaming phantoms will race through the corner gallery and vanish around the 5 corner.

B4 - THE MASTER GALLERY (30'x20'x20'H):
As the PCs enter this gallery, the candle sconces between portraits flaire to life, only to extinguish 20' behind them. (Portraits 4-27 are listed as being here.) A screeching noise, as of children running up and down the hall may sometimes be heard. The entire scene is mared with cobwebs, and the floor is littered with dead insects and gnawed bones. The bones are piled deepest near the one statue that graces the gallery along the east wall. A half-dozen large spiders scuttle through the debris (ARM 065, 1 HD, 1-3, 3, 4, 4, 4, 6 HTK; paralyzing venom takes 1d4 to affect, then does 1 pt. every round for 1d10 rounds, while victim is paralyzed).

B5 - STOREROOM (20'x30'x20'H):
This out-of-the-way storehouse has bare stone walls, tannoy luminous with moody stime. Jars and urns of various sizes, most sealed at the top with beeswax, are ranged about the room, with smaller ones stacked upon a shelf. Ten large urns, each 5' in height, contain various monsters packed and preserved in oil. A huge wine-barrel, if opened, reveals the pickled body of a foppishly-dressed nobleman in what had been an excellent vintage. Along a shelf with networking eyes, powdering shaving, jars of various types of blood (all sealed), there also reposes a crock containing a Creeping Crud (ARM 026; 3 HD; 14 HTK; see Phantasmal Fiends description).

B6 - BEDROOM (15'x20'x20'H):
This modest room, far smaller than most such accommodations in the manor, seems designed for late-night researches. A simple bed and wadstal are located in one corner. Nearer the doorway into B5 sit a scriver's desk and small worktable with oil lamp and various tools (mortar and pestle, small knives, pickers, etc.) Two small, but man-shaped, coccodile dangle from the ceiling. The door to B6 got jams shut again every 3 turns.

B7 - THE ALTAR NOOK (15'x20'x20'H):
Behind a heavy oaken door in the Master Gallery is a close, musky enclosure, heavy with the scent of ancient incense clinging to the velvet draperies that cloak its walls. On a marble pedestal stands an intricately worked copper idol of a griffon (5870 CP just for its copper content; the workmanship is master-class). Similar craftsmanship is apparent in the three breast-mask helms-a falcon, a tiger, and a wolf-which sit on the broad altar beneath the pedestal. The falcon mask gives the wearer hawklike distance vision; the tiger mask grants its wearer +2 STR and +1 AGL, but all the masks are cursed, and cannot be removed once donned; unless a blood-sacrifice (humanoid) is made, or a successful curse-removal spell is cast. All the masks are cunningly wrought in precious metals (1500 GP or more in value).

B8 - BEDROOM (25'x16'x20'H):
Opening into the side hallway that leads from the Master Gallery to the Whistling Hall, this room would appear to have been trapped, and to have claimed a victim already. The door stands ajar, and a corpse sprawls nearly into the hall, with an arrow protruding from its skull. Two more arrows are lodged in the wall beyond. Any who examine the room further will find a fascinating sight: The wall opposite the door is entirely covered by a vast depiction of a fearsome battle-scene-and the picture is alive! Not only does it continue to move, but every fourth turn another arrow flies out of the picture in a random direction. The other walls of the room bristle with arrows stuck in the woodwork, the bedding, other pictures (one of which-a portrait—is bleeding).

B9 - BEDROOM (25'x24'x20'H):
Entering this room off the Master Gallery, one is immediately overcome by the strong animal musk that clings to the chamber. A stuffed elk stands in one corner, while heads of boar, dire wolf, great cat and other fierce beasts fill the walls, along with hunting bows and spears, all heavily layered in dust. How one could sleep in such a room without keeping a bonfire going is questionable, especially since the eyes of all heads seem to glitter and follow you around the room.

B10 - TROPHY ROOM (25'x20'x20'H):
If the PCs thought the last room was bad, wait until they wander into this menagerie. Candles in wall-sconces cast eerily flickering shadows from a grisly assortment of trophies, including a dwarf, turned to stone, with a +1 dagger standing forth from his skull; a gigantic snake skeleton, suspended from the ceiling; a giant's axe and shield, mounted on the wall below his head; and an octopus-like monstrousity whose body-ac scratches occasionally. (It has two huge besties inside: ARM 065, 1 HD, 2 and 3 HTK; 1d12 per hit.)

An inner storeroom, connecting to B11, displays an impressive, if unsettling, array of shrunken heads of various beings, some mummified and morn through seven lips. Others have jewels for eyes (and bites for unique damage, as a case of Mummy Rot: -1 HT per day until dead, then the body shrivels hideously like the heads in this room). The gems are about 5 GP each.

B11 - BUTLER'S ROOM (25'x25'x20'H):
This room, approached only from the Trophy Room (B10) served as both a custodian's quarters and miniature repair shop for the ghoulish exhibits in the preceding chamber. The smeet of alcohol and other preservatives is still strong in the corner where a work-table and bench face an angle of pickled portions of anatomy along shelves on the wall. A wizened corpse lies shriveled in the bed, a bandaged finger suggesting its misfortuneate fate-it would now make an excellent addition to the exhibits. There is a 30% chance that the combination of noxious fumes in this room will combust in the presence of a lit torch, causingflammables to ignite explosively for 6d6 damage

B12 - BUTLER'S ROOM (45'x30'x20'H):
At the end of the Master Gallery, this suite accommodated a butler and his wife, in some comfort. The canopied bed, while not so grand as the lord's, is well-furnished, its carvings somewhat marred by clawlike gouges in the woodwork and the shredded remains of its fine curtains. The dressing table and chair, a mirror, and other furnishings, have all been overturned as if by a violent upheaval. Intermittent screams and muffled choking noises emerge from the fireplace (there is a skeletal corpse suffused the chimney, with a b'oreal signet ring suffused to its mouth). Helmets and hats, if not secured, float upwards to the ceiling.

A doorway leads out of the room and back up to the Whistling Hall past several rooms.
B12. BEDROOM (20'x40'x20'H). In marked contrast to the other bedrooms of this wing, this one has been decorated in dark walnut wainscot and somber shades of deepest brown, now mottled by mildew and mold. The entire room is heavy with a damp mustiness, and the floor swarms with tiny frogs. Sitting impassively in their midst is a huge frog (ARM 035; HD: 9 HTK) whose flickering tongue can seize and take a man in 1d6 rounds, having first pulled him off balance and drawn him headfirst into the frog's maw. Three partially-devoured giant rats suggest that the head is all this frog is interested in.

A two-way secret passage runs a narrow, seemingly dead-end corridor, with more frogs on the floor. It actually leads to B16 (the Laboratory).

Another doorway opens into a second bedroom (B14).

B14. BEDROOM (40'x20'x20'H). The door to this room is locked, and heavy enough to require two STR rolls each from two people to force it unless the key is located (the giant frog swallowed it). Inside, the room resembles the outer chamber in atmosphere, although this chamber retained the lighter oaken decor of the rest of the wing. The faint light filtered through etched glass (if it is day) or the ravellight (if night), reveals a pathetic monstrously tied to the bed, frozen in mid-transformation from human to frog. The corpse next to the bed has had its throat ripped out by some large animal, and the scroll dropped beside the bed is partially chewed, destroying the sense of the incantation written therein. Every 1d6 turns, a phantom stalactite drifts through the SE corner wall (at the location of a hidden passage out to the grounds) and passes on through the room to the outer bedroom. If interfered with, it will strike like a Wraith (see Phantasmal Fiends descriptions).

B15. THE ARMORY (40'x30'x20'H). Though no window opens upon this room, there is a spectral breeze through the chamber, and a frosty chill has dusted all the weaponry with ice crystals. A vast array of weaponry, along with two suits of armor, befitting a warlord and a valkyrie or amazon, fill the room. There is a 10% chance that any weapons or armor in this room will be cursed, 10% chance of weapons doing added damage as a Cold spell, 10% chance of weapon or armor affording protection against such spells.

The door to this room will freeze shut in 1d6 rounds. At the same time, all illumination by candle or torchlight will be extinguished. The temperature then drops 5 degrees per turn, as hollow laughter echoes from both sets of armor.

B16. THE LABORATORY (30'x35'x20'H). The only entry to this room is by means of a secret doorway in the secret passage off B13.

When opened, the stone door above the door emits a whining noise. Inside is a concealed laboratory, from which the frogs seem to have originated, and in which the chamber has been somewhat altered. In the middle of the room is a chest containing 1000gp. A magical device resembling a spellbook (The Book of Illumination):

B17. BEDROOM (40'x30'x20'H). The doorway to this room is cold to the touch, reminiscent of the Armory (B15). It resists opening with a sound like crunching snow. The room revealed when it is opened is decorated in palest, icy-blue velvets and silks, from the great canopy bed, on its raised platform bed in the center of the room, through the windows, and the dressing table chair. Great white-tazed carpets carpet the floor. A faint dusting of frost lingers over all.

A wintry scene portrayed upon a painted screen is echoed in the designs of the stained-glass window. The elegantly gloved figure reposing on the bed, wrapped in a wreath of holly and bayberry, proves a closer examination to be a wax effigy. Anyone touching the effigy must make a saving roll for intelligence or succumb to the compulsion to kiss the wax maiden. Each kiss drains the victim of 1 point of CON.

B18. BEDROOM (40'x30'x20'H). From beyond the door, a noxious stench strewed remains. When the door is opened, the source of the smell becomes obvious: A gleaming black oily mass dominates the room (another Plump Pudding on the loose: ARM 040; 10 HD). It is described as the other Phantasmal Fiend item (see B11). All that seems to hold it back from the doorway now is the yellow dust covering the carpet in front of the PCs. (caution! That's Gold Spore Fungus-another Phantasmal Fiend item—and it destroys Plumps, releasing a flammable gas in the process!)

Beyond this is a massive statue. It is a magical statue, the only object in the room not stilled by the pudding. The resemblance of the statue and the wax effigy is unmistakable to even the least observant (as is the resemblance to portrait 79, if any have seen it). All viewing the statue must save vs. INT to avoid being drawn to the statue, monsters or no monster! Any who kill the effigy in B17 are at -1 to resist for each kiss. If someone actually touches and touches the statue, Rhian the Remorseless will attempt to exchange places with the unfortunate party-member by force of will if the INT of 13 vs. the PC's, already at 1-1; loser gets put under a petal solicitation (OF course, if one can exorcise Rhian or remove a curse...)."

B19. BEDROOM (40'x30'x20'H). In contrast to the previous chambers, this room inspires a feeling of warmth, in its vibrant hues of red and rust. The furnishings are of fine materials, and the alcoves appear to hold secrets. A jeweled dagger on the floor beneath the够 is worth 50 GP.

The Whistling Hall leads away from the rooms in the B Section toward those of C Section, added by the very military Sir Ritark Rump, called "the Rat-Hunter" (something of a bully and a coward). A double-doorway, now barred, opens outward into the Vestibule, and a path which leads to an out-building, sometimes called the Whistling. Whistling Hall then continues until it intersects Footsteps Hall, which leads back into A Section as well.

VESTIBULE

Those who wander out into doors of the Vestibule will find a former garden gone to rank vegetation, thorny shrubs and creeping vines. If any should stray off of the paving stones that mark the garden path of old and the path to the Outhouse, beware the graves! Skeletal hands will seize hold of such wanderers and attempt to drag them into the grave-pits! (1d4 hands, each 1ST HD; it takes 10 rounds to drag a victim in).

OUTHOUSE

This is not what sounds like (after all, the man has its own privy!) This "out-building" was designed as a retreat from the rest of the manor when over-run by relatives. Designed in a more rustic mood than the Hermitage, one could comfortably play at being a peasant in its "woodsy" atmosphere. The woodsman's shed, as usual, is a hovel: next door are sponge, beds and simple furnishings. Unfortunately, a Plump Pudding (ARM 040; 10 HD; 54 HTK) has made itself comfortable here now, resting on a bed of rotten clothing, and eagerly awaiting the next caller.

C1. MESS HALL (60'x40'x20'H). This dining hall reflects little of the cheer of the Mead Hall or the Great Hall, having been designated by Sir Ritark to be the common soldiers' mess. The long tables and benches are of poorer construction than those in the Great Hall and the Christine Hall, and the ceiling between the walls and the walls run across the floor from where six Skeletons (ARM 035; ½ HD, 2, 3, 4, 4, 4, 4 HTK, armed with broadswords) sit drinking the health of departed comrades—they've spilled about a half a keg this way. They won't be drunk if disturbed at their cups, though the Giant Rat (ARM 025; 3 HD; 6 HTK; 1d3/10/1d3) is too tickly from lapping the spillage to be afraid of anything, or feel any pain while on fire! The side storerooms are largely outhouses. Though at least one or two smaller casks of wine are still good, as are some of the iron rations. (Nothing seems to kill that stuff!)

C2. BEDROOM (30'x30'x20'H). The spartan sparseness of this room is only slightly relieved by the richness of the purple drapery at the far wall and upon the massive bed—the indication that these were an officer's quarters. New-born armor (a back-and-breast and cavalryman's doublet on a display-stand, while the lids of boarders and harness hang on the wall have dried and cracked. The iron-bound chest at the foot of the bed contains a few personal items, war memorials (including a sinister black dagger whose blade is partially eaten away), a black wool garment, and a magnificent phoenix-shaped sword (2d6) with its head and its tail and its beak (a dragon's head) with his horns and its shield (still worn by 300 birds).

The drapery conceals an inner chamber with a writing desk, maps and various documents. If someone pushes the drapery aside to enter the room, it animates and enfolds the victim to suffocate in 4-24 rounds unless someone else can get them out. (Treat as ARM 025, with 10 HTK.)
C3 - BEDROOM (30'x20'x20'H): As soon as the door into this room has been forced open, it creaks with a squeal to put one's teeth on edge. From within the room a cold mist seeps out around its sills, and a low muttering mumble of several voices can be heard. Inside, the room is dimly lit. A windowless charm hangs over everything—the shrouded hangings, the shuttered furniture and burst chairs. The muffling issues from mouths here and there, while eyes similarly scattered along the walls watch party members movements. The clothing scattered by the burst chairs will begin to whirl about in the room in a mad dance 1-4 rounds after characters enter, as the mouths begin to retch. If the clothing can touch a PC, it will try to wrap around. Anyone who becomes hopelessly entangled is then rolled into the darkened inner corner of the room, the door of which then locks.

C4 - BEDROOM (40'x20'x20'H): Located off the Panting Passage, this room has only two iron cressets upon the wall to provide dim illumination. The two beds and other furnishings (table and chairs, chests and wardrobe) are all of small proportions but massively heavy in their construction. The walls are thick with dust-laden trophies, all of gobelin origin. One chest contains a dwarf-size mail-shirt and a helmet with an ever-smiling face on the front. A large wooden chest is kept locked and contains a few unidentifiable items. Anywhere the iron is touched, the wearer will hear the chant whenever a battle is about to begin, and must save vs. INT-2 or immediately become a Berserker!

C5 - BEDROOM (50'x20'x20'H): Located at the end of the Panting Passage, with a S door into the Crying Hall and a door E into the Apparition Hall. The room is thick with dust in the air and cobwebs hanging from its beams and candle sconces. The reason the dust does not settle is readily apparent. While phantoms whisper about the room, secretly searching for something, the furniture begins moving. Two large cressets, repeatedly, making footing hazardous, while a chair plates the length of the room, flips over and marches back again. If touched, the chair transforms into a Wight (ARM 65; 3 HD; 9 HTK; see Phantasmal Fiends description). It will seize the until-now invisible sword (+1, with a special enchantment to dispel ghosts, 75% effective) located on the W wall. It will then drive off the phantoms (2 rounds), before attacking the furniture (1d3 rounds) and then turning upon the intruders.

C6 - THE GUARDIAN'S ROOM (40'x30'x20'H): Entered either from the Whispering Hall (N), the Crying Hall (S), or through the Baths (C10). If entered directly from either hall, characters first encounter outer dressing alcoves where armor, cloaks and weaponry are stored (most of the metal has rusted, the leather and wool have rotted). The middle of the guardroom is lined with long tables and benches, while iron-bound chests for stowing gear are set along the walls between each of the doors. These individual alcoves are partitioned from the main room with heavy curtains of coarse wool. Each contains two bunks with room beneath for a small chest, and a single wrought-iron cresset suspended from the ceiling. The chest contains common gear, most of it now badly worn. However, in most of the cells, a locked chest beneath one bed contains a heavy-wrought silver necklace (the Armenian Amulet, which reduces all fatigue penalties by half).

In the common room, two large keys of wine are both poison (nasty stuff: does 1d6 pts. damage each round for 1d10 rounds unless neutralized). It takes a move to drink from either key, a battle attack from the wall above the keys forces the walls to tremble and the ceiling and then attacks the PC. (The battleaxe is actually an illusion, though it will feel "real" enough if not disbelieved.)

C7 - BEDROOM (20'x20'x20'H): Behind the heavy door of this room is a chamber almost fussy neat for all that it is heavily cobwebbed and musty with disuse. Though filched with dust, the ornate breastplate and helmet on their stand are obviously highly polished even now. The cloak and other clothing in the campaign chest are rather fine material for soldiering in, and richly embroidered, as are the bedclothes (the sheets), which are woven with a similarly rich hanging an is an inner curtain. A dressing table and mirror are hidden in the bottom of the table. There is a small box containing a necklace of 10 exquisitely-mounted amber gems (120 GP) and a "Jealous Heart" (carved from a single enormous blood-red gem, worth 650 GP, wrapped in a fine gown of satins. The Heart causes discord among any who touch it (save at INT-1 to resist the effect).

C8 - BEDROOM (20'x20'x20'H): Behind a narrow hallway shared with rooms C9 and D9 is a grim little nook sparsely furnished with a small cot, a wastash, a chair and a table. Upon the table, a dried-out inkwell and quill keep company with a set of ledger books and a single broadstrand quill. Another candle-sconce is mounted upon the wall above the desk (SW corner of room). Inside the room, a ghostly moaning is heard from somewhere overhead. (The sprite, if properly turned, opens the secret passageway that leads to D8, the Vault.) Behind the entry to the secret passage a skeleton in tattered finery, and signs of desperate clawing at the inside of the wall.

C9 - MAID'S ROOM (45'x20'x20'H): In spite of the gloom and sense of long disuse, this room is dominated by a clean, slightly soapy aroma, and a strong hint of mint. Three mooset and beautiful carved oaks are set along the W wall. One in the NE corner animates itself approached, and latches out with carved-steel front (treat as ARM 45; 3 HD; 19 HTK; claws do 1-3 points). The bed will attempt to force victim(s) backward into the wardrobe in the NE corner, which then locks them in. A broom lazily cruises about the ceiling, occasionally dipping below the beams and circling the room.

C10 - THE BATHS (30'x20'x20'H): No walls hang in their brackets along the walls of this chamber. Instead, the bright-colored mosaics sparkle eerily with reflections of the blue glow from the vast bathing pool that fills the room. The air is heavy and humid, filled with the scent of perfumed oils, and vaporous, vaguely enticing shapes which rise like steam from the waters, only to fade into the ceiling far above. The tiled floor about the pool is slick and slippery (PCs should save vs. Agility to avoid slipping and falling—with appropriate penalties for heavier armor!). Anyone falling into the water will float upwards from sight as soon as they disappear beneath the surface—even though the water appears clear all the way to the bottom of the baptismal statue remains invisible until found (reducing chances of being surprised).

Along the west wall, overlooking the bathing pool at its greatest depth (15') is an enframed statue: A marble nymph pours an endless stream of water into a softened, simmering pool. Water taken from the jar (but NOT from the pool) will restore fats entirely, once a day. (For other possible magics, see Magic Statues descriptions.)

C11 - BEDROOM (30'x20'x20'H). Facing Apparition Hall, the massive door of this chamber does not appear to be locked, but is nevertheless nearly impossible to budge. From behind it can faintly be heard a low, incredibly deep-voiced moaning and mumbling, accompanied by a rasping stench. If the party forced the door three successfull ST rolls, they burst into a diseased room filled with vomit, filth and gore. A channel neck is coming from a vast mouth in the floor! Once every 10 rounds it swells wide (like a 20' circular pit), then snaps shut on any victims that have fallen in, beheading foul gas. Trapped victims must make a successful save on ST-2 to escape. If unsuccessful, they are at 1d3 drowning rounds trapped. If trapped for the full 10 rounds, they suffocate in the foulness. (Fire can force the mouth open, but the screams from it will deafen for 1d4 rounds.)

C12 - BEDROOM SUITE (60'x25'x20'H): Behind the oaken door is an apartment with intricately carved leaves and vines decorating the panelled walls. The complex motif, barely disguised by veils of cobwebbing and dust, repeats on the pillars of the canopied bed, the legs of chairs, vanity, tables, and the cabbinets. The pattern echoes in the trellis of grapevines in the stained-glass windows facing the vestibule. Dated dressing table of violet wood with silvery frame the window arch and the canopy over the bed, and rich cushions of the same color cover the window-seat and vanity chair.

Seated at that vanity, its empty sockets still fixed upon the mirror, is a skeletal figure in regal finery. Its flowing gown is of lavender silk, chased gold brocades and sleeves with cunningly-wrought vines entwined with crystal-formed girdle, bracelets, necklace, and even a choker draped upon the pale hair which now crowns the skull. The necklace is curved: it is literally a Choker, and will strangle any one who wears it in 2-6 turns unless its evil magic is dispelled (by a Remove Curse or similar magics). (The jewelry is worth more than SS50 GP.)

Behind the full-length mirror on the south wall is a secret passage into a 10'x15' cubicle with a narrow side-passage into C14. The cubicle is filled with shuttered human bones.

C13 - BEDROOM (20'x20'x20'H): The door facing the Apparition Hall is of stout oak, similar to C12, and seems proof against the impact of any heavy hammer. The reason, if the door is battered down, is that it has been stuffed from within. Once lying broken just behind that doorway, defensive measures were too late! The interior of the room is decorated in heavily-lacquered wood and deep-red drapery, giving any light a bloodly cast. The oppressive atmosphere is made more ominous still by the repellant recess that fills the air. In the SE corner, on a shelf adjacent the washstand, are 4 jars of mouldering liquids. One contains a murky liquid with a bitter-sweet taste. It causes one who drinks it to fall into a gentle slumber filled with dreams of one's past. The other three jars appear to contain blood. The first is a Strength restorative, now only 60% likely to have its desired effect. The second is a "mind-poison" which causes permanent amnesia—again, age has reduced the effectiveness to 80%. The third jar is blood. Hidden in the bottom of this jar is an amulet which prevents the wearer from losing any magic, no matter the wound.

13
This room faces into the Snipping Hall, but may be entered as well from either C13 or the passage hidden behind C12. Only a portion of the room has been allotted as living quarters, simply furnished with a table and chair, bed and washstand, curtained off from the remainder of the room. That part, entered from either the hall of the red suite (C13), is outfitted as a workroom for the many chores expected of the householders. There are to be found here, however, larder to tumbler; candles to be trimmed and replaced; and the odds and ends of numerous other tasks, now gathering dust. The snake-pit odor that hung over C13 is less favorable, and worse near the curtained recesses of the objects.

Behind the curtains, in the sparsely furnished nook, a child-like humanoid lies bound and mumbling piteously. It is actually a Snake-spirit (ARM 140; 7 HD; 22 HTK), which transforms into a serpent-headed manlike monstrosity attempting to engulf the head of its victim as in its jaws, as the character races to help them through this "victim" will quickly learn. Even if the "victim" wins, if any damage gets past character's defense, there is -1 INT. The Snake-spirit seeks to actually devour the mind of its victim.

C15 - ANTECHAMBER (30'x20'x20'H)

Around the corner from the Apparition Hall, this room is actually the outer parlor to bedroom C13. The eerily bloodlike hue of that room carries over into this one. Once past the locked door (whose latch clicks and rattles ominously, but is not trapped), the PCs witness a bizarre tableau. Spectral dancers, in glittering-eyed serpent masks, whirl and writhe obscenely. Some appear to be picturing on cursives or beasties tambours, yet none sound be heard. Others brandish wicked-looking blades with which they slash wildly at one another and themselves, as well as at their terrified victims, two hairy sub-humans (Hairly Howlers: ARM 025, 3+1 HD; 11-14 HTK) trapped within the ring of dancers. The frenzied beasts will charge the open doorway through the ring of phantoms-and the adventurers.

The Whispering Hall that leads eastward through the heart of Tegel Manor holds many adventurers from the A and C sections of the manorial complex into the O section, the addition of Count Rudu Rumpula (portrait 46 in A1), whose ill-fame has survived to this day-as, it is rumored, has Rudu himself...

D1 THRONE ROOM (90'x60'x40'H)

The Whispering Hall ends before a great but narrow archway, divided by a central pillar of black marble that thrust through with indiacient veins of color. Through a veil of cobwebs can be seen a vast cathedral-like gallery whose walled ceiling is supported by four similar pillars. The floor too is of veined black marble while the distant ceiling is decorated like the northern sky of a winter's night. Hung throughout in funeral black velvet scatter-shot with arcane symbols in silver and jewels, the effect is of having wandered into the cold death of Old Night.

The entirety of the chamber from the westernmost pillars back to the entry-arch is separated from the remainder by an ornate silver filigree in an immense network of spiral veins. The effect is magnified by the vision of several narrow-eyed silver-scaled griffins that prowl within upon the barrier. Three of the largest are real (ARM 70.0; HD 26, 18, and 19 HTK); their bite takes 1d4 rounds to affect a victim, who is then paralyzed for 1d10 turns-usually more than enough time to spin a shroud for prey.

