

DOOM MANOR

By Richard L. Snider

I. INTRODUCTION

Doom Manor is an adventure designed for use with **POWERS & PERILS**. It can be used by following the guidelines included, or the Referee can use it as a random adventure or as a place to go when a character rolls that he has a map to a great treasure, or a friend in trouble that has knowledge of a great treasure.

NOTE – Where a friend must be saved first, the best use of the scenario will be to have the friend be a captive of the Suadan or the Fradala. The great treasure that he knows how to find will be Doom Manor.

OPENING SUGGESTIONS

A) For a party to succeed in destroying Doom Manor, one of its members must be a magic-user. If the party does not have a magic-user, they will be unable to destroy the heart of the manor unless the Lost Cavern option is included as part of the scenario.

NOTE – The adventure section lists five optional reasons for the party to face the manor. Only one of these requires the party to destroy it. If the Referee does not wish to add Lost Cavern to the adventure, he may choose another reason for risking their lives in the manor. The setting of this parameter is left entirely to the discretion of the Referee.

B) It is important that the Referee give the party cues that will allow them to figure out the various facets of the manor's personality, powers, and any other factors that will aid them in destroying it.

C) The permanent magics that exist within the manor are extremely potent. Use them with care, and with a clear understanding of the personality of the manor, or they will overwhelm the party no matter what they do.

II. HISTORICAL BACKGROUND

The following sections give details and past history important in understanding Doom Manor. Read these sections with care.

The Life of Valanas Victorian, Grand Duke Of The Empire del'Nord

Valanas was born in the year 72, the third son of the reigning Emperor of the Empire del'Nord. At the age of eight, due to his place in the line of succession, he was turned over to the Society of Arms for training as an officer. At the age of eighteen he earned his spurs and was commissioned as a Major on the Western Marches of the empire. For the next ten years he led successful punitive raids against the tribes of the west and figured prom-

inently in several border wars with A'Korchu. With the death of his father, and the ascension of his elder brother to the throne, he became a General of the empire and was given command of the Northeastern Marches.

The Grand Duke served for five years in the northeast. At the end of this time, his spies reported massive build-ups by the barbarian tribes to the north and the east. He requested permission, by courier, to counter the intended invasion with a pre-emptive attack. Taking his request as the formality it had been under his father, he attacked and smashed the enemy. On his return, he found that the Emperor had refused his request and, despite his victory, his act was considered to be nearly treasonous. Valanas was relieved of his command, stripped of his knighthood and posted as a civilian governor in the southern marches of the empire.

Valanas accepted his disgrace bitterly and resolved to live for himself, ignoring the events of the empire. No longer would he serve the land of his fathers. With his wife, the Sorceress Mariana, and his personal retainers, he travelled to the barbarous forest that was to be his new home.

The Grand Duke's first act on assuming his wand of office was to begin construction of Doom Manor, named to represent what

BASIC ADVENTURE SEGMENTS

1) **Meet the Wizard** (The Referee decides what the party's task will be and sets them on the road to Doom Manor.)

2) **Dirlar** (A pre-adventure opportunity to purchase equipment and make plans.)

3) **Moving through the forest** (The standard encounter rules apply.)

4) **Lost Cavern** (An optional section.)

5) **The Land of the Suadan** (Movement through the taboo lands of the Suadan. If the adventure is used to fill the bill in a "friend requires rescue" special event, this segment will also include a raid on a Suadan clan village to rescue the friend.)

6) **Doom Manor** (The climax of the adventure. Operations in the manor will require intelligence to gain the maximum benefit for the minimum loss. If the party fails to use the attributes of the residents and the manor to their benefit, they should not be given an easy time of it. Given the magical power of the manor, and his friends throughout the house (don't forget the rats), a head to head confrontation between the party and the manor will be likely to result in the destruction of the party.)

NOTE – As a general rule, to destroy the house, the party must arrange to get into the Hall of Life without being observed. This will require that they gain an understanding of the house and arrange to make their move when his attention is elsewhere.

he believed was the fate of the Empire del'Nord. Construction began in the year 106, aided greatly by the mystic arts of his wife. The manor was completed in the year 110. It was the largest and grandest palace in the empire, defended by Valanas's own cadre of elite veterans of the Northeastern War. Under the tutelage of his wife, he devoted himself to the mystic arts. By the year 114, the beginning of the barbarian invasions that signaled the end for the empire, he had surpassed Mariana and was a master of wizardry in many of its forms.

When Valanas saw that the death throes of the empire were beginning, he resigned as governor and retired to his manor. In the years that followed, he repeatedly refused to take command of the armies facing the barbarian hordes. Though this decision left him with feelings of great guilt, he refused to reconsider his decision.

By the year 150, the shining cities of the empire were no more. The barbarian hordes ruled all and anarchy was king. In the year 151, the Suadan entered the area near Doom Manor. When they discovered the manor, they attacked, and after a two-day battle, retired into the forest to bury their dead. Against the loss of 19 retainers, Valanas had repelled over 400 tribesmen, killing 40% of their number. After this first attack, the Suadan continually sought vengeance against "the devil of the forest." Valanas kept track of their actions through his magic, and gleefully pre-empted their attacks with magical raids before they could mass against him. For eight years, his name meant terror to the Suadan.

In the winter of 158, Mariana was captured by the Suadan during a raid. To break the strength of the devil, they took her far away from the effect of his magic and tortured her severely until she died, then left her body outside the manor for the grieving Valanas to find.

After three weeks of exacting terrible vengeance on the Suadan, Valanas was overcome by guilt over his wife's death. He buried himself in self-pity and the magical arts, hoping to return Mariana to the living. During the year he spent in this morass, his retainers left him, sure that he had gone insane. In the spring of 160, alone in his manor, he was attacked by over two hundred Suadan warriors. He repelled them, but the cost nearly killed him.

Valanas now realized that his death was near. He stubbornly resolved that no barbarian swine would ever take his manor — a place blessed by his wife's presence for so many years. He cast powerful rites of eldritch magic that lit the night, while the warriors of the Suadan and Fradala massed to destroy him. Three days before their great attack, he completed his magics and cast his final rite of power into the house. On midnight of the Vernal Equinox, in the year 160, Valanas Victorian's soul was trapped between life and death, and Doom Manor was born.

NOTE

If Valanas Victorian is taken from the casting circle, he will live again. In this case, use the statistics below for him and derive his

personality from the above history.

HPV 28	OCV 14	DCV 11	CEL 11	
S 22(+1)	St 48(+2)	D 9	A 12	C 39(+2)
I 160*	W 64	E 12	Em 30	Ap 40
MR 10	NAV 0	MDV 34	EnL 103	CDF 11
HC 44%	DTV -4	PR 8	Dodge Value 0	
MEL 16	EL 8	Casting Ability 300		
Height 69 inches		Weight 142 lbs.	Age 78	

*Valanas is a trained Natural Magician for Wizardry. His orientation is Balance.

EQUIPMENT

Fine robes, Broadsword, dagger, necklace, signet ring, ring (see below: Magic Items).

EXPERTISE

Trained Wizard	All Balance, Elder, Law spells
EL7 Broadsword	EL80 del'Nord
All General Skills of Wizardry	EL60 Primal Tongue
EL7 Shield	EL60 Tongue of Creation*
EL3 All Bows	EL80 Read, Write all known tongues
EL70 Jeweler	EL80 Armorer
EL19 Forest Survival	EL8 Hill Survival
EL8 Mountain Survival	EL6 Upper World Survival

MAGIC ITEMS

Broadsword — a wizard casting sword, EL8. It has EL8 Mana Storage.

Dagger — can cast Tongues at EL8 on the user. It also grants protection from harmful supernatural forces when used in conjunction with the sword, EL8.

Ring — the Ring of the Creator, an MEL16/EL8 special item. A white gold ring set with the tears of Omael, a gem Valanas acquired after deadly adventures in the Upper World. It can be used to cast Astral Powers at MEL16/EL8. It was required in the rites that created Doom Manor.

LIMITATION — The wearer of this ring cannot take life without risking destruction at the hands of this power. Should he kill, cast rites that are intended to kill OR that are not natural to existence, the ring will strike him with MEL16/EL8 Oblivion.

NOTE — The final creation of the wards that gave the house life and the ability to defend itself violated the morality of this ring. It turned on Valanas and his spirit was trapped in eternal oblivion. Only his power, and his dagger kept him from being drawn into Oblivion forever.

The ring draws on the power of Omael. Omael is the supreme god of creation and life in the Balance alignment. Actions, present or future, that oppose life or creation are inimical to his power and will be resisted by the ring, even against the wearer.

The History Of Doom Manor

The manor was completed in the year 110. Until the year 160, when the power of Valanas gave it life, it was a fortified manor. With its birth, it became an aware and sentient being with a mind and will all its own.

Three days after its birth, the manor was attacked by five hundred warriors of the Suadan and Fradala, set on destroying the great devil Valanas. The manor was interested in these creatures, there was something appealing in their crude and barbaric behavior. His interest in them quickly turned to rage when they reached his gate and pounded it down with a large battering ram. They hurt him.

The manor reacted with rage, using his limbs and powers to smash the creatures that beset him. Before the Suadan and Fradala knew what was happening, more than one hundred of their number were dead. The Fradala fled home leaving the Suadan to their own devices. War councils met among the Suadan and it was decided that one final attack should be attempted by warriors of the Great Oak society. The next morning, eighty warriors moved through the smashed outer gate and were never seen

again.

Since this great tragedy, the Shamans of the Suadan have believed that the manor is the palace of the devil incarnate — a place that mortal man cannot hope to conquer. They dedicated themselves to maintaining potent magical wards around the palace to assure that the evil spirits who live there cannot enter the forests of the Suadan and wreak havoc among the people. Since the year 160, the maintenance of these wards has been part of the training of every young Shaman who has risen among the Suadan. Few things are more important to them than watching over the Ghost Warriors and stoking of the Fire Towers that holds the great evil at bay.

After a few hundred years, the manor came to regret exterminating so many interesting creatures. He discovered, by playing with adventurers that have wandered into his halls, that "the soft ones" are stimulating companions. Since the year 439, he has let those who wander its halls live. Only when they cause him pain, threaten his existence, or try to leave will he turn his powers against them.

The Personality Of Doom Manor

The personality of the manor has evolved over more than nine hundred years of continued existence. He can be viewed as the equivalent of a lonely 47 year old man with limited exposure to any social interaction, a kind nature, and great personal power. The manor tends to be garrulous, friendly and competitive in dealing with the "parasites" that have come to live in him. He goes to great lengths to assure that they are happy, as long as they continue to be his friend and play with him. He values their presence; there is only so much enjoyment that a sentient creature can get from playing tricks on mice, rats and cockroaches. The breadth of intellect his visitors bring allows him to maintain his sanity.

Viewed from the perspective of the manor, the presence of aware human beings within him is a symbiotic relationship. He gives them food, shelter and protection while they give him entertainment and a stimulating existence. Without him, they would surely die. Without them, he would go insane.

The Heart Of Doom Manor

The obelisk that is found in the Hall of Life, on the third floor of the manor, is the heart of the manor's spirit. It is an undying, supernaturally powerful magical being that subsists by drawing energy and magic from the area that surrounds it. It is immune to any magic that is cast against it, i.e. it consumes the spell. Except for specific restrictions listed in the appropriate section, any magical artifact that comes into contact with the obelisk will be drained of its magic. Only physical force used in precisely defined ways has any chance of destroying the heart of the manor.

The Powers Of Doom Manor

The following list gives the major powers and special conditions that can be used by, or that are part of, Doom Manor.

A) No force of Chaos can operate within the manor without being caused to come there by some person or thing within its walls.

This means that death, corruption, disease and other hostile forces are restricted from operating on those who are in the manor. People can be killed within his walls, but they cannot die a natural death. Without intervention from a fellow resident, all residents are immortal.

NOTE – Chaos-aligned spells cast in the manor are resolved with a +20 situation modifier, i.e. if a 43 is rolled it is a 63 before any MDV or EL is applied.