Beyond the gate—and its spine-like attendants—the throne room is lit only by its own "starlights". The great horsesh on the S wall is cold and long unused, but the eastern pillars may be recognized as resembling Count Rudu (from portrait 46) and his Lady Rubienna (portrait 78), both portrayed in high-court garb, hand-some yet angelical even in effigy. At the eastern wall is a raised dais. Twin thrones grace the platform. Sitting upon either chair is silken music to begin play from an unseen source. The velvet draperies serve to mask the archways of the Choking Hall (N) and Cranking Hall (S), a secret door behind the thrones (normally openable only from D7), and two secret passageways in the west wall: one leads to a staircase down to the underground chambers, chamber G of DL2, the other to the passage inside the fireplace in the Great Hall (A).

D2 - BEDROOM (30'x40'x20'H)

Part of a grand suite of rooms approached from the Choking Hall, this inner-most of three apartments decorates the decor of the throne room (D1) in its night-dark furnishings. Even the furniture is lacquered a glossy black. The faint bluish glow that pervades the room is like starlight. Shimmering eerily in that faint light is a gown, lying draped over the bedclothes. (The dress is spun entirely of spider-silk, which makes it both fabulously expensive and equal to ARM 060.)

Nearly invisible in the gloom; a severed hand clutched in black; corrodes the room (treat its speed as half that for normal: Agility 15; Strength—if it grips someone-as 18!) The rune-engraved ring it wears is only a silver ring worth 20 SP, but also contains the Scriptus which animates it. (Makes an excellent "watchdog" if someone is searching through the wardrobe or bureau.)

The draperies covering the W wall conceal two inner chambers. One is a private bathing and shabby chamber. The other, curiously, is empty except for a layer of damp soil completely covering the floor.

D3 - STUDY (30'x40'x30'H)

Part of the same grand suite with D2 and D4. Walls are lined with bookcases caked with the dust of long disuse. Volumes of all sort fills the shelves, all leatherbound—though the hide on some of the more bizarre tomes has a disturbing texture. (One such volume is a spellbook devoted entirely to necromantic arts. Another explains how to increase one’s weapons skills permanently 1-2 but at the cost of having to let one’s steel taste blood every time it is drawn) The scrolls on shelf and writing desk crumble at the merest touch. The room appears to affect all who stay in this room, but those who enter say the sight of the room through their distorted visions of opaqueness (which seem to move when glimpses from the corner of one’s eye/-or perhaps the view through the empty glass windows or the inner courtyard and its bizarre statue? If overwhelmed by this "creepy" feeling (i.e., by failing the saving roll), PCs will be at -1 on any further INT saves for 1d20 turns (-2 if faced with a Fear spell).

D4 - BEDROOM (30'x30'x30'H)

The outer apartment of the grand suite entered from the Choking Hall is a once-magnificent parlor room. In ruin. The unplaced bed has been broken, its wicker mattress drenched, the motorized ruffles pulled. Tapestries are ripped from the walls and rumpled on the floor. The massive armoire has been toppled face-down into the room.

The cause of all this destruction is the Jhak (an apath monstrosity with a vaguely dog-like face: ARM 045; 5 HD; 17 HTK; does 1-6/claw and 1-12/bite), now busily shredding scrolls to add to its "bed" of rags, horseshoe battering, and other debris. It is tired—and very, very cranky! Inside the overturned armoire is a skeleton draped in leathered, with a ring still in a belt pouch (which was probably not the best place he could have left a ring Boost Boosting! Still has 6 charges, too...)

D5 - BEDROOM (45'x30'x30'H)

A narrow corridor continues off the Choking Hall, leading past the door to this room. Behind the iron-bound door and its intricate lock, this chamber echoes the grand suite (rooms D2, 3, 4). Its hangings are all of wine (or blood!) red, its massive canopied bed, wardrobes and desk all gleaming black-leatherwork. There are no mirrors. Over all hangs a dank and musty odor of decay, and an earthy smell stronger near the bed (the mattress is filled with dirt). Inside, the room is a tumbled, shrunken and shriveling. Tapestries are ripped from the walls and rumpled on the floor. The massive armoire has been toppled face-down into the room.

The cause of all this destruction is the Jhak (an apath monstrosity with a vaguely dog-like face: ARM 045; 5 HD; 17 HTK; does 1-6/claw and 1-12/bite), now busily shredding scrolls to add to its "bed" of rags, horseshoe battering, and other debris. It is tired—and very, very cranky! Inside the overturned armoire is a skeleton draped in leathered, with a ring still in a belt pouch (which was probably not the best place he could have left a ring Boost Boosting! Still has 6 charges, too...)

D6 - BEDROOM (20'x20'x30'H)

Entered from the sitting room (D7), this chamber glows with ever-changing colors tinting the walls in soft, low here. Even the cobwebs seem to shimmer and change hue. PCs entering this room will find the effect bedazzling and disorienting (save on INT, or as though fighting the effects of a "mum" in combat, as appropriate to your campaign). The walls are covered with artfully executed fancies of all sorts, representing both real and imaginary beings of all types, some of improbable color. Any Adventurers who fail to resist the "bedazzling" will find their eyes drawn to one or another of these figures. A save against CON must then be rolled, or a curious sensation follows: The PC will find the artwork blurring into a likeness of him/her, and find that he/she has taken on the likeness of the person formerly on the wall! (Roli 1d8: 1-3, the identity is male; 4-6, female. Roli 1d20: 1-12, the identity is human; 13-14, Elf; 15-17, Dwarf; 18-19, Halfling; 20, Halflit or other exotic) [For a complete system of generating a unique appearance, "Onveloping a Character’s Appearance", in the BOOK OF TABLES, Vol. I is highly recommended.] The character so affected will find his/her stats unchanged, but the effect of the transformation is permanent unless a "cure removal" spell is used.
D7 - THE SITTING ROOM (20'x30'x20'H): This parlor has been transformed into an artist's studio, its walls hung with numerous portraits of the Rump family and other subjects, while the stonework has been plastered over and painted with rough sketches on parchment, splatterings of paints, egg-white and pigment. Everywhere are candleabras and candle-sconces in mismatched array, ablaze with candlelight. The room is noticeably warm and heavily scented. Most of the candles are cheap and smokeless, but a few are long-burned and give off a sickly sweet odor that is distressing. The artist's personal leanings are not entirely clear. The worktable is covered with various tools and materials, and the subject of the artist's latest work is unclear. The artist's presence is felt, however, in the form of a faint odor of varnish, which permeates the room.

The doors (S) let into an odd "cloak room" filled with clothing and fanciful costumes, painted backdrops rolled and stored on dusty shelves, miscellaneous props, and (hidden in the N wall) a secret passage beyond the doors in the throne room (D11).

D8 - THE VAULT (30'x20'x20') - Behind the curtained arch S of the throne room (D11) is the Cranking Hall, home of a stout iron door on this hallway is the vault-chamber. The door has been doubly trapped to protect that room. The initial trap is a simple poison "stinger" designed to jab whoever tampers with the lock. While the poison is fatal in 1d4 rounds, it is also easily counteracted by anyone with skill at locks and traps. However, a second mechanism is also set into action by tampering with or forcing the door; once opened, it is counter-weighted to close automatically, and release its contents. The vault gate is a door into an empty chamber, but a door into a room filled with treasure. The treasure includes a variety of valuable items, such as gems, jewelry, and works of art.

Inside the vault, two such failed thieves lie atop a pile of 15,480 GP, 53 SP and 7 GP. Shelves laden with wax-sealed documents, ledgers and other books, bizarre art objects and such line the walls. Partially blocked by the spilled loot is another massive door (S). A ghastly lich has ozed forth from beneath this door. This door resists all efforts at entry unless the proper mechanism is identified: the keystone of the arch must be grasped before release of the latch. The door then swings wide, to reveal the mangy corpse ensnared behind it in a solid wall of silver. At 10 rounds, anyone between the door and the vault will discover the way that victim died, as the door slams shut again! (And why was the room sealed with silver? What would you say, O GM?)

A secret passage in the N wall leads back to bedroom CB by a narrow corridor.

D9 - BEDROOM (30'x30'x20') - Located between bedrooms D8 and D9, a quiet retreat with a disquieting decor. Claws-like hands cup flickering votive lights over eight small niches spaced along the walls. Each niche holds a smooth black crystal on a tripod and at the north wall lies a black stone door with grey skin. A player can enter one of the niches, which opens into a crypt-like room. Inside, a statue of a creature stands atop a spiral-shaped throne. Flanking this figure are twin jade figures of dog-headed ape. If disturbed, the jade statue becomes insubstantial (its greenish "hide" acts as ARM 07; 5 HD; 17 HT; 1d6 claw, 1d6 bite). If slain, they crumble to dust.

The central statue is worth 3,000 GP. However, it weighs about 25 lbs.

D10 - SIDE-CHAPEL (20'x20'x20') - Located between bedrooms D9 and D11, a quiet retreat with a disquieting decor. Claws-like hands cup flickering votive lights over eight small niches spaced along the walls. Each niche holds a smooth black crystal on a tripod and at the north wall lies a black stone door with grey skin. A player can enter one of the niches, which opens into a crypt-like room. Inside, a statue of a creature stands atop a spiral-shaped throne. Flanking this figure are twin jade figures of dog-headed ape. If disturbed, the jade statue becomes insubstantial (its greenish "hide" acts as ARM 07; 5 HD; 17 HT; 1d6 claw, 1d6 bite). If slain, they crumble to dust.

The central statue is worth 3,000 GP. However, it weighs about 25 lbs.

D11 - BEDROOM (30'x30'x20') - The door opens to reveal pandemonium. A great dragon-finned iron bedstead thrashes blindly against a mechanical monster, while gargoyles flutter brass oil-lamps out and about. A chuckling sound of dials and cogs mingles with music. The air is filled with a bitter metallic tang. The reason for all the distress is unknown to any party members except for a party member who has a metal armor. A Metal Muncher (a metal-devouring beast built like a large bear with an immobile's shield; ARM 07; 8 HD; 16 HT) is feasting on anything it can reach. A sword of light that is subtly incorporated into a deadly gas filling the vault. The skeletal remains of previously trapped thieves have been left as mute testimony to the effectiveness of the system.

The room is dark, with no candles burning in its silver sockets. Dust long-undisturbed on the floor, the dressing table, the reading stand and an ornate chess-table with intricately carved wooden chess-set. A false bottom in the chess table conceals 4 gems worth 50 GP each, and 35 GP beside.

D12 - BEDROOM (15'x24'x20') - The Cranking Hall winds its way down to a smaller corridor branching away left and right. The door to this room opens outward, only to reveal a neatly-kept brick wall! If the party breaks through, the room within is dark and the air sickly sweet with a smell of rot and...somewhat else. Light will reveal a cluttered and merrily-decorated room, and the grisly sight of a skeleton in jester's motley lying on the bed, grasping a mason's trowel in one hand. Harris can now partially fill a bottle with his last breath. If the golden candlestick on the trunk next to the jester's bed is lit, it will float lazily toward the ceiling, drifting past and lighting the other candle sconces. These in turn release a "laughing gas" into the room—the source of that cloying sweetness the PCs noticed earlier. The jester thing emits a dry chuckle and comments "You could die laughing!" as the party finds themselves having to save against the effects of the gas (as if a poison) or else be rendered helpless and giggling for 2-12 rounds. As the effect of the gas fades, so does the skull's mirth, and the light of the candles. At the end of 12 rounds the room is dark again and relighting the candles inflicts the same effect over again.

D13 - BEDROOM (20'x20'x20') - The door opens onto a small corridor branching away left and right. Here the walls are arrayed with tapestries depicting a subterranean land of wonders, a faerie-land in stone, glittering with the light of sparkling gems and a spectral phosphorescence (echoing the finds in E3). The gentler of the appointments of the room seem to reflect the artist's vision, for every fixture seems to be a miniaturized version of a spectral creature or other wonderlandian artifact. The apparatus on this room is a luminous crystal surrounding a rune-carved ossuary. If anyone attempts to reach inside, the crystal reaches out to (or remove) the crystal, a glowing red hand appears to stop them. Gradually a dwarven phantom takes shape, and clutching the crystal tightly to himself, passes the length of the room. Upon reaching the far wall, it turns and proceeds up the length of the wall, returning to the floor. It repeats this performance, unless interrupted, four times. If interrupted, or at the end of the fourth circuit, the dwarf—and the crystal—explodes in a red blaze for 3d6 damage.

D14 - SACRUTY (40'x20'x20') - Iron-bound doors of darkened wood incised with runes open upon an enclosure shrouded in murky mist, and filled with a weirding effect like that of black-light. No other illumination will work within this room, though torches or candles will be behave normally again once removed from the room. A stone floor is a sorcerer's circle, whose lines glow with purplish light. West of the circle has been set a great chair and reading stand, along with a pipe, slipper, and a small wine-flask with a flagon and two goblets. The volume resting on the stand is opened to a conjuration that reads like love poetry, in characters that sparkle like the lines of the circle. If the book is disturbed in any way, a spectral hood appears (ARM 01; 1 HD; 4 HT) and slavers ferociously, but does not attack. If struck, it splits into two such dogs of equal size. This feet is repeated until a maximum of 13 hounds appear—whereupon all activity stops!

If a party member reads the conjuration aloud, a spirit of unearthly beauty (and apparently the opposite sex) appears in the circle, crosses to the table, pours wine into the two goblets, and offers one to the reader—paying no attention whatsoever to anyone else in the room. It then returns to the inner sanctum behind the E gate. If the party member by the raised book is interested in the other PC and then proceeds down the hall. If someone has been set in motion, any interference by onlookers animates the magical statue standing between the two doors of the inner sanctum (E wall). The statue (ARM 110; 18 HD; 90 HTK) bears a glowing sphere in its hands that is the source of the "black-light" vision. Anyone drawn into the circle is cured before a huge explosion occurs. At the end of 110 turns, the missing party-member returns, -1 CON and +1 IN (a permanent negative effect of the "tryst"). The spell holding any other PC useless, and all adventurers will suddenly realize they have been healed of any injuries they had when they entered this chamber!
South of the Crying Hall is a veritable warren of rooms whose arrangement seems somewhat confused. This is partially Sir Rusnic’s fault and well reflects his own confusion in the planning: Most of these rooms (though not all!) were adopted as the “new” living quarters, as the manor was gradually vacated by its host of haunts. Ultimately, Rusnic and his few remaining retainers beat a hasty retreat to the Hermitage, though not before they’d turned most of this wing into a maze!

E1 - THE LAUNDRY (40’x30’x20’H): Across the Crying Hall from C9, this room explains the soppa-clean smell that filled the maid’s chamber. The humid air here is heavy with the same scents, welling forth from a huge, boiling cauldron nestled upon a central pit of flaring coals. Ceiling-hung racks are laden with sodden, steaming linens. Ghostly shapes flutter in and out of sight among the wet-wash, as rags plunge into the bubbling water and re-emerge to sail up among the racks again. Bundles of wet sheets and clothing will swoop at intruders, attempting to strangle victims in their folds and drag them into the cauldron. (Though wet, these rags will avoid fire. However, killing the fire under the cauldron will stop the entire cycle!)

E2 - STOCK ROOM (30’x30’x20’H): At the end of the Crying Hall, adventurers find a storeroom literally crawling with oddities. Amongst dust-laden shelves of exotic spices, bolts of (mostly moth-eaten) fabric, and exotic paraphernalia (snake spit, moles’ teeth, crab eyes, and fortune cookies, among other things), creep maller manner of vermin. Poisonous spiders have taken over a box of candied fruit, weevils have infested a barrel of flour, and a gigantic leech is interrupted while feasting on a leg of basilisk blood! The leech, sensing fresher food, will leave its bulk and enter another area. Its victims feeding has given it a parasitically tough hide (ARM 110! It is also S HD, S HTK, and 1-12 CON/round from its prey!)

E3 - BEDROOM (50’x20’x20’H): The companion chamber of bedroom D3, with which it forms a suite. Originally fashioned as private quarters for Rugose Red Ruhmarff, the dwarven engineer who supervised the excavations below Tegel Manor and whose ghost haunts D3. In a nearly inaccessible portion of the manor, this room can only be entered from F3 (a kitchen) or the Nameless Corridor which only connects to one other room (the bath in E14). The doorway from the corridor (N entrance) is so mired in cobwebs as to virtually shun any attempt or flight through.

The room itself has remained undisturbed for years, until the dust lies like a heavy frost upon the entire apartment. Intricate sculptures in stone contain jewels of rare color, each flickering like fireflies with an inner light: theirs is the only light in the room (18 such gems, each worth 95 gp; they have no other magical properties). Though the canopied bed and the scriptorium-style desk are of wood, nearly everything else of the room’s furnishings are cunningly wrought in stone, from the reading stand to the candlesticks. Unlike the bed in D3, this one is large enough for humans. A ponderous chest at the foot of the bed appears to be entirely of marble! Within are kept scrolls and parchments, detailing many planned projects; a silver-chased short-handled war hammer (2d1), a battered coat of dwarf-mail, and a single lock of red-gold hair. Next to the desk on a side-table rests a huge ivory drinking horn artistically carved with a spiralling band of gold (350 GP).

E4 - BOUDOIR (35’x15’x20’H): Entered from the hall (N) or from F4 (S), the faded rose draperies of this room, festooned with black roses, are sewn in the dried and brittle roses, which fill the room. Faded portraits against the west wall and flanked by candlabras contains a Ghoul (ARM 036; 2 HD; 7 HTK; 1-3/claw and 1-4/bite with a 20% chance to cause a wasting disease).

A secret passage hidden in the north wall conceals a narrow corridor leading directly back to the Crouching Hall. Therein are also the remains of the coffin’s previous occupant!

E5 - BEDROOM (30’x35’x20’H): There is no doorway to this room! The two entries (E in the Nameless Corridor and S in the narrow hallway leading back to the Crying Hall) were sealed up many a long year ago, and in the main hallway, hidden behind a tapestry. A faint moaning and weeping heard beyond the wall are the only indication of anything beyond the wall to those who do not notice the subtle difference in the noise. If broken into, the space beyond is like a tomb, relieved only by the small glimmer of light: a still flickering faint-gen clutched in the withered hands of a mummy-like corpse. The body, laid upon an ornate bed, is robed in black and still crowned with flowing red-gold hair. At the foot of the bed, a floor-standing censer (1050 SP), though cold, still exudes a rich scent of precious incense. If the body or the gem are disturbed in any way, the corpse rises to attack its delirer (ARM 152; 6 HD; 10 HTK; 1-1 points around +4 “Mummy’s Curse”: any injury is 1% certain to cause a withering illness taking 1-1 STR/daily until the victim becomes a “mummy”!)

E6 - BEDROOM (20’x35’x20’H): The hallway S of E1 is partitioned from this room not by a wall but by a narrow “garden of earthly delights”. The chamber masked by this curtained bids fair to fulfill such promise. The air is warm, sweet and musky. The light of very large lamp. The figures reclining invitingly among the silk and fur appear to simply be waiting for the intrudes adventurers to step forward. If no one leaves a hurry, no one may be leaving: these are succubi! (ARM 020; 6 HD; 23-18 HTK; 1-3/faloon and -1 CON/kiss.)

E7 - BEDROOM (30’x20’x20’H): Before the door is opened, PCs can hear the sounds of thumping, cursing, and a chair scraping across the floor. When the door is opened, no one is immediately visible in this room, though odd trails in the dust indicate something has been active here. 104 rounds after the room has been entered, four heads come rolling out from underneath the bed (E wall) and wardrobe (W wall), charging at one another. They butt one another or the legs of their way, and will bite (1-3 pts.) anyone in their way. If kicked, there is a 10% chance the head will lose the gold coin under its tongue and become inert. (The coin, however, has a Curse on it that will remain very active: whoever possesses the coin will be unable to sleep, losing 1 STR daily unless released from the curse—or getting rid of the coin, after which STR recovers naturally. If STR becomes 0, the victim dies and promptly becomes a restless ghost!)

E8 - UTILITY ROOM (30’x20’x20’H): This storage, approached only through the adjacent rooms connecting to the Crouching Corridor, is part of a burned out section of the manor never restored. Perhaps Sir Rusnic thought it would keep the ghosts at bay. If so, he was wrong! Here, where the roofbeams gave way and left a collapsed chamber full of ruined supplies, five Ghouls (ARM 040; 2 HD; 7, 13, 10, 8, 14 HTK; 1-4/claw and 1-4/bite) have made their camp, sheltering themselves in rotting wood and rubble, and bringing their tidbits on which to feast.

E9 - THE LABORATORY (30’x20’x20’H): Accessible only through the maze of chambers off the Crouching Corridor, or those hidden by the secret passage (W) leading back to the Snapping Hall, this clammy stone sanctum was definitely not part of Sir Rusnic’s retreat! The perpetual damsel chiff which clings to this room is scarcely observable, with the wan light filtering faintly through small, deeply recessed windows along the south wall during daylight hours, or the iron crossbar raised across the walls. And no fire has been set in the hearth (S also) in quite some time. Among the specimens that have not been tampered with or destroyed are a brain in a bottle; a jar of eyes which seem to follow the party-members’ movements; a potion of healing (with 1d4 doses left); 5l of invisibility; a censor cursed to summon a hostile air elemental; and an alchemist’s "harmonious" jug which will convert water to wine, wine to lamp oil, oil to lamp oil—depending on what is poured into it—one per day.

A faint hummin in the SW corner is the only indication of a teleportal gate from this room to A21 (the secret study). It is a one-way portal.
E10. BEDROOM (40'x30'x20'H):

At the end of the Snapping Hall a door of black iron, incised with arcane glyphs, bars entry to the room beyond. The door has been warded by spells to prevent entry by anyone who does not know the "password"—or know how to negate magic. Tampering with the door handle risks contact at a most inopportune time (10% chance): If the timing is wrong, the person touching the door receives a 3d6-damage electrical shock and is thrown against the wall across the hall.

If the party gains entry to the chamber, the room within is a windowless chamber hung in shades of deepest green brocades and fine silks. The four corners each hold a massive floor-standing wrought iron candelabra. However, neither the furnishings (bed, desk, armoire, etc.) nor the rich tapestries can command the attention of the party as does the centerpiece of the room. The Cauldron of Kendwen bathes the entire chamber in a soft green glow from deep within its liquid-filled bowl. The water therein is transformed into a potion of regeneration, which will restore anyone bathed in the cauldron (once in each week). Of more immediate concern to the party is the bolt of lightning that snaps forth between the cauldron and any other metal in the room, at random, every other round. Metal, including armor, that is brought within 10' of the cauldron becomes 90% certain of receiving the strike (3d6 damage)! Destroying the magic that causes the lightning will also destroy the magic that gives the cauldron its miraculous enchantment.

E11. CHAPEL (40'x20'x20'H):

The sweet fragrance of incense clings heavily to this abandoned retreat. The dust-laden prayer-cushions and altar hangings bear the Rump crest, while a statue (NW corner) representing the revered Bright Lady smiles benignly upon the empty chamber. 1d4 rounds after the adventurers enter, a faint rumbling sound swells into a full-voiced chanting, and a priest appears from the SW corner, accompanied by the panoply converted to sheets of thin fabric.

The small side chamber from which the priest seemingly emerged is an antechamber to the room beyond, containing ceremonial vestments of pale blue and gold. The other apartment, the priest's quarters, is furnished in utmost simplicity, and, like the chapel itself, radiates an aura of calm and security unlike the other rooms of the manor. The only "haunting" here is a faint sound of someone tunelessly humming, as though while working or deep in thought. It is the gentle but firm power of this chapel area that has held back the denizens of the Creaking Corridor (W).

E12. BEDROOM (30'x40'x20'H):

Once this room was gaily appointed in bright silks and whitest linens, gleaming brass and sparkling crystal. Now a black, sooty dust coats everything. A black robe sprawls over the edge of the opened chest at the foot of the bed, trailing its hem upon the floor. From its sleeves and skirt have spilled more of the same sooty grit. The western wall is clammy-cold and wet to the touch—and poisoned! If a PC touches the surface, he must save vs. poison or lose -1 CON per turn until either restored or reaching 0 CON. If a victim reaches 0 CON, the body crumbles to the same black dust as found in the robe! This poison will respond to normal/magical poison cures, or a curse removal spell. In the bottom of the opened chest, hidden beneath clothing and other items, is a vial of the antidote, with two doses left.

Three smaller (10'x10') chambers lead eastward from the NE corner. The first, a wardrobe, contains rich garments and linens, all dusted with the same soot. On the floor, a single black glove lays half-filled with the dust. The next, a bathing chamber, contains a private tub, seemingly filled with Infia lim (more of the poison!). The last door is hidden behind a screen, and opens on a small shrine to Nivatopipred. Foul-stained copper knives and an eyepiece hood are arranged upon a table before a gruesome icon.

E13. BEDROOM (50'x30'x20'H):

One can readily see why Sir Runic would have abandoned this grand bedroom in a panic: From the great canopy bed on its raised platform, to the curtains and tapestries, to the books on the shelves—everything is stained in shades of purple, and covered with wriggling slugs that glow cherry-red like hot coals! The slant-like horrors spit their dye everywhere, up to a distance of three feet. If characters are splattered with this ichor, whatever it strikes (including armor) will be tinted with purple (the dye would last 3-7 days, but in this room it never gets the chance to completely go away). There is an unpleasant burning sensation on exposed flesh, and a strike in the eye will blind for 1d4 rounds, but there is no damage done other than the peculiar stain. (A jeweled box worth 140 GP sits on the bureau. Like everything else in this room, it is entirely purpled.)