B) The manor can create food and water whenever and wherever he chooses to do so, at an EL of 8. He is capable of supplying the physical needs of his guests. He does so at their whim or as a reward for some especially stimulating thing that they have done.

C) The manor can sense the presence of creatures from the sounds they make, their auras and heat that they give off. This "body sense" applies to the entire area within the black walls. People who cross the broken portal of the black wall have a chance of attracting the attention of the manor. The base chance is 5% per person or entity. If they make noise, this chance is doubled. If they touch anything controlled by, or part of, the house, the chance is tripled. If they do both, they automatically attract his attention.

D) The manor can concentrate on only one structural area at a time. For this, the entire outside area between the black wall and the walls of the manor is considered to be ONE structural entity. Areas outside of the black wall, within 100 feet of it, are another structural entity. Beyond these areas, the house can only pay attention to one room or stretch of corridor at any given time.

The manor is limited to viewing ONE structural entity at any given time with his full intellect and awareness. He is aware of the other areas on a subconscious level and can be attracted to them by actions occurring in them. Unless he is attracted by something, he will not be in full control of that area. Any powers or permanent wards brought to bear while his attention is on another part of the house will fire with obscured vision modifiers, missile fire, or add 20 to the roll, normal combat and magic.

EXAMPLE – The wizard Oom engages the manor in an exciting game in the Conservatory. The manor's attention is there.

THE WARRIORS WITHOUT

The manor controls some potent forces outside the walls of the manor house. On the roof of the manor are two full-sized statues of dragons. These figures are automatons that the manor can use to attack anyone in or above the inner courtyard. Both have the power of flight, are made of magically enhanced stone, and have the maximum values specified for an EL8 Automaton. Neither of them can use magic or breathe fire.

The skeletons that stand on the black wall were inanimate when the house was born. With the passage of time and constant exposure to the power of the house, they have been petrified. The house is capable of controlling them and using them to attack any person in the towers, on the wall, or in the courtyards. The attributes of the skeletons are:

A) They have twice the HPV, OCV and DCV listed for the Dead in POWERS & PERILS.

B) They have an AV of 4.

C) If 1/4 or more of their HPV is inflicted on them in one blow, after subtracting the AV, the skeleton is shattered. A shattered skeleton of this type is useless unless the house chooses to throw fragments of it at its enemies.

D) These skeletons are armed. 20% of them will have missile weapons that they are able to use.

E) On the total length of the walls, there are 40 skeletons that the house can command.

NOTE – The skeletons and dragons appear to be carved statues to the casual observer. They cannot be detected to be a threat until they move or attack.

Meanwhile, Cavella steals up to the southwest Personal Treasure room and takes a fine dagger. This activates the automaton in this room without attracting the manor's attention. The automaton attacks him. In trying to hit Cavella, the automaton will add 20 to its rolls.

IMPORTANT – The manor will always be attracted when anyone in the Hall of Life touches the casting circle that contains the obelisk that is his heart. Regardless of what he is doing, his attention will be diverted to this room.

E) Doom Manor has total control over every permanent ward, automaton and non-magical item within the black wall at the time of his birth. This includes all parts of its structure, i.e. doors, windows, etc, and normal non-magical items that are inside. He can use them in any way that he wishes and can move them from one part of the house to another.

When the manor's attention is on an area, any inanimate objects in that area can be taken over by his will. He can do anything with any of these items that a person with a strength of 60 could do. Any thrown objects will be thrown with a +3 SB plus whatever additional points are gained from its weight. When the attention of the manor is elsewhere, unless he is enraged, non-magical inanimate items may not be used as weapons.

Permanent wards and automatons operate on their own when the attention of the house is elsewhere, with a +20 situation modifier added to their roll.

IMPORTANT – If the heart of the manor is damaged without being destroyed, the manor will be enraged. He will be able to cast inanimate objects without having his conscious attention on the room that they are in. The rage state will cause these objects to cascade around the room that they are in, in every room and corridor of the manor. In addition, while the rage lasts, every automaton in the manor will be free to hunt the halls and death-dealing permanent magic wards will automatically attack any living creature within their range.

Being caught in the Doom Manor's rage is something like standing in front of an exploding mine. It is quite likely to be fatal.

F) Doom Manor has its own language, composed of groans, creaks, the movement of air and the ringing of bells. It is a meaningful and intelligent magical tongue to any person that can understand it. Any Natural Magician is capable of understanding the tongue. Characters capable of Mana Sensing or Mana Reading can understand it at an EL equal to their Empathy.

G) Doom Manor stands outside of the normal flow of Middle World time. While a person is in the manor area, he will not age in any way. See (A) above for the other special attributes that enhance this benefit.

NOTE – The time effect above does not interfere with the occupant's perception of night or day. It in no way interferes with normal healing or energy regeneration. Any time powers spell that is cast in this area is rolled with a –20 added to the roll, i.e. a 53 becomes a 33 before any other modification.

The time correspondence in the manor is one for one. A Character that spends forty days inside the manor will have missed forty days of Middle World time when he escapes or it is destroyed. He will age forty days at this time. Due to the dimension that Valanas was trapped in, this effect will not apply to him. When he is freed, he again becomes subject to the flow of time. Until then, he is beyond its reach.

H) The house is inhabited by the spirit of every person who has died within his walls since the Shamanic wards were placed. These spirits wander the manor area each and every night seeking a way past these wards. The spirits of 25 persons are trapped in this way. Through the power of the house, they are forbidden from addressing the living unless the living address them first. After this has occurred, they may operate as specified for ghosts.

NOTE – The Ghost Warrior wards have no effect on the living. They bar the exit of any spirit or supernatural force that is not clothed in mortal flesh. They do NOT bar the entry of these forces, only their exit. Dealing with the supernatural inside Doom Manor is quite likely to be fatal.

EXAMPLE – A wizard decides that he needs an Alal to destroy the manor. He casts his spell and succeeds. The Alal arrives. It begins to destroy and, after concluding its work, is dispelled by the summoner. However, the wards prevent it from leaving the manor. It is trapped and free to do as it wishes. The wizard who summoned it into this place is in a great deal of trouble.