E14. THE BATH (30'x30'x20'H):

A fountain fed by springs somewhere beneath the manor cascades an endless stream of sparkling water over marble stair-steps down into a luxurious bath, from which gurgling drains carry away the overflow. An "island" in the center of the bathing pool is topped by a box-like bench, which, if inspected, proves to be the prison entombing a Vampire (ARM 030; 7 HD; 33 HTK; and so starved, trapped as it has been by the flowing waters, that it will drain -2 CON on a single round)
E15 - BEDROOM (50\"x30\"x20\")

This oddly-situated suite in the south wing of the manor is devoid of cobwebs, dust and decay. Still it has a wane, pallid look to it, as even the fines of its accoutrements are of soft greys and muted silver. Lamps of frosted glass or cloudy crystals usually sit on pedestals of greyish-white tone. Even mirrors are everywhere.

As the party examines this grand apartment, filled with gracefully-carved beds (three of them), cabinets and chests, dressing alcove and other amenities, in 104 rounds, they will be joined by "doppelgangers". These fiendish mimics will randomly emerge from mirrors about the room, taking on the shape (and matching statistic) of each party-member in the room until all have been accounted for. Two of the doppelgangers are female. The room, if full, has undergone a transformation by the mages of some other chamber, the first doppelganger that imitates that individual will be joined by another wearing the previous form of the character! When one is slain, another will appear in 104 rounds. The only way to prevent their return is to smash all the mirrors in the room (there are 24). The doppelgangers, of course, seek to lair their models and take their places.

F1 - BEDROOM (30\"x30\"x20\")

Accessible only from E13 (another bedroom), this room is to deeply mined in a silken shroud, all but the walls appears as though covered in spun silk. The room is hollowed out, the bed covered in two sheets of the bed. And is evidently seeking more victims: The PCs are not only slowed down to half-speed movement in this room, with -2 for AGL while mucking about in the webbing, but are in danger of being enmeshed in the silken threads themselves. If a character falls in the mass, the PC must succeed a successful roll vs. G2 to rise. If unsuccessful, the next round's rolls are at -3, and so forth. The webbing will only take 4 rounds to completely wrap its victim! While susceptible to fire, the silk combusts into a suffocating smoke that will overcome anyone still in the room within 3-6 rounds. Une corse upon the bed bears a golden necklace and pendant worth 250 GP. The other facery contains a silver silver dagger.

F2 - BEDROOM (30\"x30\"x20\")

Accessible only from E15, this bedroom and the parlor between it and E15 are bathed in a deep red glow. As the walls peer to denote a richly with tongues of fire. The silken bed canopy and the entire room hang in fluttering tatters themselves suggestive of fire, and move as though blown about in a breeze. A gelatinous, vaguely humanoid shape still resides upon the bed, looking like some partially-coiled redish-tinted dragon. It has 2 hit dice (ARM 600, 5 HD, 10 HTK; fires 1-8 ft wide jet of fire against the doppelgangers, disarms it. The room is always empty.)

Despite the lack of an inferno, PCs will note that the room is of ordinary temperature (slightly chill, that is), except in a wardrobe, where a flame-tipped cowl exudes a pleasing warmth (it actually affords protection from cold spells and natural cold, 95% effective).

F3 - KITCHEN (40\"x40\"x20\")

Amid the maze of rooms in this wing, this one is reached only by way of E16 or E2. It looks indoors and outdoors from chicken runs, worktables are upturned and piled like barricades. The crockery and cutlery have been flipped everywhere, where used as weapons in what must have only recently been a hellish brawl. The opened larders have been raided for rotted vegetables and other foodstuffs now splattered madly about the floor. Here a hasch has its skullashed in with a vinegar jug, its head-assailant having then had its head pulsed to a clean dish. Something still lies dead in the chimney of the great fireplace.

Seared about a small fire built in the midst of the ruin are a party of six golems (ARM 036: 2 HD; 5, 16, 11, 9, 12, and 6 HTK: 1/3/2, 1-4 hit) busily devouring the remnants of a former opponent. Whatever it was, it had excellent taste in jewelry, with rings and bangles worth perhaps 450 GP.

F4 - BEDROOM (35\"x35\"x20\")

The door here opens to reveal a darkened room exuding a rank odor of wet earth like an open grave. The cream-colored furnishings are echoed by a thick carpet of similar hue—but the carpet is movin! The entire floor is a mass of withering, wriggling worms, that crunch disgustingly under foot and emit hideous high shrieks that sound almost like voices, if stepped upon.

F5 - BEDROOM (30\"x30\"x20\")

The open doorway to this bedroom is like a wall of inky velvet darkness. A torch thrust into the opening will seem to be swallowed in the dark, only to emerge still burning normally when withdrawn. However, thrusting one's arm through the darkness will probably result in the loss of -1 STR! The room has been magically to resist any but magical light, the better to protect its two occupants (2 Shadows: ARM 030: 21/2 HD; 12, 9 HTK; touch for -1 STR/5 turns, see Phantasmal Fiends description). The effect is maintained by their light, the Black Star, its faceted stone cover warming to a 30 area; whoever wades into the area so affected, but not outside it. Others cannot see into or through it except with magic, and magical light dispels the shadow (and the Shadows).

F6 - BEDROOM (30\"x30\"x20\")

The air within this chamber is rank and humid, and the furnishings are coated with mold and mildew. A break in the wall exudes steamy vapor from a small beyond (that leads to no springs under the manor—see the LLI maps). Once the party has entered the room the doors seal shut magically (both the door from F5 and the hallway). Any torches flail and extinguish. PCs then find a richly furnished room—tactile phosphenes illuminated only by black phosphenes of the mold. Scattered around the room is a drawing togethor to assemble themselves into a skeleton. At the end of 6 rounds, the skeleton, now fully assembled begins drawing the mold and fungus to itself, until, by the end of the 10th round, it is a fully-assembled Shambler! If the party has not figured a way out, or destroyed the creature before it reaches this state, it is a huge, stinking heap of rotting matter (ARM 000: 0 HD; 14 HTK, harder than STR 10, attempting to smash victims into its mass, suffocating in 2-5 turns and then absorbing; see the Phantasmal Fiends description for details).

F7 - LINEN STORAGE (20\"x20\"x20\")

Behind bedroom E15 is a large "closet", feeling somewhat close and confined for all that it is a good-sized room. Around, all the walls are filled with shelves, and those shelves filled with sheets of linen or silk, blankets of wool, rich velvet and brocade. Any and anything upon yard of fine stuff even to be worn to use. Some of it seems to have been impotent for figuring every body completely wound in a tight shroud of satin lies slumped upon the stone floor. A faded red silk cloak unfolds itself and swoops batlike at a party-member, seeking to envelop itself across his her shoulders. Once it has done so, that character must save by rolling INT to avoid being overwhelmed with seas, but a solid wall. A rising Runic Rump and proclaiming himself the new lord of Tegel Manor. If the obsession holds, a remove curse will be needed to break the spell. Others attempting to stop the cloak will find themselves battling with more animated sake. In all, there are perhaps 1265 GP worth of exotic finery stored in this room (one would need a cart for it all!).

Hidden in the S wall of the chamber is a secret passage in and out of this room on the grounds.

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East of the Master Foyer (A1) granting entrance to Tegel Manor, the Screaming Hall leads into C section, that arm of the manor supervised by the large beauty Lady Rubierna D'Urman (portrait 78), wife of Count Rubierna, and his equal for depravity. This section is also approached, by those foolish enough to do so, by way of the inner Court or the Whining Hall (E).

G1 - BEDROOM (30\"x30\"x40\")

Artfully decorated in silks of deepest blood-red, the ornate beauty of this room is given a sinister cast by its proximity to the torture chamber (G3). Perhaps it is that choice of color, yet even as the PCs watch, the tinted drawers from draperies and cloth adorn the walls as this room until it is found in a palace of some fancy of its own. Even the fireplace (A) is hung with locks and chains. A yawning 10 wide pit in the middle of the floor abruptly sprouts a tentacle-like assortment of animated chains (capable of reaching into any adjacent 10 squares to grapple victims like a 4 HD monster). Victims will be dragged into the pit (to end up in DL2, chamber B).

G2 - THE ROOM OF FEAR (30\"x30\"x40\")

Walls panelled in dark walnut gleam dully beneath the light of iron candle-sconces. Revealed in the light are hideous paintings, grotesque masks and sculpture, so vile as to cause a powerful Fear reaction (resist at INT-3) and violent nausea (resist at CON-6) If viewed directly. The central chandelier creaks ominously, then falls crashing to the floor (6 diameter area in the center of the room—until damage is struck down by same).

G3 - THE TORTURE CHAMBER (70\"x30\"x40\")

As dark and damp as any cavern, this vast hall of horrors resounds with phantom screams, sob and moans, strange gurgling and grunting, coming from apparently empty tables and cages hung from the rafters. Gruesome mechanisms litter the benches where torturers and inquisitors placed their craft, and cold braziers contain the tools of their trade. From the S wall a grotesque statue seems to loom up the remembered torment of this room, even while writhing in some agony of its own. Even the fireplace (A) is hung with locks and chains. A yawning 10 wide pit in the middle of the floor abruptly sprouts a tentacle-like assortment of animated chains (capable of reaching into any adjacent 10 squares to grapple victims like a 4 HD monster). Victims will be dragged into the pit (to end up in DL2, chamber B).

The inner chamber litters the floor with the decaying remains of various portions of victims conceals a secret passage leading behind the arbor in A2 (the Great Hall). A short hallway leads to the Court.

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G4 - BEDROOM (20'x30'x40'H): Entered from the Room of Fear (G2), this cheerless place offers little comfort to any seeming the source of that somber gallery. Of the same grey marble, cool and deathly, every portion of the walls and floor moves more noticeably than the SW corner. There a great armoire stands open, its impenetrably dark interior exuding a frigid vapor. Should any attempt to investigate this cabinet, the inky gob smudges form a Balaghoth (a demonic fiend with ARM 090; 10 HD; 37 HTK; an aura of Fear; treat as a fear spell for your system), and phantasmal weaponry: Cold Sword, -1 STR/strike; Ice Whip, -1 CON/strike—victims are gradually frozen to death! See Phantasmal Fiends description.

G5 - THE CELLS (50'x40'x40'H): Beyond the iron-bound oak door that guards entrance to this room (and bears a triple-lock mechanism), an inner iron grating bars the way to the cells. A skeleton lies pinned beneath its gate, its back cleanly broken. The counterweight with which this barrier is balanced makes it hard to lift, and gives it sufficient force to break as many as four iron spikes (it drops down again three rounds after it has been opened).

Ghostly remains of prisoners left here to rot dangle in the cells visible from the entry. Sounds of flailingshoes and cackles come from somewhere further back within this prison. In those dark recesses, a flickering light shows the way.

Upon exploration, the party will find a band of ghouls (ARM 090; 2 HD; 13, 12, 9, 11, and 4 HTK; 1-3/claw, 1-4/bite), gathered around a "campfire," some busily feasting in their accustomed fashion, while others gleefully torment a still-living victim. Their silent prisoner is as fantastic a sight as the ghost-feasted: manacled with chains of purest silver, her muffled face entirely obscured by a mask of shimmering spider-silk (like the gown in D3) she is obviously human-witted through her blue-black skin and snow-white hair are like no human! The ghoul drags at her ragged gown, Ninth at her or pull her hair, yet none has bitten or clawed their helpless captive. She is actually the Banshee of the Rump Clan: Her gaze pierces through illusion, and her voice can kill simply by speaking the victim's true name. Originally trapped by Count Rodu and Lady Rubienna, who she had come to claim, she will befriend the party if freed, and restore their dead—or grant one resurrection later—while seeking their help to locate her quarry.

G6 - BEDROOM (40'x40'x40'H): A suite of rooms located behind the cellblock (G5) and accessible only through the prison or by means of the secret passage (SE corner) that connects to the Meeting Hall. From the cells, entry is by means of a heavy wooden door of lacquered oak. Within it is reinforced with silvered iron.

The room itself, though shrouded now by dust and spider-webs, is decorated in a wealth of color and texture hiding at decadent self-indulgence. And amidst the finery of exquisite tapestries and silver appointments, sinister touches intrude jarringly: Hooks and chains dangle along the wall or from the ceiling. The sides of the chest at the foot of the bed are pierced with several small, evenly-spaced holes, as is the false back within the recess (though it is fitted behind it are buttons, paper and other items bearing the flummata monogram). And not all the finely wrought implements upon the vanity are for m'lady's grooming. One of the two great canopied beds is enclosed not by curtains, but by folding doors (and the canopy can be lowered by means of a crank).

In a crystal decanter on the table between the beds is a cherry liquor that is actually a potent elixir capable of restoring all lost STG and CON in a single dose (contains six more); however, 1d4 rounds after imbibing, the drinker is racked with spasms of pain for 1d10 rounds (no permanent damage).

G7 - DEN (20'x40'x40'H): Connecting to the bedroom (G6) is a bizarre study. A writing desk sits beneath a stained-glass window (N wall), the original subject of which has been altered into a travesty containing sigils of Nineopredi. On the desk itself, and lining nearby shelves, are maps and animal hide, all of which radiate an aura of evil. The books upon these shelves all appear to be bound in human skin—and there is a space where one has been recently removed, disturbing the dust! Next to the desk, a second chair is curtained with hoods and shackles. Next to the inkwell and quills on the desk is a small basin with blood-staining knives.

A small serving table contains a flask of spicy, sweet liquid that prevents fatigue for 1d20 hours (at the end of which the imbler must roll CON-2 to avoid immediately falling asleep for 1d4 hours).

The door in the NE corner opens into an inner cell serving as both a bathing and dressing room. The cabinet herein contains two elegant gowns and a dramatic black cowled robe decorated with the same sigils in the window, as well as a sinister assortment of leather accoutrements. Beyond a second door (S wall) is a chamber of equal size, containing only a catacomb surrounded by an ornate coffin, whose lid has been secured by magic locks of precious metal (it doesn't quite look like silver...). Imprisonment within is the intended victim for a sacrifice in G11, held in a sleeping spell by a ring of the same metal as the locks (and worth perhaps 500 GPl). (To select a village notable for the sacrificial victim, roll 1d12 and consult the Shopkeepers & Notable Natives list. Skip Ternelmoor—cultist himself—and determine as follows: 1-2 — Arthor, Dubrashn's chief nemesis; 3- Mortalith; 4- Bronae; 5- Haile Fort; 6- Hanax; 7- Almarron; 8- Shew; 9- Vunea; 10- Quinta; 11- Cretin; 12- Marabur.)

G8 - THE SITTING ROOM (30'x20'x40'H): Just off of the Torture Chamber (G3), this room is in stark contrast to the morbid hall without. A clean (albeit dusty) and simply furnished chamber of warm colors, set with comfortable chairs (and one couch with shackles) for the staff of G3 and selected "guests." A chessboard on one table provides diversion, its playing pieces deftly wrought in sometimes disturbing detail. One figure still occupies a chair next to the inner door (E wall): a decapitated corpse wearing a scimitar in a beleaguered scabbard (worth 238 GP), and sporting a feathered hairpin (470 SP) between its ribs. The iron chest beneath his chair is filled with skulls. The inmost alcove seems to have served as a dressing room, containing a few personal effects, peg for hanging clothing, leather aprons and several black hoods. Three severed heads on the rear shelf have had their mouths stuffed with garlic. If it is removed, they begin singing raucously, causing the decapitated corpse to come shambling in (with its scimitar, if that was not already taken; treat corpse as ARM 090; 1 HD; 8 HTK).
G9 - (SECRET) ALCOVE (20'x20'x40'H): The only way into this disguised chamber is by means of a secret doorway hidden in the Moaning Hall. The weighted door will snap shut again hard enough to break up to three spiky and leave no purchase to gain the door again from inside. Skeletal remains littering the floor give mute testimony to previous victims of this prison. Rats startled at their foraging will disappear down the throat in the NW corner. One other escape route appears in the form of a window just below the rafters at the far end of the compartment. Beware! A pit trap in the floor at that point will dump unwary adventurers into a foul pit of slime 10' deep.

G10 - BEDROOM (20'x30'x40'H): The wooden door which faces the Whining Hall has been skillfully carved with a scene of huntsmen bringing down a wild boar. The room is briefly decorated with the musical jugling of chainmail and the song of fine steel clashing, seemingly from the scenes of hunt and combat pictured in tapestries lining the walls. One such tapestry has fallen to the floor, and conceals a gold-chained box and a curious gift of the G10 GP. It has been magically given to increase the speed and agility of a jaguar, and acute senses—will turn the wearer into a were-cat at nightfall! (A curse removal will stop that, but also dispel the other magic.)

G11 TEMPLE CHAMBER I (60'x40'x40'H): Behind a secret passage hidden in the N wall of the Moaning Hall lies the only entrance to this sinister assembly hall. A temple it certainly appears to be, but one reeking of blood and sulphurous stench. Stained-glass windows portray a twisted landscape beneath storm-wrecked skies, skies filled with spirits of the damned. Above the black basalt altar-stone looms a statue portraying Hivapotrider the Faceless One, ceremonial knife in one hand and the unyielding flesh of a face hanging from the other. Anyone looking directly at this gruesome effigy must make a saving roll against Fear (INT+1). Light pierces the gloom from a single opening far above in the ceiling, directly above the altar, if it is daytime outside. If it is night, the moon will shine down the shaft at its zenith—and on this night of the full moon, that means a sacrifice to be performed using the victim selected in the coffin in G7.

The volume that was missing from the shelf in G7 (the den) will be found here, resting upon the lectern facing the altar. The book, radiating a powerful aura of evil as well as magic, is hiddenly fastened with the stretched skin of a once-human face for a cover! If opened, the book-face shrieks (roll again to resist the fear spell, here at INT+1, or 2 if the previous attempt to resist failed). Within, the tome contains the ceremonies to be performed for ritual mutilation and sacrifice, and the summoning of the archontes. (A spellcaster will realize that this opens a portal into another world; the temple's—veritable "doorway to Hell" in the NE corner of the hall! Destroying the book can thwart this, but the tome is fortified with spells to resist fire. Further, on a successful INT roll, the spellcaster will realize that the book is also the only way one can escape from this portal if one has entered—otherwise, the victim must seek other means out again.)

The remainder of the chamber is indistinguishable from G7. A large stone sarcophagus contains the remains of the : previous victims of this shrine. The Jedi's last wish is to be buried here, his head being struck off, but it a hero replaces it on the figure, it will come to life— it is also being站立 in front of a secret passage of G2 to A2 (the Great Hall).

The Moaning Hall and the Whining Hall lead eastward out of the foulness of the G section into the H section of rooms, also reached from the south by the Choking Hall from D section or the Bony and Meowing Halls out of K section. Built by Ritzy Rutorn Rump (portrait 95), perhaps the most noteworthy flop and funlover in the long line of Rumps.

H1 - BEDROOM (20'x20'x20'H): The room is not recognizable in its lies-sounding—a slimy bed, a meagre, whispering, white and wooden skeletons hung upon the wall would be commonplace. However, certain features shine upon the eyes, the so-called "wrong" in every detail. The effect is disconcerting and even painful: every third round, PCs must roll an INT save (and adjust by -1 for each additional roll). If the save is failed, the character is stunned, unable to concentrate or perform any other action beyond blindly groping for an exit for 1d4 rounds. Stunned characters will hear voices chanting in chorus of mysteries "buried under the bones".

A tunny-rayed and passage connects this room to H17 (corrots' quarters).

H2 - PARLOR (55'x35'x20'H): Entering from the Kicking Hall, this room seems lost in deep gloom and featherly cobwebs as first entered. As soon as the entire party has stepped into the parlor, it bursts into a riot of activity: Everywhere, candelabra spark and light, the spider-webs seem to shimmer in upon themselves and vanish, and dust-devils spring up, whisking away the dust in 1d4 rounds. The light sparkles and dances, a snowflake from a suite of impenetrable coldness, unaccompanied by heat, hunger, thirst, or其它. Rattling chains can be heard, jingling in the wind, until the echoes become so loud and Brilliant Silk and brilliant color. Chessmen, cards and dice move about by unseen hands, and a vigorous (though invisible) dance game makes one corner of the room hazardous to traverse. As drifting lu...spiredly, six wooden balls juggles themselves in complex patterns.

The only visible creature besides the party is a Wraith (ARM 060; 4 HD; 18 HTK; capable of casting a spell of Fear; its touch is chilling, and can paralyse a victim while doing 1 point of damage for 1d10 rounds, doused out in a golden smash and vivid green gur. Astir, shuffle the contents of a copper brazier (2650 CP) supported by a stone toad. 1d4 rounds after the characters have entered the parlor, it will take notice of them and politely inquire "Your invitations, please?" Offended when the party cannot produce invitations, the wraith will attempt to attack them fiercely. If the wraith overcomes, the candles extinguish, the roaring miscellany crash to the floor, and the dust quickly settles anew over everything—including the PC's in the gloom.

H3 - BEDROOM (20'x30'x20'H): A folding screen intricately patterned with carved arabesques forms the partition between this bedchamber and the parlor (H2). Within, opulence reigns supreme. Rich silks decorates the bed and chairs. The wardrobe fairly bulges with foppish finery in riotous colors, and cushions of similarly loud-styled litter the floor along with thick peats of plush fur. From beneath a mound of such furs, two unfurled eyes stare. If approached, a ghastly mass of bony limbs, sallow skin and matted black hair scuttles out, gibbering and spitting: an insane Goblin (ARM 020; 1-1 HD; 6 HTK; 4/1hit, 25% likely that any bite will be infected). Gullied greedily in its claws is a claw of healing potion (the dose remains).

H4 - STOREROOM (20'x20'x20'H): Tucked away in this muddy, neglected corner and gathering dust is a bizarre assortment of paraphernalia collected from the far corners of the world, to no apparent purpose. A stuffed minotaur with glass eyes stands poised with a great axe of undetermined nature. A sumptuous throne with velvet upholstery festooned with tiny embroidered love-patterns. An emerald crystal goblet proves on close inspection to be a "Dribble-glass." The entire room is a treasure trove. Stunned characters will hear voices chanting in chorus of mysteries "buried under the bones." However, the hallway (E) beyond seems to offer possibilities, with its faint scent of jasmine and delicate sound of music...
H5 - BEDROOM (30'x30'x20'x4')
Along with dampness and decay, this room drips family pride: The quilt upon the bed is elaborately worked with the heraldic shield of the Rumo clan, while banners and crests of honor are displayed in faded splendor. Above a massive suit of plate armor mounted for display is a jousting lance (S wall), trailing a blood-red pennant with the golden hind insignia. As the party has entered the chamber, a gruff, challenging voice shouts "Cowardly curst!" and the monstrous iron-crowned helmet tumbles from the wall! (A quick investigation would reveal that there is a skeleton within, with plenty more insults to hear on intruders-immobilized within the rust-frozen armor.)

H6 - THE BALLROOM (60'x50'x20'x4')
From either the north or south approaches to this room, adventurers enter an antechamber (20'x20') separated from the main hall by a velvet curtain. In the antechamber can be found dancing slippers and all the accoutrements of a fancy-dress masquerade: spilling from open chest behind ornamental screens. Well-dressed chamber music plays beyond the curtain. Presided over by two statues representing Comedy and Tragedy, flanking the fireplace (E wall), the main room is ablaze with the light of crystal chandeliers, reflected by the many mirrors flanking the hall. As phantom musicians continue their fevered play, fantastically costumed celebrants whirl about the room, drilling quietly upward to the ceiling until they fade through and vanish. Their festive garbs rain down to the floor abandoned. During this display, the statues appear to speak, though one must approach closely to hear what they are saying. Comedy is chiding: "This should be good for a laugh" while Tragedy sobbs "How terrible, terrible." The first character to hear this clearly must then roll a DGL to be quick enough to avoid the falling character's body (6D6 damage)! When it crashes down and shatters, 2010 gems (worth 5D10 CP each) will be revealed among the crystals.

Hidden inside the fireplace is a two-way secret passage into a narrow corridor (which ends in a secret exit passage). Doors at the rear of the ballroom lead down to the Grazing Hall (NW) or the Moaning Hall (SW).

H7 - OFFICE (30'x16'x20')
Long banks of shelves stretch the length of the room on north and south walls, laden heavily with faded, ill-illustrated volumes and ornamental sculls, rotting in dust. The huge scribbling desk at the east end of the room is flanked by candlestands. Rows of ink-pots and a rack filled with quill pens launch themselves like missiles at the party as they enter the room. (There is the possibility that a spellbook is among these tomes, as well as other useful or valuable works.)

H8 - NURSERY (40'x15'x20')
A chill hangs over this room, and a heavy reek of alcohol and myrrh, as though the walls had been bathed with it. In the shadows, a drapery draped in gauzy blackstuff rhythmically rocks to the sound of a woman's voice singing a lullaby. There is an occasional faint whimpering. In an inner chamber, a small silver casket sits open and empty. Seated in this funeral chamber, a ghostly figure enfolded in luminously glimmering robes of misty blue cradles a tiny form wound in black cerements. When the party enters, the phantom holds the small bundle toward the PCs and looks pleadingly from them to the casket. If the characters correctly interpret this silent plea for the child's proper burial, they will see the blue phantom again. When a party-member (preferably the one who first perceives the need to grant the ghost's wish) danger of certain death, with no escape, she will appear to prevent that harm from touching the character (one time only).

H9 - BEDROOM (24'x25'x20')
That faint scent of jasmine fills the air again. Here is another ghost, a petite young woman who sits before a vanity while sobbing softly. The mirror before her reflects not this room and its past tins, but rather a murky chamber in subdued light, with a woman in a blue dress, that surely it is she on the other side of the mirror in this room. She invites the party to promise to make him go away, she will become decidedly unpleasant (ARM 200; 10 HD; 51 HTK), shrieking insults and wailing piteously. (If the party agrees to offer a retreat, her mocking laughter follows them.) If, on the other hand, the PCs undertake to remove the offending individual, they are in for another surprise!