OPTIONAL – The flesh of Elves, Faeries and Dwarves is not truly mortal in the human sense. At the Referee's option, the Ghost Warrior wards can serve to confine Characters that belong to one or more of these races to the manor area even if they manage to escape. If they attempt to move through, they will lose 2D10 energy points per phase for a total of 6 phases before making it through the barrier. Members of these races will be able to sense the bane of these totems and will not be required to enter them without knowing that the result could be death.

III. MANOR PERSONALITIES

Over the centuries, various people have found their way into Doom Manor and remain there to this day. For some, Doom Manor is a haven from the outside world. Others see it as an invincible trap. The people found within the manor are described in detail in the sections that follow.

SHOM, Wizard of Dirllar

HPV 18	OCV 3	DCV 3	CEL 2	
S 12	St 24(+1)	D 20(+1)	A 12	C 36(+2)
I 54	W 30	E 21	Em 20	Ap 20
MR 10	NAV 0	MDV 14	EnL 66	CDF 5
HC 30%	DTV –3	PR 6	Dodge Value 1	
MEL 6	EL 5	Casting Ability 60		
Height 70 inches	Weight 182 lbs.	Age 22(629)*		

*Physically, Shom is 22 years old. Actually, he was born more than six hundred years ago.

EQUIPMENT

MEL6/EL3 Paralysis Ring, Short Sword, Clothing.

EXPERTISE

Trained in Wizardry, Chaos Orientation.	EL4 City Survival
All General Wizardry Skills	EL4 Forest Survival
EL5 in each of the following:	EL4 Manor Survival

Chaining, Hatred, Leeching,
Theft, Compulsion, Terror,
Paralysis, Hell Powers,
Illusion Powers and Silent
Terror.
EL30 Jeweler

EL80 Dirllaran
EL60 Tongue of Young Chaos
EL30 Manor Tongue

EL80 Read and Write
EL1 Sword

Shom was a minor apprentice of the Chairman of Dirllar's Council of Wizards, before the advent of Nilgeranthrib over six hundred years ago. When his master was slaughtered by Nilgeranthrib, and this evil wizard set out to find and destroy potential magical enemies, Shom fled into the forest. He found Doom Manor and used it as a haven to evade the power of Nilgeranthrib. He remains here because of the many secrets that are here to be learned, and out of fear of the might of his enemy.

Shom, the oldest living resident, considers the manor to be his property – though rationally he knows that he is deluding himself. The other residents, except for Balum, give him a wide berth and show him some deference which allows him to maintain this illusion with some degree of assurance.

BALUM SHATTERED-EYE, War Chief of the Fradala

HPV 30	OCV 13	DCV 10	CEL 9	
S 40(+2)	St 36(+2)	D 40(+2)	A 4(–1)	C 44(+2)
I 10	W 20	E 8	Em 12	Ap 32
MR 9	NAV 0	MDV 5	EnL 64	CDF 3
HC 40%	DTV –5	PR 8	Dodge Value 1	
Height 65 inches	Weight 169 lbs.	Age 47(493)*		

*Balum's physical age is 47. He was born 493 years ago.

EQUIPMENT

Longbow, 23 arrows, Bastard Sword, Buckler, Leather Armor, Clothing.

EXPERTISE

EL5 Longbow	EL80 Forest Tongue
EL8 Bastard Sword	EL60 Dirllaran
EL4 Shield	EL2 Forest Survival
EL30 Forestry	EL2 Manor Survival

Balum was born at the height of the eight hundred year feud between the Suadan and the Fradala. (The feud evolved from Suadan anger over Fradala's desertion on the walls of Doom Manor and Fradala's anger with the Suadan for drawing them into attacking an incarnate forest devil.) As a young warrior, he lost his left eye to a Suadan arrow. Despite this handicap, he became a minor chief among his people, famed for his bloody raids into Suadan lands.

While leading one of these raids, his war party was ambushed by the Suadan. All of his warriors were wiped out. He was sorely wounded and passed out from the searing pain of a shattered knee. When he awoke, he slew the Suadan warrior who was moving through the dead taking heads and fled, certain that they would be on his trail. Almost dead from loss of blood, he found the manor and limped inside before passing out. For the next four years he made many attempts to escape. The manor frustrated his every attempt and enjoyed the game immensely. He has since given up all hope of escape and remains a prisoner of the manor and a legend among his people.

PAROS THERIAN, Merchant of La'Ced

HPV 12	OCV 2	DCV 2	CEL 2	
S 15	St 12	D 10	A 12	C 20(+1)
I 9	W 48	E 36	Em 20	Ap 39
MR 10	NAV 0	MDV 8	EnL 68	CDF 2
HC 16%	DTV –1	PR 2	Dodge Value 0	
Height 64 inches	Weight 135 lbs.	Age 32(239)*		

*Paros's physical age is 32. He was born 239 years ago.

EQUIPMENT

Fighting Dagger, Two Throwing Daggers, Clothing, Ring, Money Chest containing 14GC, 13SC and 49CC.

EXPERTISE

EL35 Moneylender	EL80 La'Ced
EL2 All Sword Forms	EL60 Dirllaran
EL2 Throwing Dagger	EL20 Manor Tongue
EL40 Read and Write	EL1 Forest Survival
EL2 Rhetoric	EL3 Hill Survival
EL3 City Survival	EL2 Musician
EL2 Manor Survival	

Paros came to the manor after hearing of its legend while trading with the Fradala. He entered seeking wealth. He found peace and contentment. He has no wish to leave the manor, ever. Since his arrival he has taken great joy in gaming with the house, learning music and seeking to master the culinary arts. He has never visited the third floor and has no intention of ever doing so. Among the residents, he serves as something of a mediator. He is the only resident that everyone likes.

FIONA a'LIR, Countess of Lirara

HPV 15	OCV 0	DCV 2	CEL 0	
S 9	St 12	D 20(+1)	A 20(+1)	C 39(+2)
I 20	W 24	E 16	Em 48	Ap 36
MR 11	NAV 0	MDV 10	EnL 63	CDF 2
HC 26%	DTV -2	PR 4	Dodge Value 2	
Height 58 inches	Weight 99 lbs.	Age 36(43)*		

*Fiona's physical age is 36. She was born 43 years ago.

EQUIPMENT

Throwing Dagger, Fighting Dagger, Harp, Clothing, Jeweled Necklace, Jeweled Ring.

EXPERTISE

EL80 Donaran	EL7 City Survival
EL48 Manor Tongue	EL5 Manor Survival
EL60 Dirllaran	EL2 Forest Survival
EL3 Fighting Dagger	EL4 Throwing Dagger
EL30 Read and Write	EL7 Musician (Harp)
EL20 Moneylender*	EL2 Horsemanship

THE CHILDREN

Magha a'Lir, physical age 10, actual age 17. EL80 Dirllaran, EL60 Donaran, EL25 Manor Tongue. A confused and timid girl. Masa a'Lir, physical age 4, actual age 11. EL80 Manor Tongue, EL30 Dirllaran and Donaran, EL20 Forest Tongue. Masa has supernatural empathy that is geared towards understanding and communicating with the manor – her friend. (Masa is very important to the manor. He will protect her like a father protects his child.) Masa is a kind, naive and curious girl. She has a tendency to be underfoot at the most awkward times.

Fiona is the fourth child of a minor count in the Royal Principality of Donara. Her ancestral land is forty miles north of Donara on the great road. At the age of 18 she was married to an important merchant from Dirllar as part of a commercial arrangement. She moved to Dirllar and lived there until she was 29.

In the year 1093, she decided that it was time that her children met their grandparents and saw their homeland. They travelled east until she reached the Fradala lands. Here her caravan was attacked by a Suadan raiding party and she and her children were taken prisoner. On the way back to the Suadan main camp, they managed to escape and found Doom Manor. She has remained in the manor ever since, out of her compulsive fear of the Suadan that surround it. (She also has realized that she has not aged since she entered the manor. She has gladly accepted immortality and does not care to die in exchange for her freedom.)

NOTE – If the scenario conditions call for the liberation of Fiona and her children, only Magha will go willingly. Fiona will have to be forcibly removed. Masa will fight to remain and, unless rendered unable to do so, will cry for aid to the house. Magha has Manor Survival of 1, Masa has Manor Survival of 10 but must be convinced to tell what she knows.

SPECIAL SKILLS

In the descriptions above, two special skills are listed, i.e. Manor Survival and Manor Tongue. Manor Survival is a learned skill in surviving within the manor, including knowledge of dangerous areas, ways to attract the attention of the house, and the best ways to avoid having the house pay attention when his attention is not wanted. The survival EL times 10% is the base chance that the person knows where a given item or magical ward can be found in the manor.

Manor Tongue is skill in understanding the language used by the house. It is used according to the standard language rules in all ways and is not related to any other tongue, including the Primal Tongue. Over the centuries, the manor has invented it himself.

IV. TRAVELLING TO THE MANOR

In fitting this adventure into the flow of your campaign, you must determine why the party should face Doom Manor. It can be reserved to fit Special Event situations that require the party to seek out a friend and/or a great treasure in some little known place. If not, it may be encountered randomly. If neither case ap-

Residential Politics

In this small human community there are friendships and dislikes that color the interaction of the various people. The table below charts these feelings. The chart is read by cross-indexing the name to the left with the name above. An "L" indicates that the first person likes the second, an "H" indicates that the first person dislikes the second. A "-" indicates that the feelings are relatively neutral.

	Shom	Balum	Paros	Fiona	Magha	Masa
Shom	L	-	L	H	-	H
Balum	H	L	-	-	-	L
Paros	H	H	L	L	L	-
Fiona	-	H	L	L	L	L
Magha	L	H	L	L	L	H
Masa	H	L	-	L	L	L
Manor*	-	-	-	-	-	L

*The feelings of the manor towards the current residents.

Shom hates Fiona because she spurned his advances. He hates Masa because he considers her to be a threat to his mystic supremacy in the manor. He likes Paros because he is a charming companion who seems to know his place.

Balum hates Shom because he stinks of magic. He likes Masa because she is an endearing child who treats him as a trusted friend.

Paros hates Shom because Shom is a servant of Chaos, which is anathema to Paros. He dislikes Balum because he is an uncultured barbarian who makes no effort to change. He likes Fiona and Magha because they are cultured women with refined tastes. He thinks Masa is strange and has few feelings towards her in either direction.

Fiona dislikes Balum because he reminds her of her terrible time with the Suadan. He is a gross, crude and vicious barbarian in her eyes. She likes Paros because he is a refined merchant who, in some ways, reminds her of her husband. She has a great love for her children and will defend them to the death.

Magha is nearly insane with jealousy over Masa's ability to understand the manor and talk with it. She hates her sister. Magha likes Shom and often does his bidding in order to hear a new story or be taught something of the mystic arts. She loathes Balum for his crudeness. She is fond of Paros because he is a cultured and gentle man. She loves her mother deeply and seeks to emulate her whenever possible.

Masa intuitively dislikes Shom. Something in his being is dirty to her, she will have nothing to do with him. She is fond of Balum because he is an honest man who "smells" pure and clean to her senses. She is also fond of her mother and sister. She cannot understand why her sister treats her so poorly. Masa feels that Paros is a superficial creature with little true worth. She has no feelings towards him one way or the other.

plies, the Referee must determine a rationale. This will tie the adventure into your campaign and give them a better feeling of scope and purpose as they set out to test their fate.

NOTE — The residents will remain the same no matter why the adventure is played. You have full discretion to add to the residential population as you see fit.

Reasons To Visit Doom Manor

This section lists five reasons that the Referee may use in determining why the party will travel to Doom Manor. Any of them may be modified as the Referee desires to fit his individual campaign.

REASON ONE — The party is offered a rich reward if they will travel to the manor and break the spells that give it its unnatural life and supernatural power.

REASON TWO — The party can be sent to find either the Book of Girra or the scroll that contains the Rite of Life and return it to the person that hired them.

REASON THREE — The hirer wishes to take possession of the manor for his own ends. The party is hired to travel there and find the Journals of Valanas which hold the key to success in this endeavor.