H10 - THE SALON (25'x35'x20')
Next to H12 (the smoking room), from which he has evidently been arranging elements of a cigar, a seemingly innocuous old beggar has settled into the quiet solitude of this room. The canopy-bed here has curiously split down the middle and collapsed, and has been adapted into a tent-like structure. The indoor-rustic effect is accentuated by the autumnal twilight of the room, the woodland scenes in ancient tapestries, and the autumn leaves that cover the floor. Even as the PCs walk, seen or unseen, to materialize out of the woodland scenes in ancient tapestries, and flutter to the floor.

The elderly gent sits among his visitors, specifically gold coin. If refused, he reveals his true nature as a demon (ARM 140; 10 HD; 43 HTK; with pincers that do 2/12, horns that strike for 1-3, and 1-4 damage per bite). He can still be bought off with gold, but the price goes up sharply: now he'll want 5 GP per party-member per round he is denied his gold!

H11 - STATEROOM (30'x30'x20')
Trash litters the floor and leaves blow in through the broken panels of the high-windows in this ruined corner of the manor. Weather-stained daggers hang aslant as the last reminders of the last splendor of this noble's guestroom. In obvious instances, this room's furniture has been augmented with wild keening from the ornate pipe organ that fills the north wall. Its intricately carved pipes are of wood, with faces decorated with gold and ivory inlays—and these faces animate to sing their individual notes. A Celtic harp with silver strings plays counterpart to the eerie melody of the organ. (The harp is enchanted to bestow bardic skill upon its player, doubling it if the character is already similarly skilled. The organ plays while worth. If the party enters, the organ will play a one-note, and are rendered without voices without the entire organ. Besides, if one is vandalized for its gold, to issue with its cause of the entire organ to blast with such numbing cacophony that characters risk permanent deafness (40% chance), and the air in the room will fill with gas as fast!) The doors, if left unattended, will revolve themselves in 1/24 rounds. The haunting strains of the music to act to feud the mind (save at IN-T-1 to resist the effect, like a stun). If the doors are not reopened or kept open, the air in the room will be unbreathable at the end of the end of rounds.

H12 - SMOKING ROOM (43'x25'x20')
No spiders have congregated in THIS room! Instead, what hangs heavily here is a perpetual blue haze of smoke and the stench of ancient tobacco. The room is dimly lit by a tangle of thin, cracked webbing or bat-winged chandeliers hanging from the ceiling, and thick velvet hangings of the room, and makes the eyes burn. Phantom figures seated about this cloudy retreat shift and flow, spiralling through their pipes to form profiles in the smoke before melting away in the murk. The only object of any evident value in the room is a copper spool in one corner (370 CP in a pinch).

H13 - MUSIC ROOM (23'x40'x20')
Heavy doors seal this chamber, and mask any sound from within. When forced open, one realizes that the entries has been served upon the, with all the music of music. One could see the walls to become a dark, slumbering, bombarded with wild keening from the ornate pipe organ that fills the north wall. It's intricately carved pipes are of wood, with faces decorated with gold and ivory inlays—and these faces animate to sing their individual notes. A Celtic harp with silver strings plays counterpart to the eerie melody of the organ. (The harp is enchanted to bestow bardic skill upon its player, doubling it if the character is already similarly skilled. The organ plays while worth. If the party enters, the organ will play a one-note, and are rendered without voices without the entire organ. Besides, if one is vandalized for its gold, to issue with its cause of the entire organ to blast with such numbing cacophony that characters risk permanent deafness (40% chance), and the air in the room will fill with gas as fast!) The doors, if left unattended, will revolve themselves in 1/24 rounds. The haunting strains of the music to act to feud the mind (save at IN-T-1 to resist the effect, like a stun). If the doors are not reopened or kept open, the air in the room will be unbreathable at the end of the end of rounds.

H14 - THE TEA ROOM (29'x35'x20')
Cautious, keening draper has gone somewhat to seed here through the air is still filled with an intoxicating aroma of roses. A stunningly-fashioned silver service (437 GP) graces a table set as if for high tea. The centerpiece to the arrangement is a liver bowl (200 SP) containing lapping, mucus—Plump Pudding (ARM 180; 2 HTK; 1/2 HTK; 3 HTK; 30 HTK; damage description in Phantasmal Friends list).

H15 - BEDROOM (40'x30'x20')
The locked door into this massive bedroom has been hidden behind a massive oak armoire in H5. Once past the barriers, party-members find a ghastly tableau: A skeletal pack of hounds with baleful yellow eyes, circle about beneath a skeleton in foetid motley, hung by his heels from the chandelier. (The hounds are ARM 018; ½ HD; 2, 3, 2, 1, 1, 1, 1 HTK; 1/2 HTK.) Leaping and snapping silently, they may not notice the intruders for 1/4 turns (one is already occupied with gnawing its prize, one of the victim's hands, on which a fiery opal ring still gleams). The remainder of the room gives evidence of having belonged to a devoted equestrian, whose favorite steed had evidently been stuffed and mounted after its demise. The carcass, like its roommates, is now a skeleton, the taxidermist's art having been shredded away as has most of the rest of this room's furnishings. The spectral horse stamps and shifts uneasily, and may panic and stampede the party if the hounds are stirred up (ARM 018; 2 HTK; 3 HTK; 1/6 HTK).

H16 - BATH (35'x30'x20')
Four sculpted nymphs astride dolphins form the fountain that feeds water from subterraneous springs into a great pool of rose-colored marble. The steam-filled air is redolent of lavender—and a faint undertone of meaty broth. Towels and fine gowns hang displayed upon the bed along the stepped edge of the bath (N), and costly garments hang abandoned upon the folding screens before the east wall. The bottom of the pool is lined with bloodred brown, and the occasional glist of jewelry. And the water, already hot, begins to boil when touched in any fashion.
11 - BEDROOM (40'x30'x20'H):

Curiously situated so that its only entry is behind the sauna (I4), this retreat is so fastened in gauzy draperies as to obscure its stone walls. The illusion is that of an exotic pavilion, piled deep in gaily-striped silken cushions and lush sleeping-furs. The heady smoke of clovey incense burns the eyes, obscuring acute vision for 2-12 rounds. Intruders startle a vehemently hissing black cat, who abandons its cozy perch. Glowing at the party, it leaps to the floor, then fades away, the malevolent green eyes lingering until all else has disappeared.

12 - THE HOUTHOUSE (40'x30'x20'H):

The iron door which guards this entrance is rusted shut. Once it has been wrested loose, the blast of humid air from within the chamber is like a physical blow. An odor of rich, wet earth and swamp-like musk fills the air here, while hanging vines, creepers and outlandish blossoms run riot throughout. Here can be found starge plants with exotic properties: pollen that can induce sleep or hallucinations and madness; fruits that may be deadly poison or precious restorative; and leafy monstrosities that devour flesh. One such (ARM 055; 55 HTK; STR 25; seeks to stanggle/suffocate victim in 2-8 rounds) has taken root in the ashes of the fireplace (N wall) where its lip-like blossom has enguished the head of an ancient victim, while the skeletal remains are twisted with leafy runners about the limbs and through the rib-cage. Coins half-hidden in the soil of the trove (7855 SP) hidden beneath a thickset of wicked thorns which exude an hallucinogenic poison. (If scratched, check for severity of effect, on 1d20: 1-10: no effect; 11-18: mild delusion or phantom images player must fight the edge of one's vision for 2-12 rounds; 19-20: drugged behavior and distracting mirages, see for 3-18 rounds; 16-19: severely altered behavior and perceptions for 3-18 rounds; 20: death from sheer terror!) The plant is sentient: the coins exposed were forced to the surface by the roots to attract victims. Thorn scratches do little physical damage (but blood makes the grass grow!)

13 - GREENHOUSE (20'x30'x20'H):

In contrast to the unkempt jungle of 12, this semi-tropical indoor garden is meticulously maintained so as to be oppressively steaming. The ordered beds of fantastic foliage are tended by a company of goblin-like sprites (ARM 040; 11 HD; 6, 4, 4, 2, 1, 2 HTK; 1-2/3 times the base AD) who have fashioned a home here next to the spring-fed fountain and behind a trapdoor covering a pit full of Gold Spires! If the party has a herbologist, healer or member strong in nature lore, they will find a beneficial plant here on a successful roll—chewing the leaves will provide 1-4 points of restored STR or CON, once daily. The leaves are only good while fresh, maximum 6 hours after plucking.

14 - SAUNA (20'x30'x20'H):

Entered at the end of the Knocking Hall, the outer alcove of this unique facility is lined with wooden benches and pops hung with towels. The stone floor is cool underfoot, and radiates a neutral aura of magic. The door in the west wall lets into a small disrobing chamber and privy. The south door leads into the sauna itself, a stone-walled steam-bath fed by the hot springs below the mansion. Everyone enter this chamber, a pit of stones being heated to magically heat, and the water spilling over the rocks hisses into billowing clouds of steam. Unfortunately, this also serves to awaken the huge crab-creature (ARM 088; 3 HD; 15 HTK; 2-12/2 pincers, with a 25% probability of seizing 1-3 victims/attack) that posed like a stone image at the west end of the pit! The steam makes the tiled floor slippery, which doesn't help Party-members who exit the chamber through this alcove, will discover the effect of the magic present there. Immediately after stepping into the alcove, one is hit with a sudden icy blast of cold as if one had plunged into a snowbank (no physical damage, but a possibility of stun effect if a CON roll is missed). It is considered a refreshing ritual, though not guaranteed to restore victims of giant crabs.

A secret-passage in the SE corner leads into a narrow corridor, at the end of which is a sealed encloure (5'x15') in which are heaped skeletons with broken necks or crushed skulls.

15 - BEDROOM (20'x30'x20'H):

In a room thick with the aroma of incense, golden-haired twin sisters lounge languorously amidst oriental splendor. They lock up, smiling sleepily, as the PCs enter, their air of dreamy detachment marred only by the fact that they are obviously bound by silver chains (410 SP each) to a great ring sunk into the W wall. Freed of the chains, they are revealed as Werebears (ARM 035; 4+1 HD; 12 & 19 HTK; 2-8/fusks—and hungry!)

A secret passage is hidden next to the ring in the wall, and opens into the harem (I6).

16 - THE HAREM (20'x30'x20'H):

Lyrical citharan music and the aroma of cinnamon and sandalwood haunt the air. Graceful phantoms are only half-glumpled obliquely, and never their to be seen when one turns to look. Instead, one might feel the gentle brush of warmth on hand or cheek, and faint echoes of giggling whispers. At the end of 12 rounds, a powerful sweet spell begins to effect all party-members. If they do not leave the room in the next 3 rounds, the spell overwhelms them. They awaken to the sound of tinkling bells and a scent of jasmine, to find themselves fashioned with silk chains. Tiny and well groomed are you in this passage between the harem and I6 (time unknown).

17 - BEDROOM (20'x30'x20'H):

In marked contrast to the sybaritic atmosphere of its neighboring apartments, this is a stark, monastic cell. The odor of burning wax is thick, as is the dust here, and the furnishings sturdy, simple and severe. As the party enter, candles situated almost everywhere in the room ignite, throwing sudden brilliance off of the gleaming holy symbols and polished saint-effigies (set on a shelf in the owner’s old desk, near the door), the only richness in the room’s decor. One by one, the candles then extinguish until the room sinks back into self-contained twilight.

18 - TEMPLE (50’x40’x20’H):

Through a small hall thickly hung with long cords of tinkling brass and silver bells, one exits the corridor that winds from the Grawling Hall to come upon a 20’x30’ chamber outfitted with the equipment of a master weaver: pots of dye, hanging bundles of multicolored spun, woven and stretching racks. One room in particular is of interest: an exuding a feeling sense of magic having departed. The piece itself tells a sad tale. Worked into its central design is an improperly devised fire-cure (an unfinished spellcaster will note), on the stool before the loom is nothing but a pile of ashes and a pair of spectacles. The room is crowded with the droning music played, and one back toward the hall, at the end of which is a secret passageway into a decidedly unfamiliar sort of temple. A low, broad-mantled fireplace doubles as a sort of altar (N wall) between two graceful statues of statuesque statues. The scene of the altar bears the inscription “Do you wish to live forever?” on its pedestal. Answer carefully, or assume a form like the statue, and an obligation to serve as a minion of the gods of earthly pleasure! The entire chamber is filled with a pleasing aroma of exotic perfumes, and the harmony of unseen harps and droning flutes. Imagery depicting a paradisical garden decorates the walls in vivid colors and vivid detail. The dizzying patterns of the tile floor are partly obscured by auspicious prayer-rugs of varying design (many resembling in some fashion the attire seen on the altar in the outer room). One carpet hovers off the floor in the corner of the room, just high enough to sit upon. The seated PC will start the “spin cycle.”

19 - DANCING ROOM (40’x30’x20’H):

Shadows will the once-vibrant arabesques decorating the panelled walls and tiled floor of this cold and empty room. Any clapping sound, however, will dramatically alter the aspect of the hall, as bronze oil lamps cast sudden illumination on an entertainment fit for a sultan: The dust whirls up from the floor and coalesces into solid forms. Thirty dancing girls and musicians materialize, and begin an impressive performance lasting 10 hours. The last note of music leaves the hall as the skies begin to darken.

The door in the NE corner opens into a private retreat for a pasha’s pleasure. The only furnishings besides cushions and fur for reclining are a four-poster hookah and a small rosewood table. Upon that table is a miniature troupe of dancers and musicians, thirty in number, wrought of smoky crystal and faintly glowing with an inner fire. (One may readily see a connection is there.)

10 - MAJOR DOMO’S ROOM (30’x20’x20’H):

Though simple by comparison with other chambers in this wing of the manor, these quarters still display splendid touches of oriental artistry, little dulled by the passage of time. The colors remain fresh—as fresh as the blood which drips from the ceiling onto the carpet. That carpet then begins to move toward the party, its knotted fringe rippling like so many feelers. It is in fact harmless, though if the fabric is cut, a virtual torrent of blood will well forth, and the room itself rapidly fall into decay around the blood-soaked innards.
11 - LOUNGE (30'x40'x20'H):
   Brocaded divans accompanied by small tables or cabinets are carelessly arranged about this spacious, with diverse distractions such as books, chess-like games, boxes of toys, etc., lending a setting of wine and gladness. Rearranging all is a flowing design, which, interwoven with geometric patterns, proves to be a narrative inscription detailing the Rump family history, covering the walls. Its centerpiece is the golden hind insignia rendered in the same eastern manner.

   Atop a chest is a miniature dragon, its red and gold scales seeming the exquisite work of a master craftsman. However, if disturbed, it proves to be very much alive (ARM 090; 3 HD; 9 HTK; 1-3/bite; 9 pts. fire damage/breath, range 5 feet). The decorated casket proves to contain sparkling metallic blue files, green-hued beads, jeweled dragonflies and opalescent moth-wings—a younger's imitation treasure trove.

   Although originally attributed to Sir Rankling, the J section was much modified by his descendants, and disturbingly so in some aspects.

   There is even a section of the floor in the East Wing that has been sealed off from all other rooms, and can only be opened by breaking into the walls.

J1 - DEN (20'x30'x20'H):
   A damp, moldy odor greets adventurers as they enter. The dark walnut-paneled walls are flanked with wardrobes and chests, the finery within which has been corrupted by moth and mildew, and strangely bejeweled with filth. Traces of the same slime seep the door-handles and catches, while the woodwork is already dusted with a sprinkling of mold, seemingly untouched amid this foulsness, a small keg upon a central table yields a delicious golden wine with heady aroma. This potion heals 1-3 pts. of damage per mug qualified, but with a ding side effect: After a 20 turn delay, each imbiber must roll a CON save (adjusted -1 for each mug of wine drunk). A failed roll sees the character 10 years for every 1 point by which the save was missed.

J2 - CHAMBER OF REPTILES (34'x30'x20'H):
   The massive iron doors that enclose this room squeal open upon their hinges in protest, as if to warn away the foolish. The floor then descends three steps into the dark—a dark with peculiar shittery sounds and an unmistakable reek like a best pet. And so indeed it is! A light thrown into the room will reveal a churning ocean of snakes in continual motion. Its pedes rising like an island in the flood, a serpent-headed statue with emerald eyes (50 GP each) is languidly posed, at once both grateful and repaint. If any essay to enter the room, a Spirit-Snake (ARM 050; 9 HD; 34 HTK; 1-3/bite, plus poison damage—per battle—of 2/round for 1-5/round) rears its head from beneath the turbulent mass of serpents. It will attempt to Charm (as a spell) its victim—save against INT. If successful in slaying a victim, it traps the soul, thus preventing any hope of restoring the dead unless the Spirit-Snake is destroyed.

   One of the two N doors leads up steps into an inner chamber where rest a number of bizarre trophies, including dragon's teeth and a small, winnowing basket carved from stone as it might be taken to be an exotic wood, but proves to be an ivory examination of a feathered dragon's tail.

   Before a mural celebrating the exploits of the fearless dragonlayer (could this have been El Ran-Clid?) are displayed two matched suits of armor fashioned on dragon hide (supple as leather yet strong as plate: ARM 080). Small catch: One suit is cursed! The unfortunate who dons this armor will become one with his new skin.

J3 - BEDROOM (20'x20'x20'H):
   The odor that permeates the den (J1) is here magnified to a gut-wrenching stench of decay.

   The furnishings are in ruins, the rot-weakened bed collapsed under its own weight, and the walls incrust in many places eaten through to the bare stone beneath. The one corner of this shambles is a miniature dragon, the smallest, lost to view, and until dislodged from the bed of debris in which it resides. A Shambler raises its gory, fibrous bulk (ARM 060; 5 HD 15 HTK; description at Phantasmal Fiend), and heaves into the party, to add to its mass.

J4 - THE HUNTER'S ROOM (30'x20'x20'H):
   Part of the sealed area of the East Wing, this apartment is accessible only by the two-way teleportation gate that links it to the zoo in the Brother's Tower, or by breaking into J5 through the sealed-off door. The trophies of many a hunt had been mounted on the walls here. Now, whether still upon the wall or dragged down to the floor, each and all have been stripped to the skull, the sawdust stuffing and glass eyes of the taxidermist's craft now littered among the other filth. Worrying futilely at scraps of the hide is a twisted skeleton with nearly a human shape, save for its huge serpentine skull (ARM 020; 2 HD; 7 HTK; 1-0/bite)

   The room between here and the refection (J7) are in shambles, anything that could be constructed as “meet”—the leather straps support a small, bloated corpse, the covers of now-shredded books—having been prized upon for nourishment, with out apparent success.

J5 - THE FOYER (30'x25'x20'H):
   The hallway (N) between the den (J1) and bedroom (J6) enters a 20'x30' room, in which the only other doorway apparent is the iron door that locks away the Chamber of Reptiles (J2). This appears a quiet retreat, now neglected, with its iron barred windows, couches, chairs and sideboard surfeit with dust-filled goblets and carcasses. No secret passageway or hidden door is to be found in this room, though any search for such will betray a peculiarity in its walls, behind the areas. One section of the stonework has an oddly hollow ring to it, and is the now-sealed passage into the original floor of the east wing.

   Broken through, this aperture opens upon a near-duplicate of the chamber left behind, with its decor of rich velvets and brocades, all in hues of green. The first discernable detail is the huge axe with glittering yellow eyes, looming in the darkness next to the doorway just opened. It turns out to be a slightly ratty stuffed specimen with jeweled “eyes” worth 10 GP. Far more unpleasant a surprise awaits any who sit down on the furniture, which emits a mummified crunching sound as the upholstery partially sinks in. Investigation will reveal that hidden within are various bones, the divan encases an entire cadaver, shrouded—wound, with an iron toothpick full of coins (50 SP) stuffed into its mouth.

   To the SE, a narrow hallway leads off from the ground-level of this wing. Access to the upper floors is only by the staircase connecting to the carriage house (K2).

J6 - BEDROOM (20'x25'x20'H):
   Beyond heavy curtains that serve in lieu of a door, the squalor of this room gives way to a stinging odor of musk and spices. The brilliance of the colors in this close and cluttered chamber form a marked contrast to the cool greens of the sinister foyer. The garderobe (5 walls, beneath the angle of the staircase), contains a hunting costume all in flame-colored silk, along with doestkin boots and a longbow. Wrapped in a gown of the same stuff is a small case containing silver arrowheads (365 SP value), and two pouches very like the one in the cadaver house (in J5).

J7 - REFECTORY (30'x40'x20'H):
   Though no fire burns in the grate, an eerie greenish glow spills out of the fireplace in the middle of the east wall, casting a lurid glare across the trestle tables that run the length of the hall, and the head table at the north end. The surface of these tables, the benches as well, and even the great banners hang down the hall, sparkle oddly in the emerald light. Thousands of flies swarm over every surface in the room, their combined odor rising to a whine that sets one's teeth on edge. Any sudden movement will startle them into flight, filling the air so thickly as to blind and disorient the unfortunate party caught in a stinging blizzard of emerald-shade blackness, all the while raising a buzzing so intense as to drown other sounds. Each can only sting for 1/4 pt. of damage, and can be killed with a slap, but there are thousands here, and the more stirred up they become, the likelier to sting they are. Only 10" separates the door to the hall (W) and another doorway into an enclosed storage room.

   The stairs to the upper floors of the East Wing are only accessed from the alcove at the end of the hallway leading from the carriage house (K2). The stern-looking warrior statue in the NW corner of the alcove appears to face the foot of the stairs in the expectant attitude of a guardian branded for action. (The statue, however, is not magical.)
SECOND FLOOR:  
BEDROOM (30'x25'x20'H):  
At the head of the staircase, a narrow hallway, cramped, dark and musty, leads past three doorways. The first, choked with cobwebs, masks the entrance to a bedroom hung in mourning black. Illumination reveals the tiny points of light squirming through a window and--upon closer inspection--an inroad that wriggles slowly into the wall, the house filled with a slow readjustment to the intrusion. An immensely obese woman appears, rushing the party while shrieking "Villain! Sorcerer! Tis thou last stain my soul!" The apparition passes through the party-members and into the wall, screaming pitifully.

The second doorway in the S hallway leads into a linen/storage area, the shelves of which collapse, dumping all their contents, as soon as a PC has reached the rear of the compartment.

DINING ROOM (20'x20'x20'H):  
A scent strangely like chicken soup drifts out of this room. Upon investigation, it proves to come from a kettle being tended upon the hearth very gingerly by a mummy (ARM 035; 5-1 HD; 22 HTK; clawing 1-2/2+strike, plus "Mummy's Curse"—see Phantasmal Fiends). If disturbed at its preparations, the mummy will place a gold cardaureum (515 GP) from the great oak banquet table in the center of the room to use as a bludgeoning weapon. Left undisturbed for 4 rounds, it will finish its concoction, and begin greedily consuming the lot. Immediately thereafter, the sideboard, chairs and cabinets will begin to levitate and move crazily about the chamber to the sound of the mummy’s dry, croaking laughter. (The effect lasts for 20 rounds, after which the mummy—still left able to do so—wanderers off toward the upper stairs.)

PRISON (20'x25'x20'H):  
Down the center of the second storey runs a hallway, the only evident doors (all in S wall) leading into the dining room, the black bedroom, and a small cellblock. Entered through a cheerless "outfitted only with table and chair, a simple cot and a washstand, the iron-bound door opens only reluctantly on its rusted hinges. Girls fitted with nothing strew and fifth emptiness now, save only the remnant cell, the door of which stands open. There a dying wraithbear (ARM 035; 3 HD; 7 HTK) hangs in chains upon the wall, at its feet a tarnished helm fashioned in the likeness of a snarling bear. Animated manacles snap open and shut as they thrust and lunge at party-members like striking snakes. If a victim can be snared, the chains will draw him into belled while other fetters continue to attack the remaining adventurers. The serpentine chains then drag the helmet to their captive. Once placed upon the head, the bear-helmet places a curse upon the wearer, turning him to a werbear (bear-like styler as well)."

LIBRARY (25'x25'x20'H):  
The N wall of the central passageway seems devoid of doors along its entire length, leading away to the stairs to the right. Now the table in this room has been converted to a grisly banquet-board for three giant rats (ARM 025; 2 HD; 6, 6, 13 HTK, 1-3 bites), buccal feasting on bony remnants there. Elsewhere, bookshelves have been drugged out of cabinet and chest alike and seared, while one cot (NE corner) has been overturned, revealing a hatch connecting this room to the mass of rats' tunnels under the manor.

KITCHEN (20'x20'x20'H):  
A tornado struck the manor, the devastation could not be more complete. Amid a cloudy reek that mixes potent spices with rancid odors, one finds overturned work-tables and barres, smashed crockery and other debris. Amidst the starch, the dairy and the disorder, phantom chefs fuss over a pot simmering in the low fire, all the while engaged in a furious, if silent, argument. On a some point of preparation. Turning upon the party-members, their animated gesticulations clearly indicate to them that the party is due to step forward to help settle the debate by sampling the mixture. Any soul brave enough to do so will find himself oddly affected by the "soup", even if he fails to eat the lethal food. A 10% chance that a PC will combine with the pot, and, should he survive, the cook will turn his wand on him and; 1-2: PC lives; 3-4: PC is turned into a disembodied spirit which, if it tries to harm any living persons, will be slain by the party, as if to show a diadem of star-like jewels (510 GP) covering long raven tresses. Attempting to remove the diadem causes this Shadow (ARM 030; 2+2 HD; 13 HTK; -1 ST/7 turns) to seize the character's wrists in her chilling touch. If the victim fails to resist a "Charm" spell, he will be whirled away in a dart to the room for 10 rounds, all while being affected by the shadow-dancer's touch. At the end of that time, the phantom will drag her victim toward the largest mirror (N wall) and into it. At the same time the diadem is first touched, 1/4 other shadows will join the dance, and attempt to similarly enthral other characters.

A door (NW) connects to a bathing chamber, also accessible from the solarium.