REASON FOUR — The Elder of House Amarian, a merchant house in the city of Dirllar, has searched for seven years for his wife and children. The hirer was hired by him to aid in this search. He has determined that they must be in Doom Manor and wishes to hire the party to find them and take them to House Amarian in Dirllar.

REASON FIVE — Doom Manor is a legendary treasure house. The party could be hired to loot the treasures of the manor in exchange for a share in the profits that they make.

NOTE — An option that you may find to be interesting is to have different party members be given different reasons for travelling to the manor. This could make for some interesting Player interaction once they get there. Its major drawback lies in the fact that, given equivalent competence on the part of both factions, it could have a bad effect on the unity of the party.

The First Step

The party encounters a young stranger in plain, well-kept robes. After the necessary introductions, he will ask if they seek an adventure. He will tell them that his master is searching for a valiant party to aid him in the performance of a great task. Further, as he is sure that these stalwarts are just what his master needs, he will offer to take them to meet him.

If the party accepts, the man will lead them to his master. If they don't he will leave and in one to three hours, return with his master and 1D3 personal guards. In either case, the party will meet the young man's master and be given their opportunity to begin this adventure.

The Master

The personality, attributes and talents of the young man's master varies with the task he wishes to assign the party to perform. He is obviously a man of immense wealth, robed in silk and heavily jeweled. His three guards are obviously Character-class veterans. They are armored in Plate Mail and equipped with a metal shield, heavy sword, full helm and a fighting dagger. Their stats should be determined by rolling 2D10 in Book Four of POWERS & PERILS.

Once the master arrives, he will introduce himself and ask the party to take his quest. He will offer aid and whatever information the specific desire that he has allows him to offer. He will be insistent and persuasive: The aid and information that he can offer is listed in the sections below, depending on the reason that the Referee has selected for his interest.

REASON ONE — The master is a law-oriented Wizard and the son of a high noble of the area. He has studied the legend of the manor, determined that it is fact and desires the manor's destruction. He considers the manor to be an unnatural perversion of lawful order that must be destroyed.

As part of his negotiation with the party, he will show them a

chest with four sacks in it. He will remove one and pour out 50 gold coins. If they accept, these coins are theirs. If they succeed, the other 150 that are in the chest will be theirs as well. (In the standard economy, 200 gold coins is a prince's ransom. It would easily feed over 100 peasant families for a year.)

After the party has accepted the quest, the Wizard will give them a map that leads from Dirllar to Doom Manor. If the Lost Cavern option is used, the map will also indicate its location. Once he has given the party the map, and answered any questions that they may have concerning the history of the manor, the local population and legends that pertain to Doom Manor, he will aid them on their way by teleporting them to a point two miles away from Dirllar — at the crest of a hill.

After he has done this, he will tell them that he will know when they have succeeded and will await their return in Dirllar. This said, he will cast a spell and vanish.

REASON TWO — This reason is most appropriate if the master is a Balance Wizard or someone who knows Elder Magic. In the first case, he will want the party to find the Rite of Life. In the second, he desires the Book of Girra. In both cases, the magic-user has made a precise study of the powers that surround the volume that he is interested in and a general study of the Doom Manor legend.

The magic-user will try to interest the party in performing this task for him. As an incentive, he will offer to provide magical aid on their quest and starting money for each of them, so that they may buy whatever equipment they feel they will need.

After they have accepted, their leader will be given a magic ring. Each member of the party, including the leader, will be given ten gold coins to use as he sees fit. He will answer any specific questions that he can about the book and any general questions that are asked about the manor and the local natives. If the Lost Cavern option is included, he will know nothing about the area except for its general location. After the questioning is over, he will aid the party by opening a portal for them to pass through leading to a point that is two miles from Dirllar.

NOTE — The magic ring has a permanent Specific Detection spell for finding the book that the Wizard wants. When the wearer is within twenty feet of this book, the ring will glow fiercely. Once it is placed on his finger, it cannot be removed and will act as an MEL10/EL5 Compulsion on the wearer. It will also strike him with an MEL10/EL5 Physical Curse of the Referee's choice if he fails to devote himself to finding the book.

REASON THREE — This reason is best suited to a Chaos magic-user. The wizard in question has done a detailed study of the manor, the local tribes and the legendary career of Valanas. Once the party has accepted his quest, he will answer any specific questions that they may have on any of these areas and will give them a detailed map for reaching the manor from the city of Dirllar.

Before releasing the party for their journey, the wizard will stress that the treasures of the house are theirs for the taking BUT, under no circumstances are they to harm the house. They are to find the Journals and escape with them. If the house is destroyed, the wizard will become their enemy forever.

This wizard will not aid the party in reaching Dirllar. He will, however, give them any normal equipment or monetary aid that they require, within reasonable limits, i.e. no more than 100 gold coins. If they are overly demanding, or give him the impression that they cannot be trusted to carry out his wishes, he will destroy them.

REASON FOUR — The master is a Knight from a low-ranking noble house. After a dedicated search, he has uncovered evidence that the Countess and her children are in the manor. Unfortunately, he is too old to make the journey into the forest to rescue them. He asks the party to take his duty from him and see that the noblewoman and her pitiful children are reunited with their family in Dirllar.

The Knight has a map of the area he will give to the party if they accept the quest. He has no other aid that he can give, except to answer general questions about the area and the manor. If the Lost Cavern option is being used, his map will include the location of this place and specific details about the Key of Doom, i.e. how it is

used, what it looks like, etc.

The Knight has a sizable horse herd and will provide the party with Warhorse I or II mounts if they take on the quest. This is the only aid that he can give. They must make their own way to Dirllar from their current location.

REASON FIVE – The master in this case is a powerful merchant, and possible thief. His motivation is greed. He will appeal to the party's greed and offer them a stake and valuable information in exchange for 50% of the loot that they take out of the manor. He will not enter the manor himself or travel with them past the city of Dirllar. (They are the muscle, he is the brains.) Finally, after the party has accepted, he will make it clear that they betray him at the risk of their lives. He will bare the left forearm of one of his guards revealing the brand of the Assassins. He will state that, should they fail to bring him his share, he will set the Assassins on them until they are destroyed.