SULPHURIC (20'x20'x20'H):  
The massive stonework of the western wall here turns to graphitic arches, the space between which had been wrenched into vast windows of a most unique sort, the dizzying patterns of jewel-toned glass flooding the room with sunlight each day. Each single is mired the windows as if to block the sun and bar its entry. An overpowering stench of decay hangs in the air, and the once-healthy vegetation that has surrendered its beds to mud and fungus. The pipe which once brought water from the ground springs to this haven has disgorge splintered mud ankle-deep into the chamber. Nearly lost from sight in the muck is a black sword (+2), fallen from the hand of a Headless Horseman in the New York, inspired with the legend "Stay from the Ford!" (The peculiar encrustation on this blade prevents it from delivering a killing blow if struck in passionless anger or bad temper.)

LOFT (16'x20'x20'H):  
The sawdust-strewed floor is splattered and splattered with odd stains of color, while hanging tattered and faded from the rafters are great swaths of coarse-woven wool, heavy linen and other fabric in diverse hues. Four large vats of dye and other hues of pigment and wild odds could very well hang to the air. Of more immediate concern is the comatose gargoyle hideously himselfing itself in one of the vats, and the two others coming in through the hole in the roof at the S wall to join him (ARM 050; 4 HD; 14, 16, 12 HTK; 1-3/claw, 1-3/bite). In the bottom of the same vat is a sodden mass of man, a drowned victim who had died mere inches from grasping a ring that is enchanted to command gargoyles and/or harpies. (Its power is only 75% effective, unfortunately...)
BEDROOM (20'x25'x20'H).

When first opened, the door reveals a chamber of faded splendor, its centerpiece a great ornate bed framed in elaborately carved wood with blue velvet, surrounded by sumptuous carpets covering a parquet floor and desk, an opulent great wealth. Even as the adventurer sees this, the weight of years seems to fall away, the color floods back into the room, the dust vanishes—and a beautiful woman and a handsome man enter the room, commanding "Take my place!" Spills or missile weapons directed at her are absorbed by phantasmal shields of sparkling gold which vanish like soap bubbles. Once her conjuration has been made (or attempted, at any rate), the presence transfers into a black arrow that flies up, vanishing from the ceiling. If the conjuring was completed, the helpless subject can only be relieved of the glamour by a spell which will negate/dispel magic; not a curse as such, it will not respond to being simply removed as a curse would. In any event, the lady left a lot of belongings behind...

From the north, the Bony Hall and Meowing Hall lead wanderers into the K section of rooms, reached also from the south and west by the hafting Hall. Debit et replet must have been one of the major inconveniences in the Hump family's history, that may be why no one ever knew to whom to attribute its completion.

GARDEN GROTTO

Enclosed on three sides by the meowing rail, and separating it from the carriage house (K.2), this unique retreat from the laws of Tage Manor seems to radiate calm. Amidst its luxuriant foliage wanders a short "meditation walk" past marble statuary of fine workmanship. The only life sign here is a small black kitten, which, upon seeing the parties, bounces at a run toward the newcomers. If frightened or mistreated, the kitten metamorphoses into a gigantic feline (ARM 050; 12 HD; 85 HTK; 3-18/claw; 2-4/bite). If befriended, it attaches itself to one party-member in particular, and follow the group (saving its surprising after age for that which menaces its new friends).

K1 - TEMPLE (40'x30'x20'H).

The door stands ajar, its massive carved-oak bulk held open by a paving stone painted an unusual shade of blue. Within, cobwebs and filth have taken over this despoiled sanctuary. All that now remains is an elaborate circular pattern in the center of the chamber, delineated in the same curious blue as the doorstop (which appears to have been pulled out of the ring). Beyond it a hexagonal altemeter of blue-washed marble sits, the entirety of its sides covered in basrelief faces in renown. And nestled near the altar and its religious statue, a statue of the same marble, a great figure of a man with the head and antlers of a stag, bearing a hunting spear in its hand. (There is an aura of magic about the statue, but it is faded.)

Within the mazy blue circle, a bend of ghosts (ARM 025; 2 HD; 4, 15, 7, 9, 8, 6, 10, 5 HTK; 1-3/claw; 2-4/bite) have encamped to enjoy a grotto to themselves. What it may have been is unknown, but what is known is that they are most fast in the presence of the newcomers.

If the stone has been removed from the doorway, the oak portal closes, magically locked. The marble statue animates but stays in place, bellowing in helpless rage, while the faces on the altar likewise activate and sail pitilessly. If the stone is replaced in the circle, from which it was removed, no ghoul inside the pattern will be trapped, while the statue will descend to attack the defilers of its temple. The altar-circles will begin a triumphant charge. If the PCs are in no danger from the statue unless it is ARM 150; 18 HD; 80 HTK; 2-6/pair; 1-3/claw) and the party help the marble avatar clear out the trapped wraiths, they will be able to freely leave the chamber, with a ring that grants understanding of animal languages (from the hand of the statue) as a token of gratitude. If they have cleared things out themselves before restoring the circle, they will be able to be the spear transformed into a +2 weapon with a magnificent silver-chased steel head. (If they don't restore the circle, how they get out of the room is their problem.)

K2 - CARRIAGE HOUSE (30'x100'x20'H).

Though dirt and leaves have been allowed to collect within the gate, and the rank stink of rusted hay and long-neglected stalls is vile, there are fairly clean tracks in the dirt leading out through the iron double-doors. By very adventurers will the tracks leading to a black, velvet-lined carriage parked inside the carriage house, its curtained sides concealing an empty casket with a layer of dirt within. Snorts or whinnies may be heard every 6 rounds from a random stall, but no horse is to be seen, unless some spots a great black beast running free across the countryside. By night, these same horses will find no carriage, but the stalls will be filled with luminous phantom steeds, and a wildly-driven spectral coach-and-four, shining like the full moon itself, will barrel through in the gateway, its skeletal coachman tipping his hat in mocking salute as the entire rig charges through the endearance and vanishes through the N wall.

K3 - PLAN ROOM (30'x30'x20'H).

Within its doors, this entire room seems adrift in a dream, the air so hazy and insubstantial that the walls seem to have vanished into mist. The seasons seem to mean nothing here, nor the hour. As lotus and poppy, belledonna and night-blooms all have burst into full flower here, surrounding a fountain in which seems a meditation garden dedicated to sleep's more sinister aspects. The dreamy setting is further enhanced by a few glowing hum heard occasionally here. It is something and somewhat numbling until the suavities of the sound abruptly emerges from the mist: An enormous wasp (ARM 085; 3 HD; 10 HTK; 1-8/sting, with the added effect of a paralyzing poison within its fangs) is 20% likely to catch the party by surprise in its current, slightly bemused state. But don't fail asleep here! If there is no one to retrieve a victim falling in among these blooms, the sleeper may dream on for a long, long time...

K4 - BATH (20'x20'x20'H).

The aroma of the garden in K3 carries over into this cell, enhanced by fine sweet incense. Amid the signs of long-since are present in the manor rooms, this chamber is strangely immaculate, and sumptuously furnished in deep yellow throughout. A figure in long scarlet robes sits on the bed, upping the party as the entrants. Its fleshless amber-tinted skull turns to fix an eyeless gaze upon the adventurers, as if it wonders whether they have been "the Keeper" or not. (The PCs say no, the creature screeches and goes back to "deep". If they say yes and are lying), the skeleton mutters "Curse'd like me shall liars be. Whoever answered falsely will take on the appearance of a yellow-skinned unless the curse is removed. If a character replies "Who do you mean?" or "Who is the Keeper?" the skull-face will only reply "That is not for me to say..." and lies down again, bringing further questions. But if the PC says "Do you know my name?" and names a being they have met elsewhere (such as the lady in the East Wing third-floor bedroom, or the stag-headed guardian of K1, for example), there is a 20% chance of being correct. The creature replies, "Very well, it is your wish!" The character had best answer very carefully, for a wish is exactly what he is being given! Whatever the outcome of that wish, the "sleepier" then vanishes for good.

K5 - GARDENER'S ROOM (30'x20'x20'H).

A musty odor of moldy soil greets those who open this door. The darkened chamber within contains long workbenches carelessly scattered with rusted tools; planting pots; buckets of earth and humus, most of which have become nesting places for beetles and ants; and aouple of cracked leather aprons. Two items have an air of magic about them: One, a coiled rope (30' long), is actually a Climbing Rope which will rise on command and stand stiffly until commanded to collapse into ordinary rope again (responding only to commands from its owner). The other item is a bag of dust. Anything upon which it is cast is permanently turned a beautiful spring green (hair, clothes, skin, metal—anything!).

K6 - BATH (16'x20'x20'H).

Beneath the light of silvery sconces, a modestly scaled bathing chamber and dressing room glitters. Though not so grand as the baths of C10 or E4, the marble basin of this chamber is no less impressive, if only for the presence of a grinning crocodile lurking in the scented water. The reptile (ARM 045; 2 HD; 4 HTK; 2-6/bite; aura of magic) hovers itself up from the water and makes its way toward the party, emitting noxious gases as it goes. It is actually a creature under alien enchantment, which can be released with either a spell to remove a curse or dispel magic, or the touch of the spear from K1.

K7 - BEDROOM (20'x20'x20'H).

The tapiseries, the silken canopy of the bed, and even the woodwork itself are richly patterned with representations of thistle, briar-rose, and heather flowers. The delicate stichery of even the tiniest flowers seems somewhat in contrast to the warrior's hammer and helm hung on the wall, and the round table whose ornate top proves to be nothing less than a giant's buckler! Wreathed about the base of the table, where it might be inconspicuous, is a wide leathern girdle that doubles the ST of any who wear it.

K8 - STOREROOM (14'x2'x20'H).

An outer workshop (14'x15') provides the only entrance to this room. The workshop is cluttered, crammed, cluttered with all the surfaces and tools of both a cobbler and a leatherworker, examples of their crafts hung upon the walls and piled high on the work table and floor. Most notable items are a pair of bithron-crowned shoes for illumination, shackles that ruthless bands use, and while exotic pets from bear, wolf, and great cats have been either dumped or pulled down into a heap upon the floor. Nestling within is a gigantic glock (ARM 085; 3 HD; 8 HTK; 1-4/bite; 4-8/pst, each consecutive round after it attaches to a victim), along with a brood of the much smaller variety. Once rid of these vermin, the pets would fetch a decent-enough price...
K9 - BEDROOM (45’x16’x10’H): In the dusky gloom of this bedchamber, cobwebs hang from the roofbeams like Spanish moss. It serves to heighten the effect of a forest glen given by the gnarled shapes of those beams, the peculiar “naturalistic” style of the furnishings all add to a sense of mystery and fear, much like the French gibbing forth from the walls. At the same angle a spectrally ugly gnome in rangier garb sounds an ear-splitting blast on his horn, then looses a volley of brightly-colored magical arrows in rapid succession from his bow. If characters fail to dodge these missiles, roll 1d6 to determine what the nature of the arrow that struck is: 1 = White arrow, striking harmlessly and removes any curse on that individual; 2 = Red arrow, strikes harmlessly and restores 1d6 hit points (permanent), 3 = Yellow arrow, causes a permanent and debilitating affliction (cures character with cowdriade for 1d4 hours; 4 = Blue arrow, does 3d6 damage like a bolt of lightning; 5 = Green arrow, strikes harmlessly and dispels any magic cast upon the character; 6 = Black arrow, character must save on INT-2 or be possessed by the spirit of the arrow (from Earth’s third floor bedroom). (There can be only one black arrow in the room at any one time, it is a bowman, any arrow (except the black shaft) does not strike, but falls at the archer’s feet, to be his for 1d3 shots (provided it can be recovered each time it is loosed. The gnome himself presents an impossible target.

K10 - BEDROOM (20’x20’x20’H): Whatever the peculiar quality of the bedroom in K4 that caused it to stay so impeccably clean, this must be where the dust and dirt was driven! Worse, that dust kicked up from the floor seems especially inclined to cling, in an atmosphere that fairly crackles with static electricity, Sparks will leap (and sting smartly) when characters touch metal (door-latches, their swords, etc.) or one another. The room, from all appearances once the quarters of a gentleman of quality, also has a decidedly strong tang of ozone in the air, strongest from a peculiar spot upon the wall which is lined with a heavy acid. There is a massive writhing-stick with a squared wolf’s head (which will unaccountably reveal 20 amber stones worth 10 GP each hidden within) braced against the chair. But do not grasp the stick and the tankard together, or the acid will violently burst forth from the vessel, doing 3d6 damage to any within five feet (10% chance of blinding).

K11 - BEDROOM (20’x40’x20’H): The style of this odd model one feels as though on a ship at sea. A row of bunks on the near wall. A well of small cabinets on the far wall. Several small chairs provide the only other furnishings, though nautical memorabilia decorate the walls liberally. An inner chamber (10’x10’) is apparently the “captain’s quarters”, outfitted with a comfortable, though small, bunk and other characteristics of a cabin at sea, save for the presence of a small fireplace in the wall. Under a mermaid-figurehead (intended to be the “Salsabine Sabre”), opened to a description of the Wondrous Isles and recounting the legend of a “mountain of amethyst” said to be located there.

K12 - SMITHY (30’x16’x20’H): Cold stone walls are adorned solely by the assortment of ironmongery that has emerged from this forge in times past. Many a sturdy blade or stout chain hang from low beams which likewise support a flue over the oddly-shifting colors of the still-burning fire. Steel sings with the pounding of a hammer upon the forge, though no hand wields the tool. As the party ventures into the room, they will see the hammer that hammers away ceaselessly, until it will continue its animated attack, chipping parts back and forth through the room. At the end of 5 rounds, it returns to the hand of the awakened form that draws itself up out of the glowing fires of the forge. This construct (ARM 100; 6 HD; 7 HTK; armed with enchanted hammer; 1d6/2d6 hit points) is a hollow suit-of-armor, proving to be an empty suit of armor—but armor of a marvellous lightness and strangely iridescent hue, showing no sign of the damage which should have destroyed it.

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From the Croaking and Rattling Halls the southeastern arm of Telg’s Tower stretches out toward the Wizard’s Tower; the contribution of Ridwrick of the Relic (portrait 85) to the expansion of the estate. Perhaps because his foul influence has never yet departed from the tower, this wing exudes a sense of evil that grows more daunting as one approaches that sinister spire.

L1 - STABLE (50’x30’x20’H): This enclosure is as dark and dank as a cave, even the partitions between the stalls having been fashioned in stone—ed the chains in some indiate that they were meant for other than horses! Before they enter the stables, the PCs can hear what seems like a thunderous clashing of arms and a horse’s scream. Upon opening the door, they are greeted with a suffocating stench, a wave of heat and of screeching, and a rush of air, as to resist as such. The sound of the conflict revealed here echo resoundingly from the stone walls.

Locked in deadly combat are a Unicorn (ARM 140; 12 HD; 5 HTK; 2-8/2-8/div; 1d6/1d6 hit points; immune to fear spells or polonies/disises; resistant to curses; gifted with rapid healing) and a Nightmare (ARM 150; 12 HD; 58 HTK; 2-8/2-8/2-8/2-8/1d6 hit points; has a natural fear spell; breathes for 1d6 pts. damage; immune to fire/fire damage). The unicorn burns with blue-white radiance like a living star in the gloom, while the nightmare seems its distorted mirror-image in darkness. Blue witch-fire flashes as their horns strike one another.

A peculiar enchantment is at work in this place: If the characters have not made a decisive choice of action regarding the conflict (in the first 4 rounds after entering the stables), either to join on behalf of one or the other combatants, or to flee the chamber, that choice is taken from them. Characters who are enchanted ("aligned", etc.) to good must resist by rolling CON-1 (for paladin-types, CON-2) to avoid transforming into unicorns; similarly, evil-aligned characters must make the same resistance roll to avoid becoming nightmares. The transformed adventurers join the conflict, Those that have resisted become powerless to act until the Unicorn wins, all are restored to normal, and those who aided the magical beast are healed by the touch of its horn (which can perform one full resurrection). Should the Nightmare win, however, those who wear its shapes are restored to power trapped in that form.

A secret passage at the back of one of the stalls (S wall) conceals a narrow corridor some 40’ long, at the very end of which is a suit of armor, with an ornate unicorn helm. The horn therein is the genuine article, with a healing touch. Only a truly good—pure of heart—individual may don the armor, for it will not fit any other. Such a person suffers -1 CON, -1 DEX, and -1 STR, and will not suffer -1 CON from wearing it up, etc! The wearer becomes a "true unicorn", assuming that form 4d20% of the time (when donning the armor), capable of performing one true resurrection/month when transformed.

L2 - BARRACKS (20’x40’x20’H): A blazing log crackles in the grate (W wall), casting weird shadows upon the walls. A mocking parody of the Rump arms, in the form of a skeletal deer, hang upon one wall, as moth-eaten as the blankets covering the bunks of this otherwise decorated barracks. Seated before the fire, seemingly oblivious to anything but their game, 6+45Ks, 2, 3, 1, 4, 3 HTK; 1-6/1-6, (spar-armed) are engaged in a "lively" hand of cards (the pot has accumulated 150 CP, 57 SP, 10 GP). The smell of death hangs over all, as does another skeleton in full armor (ARM 95; 3 HTK) shouting up from a rafter, ignored by its comrades, the dangling death-head is babbling something not being a chess, and (in third round another Ace of Spades flies out of its mouth!)

L3 - BEDROOM (20’x20’x20’H): This room, and the one connecting between it and the stables (L1), may once have been bedchambers, but the furnishings have been stripped and piled to one side like so much firewood. The doorway into the stables is barred and partially blocked by the crated and barrels now stacked along the wall. The cobwebs and dust are undisturbed, save for a well-worn pathway into the inner bedroom- turned- storage. Here four rombies (ARM 25; 1 HD; 6, 8, 3, 4 HTK; 1-6/1-6 hit points) are stacking barrels. Upon noticing the intruders, one drops his burden, spilling a foul combination of frog’s legs, snakes, and featherless birds pickled in brine onto the cold stone floor. Upon defeating the zombies, any brave souls who wish to examine the other long-unopened containers will find a cornucopia of wizardry spell components, much of which has gone to its reward quite some time ago.

Across the Chiming Hall from the undulated gardemers in L2 (the barracks), the advenurers are直至 to a bizarre sight: The walls of this martial gallery are adorned with gleaming weaponry sparkling in the light of bright-burning torches. A detailed count would reveal 10 various battleaxes, 23 spears, 13 assorted swords and 27 daggers, amongst other armament. From behind a long bench displaying various blades, Raconteur Roi, the ghostly keeper of this hall, offers to display the “high impact” delivered by one of his weapons. Before their eyes, a battleaxe descends itself from the wall and, flying past the PCs, cleaves Roi neatly in half. As he reassembles, the phallic spactans ascertain the party that it will be a cold day before they can beat that (whatever the bundle there blue, and the temperature suddenly drops sharply, forming frost on the weaponry—frost grasped with unprotected hands, they now do freezing damage.

L5 - RUMPS ROOM (70’x40’x20’H): Where the Rattling Hall, the Croaking Hall and the Chiming Hall converge, a great open gallery is lighted, and toed by portraits flanking the great fire place in the north wall. Croaking and thudding noises sound random from different corners of the room every 2-4 rounds, often with no visible source for the sound, while a blizzar of spears balloons forth from the hearth every fourth round (to a distance of 201). Chairs and tables lie in complete disarray, and the statue in the SW corner has its nose and arm broken off. That portion of the masonry to do with the fire place is torn, the furniture flying every which way (roll 1d4: 1 = footstool, 1d6 pts. damage; 2 = side-table, 2d6 pts. damage; 3 = chair, 3d4 damage; 4 = table, 3d6 damage). In the midst of all this chaos, two panicky ghouls (ARM 20; 2 HD; 6 and 5 HTK; 1-3/claws, 2, 1-4/bite) rush across the gallery into the party, attempting to escape the madness.
L6 - LICHÉ'S LABORATORY (70' Dia. x 10'H): An iron-bound door incised with arcane runes and sigils bars entry to the ground-floor of the tower. This is the stronghold of Midick of the Pellic, evil liche-lect of the Plumpy family tree (portrayed 80), and it is viciously guarded. The door itself is a narrow trap mechanism, which, on braking the door to release their true nature, snapping shut like twin bear-traps on the unfortunate soul who taps at the lock. The second trap triggers a poisoned bolt launched from within the latch itself. Even if these traps are thwarted, the danger is far from over! No less than five pit-traps have been laid in the floor near the entry (consult map for locs.). Each of the doors gives way before the weight of an intruder, causing the victim to pass through a glycerine substance and poisonous gases, with a snarling either simultaneous to falling into the bottom of the pit (12-20 points 1d0 damage from the fall, plus suffocation in 1d0 rounds to other pit figures, if possible). The chamber is shaped and adorned with many books of alchemical lore, not a few of which have been pilfered from the other libraries in the manse. Most are ranged upon shelves filling the wall below the staircase to the second floor (the SE quarter of the chamber). However, several are piled upon an enormous desk, and one massive tome is sitting open in a lectern next to a throne-like chair. (The passageway to which some are bound is open with immortality and regenerative elixirs.) An elaborate workbench is covered with the paraphernalia of alchemical and magical experimentation—mortars and pestles; curiously contorted glass containers, some situated over charcoal burners; stoppered ceric jars and pots; small scale and platters of powders, potions and peculiar ingredients. Labeled flasks contain one proclaiming simply "Immutability," and another "Longevity." (Both have serious drawbacks: the "Immutability" offered by the one is of a liche, undying perhaps, but not trashable. The other, a liche, remains so "mummified" even if the immortality has worn off.)

A conjunction circle partially obscured upon the floor would reveal hidden traps with chalk when the operation was interrupted for any reason. A broken stick of chalk and an emaciated finger lie together at the point the relay stopped. An inner cell in the NE of the room is flanked by a staircase going down (which leads into a tunnel between D2N2 and a faraway cave about the shore below Togel). In the cell itself, a rack on the W wall contains richly ornamented herbs. Emerging from this soup as the PCs enter the chamber is a cadorious monstrosity (if not encountered elsewhere, this could well be Helleck, ARM 070; 11 HD: 27 HTK; 1-8/clave, plus ability to drain -2 CON per strike; primarily versed in necromantic spells—specifics left to GM with his own campaign and game system). He does not like having his rejuvenation bath interrupted.

The N door out of this cell enters another corridor with ceremonial robes and mask that will be all too familiar to those who encountered the druid-medium Helleck (Arm 61). Against the wall, a mirror of black glass reflects detectable magic. If anyone concentrates on the mirror, the reflection in a contest of wills with faithfulness and rolling INT-1, one can either receive the answer to one question, or conjure a vision of the thoughts of a named individual being. To ask a second question requires a second roll (INT-2); a third is rolled at INT-3, and so forth. Critical failure against the mirror causes permanent loss of 1 INT.

L7 - SCHOOL ROOM (14'x40'x10'H): Twin rows of sculptor desks face the south end of this hall. Unlit oil lamps fixed into the ceiling above each pair of desks is matched by crestets along the wall. The floor is lit by a table that is lit by another table that is lit by a lantern. Each of these is lit by a lantern that is lit by another... The wall itself, with niches heaved into the floor, and around the door of the stairwell in the second floor, then continues upward to the Conservatory. Areas above this level are by means of a second staircase leading as far as the 11th story. To reach the next level, one is forced to climb up the rungs inside a large cage to the seventh floor. No one in living memory has ascended to this floor—and returned!

SECOND FLOOR - GUARDROOM (70' Dia. x 10'H): A formidable oaken door opens from the landing at the second story to a second landing within, from which a staircase leads down into the upper floor. The door is not locked, but is equipped with a device that causes a gust of sound to be generated when it is opened. The sound is detected by a device near the door to the stairwell in the second floor, and then continues onward to the Conservatory. Areas above this level are by means of a second staircase leading as far as the 11th story. To reach the next level, one is forced to climb up the rungs inside a large cage to the seventh floor. No one in living memory has ascended to this floor—and returned!

THIRD FLOOR - CONSERVATORY (70' Dia. x 10'H): The outer staircases end its winding climb at the richly-carved door of this level. The door has not been checked for a trap-mechanism or had that device deactivated, an odorless gas will be released into the chamber, and take effect on the party in 10+1d6 rounds after they have entered (with a chance to notice the effect after the tenth round).

FOURTH FLOOR: LICHÉ'S QUARTERS (50' Dia. x 10'H): At the head of the staircase to the fourth floor is another stone slab barring entry; it requires a total STR of 48 to open (meaning that the party must collectively put their backs into it to move the obstacle). If the door below has snapped shut, they had best hurry, for the air will give out in the stairwell within 6 rounds.

The conservatory includes some once fine bonfires that have been long extinguished. A stink of the grave clings to the finest silks, now drab and foul. Treasures brought here from elsewhere in the manse have been heaped carelessly like a packrat's trove, and left to moulder. Some semblance of a noble's quarters still remain, with the curtained bed, the writing desk, lectern and chair, but the indiscriminate litter of belonging pilfered against the outer wall spoils the image. An oppressive, "ghostly" atmosphere weighs down upon the party. Anyone looking up will note that none of this is to be attributed to the "willing"-mind immediately nor as a result of the INT at 6 to avoid smelling its effects (as a spell would its most effective). Directly beneath this is an opening in the floor which would seem to be leading into the conservatory below. Anyone falling into the shaft instead finds himself within one of the glass bottoms of that floor. The opening is easily enough evaded, ordinarily. However, there, the Labor Damharn (Book of the Damned) to the lectern. Any who attempt to read the book, unless skilled in necromantic arts, must resist its influence at INT-5 or succumb to frenzied panic for 1d0 rounds for every point by which the saving roll is missed! This makes a body dangerous to itself and the rest of the party, and far more likely to send someone down the shaft. (Of course, a critical failure of the resistance roll will simply strike down the reader for 1d0 rounds, so overcome that, upon reviving, the PC is permanently -1 to INT.)