After this attempt at intimidation, the merchant will shift to hospitality to mend fences and calm tempers. He will give the party a map that details the area and a scroll that contains a biography of Valanas Victorian.

The merchant is a miserly man who trusts no one. He will only give the party such information as he deems necessary to perform their task. Any other information that they want they will have to cajole out of him. The merchant has detailed information about the activities of the Suadan in the area, the location of Lost Cavern and general knowledge about the legend of Doom Manor and the items that may be contained within its walls.

NOTE – He is especially conversant on the jewelry items, especially the magical ones, that can be found in the manor.

DIRLLAR

Dirllar is a large port city with a population of over forty thousand people. The party may wish to enter this city to buy equipment and provisions. If they do, they will find the city to be boisterous, violent and somewhat filthy. They will also find that the economic standard of Dirllar varies considerably from the standard used in Donara and most other areas. (See the example in the Economic Section in Book One of *Powers & Perils* for the proper exchange rate.)

Socially, Dirllar is a mercantile city that takes great pride in upholding high standards of personal honor. No true son of Dirllar takes any insult or innuendo that denigrates his honor lying down. There is a strong duelling tradition in this city and most men are skilled in both sword and dagger, the common weapons that are used in duels.

NOTE – The party should spend as little time as possible in this city. The longer that they stay the more likely that they will be distracted from their goal by encounters in the city. In Dirllar, possibly more than in other cities, distractions tend to be fatal.

THE FOREST

The party's map will indicate that they should move northeast, through the forest, from Dirllar. After a while they will reach a small line of hills that block their path. If the Lost Cavern option is in use, it should be located in these hills. The map indicates that they should move through the central pass in these hills until they reach the forest on the other side. Within five miles, after reaching the other side, they will reach Doom Manor. From the moment that they enter the hills, until they enter the manor, they will be in the lands of the Suadan.

In rolling encounters while the party is in the forest, use the standard tables that are found in Book Three and Book Four of *Powers and Perils*. Ejudicate the encounters based on the parameters of the current situation and the suggestions that are included in these rules. The Referee should arrange the encounters such that they fit the circumstances that the party is in.

APPROACHING DOOM MANOR

When the party reaches the top of the hills, they see the dome of Doom Manor and the small clearing it is located in. They are now in a part of Suaden land that is taboo for all foreigners. If they en-

counter any warriors while they are here, they will be attacked or reported (depending on the relative strengths of the parties involved.)

The Taboo Land is marked by Ghost Warrior totems. The party will come across the first totem 1D3-1 miles after they enter the forbidden land. It is magical and will leave a bad taste in the mouth of non-human Characters.

This land is constantly patrolled by two parties of warriors. Each party has 2D10 warriors, a warchief and a Shaman. The warchief and the Shaman are both Character-class humans, the others have normal human values.

The standard armament of Suadan warriors is an axe or heavy sword and a longbow. Each warrior will have 1D10 + 10 arrows in his quiver. If the Referee decides that some of these warriors do not have bows, they will have a buckler and a fighting dagger instead. No member of the party will be wearing armor except the chief, who has leather armor.

If the search party encounters your party, 75% of them (rounded down) will stay and fight. The rest run to the closest village for reinforcements. The warchief and the Shaman will always be among those who stay.

The Shaman will have random stats from the list in the back of Book Four. His MEL will not exceed 6 and his EL should not be greater than 2. If the values rolled exceed these values roll 1D6 to determine the MEL, 1D3*-1 to find the EL and 2D6 to find out how many Shamanic spells the Shaman knows (one must be Orient Self). The Casting Ability for all Shamans encountered is MEL x 10.

THE SUADAN

This tribe is among the most vicious and deadly tribes in this forest. They have a habit of taking heads in battle, so that the Ghost Warriors that confine the devil in his palace can be imbued with spirits of proven valor. Unless their honor demands it, they will never be hospitable towards strangers, and will attack on the slightest provocation. At no time will their villages be open to strangers, unless one or more of them are of the forest.

If the Suadan become aware that a person intends to enter Doom Manor, they will attack. They will always try to attack in overwhelming strength, intent on killing the party. Otherwise, they will try to capture them for use as slaves. Corpses are worthless to the Suadan, unlike other tribes of the forest. The Suadan are not cannibals. Some tribes to the northwest, such as the Nethagen, are.

The Villages Of The Suadan

If a party is captured, or must enter a Suadan village for some reason, these parameters apply:

A) All Suadan villages are surrounded by an abatis, ditch and palisade. They are laid out in a circular pattern with a large central area that is used for meetings and other activities.

B) The average Suadan dwelling is a 40 foot long, 15 foot wide and 10 foot high longhouse built out of logs, with a mud and wattle roof. Each building is the home of one family. The entire village is the home of one clan. A typical village would have 8 longhouses radiating out from the center like spokes on a wheel.

C) Suadan longhouses are divided into three sections. The section that opens onto the outside is the family common room, used for meals, work and other chores best done inside. The central room is a sleeping area. The entire family sleeps as they can find space in this area. The final room is a storage area for goods and provisions.

NOTE – The family slaves are kept outside the door, lashed to stout poles. This is not only for the family's safety but it also exhibits their wealth.

D) All Suadan villages are well camouflaged. They are hard to see unless they are viewed from a higher elevation. Unless a party member rolls 1 + (Forest Survival x 5), they will walk right up to it before they realize that it is there.

EXCEPTION – The village closest to Doom Manor is the main camp of the Suadan. It has a break in its defenses where a road of closely-joined stone slabs leads out of the village towards the manor. Every fifty feet along the road are Ghost Warrior totems. If

the party follows the road away from the village, it will lead them to Doom Manor.

NOTE – The Suadan believe that this road is part of the Realm of Ghosts. They will never set foot on the road for any reason. If the party is found while it is on the road, no Suadan warrior will set

foot on it. The party will be immune to normal combat attack while they remain on the road, but not to arrows. Enemies killed on the road are left to rot. It is possible the party will come across one or more skeletons lying on the road that have been peppered with arrows.