A further danger lurking here: To the E side of the chamber is a one-way teleportation gateway, which will transfer anyone who enters it to D2E2, Beneath the manse. Framed as a large framed mirror, one must delicately slue or accidentally fall into the mirror to be transmuted to that other place. 21
FIFTH FLOOR: STORE (50' Dia. x 10'H):
The staircase ends in a darkened chamber. All torches have been stripped from the walls. Depending upon the hour, a faint illumination may filter through the dust-laden air from the opening in the floor above. By whatever light available, the scene is one of more decay and filth—rotten debris, fine gowns and robes, and many other accoutrements of an older, more grandeur time. All that is left to the moment of mortar and corruption. An ornate cornice sword with its bejewelled scabbard lies carelessly across a moulded clock (its worth is perhaps 350 GP, though the scabbard leather is high-warmadable). One iron cistern, when opened, releases six shadows (ARM 020; 2+ HD; 9, 15, 9, 4, 1, 2, 3, 1; 1/2 bite; 15% chance of an infected wound). If one rings the bell from the fifth floor area, 1d12 of the nasty critters will come down the shaft. If attacked while climbing up the shaft, one may have to save on DEX/AGL (as appropriate) to avoid tumbling back down (with a possible 1d6 pts. of damage from the fall).

In the wailing of the ghost is a sort of shouts that will pierce some one upon the rooftops of the fifth level. From here one may see the surrounding countryside, and may approach the topmost level of the tower from outside rather than through the shaft in the floor above.

SIXTH FLOOR: BELFRY (25' Dia. x 10'H):

Directly above the shaft in the floor of this level hangs a huge silver ball (value: 179,850 GP); precariously yet with its rusting support that there is a 10% chance of pulling it down upon oneself when attempting to use the bell-tower. It's ringing, or any sudden movement on this storey, will startle the 20 bats who call the belfry home (ARM 010; 1/2 HD; 2, 2, 1, 3, 4, 1, 3, 1, 4, 1, 2, 3, 1; 1/2 bite; 15% chance of an infected wound). If one rings the bell from the fifth floor area, 1d12 of the nasty critters will come down the shaft. If attacked while climbing up the shaft, one may have to save on DEX/AGL (as appropriate) to avoid tumbling back down (with a possible 1d6 pts. of damage from the fall).

In the wailing of the ghost is a sort of shouts that will pierce some one upon the rooftops of the fifth level. From here one may see the surrounding countryside, and may approach the topmost level of the tower from outside rather than through the shaft in the floor above.

SEVENTH FLOOR: WIZARD'S BELFRY (35' Dia. x 10'H):

If the party have been stealthy in their approach to the highest level of the tower, they will hear noises from above. On the other hand, if they've caused a fair commotion themselves, what waits above is very, very quiet.

The wizard's approach to the seventh storey is easier, and far safer, than attempting the shaft, as the reasonable approach to the shaft would seem to be climbing up to it over the supports of the silver ball—which will not take the weight! There is no rope attached to the copper ball (value: 110,000 GP) in the upper belfry, having fallen away at some previous time.

The seventh storey is appointed with various equipment for making celestial observations (telescope, astrolobe, sextant, etc.), a shelf for books and charts, a small writing table and comfortable chair. There is also another of the mysterious black-glass mirrors here (two-way gateway to the library, M1, on the second floor of the southwest wing of the manor). This level is also home to two Harpies (ARM 060; 1 HD; 10 and 0 HTT; 1/2d12; 2; 1/3 bite; able to enslave a victim with sweet, wordless song—as a charm-type spell, resisted by INT). If caught unaware of the party's approach, they will be indulging in an apparently fresh kill, their eyes wild with the pleasure of it. (An adventurer quick enough to make observation at this point may well wonder how they obtained such a feast when they obviously are chained here.) If, on the other hand, the party had no chance of attacking them, they will find the harpies waiting for them. There is a 20% chance that the creatures will have taken advantage of the portal and their 50% chance in slip through to the library for 1d6 rounds before returning, hoping to surprise their prey.) As soon as any PC has entered the room, the harpies, if present, begin crooning their song. Gazing directly at their beautiful but emotionless faces means the intended victim will go on his wings as the adventurers using the portal, an obnoxious character may readily notice that the lengths of chain upon the floor disappear into the mirror. (The portal, incidentally, cannot be broken like an ordinary glass mirror, though a spell to dispel/disperse magic may work, as will destroying the frame which contains the “mirror”.)

The second floor of the Old Southwest Wing of Tegel Manor has for long been approached by only two means (other than attempting to climb up the shaft—which hasn't worked out so well for previous interlopers...). There is a two-way portal from the topmost belfry of the Wizard's Tower into M12. And then there is the hidden Spectral Staircase, at the end of a long—200' and exceedingly dark, narrow passage secreted behind a secret panel in the Clanking Hall. Some few wonder have ventured there. And little wonder either that fewer have returned!

M1 - WAITING ROOM (30'x20'x20'H):
At the top of the darkened Spectral Staircase, festooned with spiderwebs, a doorway yields creepily to open upon a comfortably appointed sitting room. The upholstered chairs which line the walls are empty save for the dust of many years, but a couch adjacent the entrance (it is NULL) is another matter that is a greyly grey plush sofa (Creeping Crud: ARM 022; HD; 12 HTT; see Phantomal Fiends description), overlaying an elaborate samite robe, a book of Elvish poetry and a golden brooch (worth 215 GP).

M2 - BLOODHOUND (30'x30'x20'H):
The doorway from the waiting room (M1) stands open, and one can see a lovingly decorated room done in the height of bed taste. Even without the advanced state of decay evident in the condition of rotting drapes and crumbling plaster, this would be an eye-opener. Small wonder if the great mirror on the wall violently shatters when characters enter the room (only to reassemble itself in 1-3 rounds as though nothing had happened). If any character looks directly at the mirror, their reflection will be twisted by an enropy of emony and malice. Then the mirror explodes again, flinging glass outward to do 208 damage if not avoided successfully.

When the appearance or the decor, it may come to refer to two shadows (ARM 020; 2+ HD; 7, 10 HTT; -1 STR/8 turns; see Phantomal Fiends) emerge from behind the folds of the moth-eaten curtains. But take care how they are dealt with! This room is a virtual tinderbox simply waiting the flame.

M3 - STUDY (10'x20'x20'H):
So cluttered as to be claustrophobic, this office does not seem to welcome visitors. As soon as party members have entered, the room is covered with books and papers. One at first glance seems to embrace this room, however, is not the sense of age and decrepitude overlaying all so as obvious elsewhere. But there are disturbing details: All the candles in the room are black, and if it, seem to give off an eerie “light” (not unlike the effect of modern ‘black light’). The various bits of paper, letter-wraps, upon the sheaf-strewn desk, are filled with smooth creams and poems, as black as mildnight. There is a scent of night-blooming jasmine carried on a chill breeze of air from the bed, upon which lies a Shadow (ARM 035; 2+ HD; 5 HTT; as described in Phantomal Fiends), enfolding in a plum-colored robe. If a PC approaches close enough, it will retreat across the bed. The pillow is a trap! If touched, it bursts like a puff-ball, releasing a cloud of fine dust, a sleep-powder which must be resisted (at STR-3) or else it will take effect in 1d4 rounds.

M4 - BEDROOM (40'x35'x20'H):
Delicate traceries in subtle colors soothe the eye and spirit in this room (especially if one has seen M2), and though darkness seems to embrace this room, there is not the sense of age and decrepitude overlaying all so obvious elsewhere. But there are disturbing details: All the candles in the room are black, and if it, seem to give off an eerie “light” (not unlike the effect of modern ‘black light’). The various bits of paper, letter-wraps, upon the sheaf-strewn desk, are filled with smooth creams and poems, as black as mildnight. There is a scent of night-blooming jasmine carried on a chill breeze of air from the bed, upon which lies a Shadow (ARM 035; 2+ HD; 5 HTT; as described in Phantomal Fiends), enfolding in a plum-colored robe. If a PC approaches close enough, it will retreat across the bed. The pillow is a trap! If touched, it bursts like a puff-ball, releasing a cloud of fine dust, a sleep-powder which must be resisted (at STR-3) or else it will take effect in 1d4 rounds.

M5 - SITTING ROOM (30'x40'x20'H):
Everywhere one looks, upon the desk, the shelves of open cabinets, even used as a base for a comfortable chair in the most comfortable chair in the room, there are skulls of every sort. Some bleached white, some deep-stained with years in the earth, some complete with some bones. Beneath a banner proclaiming the Sonata of Society of "The Brotherhood of the Skulls", a ghostly being sits atop a cabinet. When the party enter, it emits an ear-splitting shriek and flies as if flung across the room into the open cabinet there, which slams shut noiseily, stirring up a considerable cloud of dust.

M6 - MAID'S ROOM (30'x40'x20'H):
The room from the Whispering Hall is locked. Beyond it one can hear the sound of scuffling, grunting— as if scuffling with one of the old obstacles of something very like childlike play. The lock is not trapped, but the mechanism is so old that it requires some care to manipulate. Within the chamber, a strong animal must pervade the air. Four small werewolves (ARM 025; 6 HD; 15, 1, 7, 14, 6 HTT; 1d6/4) have been tumbling about playfully on one of the dismembered beds of the room, two more fretting about the floor with one of three that walk outside of the room. From where she has been busy pulling forth lines out of a storage cabinet into a heap on the floor, a large female werewolf (ARM 020; 4 HD; 26 HTT; 2/8-bites) turns as the sound of play abruptly ceases. With a guttural series of sharp cries, she stops the two wolves that were moving toward the door as it opened, and the lot watch to see what the intruders intend to do. If they do not threaten in some fashion, the mother attacks at 3x her normal ferocity.

M7 - BLOODYMOUTH (30'x26'x20'H):
In the midst of a well-furnished room luxuriously panelled in dark wood and suggestive of a woodland glade in both its colors and decorative patterns, a woman in a tattered dress who assumes that scene the air, a voluptuous maiden whose face is a nymph is lounging carelessly amid a thick bed of fur pelts. Looking up at the adventurers, she gestures invitingly to a cool haunch of beef, a flagon of wine, and other refreshments spread nearby, offering a knife to the nearest male PC. If he reaches to take it, she stutters up around his neck—and the fur is the fur—so that he no longer has one in his embrace of a werewolf (ARM 025; 4 HD; 16 HTT; 2+4 bites) (survivors will find the refreshments quite good...
MR. STORE (30'x30'x20'H): At the N and of the Howlin Hall, a storage stall has been taken over and evidently maintained for the denizens of this wing of the manor. Within, barrels of salted and preserved meat have been joined by fresh provender hung from the rafters and filling the room with the odor of blood. The "proprietor" is a snarling, black-robed werewolf (ARM 025; 0 4 HD; 20 HTK; 2-0/night) sitting atop a chest-bound cow at the foot of the bed, partially concealed in armor from one of the suits on display in the outer chamber, whimpering and fumbling with a hawk-headed helm on his head. (In the chest is a longsword with silver bracer upon its blade. One of the hunting spears that grace the outer room is fancily outfitted with a tip spiraled like a unicorn's horn, though fashioned in steel with the same silvery accretions as the sword.) A careful examination of the detailed work in the W wall reveals a secret doorway out into the Howlin Hall. There is a small alcove behind a curtain in the SW wall, where the drapery is pulled back to reveal a wooden chest of oil extinguishing all light in the room, and a hideous assemblage of shrieks and howls follows. (There is however nothing there.)

M10 - SEANCE ROOM (30'x25'x20'H): No door blocks the entry to this room. Instead a shimmering curtain of sparkling crystalline beads hangs in the arch. Still one finds it necessary to make a successful INT roll to find the strength of will and courage to enter (caused by a magical aura about the room). As party members enter, they are greeted with a heavy scent of patchouli and other perfumes. The smoke of incense hangs cloisterlike in the air, causing everything to appear hazy. The light of a single monstrously thick candle upon a great floor-standing pedestal of bronze is dimly reflected from numerous crystal bottles and flasks upon the shelves which fill the S wall. Examination reveals these to be labeled as containing trapped spirits, shadows and other phantasmal creatures. Picking up any container requires a contest of will with the entity within (i.e., roll INT to resist a sudden aural urge to open the stopper and release the evil contained therein). A mask of emerald green upon the mantel has the peculiar property of making its wearer invisible to any attempt to detect or identify magic. Upon the table is a deck of cards, individually hand-tinted and kept in a beautifully carved wooden box (a Deck of Cards, ARM 050; 0 4 HD; 0 20 HTK; 1-8/bite).

M11 - BEDROOM (30'x20'x20'H): The second of a pair of bedrooms (along with MB) making up a handsomely decorated suite, here too the party will find the scenes of hunting that range the walls of the chambers beyond, now with the added imagery of the mortal riders merged with a mounted troop of phantoms accompanied by wolves, riding in the train of the Wild Hunt. Justing forth from the E wall like the cavalier figurehead of some ship is the horned image of the Hunterman and his mount, seeming ready to ride down the adventurers. Any who would dare risk taking their rest in this room will dream of the Wild Hunt,awakening exhausted—no recovery of lost fatigue for having slept—but find their riding and hunting skill increased by the experience.

The inner boudoir is occupied by two werewolves (ARM 030; 0 4 HD; 15, 28 HTK; 2-8/bite), evidently drunk and making odd crooning (singing) noises, while sitting like a pair of pirates immeasurably pleased with themselves on a spilt out cache of fine silks, costumes, weapons and a few gowns. The curtained alcove conceals a narrow compartment behind the fireplace. Here, in a shroud of spider-silk, is the body of the woman whose spirit appears in the crystal, appearing merely asleep rather than dead, yet both as pale and as cold as alabaster. Her bier obstructs a second, one-way, secret door out into the Whispering Hall.

M12 - LIBRARY (30'x30'x20'H): Access to this room is gained only through the maid's chamber (MB) or by means of the two-way portal from the Wizard's Tower belfry. Because of that portal, there is a chance (20%) that the harpies from the belfry will be here and attempt to use their siren abilities upon unwary adventurers. They have a maximum of 30' of chain with which to range within the room.

This vast library is not only richly furnished in polished wood, with great candleabra and row upon row of leatherbound volumes upon its shelves, but has been scrupulously kept in good repair, clean and orderly. The only real disarray in the entire room is upon a great desk, where an enormous pile of scrolls and parchments overlay one another, a skull perched atop the lot like a paperweight. The topmost of these writings appears to be an as-yet incomplete magical scroll. Attempting to move the skull or the scroll to explore other items here causes the bony guardian to call out loudly, reporting the trespassers' actions. This immediately draws the unwelcome attention of a powerful (but quite insane) wizard (ARM 018; 31 HTK, treat as either LVL 14 or the approximate value of one on the game grid); for not disturbed, the wizard will use his inner temple to concentrate in a comfortable listening chamber, readying it as a spell/weapon pact. (Same exact actions as given in MG1, with which he is the very best of good terms.)

(Harpy also answer to him.)

The secret passageway in the N wall conceals the spellcaster's private room and retreat, densely cluttered with ceremonial paraphernalia like a closet than a library, and that of no particular use by itself, though there is a 10% chance of finding a really useful goodie here. The magical statue that overlooks the wizard's desk in the main room is a waxen man-sized figure. When animated by the sorcerer, it betrays its peculiar power. When the illusion is 'touched', any damage done to the effigy then appears immediately on its living model.

This life-sized "voodoo" doll is susceptible to spells which dispell or negate magic, or remove a curse. It can be destroyed by fire, but the chosen victim will share the damage!

ELSEWHERE ABOUT THE GROUNDS

GAZEBO (36'x30'x10'H): This old ornamental structure outside the East Wing of the manor is taken into disuse and decay, its latticed screens overrun by a Vampire Vine (equal to ARM 080; 50 HTK; does 1-4/hit, then maintains its grip with a STR 18 for an additional 1/round, absorbing blood from its victim!) Has ten tendrils and a tenacious disposition!

THE HERMITAGE (30' x 40' x 15'H): A modest little outbuilding uncomfortably close to the shadow of the Wizard's Tower, this simply furnished structure has served as Sir Runic's final retreat on the estate grounds, containing what little he and his remaining retinue could remove quickly from the manor when they fled it in terror. The present state is rather like trying to puzzle out a gentleman's lodgings—and the strain shows. Runy and his retainers have grown almost blase about the one spirit that haunts even this sanctuary, a ghost of a disheveled old man who mutters imprecations, causes mugs to hurdle at intruders, and then sinks through the floor. He shows up almost like clockwork every night to the point that Sir Hunic is getting quite good at catching—or dodging—the crocker.

The cistern near the Hermitage is still a source of pure water, though one will not see it at night because of the sorrowful weeping and plaintive moaning that echoes from its depths from dusk till dawn. A crawlspat opens in it some 30' down, connecting eventually with the beach-tunnel from DL2. And at the bottom of the well 20' further down is a golden wedding ring (120 GP).

CRYPTS: A marble facade decorated with rather too plous or heroic images of Rumps departed overlaid by a mausoleum where those few Rumps who have been naturally buried and accounted for now rest. A pair of trapdoors in the ceiling give access to the subterranean levels beneath the manse. The trapdoor on the lower descent leads to DL53. The righthand passage leads down to DL3K. The dead who remain here, remain here. Everyone else is still moving about the estate somewhere else!
NOTES FROM THE UNDERGROUND

The evil and decay that pervade Tegel Manor have sunk their roots deep into the earth beneath the manse, in a labyrinthine of tunnels, dungeons and other chambers. There are many ways by which these passages might be accessed, some deliberate, some accidental (and too often, one way).

UNDERGROUND LEVEL ONE

This Warren of rat tunnels not only runs under the manor, but often up inside the walls of the old estate. Not all the passages connect to one another, either, so it is possible to find oneself lost—or trapped—in dead ends. And this maze is home to gigantic rats!

Most of these rats are 3' in diameter, and all have a 20% probability of blocking a rake or cave-in. Removing such rocks will usually require the use of the STAB skill (1 STAB per 10 kg of stone, or 1 STAB per 10 kg of wood). Digging through debris will require the use of the STAB skill (1 STAB per 10 kg of stone, or 1 STAB per 10 kg of wood). Once a rat has been killed, it will not return.

One trap in these holes, the PCs discover that all of this level is made up of the rat tunnels. 0%—this high. At least, two illuminated creatures could crawl abreast in these tunnels. Encumbered characters, or those in plate-like armor, will be able to cover only about 10' per turn; "heavy" footmen can manage 20'/turn; "light" footmen, 30'/turn. Because of the exertion involved, all encumbered types must rest twice as much. Plate wearers and those PCs with heavy encumbrance may find themselves getting stuck making the turns and angles of the passage (15% probability. If the do get stuck, they then have a 20% probability per turn of going one way or the other (and a 10% chance that their struggling will bring down part of that section of tunnel itself). And these characters will find it impossible to turn completely around in one of the tunnels. Obviously, only small weapons, such as a dagger, and just possibly a hand axe or mace, can be used effectively in the cramped space.

Giant rats come in four types: 1 HD with ARM 016; 2 HD with ARM 020; 3 HD with ARM 025; and 4 HD with ARM 035. All bite for 1–3 points of damage, and have a movement rate of 9'. (Note that most rats encountered will be the 1 HD variety. To randomly roll the type, roll 1d8 + 4, and treat results of less than 1 as 1 HD also.)

The rats’ lairs are foul places to visit. Piles of filth, litter and stains, table glass, used tableware, and other less wholesome provisions, mostly rags, and perhaps a modest treasure trove, to boot! The respective "headquarters" of each rival pack of rodents will possess a higher grade of treasure than the common lair, such items as gems or jewelry. At any given time, a good portion of the rats are out and about, scavenging for food or for more shiny baubles.

The Level One map shows where specific rat holes entering various rooms of the manor are located (for example, D2, indicating a rat hole in that bedroom). The various major chambers within the maze include:

A. Only 1-2 lower level rats are likely to be found in this lair.
B. About 2-12 rodents (levels 1 through 3) will be found eating or snoozing here. (This location is also the receiving end of a one-way teleport from A2 (the Great Hall).
C. As the chief warren of one of the rat-packs, here one will usually find 10-30 rats, only half of which will be 1 HD types. The "king rat" of this area is a monster (ARM 045; 5 HD; biting for 1-6 pts. damage; 40% possibility of being present here). (This is also the chief store of their treasures, which may—10% chance—contain a useful magical item.)
D. Only 1-6 1 HD rats are occupying this area.
E. This is the main nest of the stronger rat-pack down here, with 6-36 rats present, only half of which are 1 HD types. If the other rat king is enormous, this one is not (ARM 045; 10 HD; 12' high! 70% chance of being present here). Underneath the pile of rats by which form his "throne" is hidden a precious treasure indeed: a magic sword and scabbard worth 4000 GP! (The scabbard is the real magic! So long as it is worn, any otherwise instantly fatal blow does only half-damage. If not properly tended to at first opportunity, the wound will again be fatal the moment the belt and scabbard are removed.)
F. This lair usually contains 1-10 rats.
G. Around 3-18 rodents will be found here, along with a considerable quantity of filth and debris. A careful search will find a discarded magical item of some sort (40% likely to be a cursed item.)
H. There is a 60% probability that this chamber will be found empty save for filthy blankets and other "furnishings" dragged down here. It is the home of a weasel named Harely (ARM 035; 3 HD; 12' high). If he is in here, he is not easily surprised (adjust any attempt to surprise for your auto-sense). He is the chief store of their treasures, which may—10% chance—contain a useful magical item.
I. Only 1-6 brave rats dare to face here, so close to the nest of their mortal enemies the mongooses (in J).
J. Here can be found 1-4 giant mongooses (ARM 035; 3 HD; 1-4'wide, 2' bites/attack) introduced into the Warrens some time ago in an attempt to exterminate the giant rats. (That war is still going on!)
K. Only 1-3 rodents will be found here, but all biggies! A side effect of being located beneath the Liche's laboratory (L8).

UNDERGROUND LEVEL TWO

Stone staircases from the Footsteps Hall and the hidden corridor between the Great Hall (A2) and Throne Room (D1) lead down to subterranean passages of well-fashioned stone and scant illumination. Torch brackets spaced some 50 feet apart are mostly empty. Partway down the Feetsteps stairs, a rat tunnel from Level One intrudes.

A. An unfinished, rough-hewn recess, this chamber is empty (and safe, for all that there is a continual scraping, grinding sound coming through the walls from an unknown source).
B. This roughly finished natural cavern is conveniently located just under the torture chamber above (in G3). Thus the Ogre (ARM 055; 4+1 HD; 20' wide; 10' high; 10 pts./attack, biting and gouging) has had to do little more than wait for what is dropped to him through the open pit.
C. This cavern is unlit. The PCs are not given evidence of many a grisly feast, deliveries have been few lately, and this boy is hungry!

Through the maze of lightless tunnels, one can find a sleeping passage down to the third level from here...

C. Here in squarish surroundings lives Ranorek Rump, the missing-link relative of the family tree (ARM 010: 3 HD; 18 HTK; strikes with club for 1-2 damage, usually to produce rather than kill). This childlike cavern seems content here, and gets along fine with the gobelin tribe that encamp down the hall. With the exception of one bright bauble (actually a magical jewol that casts continuous light here in the cavern), old Ranorek has cheerfully traded off any treasure that came his way for hammocks and other delights that the gobelins will bring him. (A lunatic, try not to沃尔沃 the area or change anything. The gobelin will toss the magical item to him.)

D. This hexagonal room is intricately decorated with what would appear to be flowing calligraphy on all walls, penned in gold against the dark blue. A spellcaster will be able to understand enough of the writing to realize that it is all grailfliff Philosophical or metaphysical, and filled with dry wit, but grailfliff nonetheless. On a central pedestal is the oracular shoulder of Ormannda, which appears to sleep most of the time, and, if rousted, remains so drowsy that it only manages one ride before falling asleep again for several weeks. Its favorite is the question of the Alchemist who presented his king with a liquid that is composed through any substance known to man, and is wired through and around animals, the latter through 2-8 turns to win power to death for it. The proper answer to this puzzling situation was that the man had to be a liar or else the liquid would have eaten through the wall! The first party-member to answer this conundrum successfully will have one (random) characteristic raised by one point. Any character who touches the oracle must roll CON-2 to resist being stunned for 16 rounds. A second attempt will result in a save at CON-5, failure resulting in 1d10 points of damage.

Beyond the pedestal a stairway descends from the NW side of the chamber to the third level.

E. This chamber remains empty most of the time (probability 90%), since it is the incoming teleportation gateway for the Liche (from the fourth floor quarters in the Wizard's Tower).

F. This booklet, entitled Behind the Hidden Door in the Liche's chamber (C), is a sort of a guide to the magic that is in use in the manse, and weapons (only two having any magical properties, both minor). This is used by Riddick when needing to raise a small or large spell for a job. The door is sealed with a magical lock, which tampering with would allow the magic to activate three gargoyles (ARM 060; 4 HD; 14, 16, 15 HTK; 1-3 claws, 2, 1-3 bites) encased within the walls of chamber E.
C. This is the wine cellar, located at the foot of the staircase from the Throne Room secret corridor (off D1). It is unoccupied save only for the remaining wine rack. (There is a 10% chance of finding a pools ontage if anyone goes sampling.)

H. This elaborate burial vault, which can also be reached by the stairs descending from the mausoleum above on the grounds of the estate, is filled with stone sarcophagi decorated with marble effigies of those buried here. In this last resting place are 4 skeletons (ARM 035; ¼ HD; 4 HP). For reasons unknown, the skeletons refuse to animate when any of the skeletons is touched. This might be an interesting way to test the capabilities of any player (or NPC) you have chosen to animate. You are forced to动画 them if you wish to enter the vault. (Those who do not get out of this pit will end up steamed vegetables eventually...)

I. This remote crypt is the final resting place of the “lost pretender” Prince Coaxial, the only treasure buried with him it seems being a map. This has been located not far from the manor, it shows the location of the cursed sword in Coaxial’s study (as described in the prelude).

J. This small oblong cell is unoccupied, save for 4 niches, one in each wall, each with its own small statue: lion, eagle, bull, and serpent. In the center of the cell is a large niche, all of the items in it are teleported to the location K on the map.

K. The barred doors to this enclosure reveal a dungeon manned by 3 warriors (ARM 045 [2], 055 [1]). 2 HD; 8, 10, 6 HTK; armed with shortswords, all of whom are hooded, and wear sigils of the Neptompson cult. Cells beyond them imprison four gaunt and haggard captives (an elf, two human male warrior-types, and a woman in ranger garb); all are weighed down with chains, and have evidently been here for a while. The guards are whiling away time playing cards.

L. Behind the altar of the gobrins, this room waits at the end of a narrow, cramped passage. Within is kept the accumulated loot of the gobrins’ various sorts, heaped carelessly about the chamber. Sitting as though enthroned there is a huge coconolite lump, the only weapon that a giant spider (ARM 060; 4 HD; 15 HP; 1-3/2 dice; 1-3/2 in. ICX) can affect, protecting the victim for 1d10 turns—sufficient time to spin such a (prison) act as the guardian here. That narrow alley keeps her out of the main hall.

M. This large chamber serves as headquarters for a small tribe of gobrins (60 in all, though generally not all here), employed by some of the less reputable Rumpus in times past for “odd jobs,” and still occasionally by Ridwick (or Dubalbelm). Their hobgbolin leader is more formidable than most of his troops (ARM 070; 1 HD; 8 HTK; armed with +1 chainmail and +1 spear. The others are generally ARM 045; 1-1 HD; 2-3 HTK).

N. This underground chamber guards the entrance from the caves out by the beach beyond Tegel. It is routinely guarded by 3 gobrins (ARM 045; 1 HD; 4, 3, 6 HTK—tough guys!).

**UNDERGROUND LEVEL THREE**

The well-fashioned stone staircase from the Chamber of the Oracle (Second level room D) lead downward into a progressively rougher-heven series of twisting passageways upon this third level, reached also via the sloping descent from the caverns beyond D2L8, which enters the third level through coarsely finished tunnels.

A. In a vast tiered chamber like a subterranean amphitheatre, flickering shadows crisscross in continual motion. The spell that has interwoven these dark colors may be only be generated by magically-induced light, which then moves by the three sealed doors in the western wall. The first (SW) reveals an antechamber leading to the passage connecting rooms C through F of this level. The second (middle) door yields only to great strength before opening upon a well-paved corridor leading away into the darkness. The third (NW) opens upon room B.

B. Locked behind an iron door, a dark and musty compartment appears to be stripped of all furnishings, save only a massive trunk with gold-plated handles (worth perhaps 20GP). A stained cape of leather and a shattered helm lie behind the trunk. The chest itself is not locked, and if opened, reveals a jumble of bones. In 1-4 rounds after the trunk is opened, a partial skeleton in the ragged remains of a jester’s molesy pops up from among the bones like a macabre jack-in-the-box, to seize the throat of the nearest PC and attempt to strangle him (with an STR of 10).

C. In this large chamber (ARM 075; 1 HD; 5 HTK; 1-3/2 dice, plus paralytic poison effect within 1d4 rounds, for 1d10 rounds. The little ones, while easily smashed, do 0-1/2PO, without effect, due to paralytic poison). This monster has simply been waiting the right moment to drop down upon its last prey.

D. This hexagonal alcove guards the way to a maze of caverns beyond. The way is watched by a Wight (ARM 040; 3 HD; 11 HTK; see Maerlon’s undead page) and its faithful hound (ARM 055; 3 HD; 01HTK; 1-5/2 dice and 0-1/2 PO (for breath, 0-1/2 PO range maximum)). The hound takes only half damage from non-magical weapons other than silver.

E. The passageway, thraccerously narrow between E and F, forces the PCs into a single file until they reach the yawning darkness of this natural cave. Bats flutter and squeal in the gloom, while a putrid pool spreads before the (N) opening that leads beyond. That oily “pool” is actually a Grease Wreck (ARM 080; 5 HD; 33 HTK), which attacks by flowing over its prey, paralyzing and suffocating the victim in 1d4 rounds. The greasy liquid deposits a sort of black slime, which can be removed by washing in hot water. While the slime is completely removed, the greasy remains of the oil, it releases a noxious smoke as it burns, which must be defended against as a poisonous gas.

F. Deep within the recesses of these caverns is revealed the reason for so many foul creatures bareing the way. Sparkling in whatever light it can find, its surface revealing some 14,000 GP worth of the precious metal! The catch is that this has become an ideal nest for a Metal Mancher (ARM 080; 5 HD; 24 HTK) and its brood 1 1d6 apparently metal eggs, out of which hatchlings will eat their way in 1d4 rounds; the younglings will be ARM 060; 1 HD; 8 HTK. (Those eggs are like crude ore.)

G. Though the walls of this chamber are rough stone, the whole has been appointed like a high-state burial chamber (or perverse shrine)—and is not without guardians! Four skeletons (ARM 035; ¼ HD; 2, 3, 3 HTK; 1-5/2 dice) guard the centerpieces of this bizarre retreat, a dirt—filled coffin.

H. The yawning space which greets intrepid explorers here has been fashioned like a macabre faerie-garden: its “flowers” and “trees” are many-hued clusters and bunching of delicate crystals, with pools here and there fed by “fountains” of icy water gently weeping from the spectacular stone formations overhead (a consequence of waters seeping through from those underground springs which feed the manifold). This garden is not without its serpent, though, and a big one it is, too! The giant snake (ARM 040; 2H ICX; 12 HTK; 1-6 dice, plus a poisonous venom; also has a constriction attack capable of 2-6/round once a victim is strangled is entwined about one of the "trees", beneath which it guards its eggs (25% likely to start hatchling, yielding smaller reptiles with ARM 025; 0-2 ¼ HD; 3 HTK; 1-3 dice, but that same virulent poison). Care must be exercised here to avoid causing the more delicate formations to come crashing down...

J. Here the air is muggy and rank, the combination of the stony mud-bath along the 5 wall of the chamber (fed by the springs in K), and the high moisture of the soil and debris that has settled here at this time. All that appears at this time are to be a herd of wild hogs (five are precisely that, with ARM 025; 2 HD; 10, 16, 9, 12, 13 HTK; 1-6 dice or 1-4/2d4-fucks—and ill tempered—but two others alter shape to become wereboars with ARM 035; 4 HD; 17 HTK; 2-8 dice, and an appetite to match their attributes). The pit in the W recess of this sti will uncover a 3d4d4’s cavern C, while the mud-bath here is the mouth of a nearly dried—out hot water churning up from K. (The passage from the north of this room slopes roughly down toward the fourth level of the underground.)

K. Stiffening heat and a heavy fog of steam greet any who wander here. Unfortunately teleportated from D2L2 will find themselves in the center of an island surrounded by a ten-foot wide moat of boiling water, continually replenished by mocking duplicates of the ape-stature in the room above, spewing scalding streams from their mouths. The whole pit is nourished by hot springs below, the boiling pressure of which forces the water to a boil. This area is located 0-3 feet from the sea—through a small archway, located a short distance (a few yards) to the west of the door. All that maintains the fairly constant level of the deadly tide is the passages carry away heated water. Above 10 rounds, all PCs should be rolling their CON to avoid being overcome by the heat. Therefore, every fourth round, subtract one from CON and roll again. (Those who do not get out of this pit will end up steamed vegetables eventually...)
Aside from the unpleasant surprise of falling into the pit trap in DL3J, the way to approach this bottom-most level of the chambers beneath the manse is down the sloping passage on the north side of the third level, or descend the staircase in the W passage, near which that led from the second to third levels. Here the stonework of most walls is little better than heath rock (the workmen may have been in rather a hurry to finish and get out!...)

A. The sloping hall which descends to this level ends outside a cavernous gallery, the original purpose of which is somewhat in doubt. From the ruined appearance it may have been used for vast assemblies—but as a theatre, a temple, or what? The prospect is sinister in any event, for why would such a place be hidden this deep below the manor? Whatever the original intent, it now home to the rest of that herd found here. There are 144 more beasts than ARO 20; 3 HD; avg. 10 HD; 2-8 (lukewarm). Wealth: It was intended to be oddity, entertain, or inspire terror; here it is hidden in the debris here a relic with powerful enchantments still intact: illusions, spells are woven into its very nature (and should be tailored to fit your campaign, O GM).

B. As the vastness of the chambers becomes obvious on this level, the walls are smooth and polished in appearance. There is a definite aura of magic to be found here, and the S wall is particularly hot. If one thinks about it, this chamber is just slightly north of the moat-trap DL3K above it, and the hot springs must extend but a thin layer of rock. Indeed, within 144 rounds of the PCs entering this area, speed barriers invisibly form, patrolling the room into four wedges. There is no 90% chance each subsequent round that a tunnel-effect will manifest in one of the quarters. If it does, section 1 will send its occupants to DL1, section 2 to DL2, section 3 to DL3, and the section markers will lead into the its occupants back to A1. Should section 2 act as a teleport, its walls ruptures, filling the space with boiling water from the hot springs; this takes 144 rounds, and 168 after that the barriers vanish! (This chamber becomes uninhabitable thereafter, but the good news is that the moat upstairs ends drained—in case there was anyone/anything the PCs wished to retrieve...)

C. The closest of the four regions range the north wall of this chamber, their acrid tan penetrating the eyes. Elsewhere, tables ranged with diverse implements suggest that elaborated burial preparations were performed here—and the costly frippery stripped from several subjects, and still left collecting dust on one table, suggest personal of notable station were the subjects—though they must not have been given the proper ceremony, since their sarcophagi are definitely heavy and weathered, causing doubts about the nature of their remains. In the northeastern corner of the room, a stark circle of the four walls (AR0 45; 4 HD; 20, 16, 11, 15 HKT; as described in Phantomal Fiends section) which angrily descend upon any who begin to rummage through their elegant belongings.

D. There is a hidden passage in the SW corner concealing the way into F. F. The most unusual feature in this area is that the entrance from E; this most unusual chamber is concealed. Here, laid to rest in a manner most unlike the custom of these lands, a giant of a man has been entombed. His possessed furnishings are here, rare books, cunningly-wrought works of art, and opulent frippery from far lands. The mumified body is enshrined in a deep indigo cloak spangled with stars and moons, about its neck a silver torc encrusted with stones. The chamber is irregular in shape, and filled with strange artifacts resembling the ancient culture of the Benevolent Elanders. Within is a sarcophagus filled with Mummy-dust (but see below).

E. One begins to get the ominous feeling that this entire level may represent a sort of “houses of the dead”—and a collection of the worst abominations perpetrated by the trophy hunters of the lower chamber. Arranged upon a presentation-altar floor oddly at variance like sentinels before either archway (E and W), there is no semblance of a guard—unless one counts the Tegal Banshee (not to be confused with the Ranch Banshee family who may have met up earlier). In appearance much like her sister-spirit, this phantom (see Phantomal Fiends section) will attack itself and those in her presence. She will not speak the name herself unless provoked by attack (in which case the PC must either be capable of resisting her “death-magic”, or roll CON/3 to resist dying on the spot)—for she will have undergone her intended and vanish, to reappear whenever that character is in a potentially deadly situation, if the PC should die, she will claim him, with no resurrection possible. (While a curse-removal will serve to break the bond between banshee and victim, it takes something like an exorcism to drive the spirit away permanently.)

F. The inner chamber marked “1” on the map teleports characters (50% of the time) to the chamber marked “2” (at room G). G. This area is a most unusual space that is just where the PCs come in! As they enter to investigate the room, the shrouds and windings begin to either wither and move, seeking to enthrall characters and drag them into a final resting place all their own. The most ornate of the crypts contains a bejeweled death-mask (worth 3600 GP) which likewise launches itself at the nearest potential victim. (This would be a good place to know how to dispell magickal, although a fire and they do it in a pinch...)

- Standing in the middle of the room is a large tapestries, grandmother of this seeming dead end (the entry to room G is Skillfully hidden, awaiting the clever to find it. The clapper in each “bell” is a gold-piece, except for one which hides a 1500 GP gem (1% possibility of locating this prize increases +1 each round that PCs go searching). Of course, every once in a while (10% chance) one finds a fat little spider too—but these are harmless, for a change (and should make nervous heroes just that much jumiper...)

H. If the constant lurking of dead and undead in these passages has begun to wear on the adventurers, they may understand the maze of the wormholes they find here (two of them: ARO 035; 4 HD; 17 and 28 HKT; 2-8 (bイト). These desperate and half-starved beasts have found the picks delicately leaned here down, and will behave in a deranged fashion even for a werewolf. J. It is a reason the pickaxe is in the current chamber is so uninteresting. The PCs who push past it will find them selves stained with what is evidently still-fresh blood! Whether the ten slain elves hung by their heels at the far end of this cavernous hall are the source is uncertain, though they were most certainly made sacrifice over the arcane ritual described on the floor beneath. It is a trunk in the midst of that circle rests a golden skull (worth 50 GP), while within the chest are ornate robes decorated with entwined dragons of red and black, underneath which rests a cold-iron mace. All this must wait discovery after one deals with what evidently kept the wormholes out of this room!

K. That danger is apparent as soon as the party have all passed the curtain. The sides of the chamber have been walloped with rough timber, all of which bristles with silver daggers (perhaps 500 of them!)—and every round, 2/20 of them randomly launch themselves hurtling back and forth across the room to stick in another wall! None appears to ever strike within the circle, but that is of little help if you are outside it (and it is 20’ off the circle).
RUDIMENTARY RESURGEMENT RESULTS

Has character resurrection become either too easy or simply too unrealistic (relatively speaking) for your campaign? Here’s a handy method for complicating life (and returns thereto).

Determining when to roll on Table I:
Badly Chopped Up = Damaged 5-20 points over one’s total hit points.
Torn Asunder = Damaged 21 or more points over total hit points (except heat/fire damage).
Burnt to a Crisp = Damaged 21 or more points over total hit points by excessive heat/fire damage.

| TABLE I: Roll 4D6 and read the appropriate results for victim revived from being: |
|---------------------------------|---|---|---|---|---|---|
| Badly Chopped Up                | N | A | B | B | A | N |
| Torn Asunder                    | N | A | -A| -B| B | A |
| Burnt to a Crisp                | N | A | -A| -B/A| B | B |

Abbreviations: N = No loss or scar. A = Roll Table II, line A for scarring.
A = Roll Table II, line A for permanent injury/loss.
B = Roll Table II, line B for scarring.
B = Roll Table II, line B for permanent injury/loss.

| TABLE II: Parts Affected - Roll 1D6 and read the appropriate line: |
|-----------------|---|---|---|---|---|---|
| Line A | Right Eye | Left Eye | Nose | Hair/Scalp | Right Ear | Left Ear |
| Line B | Right Arm | Left Arm | Right Hand | Left Hand | Right Leg | Left Leg |

All losses on Line A cause a one-third reduction in Charisma (CHR). All losses from Line B cause a one-third reduction in Dexterity (DEX) or Agility (AGL) as appropriate, and disallow the PC’s ability to fight more than one enemy. Upper limb loss also disallows use of missile-type weapons. All losses are considered permanent.

Scars results must heal in the normal manner (1 point/day, unless differing in your system), and apply directly to the healing of the scarred part.

The point total of healing necessary to restore that part is equal to half the points damage the victim received in excess of his “0”-point total. These healing points would be separate from his normal “Hits to Kill” point total. Once healed, only a scar is apparent.

NOTES: Unless stated otherwise in the rules system you use, you may wish to assess a permanent loss of 1 CON for a character that has died and been resurrected. Regeneration-type spells will not raise slain characters. Poisons should be neutralized in order that any character slain by poison not immediately suffer further ill effects from them upon being resurrected (that would be as silly as not putting out the flaming victim before trying to restore fire damage).

POSSIBLE PITS

As the map of the manse indicates, there are many hazardous pitfalls available throughout the premises. Some are described in the rooms text.

If, however, you need a bit in a hurry, there’s always the following table. [Other ideas are available also in the Gamescience Book of Tables, Vol. I.]

| Roll 1D100, and consult the table for results: |
|---------------------------------------------|----|----|----|----|----|----|
| 01-25 3' square x 10' deep; one person falls in |
| 26-40 3' sq. x 12' deep; one person falls in |
| 41-55 5' sq. x 10' deep; 1-3 victims may fall in |
| 56-65 5' sq. x 12'; 1-3 victims |
| 66-75 (1d4+2) sq. x (1d20)5' deep; 1-4 victims |
| 76-80 5' sq. x 10' deep; 1 victim; go to Subtable 1 |
| 91-00 10' sq. x 16' deep; 1-3 victims; go to Subtable 1 |

<table>
<thead>
<tr>
<th>SUBTABLE 1: Type of Pitfall</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-60 Empty</td>
</tr>
<tr>
<td>61-95 Occupied; Go to Subtable 2</td>
</tr>
<tr>
<td>96-98 Special Surprise; Go to Subtable 3</td>
</tr>
<tr>
<td>99-00 Teleport; Go to Subtable 4</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SUBTABLE 2: Who Goes There?</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-25 A portrait randomness randomly select from Rumo Family Tree</td>
</tr>
<tr>
<td>26-75 Phantomal Fiend! (Your choice, O GM)</td>
</tr>
<tr>
<td>76-99 Humanoid; Go to Subtable 5</td>
</tr>
<tr>
<td>00 Victim is faced with his own duplicate, which attacks!</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SUBTABLE 3: Surprise!</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-30 Has 1d4 spikes (treat as “spike” or “immediate” damage)</td>
</tr>
<tr>
<td>31-60 Gas releases into pit; Go to Subtable 6</td>
</tr>
<tr>
<td>61-70 1D10 jewels worth 1D10 each litter bottom</td>
</tr>
<tr>
<td>71-80 Projectile trap spring Go to next Subtable 7</td>
</tr>
<tr>
<td>81-85 Water-filled pit, 2' of mud on bottom</td>
</tr>
<tr>
<td>86-90 Quicksand! Victim sinks 6 inches/round</td>
</tr>
<tr>
<td>91-95 Victim magically chained to wall of pit</td>
</tr>
<tr>
<td>96-99 Teleport; that would be Subtable 4 (again?)</td>
</tr>
<tr>
<td>00 Bottomless pit; don’t “Go to”, just go, and go, and go…</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SUBTABLE 4: Teleport Tricks</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-60 To nearest unexplored room</td>
</tr>
<tr>
<td>61-80 10 x (1D10) feet to (roll 1D4): the East (1), West (2), North (3), or South (4). (Modify if this would put PC in a solid wall—that would never do.)</td>
</tr>
<tr>
<td>81-95 To the nearest intersection in passageway, out of sight of party</td>
</tr>
<tr>
<td>96-98 To entrance of Tegel Manor</td>
</tr>
<tr>
<td>99-00 To last room just explored</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SUBTABLE 5: Humanoid</th>
</tr>
</thead>
<tbody>
<tr>
<td>Consult the ”Shopkeepers &amp; Notable Natives” list, rolling 1D12 to choose either an individual from that list, or utilize their stats to create another “quickly” NPC.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SUBTABLE 6: Gas Attacks</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-30 Sleep gas, effective for 1D12 turns</td>
</tr>
<tr>
<td>31-40 Blinding gas, 1D10 turns</td>
</tr>
<tr>
<td>41-50 Reduce STR one point (no save)</td>
</tr>
<tr>
<td>51-60 Reduce INT one point (no save)</td>
</tr>
<tr>
<td>61-70 Reduce DEX one point (no save)</td>
</tr>
<tr>
<td>71-80 Poison gas; Use Potential Poisons listing</td>
</tr>
<tr>
<td>81-90 Mind-altering gas; affected person(s) will attack rest of party; effect lasts 1D10 rounds</td>
</tr>
<tr>
<td>91-96 Affected becomes mindless zombie (treat as a Crime); victim can respond to simple, direct commands until restored.</td>
</tr>
<tr>
<td>97-00 Poison gas, the direct approach; Unless saved in 1D6 rounds, victim is a goner</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SUBTABLE 7: Projectile Traps</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-29 1/4 Quarrels (as from Crossbow)</td>
</tr>
<tr>
<td>30-59 1/4 Daggers (as if thrown)</td>
</tr>
<tr>
<td>60-84 1/4 Long Bolts (as from Slings)</td>
</tr>
<tr>
<td>85-00 1/4 Spears (as if thrown)</td>
</tr>
</tbody>
</table>
STARTLING STATUES

Upon encountering a magical statue in, about or beneath Tegel Manor, if you haven't a description already provided, the following table will quickly conjure random results for you. Roll a D12 for the vertical column, a D8 for the horizontal column, and cross-reference to get your result:

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>radar</td>
<td>Strength</td>
<td>Intelligence</td>
<td>Wisdom</td>
<td>Constitution</td>
<td>Dexterity</td>
<td>Agility</td>
<td>Charisma</td>
</tr>
</tbody>
</table>

2. Lower:

3. Casts Spell of:

| Sleep | Fear | Strength | Lightning (4HD) | Supposition | Gras | Charm | Person | Raise Dead |

5. Advises:

| Location | Name | Class | Purpose | Origin | Riddle | Poem | Directions |

6. Ask:

7. Shape Changes:

| Angelic Form | Demonic Form | Duplicate** | Uppercase sex | Racial POB | Animal | Human | Supernatural*** |

8. Transform PC:

9. Points Toward:

| Treasure | Monster | Village | Exit | Trap | Needed Help | Hidden Passage | Danger |

10. Gives Map:

11. Part Missing?

| Eye | Nose | Ear | Hand | Foot | Arm | Leg | Face |

12. Cast Curse Upon:

- * Modifies one skill randomly chosen by GM.
- ** Statue (7) duplicates appearance of PC, or (8) transforms PC into likeness of statue.
- *** Statue (7) duplicates appearance of another member of PC's party, or (8) transforms PC into exact twin of that character (randomly chosen).

† Finding and removing the missing part of the statue causes one of the following actions:
1. Shape changes (as with roll 7 on table), and serves PC who replaced missing part for 1d20 days.
2. Atracts the player.
3. Casts spell at the replacer (as with roll 3).
4. Gives the replacer 1d10 jewels worth 1d10 GP each.
5. Destroys the replacer's most precious item.
6. Grants the replacer one wish (GM discretion advised).

Statue Statistics guidelines: 11-20 Hit Dice; ARM 110-160. Movement (roll 1D6): 1-2, half Human norm; 3-4, Human norm; 5-6, 2x Human norm.

POTENTIAL POISONS, VARIOUS VENOMS

Among the perils awaiting the unwary in Tegel Manor are many treacherous toxins. In addition to those that may be found in various rooms of the manor, others are also listed here, for the GM who wants to add a little variety to the danger.

<table>
<thead>
<tr>
<th>Poison Type/Effects</th>
<th>Delayed Effect (No. of Rounds)</th>
<th>Damage per Round/ Rounds Affected</th>
<th>Added Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 (Belladonna-type)</td>
<td>1d10</td>
<td>0/1 day</td>
<td>STR &amp; CON effectively halved; AGL &amp; DEX (thus Movement) reduced 1/3—no flying! Additional doses 10% likely to be fatal (cumulative per morn of disease).</td>
</tr>
<tr>
<td>2 (Araneic-type)</td>
<td>1d6</td>
<td>2/1d4</td>
<td>-2 CON per dose, until healed. 25% chance of fatality (cumulative per dose). Causes paralysis for number of rounds in effect. 25% of coma if dose is over half character's HTK/survival points.</td>
</tr>
<tr>
<td>3 (Spider Venom A)</td>
<td>1d4</td>
<td>1/1d2</td>
<td>&quot;Silver Spider&quot; venom—no damage, but complete paralysis for rounds affected. CON effectively halved until healed. Causes paralysis, permanent until cured. Victim may be unaware of damage, or euphoric, if not fatal, damage remains after effect wears off, at rate of 1 point/hour (3 points/hour if resting).</td>
</tr>
<tr>
<td>4 (Spider Venom B)</td>
<td>1d4</td>
<td>0/1d10</td>
<td>-1 CON per turn; Poison acts directly on neural system; If CON hits 0, victim dies (Vicim is also -1 for INT or DEX/AGL rolls.)</td>
</tr>
<tr>
<td>5 (Snake Venom A)</td>
<td>1d6</td>
<td>2/1d10</td>
<td>&quot;Golden Snake&quot; venom—no damage, but complete paralysis for rounds affected. CON effectively halved until healed. Causes paralysis, permanent until cured. Victim may be unaware of damage, or euphoric, if not fatal, damage remains after effect wears off, at rate of 1 point/hour (3 points/hour if resting).</td>
</tr>
<tr>
<td>6 (Snake Venom B)</td>
<td>1d4</td>
<td>0/1d2</td>
<td>&quot;Golden Viper&quot; venom—no damage, but complete paralysis for rounds affected. CON effectively halved until healed. Causes paralysis, permanent until cured. Victim may be unaware of damage, or euphoric, if not fatal, damage remains after effect wears off, at rate of 1 point/hour (3 points/hour if resting).</td>
</tr>
<tr>
<td>7 (Wasp-type Venom)</td>
<td>1d4</td>
<td>0/special</td>
<td>&quot;Golden Wasp&quot; venom—no damage, but complete paralysis for rounds affected. CON effectively halved until healed. Causes paralysis, permanent until cured. Victim may be unaware of damage, or euphoric, if not fatal, damage remains after effect wears off, at rate of 1 point/hour (3 points/hour if resting).</td>
</tr>
<tr>
<td>8 (Exotic)</td>
<td>1d10</td>
<td>1d10/1d10</td>
<td>&quot;Golden Scorpion&quot; venom—no damage, but complete paralysis for rounds affected. CON effectively halved until healed. Causes paralysis, permanent until cured. Victim may be unaware of damage, or euphoric, if not fatal, damage remains after effect wears off, at rate of 1 point/hour (3 points/hour if resting).</td>
</tr>
<tr>
<td>9 (&quot;Mummy Rot&quot;)</td>
<td>immediate</td>
<td>see description</td>
<td>&quot;Mummy's Curse&quot;; causes paralysis, permanent until cured. Victim may be unaware of damage, or euphoric, if not fatal, damage remains after effect wears off, at rate of 1 point/hour (3 points/hour if resting).</td>
</tr>
<tr>
<td>10 (Hallucinogenic)</td>
<td>immediate (or delayed as much as 1d20 turns!)</td>
<td>see description.</td>
<td>&quot;Mummy's Curse&quot;; causes paralysis, permanent until cured. Victim may be unaware of damage, or euphoric, if not fatal, damage remains after effect wears off, at rate of 1 point/hour (3 points/hour if resting).</td>
</tr>
</tbody>
</table>
THE DECK OF FICKLE FORTUNE.

This enchanted deck of intricately hand-colored pasteboards has been in the Rump family for generations, though its origin is unknown. Its capricious nature has also earned it the name "Darne Fortune's Folly". Its magic is very potent, and the results usually permanent (though the details have been deliberately left somewhat vague for the GM to adapt to his own campaign and game system used). Normally, one may only draw once in any day to avoid a magical effect from the card drawn (unless one does "Fortune's Wheel"), further attempts will only reveal the cards themselves, not their effects. In order for the cards to activate their magicks, they must be drawn blindly-stacking the deck will achieve either nothing, or a most dire consequence (GM discretion). To determine the consequences of a card drawn from the pack, roll D100 and consult the table below:

Roll: Card drawn, and its effect:
01-02 The Star: Major Blessing
03-04 The Star, reversed: Minor Blessing
05-06 The Enchantress: Alter Magicks (spell, good)
07-08 The Mage: Alter Magic Item (good)
09-10 The Moon: Enhance Magic Spell (adds skill to one)
11-12 The Sun: Enhance Major Skill
13-14 The Sun, reversed: Enhance Minor Skill
15-16 The Coin: Nourish (eliminates hunger for one day)
17-18 The Chalice: Restore Vitality (negates all fatigue penalties)
19-20 The Candle: Alter Form (beneficial effect)
21-22 The Man: Alter Race (1 in 10, 1-Human, 2-Elf, 3-Dwarf, 4-Halfing, 5-HalfElf, 6-Dragon)
23-24 The Quill: Alter Color (beautiful, even if bizarre)
25-28 The Mask: Alter Sex
29-32 The Veil: Alter Weapon (an enhancement)
33-34 The King: Enhance Strength
35-37 The Queen: Enhance Agility
38-40 The Prince: Enhance Constitution
41-43 The Knight: Enhance Agility
44-46 The Lady: Enhance Dexterity
47-49 The Jester: Enhance Charisma
50-52 The Bishop, reversed: Diminish Charisma
53-55 The Lady, reversed: Diminish Dexterity
56-58 The Knight, reversed: Diminish Agility
59-61 The Queen, reversed: Diminish Constitution
62-64 The Prince, reversed: Diminish Intelligence
65-67 The King, reversed: Diminish Strength
68-70 The Sword, reversed: Alter Weapon (an impairment)
71-73 The Mace: Turned PU (random party member)
74-76 The Quill, reversed: Alter Color (ugly/repellent)
77-78 The Candle, reversed: Alter Form (detrimental effect)
79-80 The Candle, reversed: Reduce Vitality (doubles all fatigue accrued)
81-84 The Coin, reversed: Famine (hunger cannot be appeased for one day)
85-86 Sun Eclipse: Diminish Major Skill
87-90 Sun Eclipse, reversed: Diminish Minor Skill
89-90 The Moon, reversed: Enhance Magic Spell (reduces skill with one spell)
91-92 The Mage, reversed: Alter Magic Item (bad)
93-94 The Enchantress, reversed: Alter Magicks (spell, bad)
95-98 The Veil, reversed: Minor Curse
99 Fortune's Wheel: Double (draw twice, but ignore this roll if repeated)
00 Fortune's Wheel, reversed: Nothing (and the deck vanishes)

PHANTASMAL FIENDS

A variety of creatures natural and un-preternatural thrive in the unhallowed surroundings of Teasli Manor. Some may be familiar to fantasy fans who venture through the planes with their counterparts in the system your game play. However, since even the seemingly-familiar may be a bit different from what your heroes are acquainted with, we offer descriptions of several of the more notable denizens of the estate. Stats given (in the Universal Format) are offered as average figures for such creatures and most certainly may be varied to suit your rules system and your campaign.

BALSHAGO: ARM 90; 10 HD; 35-40+ HTK. A demonic fiend, vaguely man-shaped, but seeming composed of inky darkness and black ice. It casts a natural aura of Fear (as a spell; suggest resistance roll on INT). In addition, this demon favors enchanted weapons: a Cold Sword that does -1 STR/strike, and an Ice Whip that does -1 CON/strike. Victims are actually being frozen to death.

BANSHEE: ARM 140(1); 10HD; +10+ HTK. Not normally engaged in combat, these eerie spirits are harbinger of Death. Appearing as an ethereal maiden of inhuman beauty, blue-black skin and snowy-white hair, the Banshee possesses a peculiar "Death Magic": she can kill merely by speaking the victim's true name (resist by rolling CON divided by 3; however, if she can hold the victim, there is no save). A victim claimed by the Banshee is not resurrectible. She can, however, restore (or protect) a soul upon which she has claim. This spirit may attach herself to one whose name has been spoken in her presence, in which case only a curse-removal will break the bond; to drive the spirit away altogether demands the equivalent of an exorcism! Banshees likewise have the gift of seeing through illusion. It is possible to affect the phantom only by magical means, though she can be trapped and held by silver.

BASILISK: ARM 65(5); +6 HD; 15-20 HTK. Nasty-tempered, bellicose being, like a Komodo dragon with a Medusa's gaze. Tough, almost stony, hide gives it that formidable ARM, while vicious jaws let it strike for 1-10/attack. Its greatest menace is the baleful stare which turns flesh to stone whenever a victim makes direct eye contact with the beast. (As is this spell cast, if one can restore the petrified victim to flesh, that person is also alive and unhurt—not a radical resurrection called for.)

CAULDRON BORN: These are high-grade Zombies within their limits. See "Area Background & Encounters" for description.

CREEPING CRUD: ARM 025; 3-6 HD; 12-15+ HTK. A greyish ooze with an oily "rainbow" sheen, an ozone odor and a talent for corroding metals. All property it touches is dispersed. Its unique acids also do burning damage to exposed flesh or to organic materials (leather, wood, etc.) Not harmed by heat or cold (even magically induced) it is susceptible to lightning/energy attacks, and weapons do half normal damage (but the weapon will be rapidly rendered a corroded mess in 1-3 rounds).
DEADLY ASPIC: ARM 030; 6 LD; 15-20+ HTK. A glistening monotony, whose mellifluous shape often assumes a grotesquely humanoid outline. Resembling nothing else so much as jellied ginger-ale (down to the myriad bubbles in its mass), this creature can do 2-12 points per strike against exposed flesh, dissolving and absorbing it as it does so. Given its nature, even armor only slows it down while it seeks access to the prey. Within! Fortunately the Aspic is susceptible to heat or fire and to cold, though the latter does only half-normal damage. If not destroyed utterly, it will eventually grow back to full size, provided it can feed.

ECTOPLASMA: ARM 030; 12 HD; 13-20+ HTK. A foul-smelling mass of greenish slime, sometimes rolled up into a rounded mass (fusing the acid pseudopod as an improvised Linda), or simply "splatterized" into a gooey pool. An indiscriminate consumer of animal or vegetable matter, it moves rapidly toward any source of food. (But evidently has no interest in live prey—it will creep into a backpack rather than go for the person carrying the pack.) Susceptible to being frozen or burned, it can also be banished/exorcised! Unless completely destroyed, it will quickly resume its original state. Normal weapons will separate, smash, spatter or spray its mass about, but do no permanent damage—the ectoplasm merely regenerates again.

GARGOYLES: ARM 060-060; 4 HD; 12-18 HTK. Humanoid travesties with bat-like wings and rock-hard hides, looking like demonic statues come to life. With their varied assortment of natural weaponry—claws or talons, beaks or fangs, the occasional single or double horns—they can do 1-3 points of damage either with a bite, a raking blow or kick, or a head-buttting attack. Malevolently intelligent, they are also greedy, and can occasionally be bribed or distracted to avoid combat.

GHULI: ARM 020; 8 HD; 12+ HTK. Essentially immaterial, as they are any-way-exempt spirits, ghosts cannot again be killed, though the snake assumed can be dismembered with magic weapons (driving the phantom away until the next night). Likewise, they are not capable of directly attacking mortals. Their HD score represents the tremendous capacity for performing "poilgrister" effects, some of which can indeed do serious damage! Such spirits also have an innate ability to cast fear (as a spell effect, resisted by a character's INT), and augment this talent with shrieking, screams and an impressive repertoire of (usually hideous) transformations.

GOUL: ARM 035-040; 2 HD; 3-14 HTK. Bestial subhuman flesh-eaters that seem to be pure appetite with a pinch of low cunning added. These cadaverous creatures are not undead, they just look— and smell—that way. Capable of using simple weaponry, usually something like a dagger, they can also claw (1-3/dice) or bite (1-6/dice), with a 20% chance of also causing nasty infection. The wasting disease (resistant at CON minus the number of points damage in that attack) results in a loss of -1 STR every 1d10 turns until STR=0, at which point the victim passes out. Death follows in 1d20 hours unless an immediate cure is made. There is a 5% chance that the victim will not die, but instead will recover at the end of that time, as a Uhomu!

GOLD SPORE FUNGUS: ARM 000; No HD; 10+HTK. Despite its unimpressive statistics, this is an insidious menace. Possessing only a rudimentary "intelligence", it can slowly move itself across any solid surface—though the progress may take days. It more normally gets about by means of airborne spores, which it releases in prodigious quantity whenever disturbed. If inhaled, these spores quickly fill the lungs, infecting and devouring the host until it becomes nothing but fungus (3-6x hours for a small victim, 10-20x hours for a large victim). Such an infection must be treated—rapidly—as a serious disease for purposes of curing the victim. Temporarily "stunned" into inactivity by any bright light, Gold Spore does not grow in sunlight and is highly susceptible to fire. It is a natural enemy to Plump Fudding (see below); the two nasties cancel each other out, releasing in the process a highly flammable gas.

GREASE WRACK: ARM 060; 5 HD; 30+HTK. An oily black mass with an iridescent sheen and a surprisingly fast rate of movement (equivalent to human average). The high ARM reflects the incredible rubbery strength of its bulk. Its normal mode of attack is to flow over a victim, paralyzing and suffocating it in 1d4 rounds before absorbing the blood from its prey (in 1d8 rounds). While extreme cold will slow it down to one-third its normal speed, it is highly susceptible to fire, taking double damage—but it releases noxious smoke in the process (treat as a poison gas!).

HAIRY HOWLERS: ARM 025; 3+1 HD; 10-15 HTK. Shaggy sub-humans, basically herbivores and not really harmful except when panicked. Simple-minded and not given to violence, the howled sub人大 may become disoriented and frightened when cornered. Once stirred up, they become hysterical screamers (hence the name, and, if pushed far enough, go into berserker-like frenzy.

HAARPES: ARM 040-060; 3 HD; 9-12 HTK. Seductive creatures, part woman and part bird of prey, with legs that end in talons, sharp-clawed hands and wings like an eagle. Their beautiful, emotionless faces are only betrayed by the wild, penetrating eyes of the predator. Able to rend a victim to shreds with their claws or wicked teeth (1-8/dice-2, if using both hands and 1-3/dice, if using just one), their favorite tactic is to enthrall human prey with song and charm, steaming away int (or INT-2, if the victim is getting visibly unset here). They are not cunning rather than intelligent, and are not actually capable of speech.

HELLHOUND: ARM 035; 3 HD; 15-20 HTK. A malign, demonic spirit embodied in the form of a great black dog. Its powerful jaws do 1-6 points per bite, and can lock onto a victim in a nearly unbreakable grip. But its truly fearsome weapon is fiery breath capable of delivering 3-8 points' damage to a range of 8 feet! Immune to fire and fire-based magic, the hound also takes only half damage from non-magical weapons other than those fashioned from silver.

JHAK: ARM 045; 5 HD; 15-25+ HTK. Possibly the result of wizardly tempering, this beast has a great ape-like frame with long, powerful arms, and a nearly doglike face with dull black eyes and greasy fur. It can do 1-6 points damage with its clawed "hands", and a deadly 1-12 points with those ferocious canines. The beast is quick to anger, and once in full cry, is seemingly too stupid to know when to quit.

KNOF: ARM 000; 1 HD; 20 HTK. Currently similar to a mummy in appearance, the Liche is actually a much more powerful creature. The undead remains of a powerful spell-caster, still well-versed in magics and possessing both intellect and self-will. Talon-like hands deliver 1-8 points of damage per strike, and any successful attack also drains -2 CON from the victim, part of the requirement whereby the Liche sustains itself. While its spell-lrre may be extensive, usually the skill with those spells is diminished from what it was in life by the simple disintegration undergone in the Liche's consummation of the beast. A Liche uses this taken the precaution of being protected against fire and other forms of attack which threats its "life"—thus such a one is less susceptible than a common mummy.

METAL MUNCHER: ARM 070-080; 5 HD; 12-24 HTK. A strange metal-devouring beastie resembling nothing else so much as a large beaver with an armadillo carapace. This acid eater can "melt" and consume a suit of plate with its unique acid and powerful jaws in as few as 10 rounds! (10-20 is normal) With non-ferrous metals, it manages about half that speed, while it has no effect on gold or metals of the trissoliver/mithril type or on non-metallic substances (such as wood or flesh). Though a hungry like a belligerent animal, its jaws can break a man's arm. Munchers reproduce by laying eggs (which resemble round hunks of ore, from which the young emerge when they consume the shell).

MUMMY: ARM 030-055; 5+1 HD; 20-25 HTK. An undead creature of limited intellect but independent action, frequently cursed to its undead existence as horrible revenge for deeds done in life. Its unnatural state gives it its toughness, while the bony clawlike hands give it 1-12 points per strike. It can inflict either the disease Mummy Rot with its attack, or, less frequently, bestow the Mummy's Curse. The Curse is 75% certain to cause a withering illness, its victim losing -1STR daily until STR=0, at which point the victim becomes a mummy himself. Unless otherwise enchanted, the mummy's toughness is of little real weight against fire.

NIGHTMARE: ARM 150; 12 HD; 50+ HTK. The Underworld's equivalent of the Unicorn, this will creature resembles its counterpart like some negative image. The Nightmare exudes a misty darkness and a natural aura of fear (as a spell effect, resisted by INT). Itself immune to heat or fire, it breathes fire for 1-6 points' damage to a range of 3 feet. Its cloven hooves will strike for 2-8 points damage each, thrashing or kicking, and its opalescent horns, though less than that of the Unicorn in power, strikes for 2-8 points as well. Too, it can bite an enemy for 1-6 points. Neither non-magical weaponry nor fire or aura spells will affect the Nightmare.

PLUMP PUDDING: ARM 030/040; 2:10 HD; 10:25+ HTK. A glimmering, purplish, brown or black blob that can exude a highly corrosive acid, capable of devouring virtually anything in its path. Unaffected by weapons, which simply break it up into several independent masses, it is also resistant to the effects of cold or lightning-like energy. Heat or fire, however, have a normal effect, and its natural enemy, God Spore, will dissolve the pudding into an inky goo, releasing a flammable gas in the process. It is not actually intelligent, but has a potence for hiding the threat for prey. If fed regularly, it will continue to grow. If there is no other source of food, it will use itself up, gradually becoming smaller and smaller, until reaching a size at which it becomes harmless.

SHADOW: ARM 030/2:12 HD; 6:15 HTK. A shape of solid darkness, capable of being as flat as a natural shadow or assuming a more substantial shape. Intelligent, cunning and malign, the Shadow can enthrall an unwary victim (like a charm spell, resisted by INT) and draw him into its chilling grip. The touch of a Shadow causes -1 STR for 8 turns. If the phantom can maintain its cold embrace, the victim will be drained to STR 1+0, and become a Shadow as well. Only magic weapons and light are truly effective against Shadows. If there is no place to retreat, the creature remains in the victim's mind, until the victim is destroyed.

SHAMBLER: ARM 060; 5:6 HD; 14+ HTK. A disgusting, slimy, rotor mass of organic matter whose fibrous bulk assumes a man-sized shape. The greasy, greasy excreta feeds by direct absorption. Seizing a victim, it smashes the helpless prey against its mass with a grip like STR 19. As though being sucked into a bog, the victim will quickly suffocate before being absorbed into the decaying heap of matter. Given its peculiar nature, the Shambler takes half normal damage from heat or cold, or ordinary weaponry. Worse yet, lightning (natural or spell-induced) causes it no damage.

SKELETONS: ARM 030-045; 1/5 HD; 1-7 HTK. Often thought of as mere sword-fodder, skeletons have a tenacity born of the magics that animate them. Disjoined parts will continue the battle until pulverized, so that a skull without a body is still a threat (biting for 1-3 points), as is a leg bone (biting for 1-4 points, given the chance). Not surprisingly, skeletons use a variety of weapons and armor to carry on their primary function of staying alive long enough to take down the opposition.

SNARESPIRIT or SPIRIT SNAKE: ARM 140/140; MU. 20+ H1K. A shapeshifting monstrosity that can change in size as well as appearance, from a snake, then continue to drain 1-3 points of damage per attack, delivering also a poison that takes up 1-2 points per round for 1d10 rounds (and additional doses are cumulative)! But this principle attack is aimed at charming its victim, holding him until he is slain to order the trap! A victim so taken is beyond hope of restoration unless and until the Spirit Snake is destroyed.

SPECTRE: ARM 070/080, 6 HD; 16:25+ HTK. A phantom shape changer capable of altering its form from the most attractive of humanoids to the most repugnant and horrifying. Unlike a ghost, it can assume a physical form capable of dealing direct harm (11-8 pts./strike) and of being harmed, though only by magic or magic weaponry. Bright light, while it will not dispel a Spectre as it does Shadows, nevertheless renders it powerless to use its powerful form of attack, that of draining life-force (at -1 CON per successful attack). If a victim can be reduced to CON=0, that one is doomed to become a Spectre as well. However, if the Spectre is rendered powerless or destroyed before it can slay its victim, the CON drained away is immediately regained.

SPIRIT-SNAKE: ARM 050; 9 HD; 30:35+ HTK. A most impressive, if particularly sinister, reptilian giant, sparkling with jeweled-colored scales and lampant amber eyes. This monster serpent bites for 1-3 points of damage per attack, delivering also a potent poison which takes an added 2 points per round for 1d10 rounds (and additional doses are cumulative)! But its principal attack is aimed at charming its victim, holding him until he is slain to order the trap! A victim so taken is beyond hope of restoration unless and until the Spirit Snake is destroyed.

SUCCESS: ARM 020; 6 HD; 15:25 HTK. Although to all appearances a human (or even female) (the male counterpart being called an Incubus), this tantalizing creature is actually demonspawn. Using her considerable charms and beauty rather than any magical spells (and thus betraying no combat strength at all), the Succubus entices victims into her embrace. Thus she is able to drain away their lives at 1 CON per kiss. At need, this demon-lover can resort to extremely sharp claws or teeth to do 1-3 points per attack, or fly. Perhaps most dangerous of all, the demon can transform to resemble another person (the transformation will be detectable magically). A Succubus may only claim the soul of a victim by her kisses—killing the person by any other means will not trap the soul. Succubi will not attack unless by magic or magical weapons.

UNICORN: ARM 140; 12 HD; 55+ HTK. The living symbol of good and spiritual purity, this faerie beast seems always touched by a soft radiance, and shines like a star in the deepest gloom. Immune to fear spells and curses, as well as poisons, disease, and non-magical weapons, it is naturally gifted with rapid healing, a gift that it can share with a touch of its fabulous horn—the Unicorn can even bestow a full resurrection! Though a gentle creature by nature, the Unicorn is terribile in battle, capable of 2-8 points with a kick of cloued hooves, 1-6 points with a bite, or 2-12 points with its sharp horn.

VAMPIRE: ARM 030; 7:4 HD; 30:70 HTK. The most fearsome of night-stalkers, the Vampire continues its undead existence by drinking the blood of living humanoids. The range given for stats indicates something of the power the more ancient of this breed can command. It normally seeks to charm (as spell) and seduce its victims, but will likewise engage in battle, seeking to overpower its prey. The Vampire strikes for 1-10 damage as it is skilled at draining 1 CON from a victim for every round it maintains its hold. A victim slain in this manner may rise again later as a Vampire unless dealt with in the traditional means which lay a Vampire to rest. These include a wooden stake driven through the heart, decapitation, or complete cremation of the corpse. Vampires are also susceptible to holy symbols and silver/true silver or blessed weapons, and find garlic repellant, though not fatal. Exposure to sunlight will destroy all but the most powerful of these creatures. Able to shape themselves at the will of the user to any form they choose, the Vampire can assume many forms, including animal and human shapes.

WIGHT: ARM 035-055; 3 HD; 9:20 HTK. Possessing more intelligence than a Zombie (which isn’t saying much!), this may in fact be the undead form of a Ghoul. At any rate, the preferred prey of this emaciated malignancy is living flesh, or that of the freshly dead. For that reason, its favored form of attack is a sleeping spell and/or the strangulation of its victim. It remains forever a ghastly, unhomely creature despite its feeding, yet while it may not achieve the semblance of life a Vampire finds, it does not rot away as do the Zombie.

WRAITH: ARM 045-060; 4 HD; 11:20 HTK. This phantom stalker, unlike a normal Ghost, can touch and be touched, though in most appearances it is the same. Delighting in the torment of its victims rather than the killing, a Wraith uses its innate fear-spell and a chilling touch which paralyzes for 1d10 rounds while doing 1 point of damage for each round the victim is so affected. Because it is a spirit creature, it can have the same terrible effect on other spirits as well, which may account for the way in which Wraiths “orchestrate” entire hauntings, controlling lesser phantoms.

ZOMBIE: ARM 025-030; 1:2 HD; 1:20 HTK. Generally mindless undead, more often than not under the command and control of some other being. Needing no sustenance beyond the magic which created and controls them, they function as crude troops or servants, only capable of following the simplest orders. Unless extreme (magical) measures are taken, Zombies continue to decay, gradually falling apart until either reduced to Skeletons or just decaying muck. They continue to function until such time (and can continue as animated Skeletons thereafter).

Note to the GM: If these details do not jibe with those of the game system you employ, feel free to substitute the details, or customize a mix of the two, to suit your campaign. Above all, have fun with it!
GAMESCIENCE
PLAYERS MAP

Terrain Key MF Cost
Cliffs 4/-
Tombstones 1/1
Hill Contours 2/3
Beach 1/2
Caves 1/-
Rocky terrain 2/5
Dense Woods 2/5
Dirt Roads 1/1
Marshes 3/-
Bridge 1/1
Field Fences 2/3
Ruins 2/4
Stream 2/5
Steep Trail 4/-

*No Charge allowed
**Negates terrain penalties
***Mule allowed, 1 hex per turn

Numbers to the right of terrain features list the number of movement factors expressed by entering that hex; the slash separates MFs for footmen/MFs for horsemen.

MOVEMENT FACTORS
Encumbered 1
Armored Footman 2
Heavy Footman 3
Light Footman 4
Heavy Horseman 5
Medium Horseman 6
Light Horseman 8
*1 hex charge bonus allowable
**2 hex charge bonus allowable
Conversion: each 3" equals 1 movement factor

Scale: each hex is 30 yards wide.
TEGEL MANOR is one of the best known and most challenging adventure classics ever created by Judges Guild author Bob Bledsaw.

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This infamous haunted manse is fraught with deadly perils! In its labyrinthine passages lurk monstrosities and magicks fell and foul.

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- Can they find the accursed gem, the Heart of Darkness? Can they root out the evil which emanates from the fortress to threaten the surrounding countryside?
- Can they locate the Cauldron of Regeneration or the other potent wizardry hidden here—tying carpets, magical statues and more?
- Can they liberate a most unique prisoner and complete a quest for justice?
- Or close the portal to Hell itself?

In addition to werewolves, vampires and liches, evil spirits and sinister secrets, one may encounter wyrm humor or Fiendish puns and perhaps the rare tome or important alchemist's aid to be found therein.

TEGEL MANOR can provide many sessions of mesmerizing mystery and frantic action for your campaign, with whatever fantasy role-playing game system you favor. Included are a Gamemaster's and players' versions of the map of the manse itself, as well as maps of the levels below, and of the surrounding countryside. Area background and notable NPCs are described in detail, while a separate section enumerates the diabolical denizens who make the fortress their home.

Other play-aids include tables for dire magics and optional additions to the perils already present, along with Universal Format information.

(Tegel Village is also located on the maps of The City-State of the Invincible Overlord, now published by Mayfair Games, which could provide many other possible tie-ins for your campaign.)

Evil lives in TEGEL MANOR—but can your adventurers find it?
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Master of Toon Fu