V. THE MANOR

Doom Manor is surrounded by a 15 foot tall black wall. The entire manor area contained within this wall is 250 by 150 feet in size. The wall is constructed of fine basalt transported to this area from the mountain area near Valheim, some 4-500 miles to the northeast.

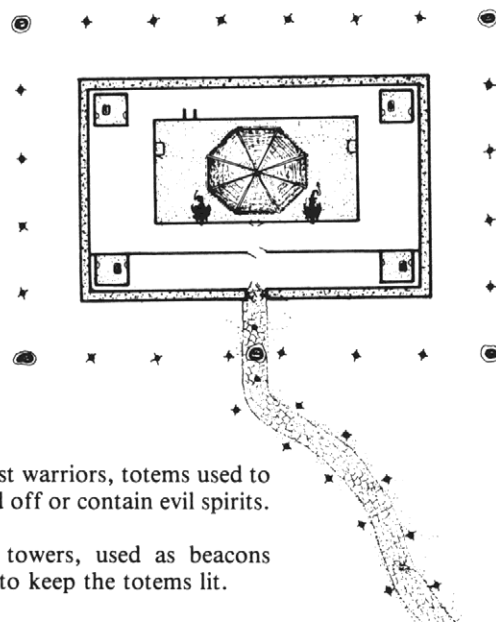
The outer gate was constructed of heavy oak timbers. It was broken open in the last barbarian attack and remains broken to this day. The wall is an earthwork that is eight feet thick. Inside and outside, it is faced with 1 foot thick slabs of basalt. The interior 6 feet is packed earth.

In each corner of the black wall is a square tower 30 feet square and 35 feet in height. They overlook the wall and were built inside of it as separate structures. All four of them are made of basalt.

The two towers closest to the main gate are also connected to the inner Barrier Wall. This wall was designed to contain attackers, not to serve as a fighting platform. It is 20 feet high and three feet wide, it is constructed of adobe. Some parts of this wall have been weakened by attacks and it is easy to climb.

The manor is located in the center of the inner courtyard. It is a massive structure, 150 x 80 feet in size. It is a three story, rectangular building surmounted by a tarnished silver dome that is centered on top of the third floor. On each side of the dome are life-size statues of enraged Dragons. If the proper ward is activated, these Dragons can be used to attack enemies that enter the Inner Courtyard.

NOTE – The party will notice as they pass the black wall that approximately 40 stone skeletons stand facing outward on the wall and the towers. These, like the Dragon statues, can be used to defend the manor.



- Ghost warriors, totems used to ward off or contain evil spirits.
- Fire towers, used as beacons and to keep the totems lit.
- ★ Magic ward to prevent the evil one from leaving the manor.

BUILDING DESCRIPTIONS

The Outer Courtyard

The area between the shattered main gate's wall and the barrier wall is the outer courtyard. It contains a fallen wooden door. Between the door and the Barrier Wall are the skeletons of 73 men, picked clean by scavengers. Mixed in with these bones are weapons and other equipment sufficient for this number of barbarian warriors set on storming a fortress.

THE INNER COURTYARD

The party will come across 34 human skeletons with equipment in this area. They extend from the barrier wall gate to the front door of the manor. Many of the skeletons are incomplete. They were obviously crushed or mauled before they died.

Entry into the inner courtyard is through an arched passage whose iron door hangs open. After every party member has entered, if the manor has sensed their presence, this door will slam shut and bells will begin to ring softly (the manor saying hello to its new guests.)

The Manor Proper

The walls of the manor house are constructed out of smooth white marble. The dome, as viewed from the ground, appears to be metallic if **I + Em** or less is rolled. If not, the person can't tell. (If the person making this roll is an Armorer or Jeweler, he will know that the dome is silver from the color of the tarnish that accumulated before the manor was born.)

The front of the manor, the ground level facing the gates, has six unopenable windows and a stout wooden door. Each window is shuttered from the inside. If the party tries to break in through a window, the house will feel the pain and retaliate if the window is

actually broken. The process is:

- A) The party decides to break in.
- B) They move to the window and touch it, and bells get louder.
- C) They prepare to strike it, the bells ring loud, creaks and groans are heard and the wind moves violently.
- D) They break it, the bells scream with pain, the wind whips wildly and the groans become almost deafening. The Dragons will descend from the roof, the skeletons will march and loose debris from the courtyard will begin to pepper the vandals.

NOTE – The escalating racket that the manor creates is his way of warning the party not to hurt him. Whether they understand the manor's tongue or not, they should have some idea that they are doing something wrong from increasing volume of this noise. If they don't then they reap the whirlwind.

Entering The Manor

The only safe way to enter the manor house is through the front door. The door will automatically swing open whenever a person touches it, when the door opens, the manor's attention will be drawn to the party. He will give its guests a full minute to enter. After all of them have entered, or a minute has passed, it will close the door. Anyone remaining in the inner courtyard will be attacked by the Dragons unless he runs to the door. (The manor will chuckle and open the door for him if he does).

THE INTERIOR

Once the party enters the manor, they are trapped within unless they find a way to escape or destroy his existence. The following sections detail the rooms found on each level and any special parameters that may apply.

IMPORTANT – No door or window may be opened from the inside without breaking it. Breaking it will cause pain

and will lead to the manor attacking the vandal responsible. The manor hates to be hurt.

THE FIRST FLOOR

1) Main Foyer

The front door opens into a room with ornate, marble-tiled floors and exquisite frescoes on the walls. In the southeast corner of the room is a statue of a man holding a staff. In the southwest corner is a statue of a woman in an intricately detailed flowing cloth robe, who is wearing a small tiara.

Moving up the west wall, from the south, there is a large cabinet that contains fourteen items of fine metalwork. The window of the cabinet is smashed and the right-hand door is off its hinges. Ten feet north of this cabinet, a door has been smashed open. Five feet from this door is a large staircase made out of hand-carved red stone that leads up to the atrium.

Moving up the east wall, from the south, is another large cabinet. This cabinet contains a suit of archaic scalemail bearing the Dragon Triumphant crest of the Empire del'Nord. The cabinet also contains a helm, a bastard sword, an ornate fighting dagger and a finely made metal shield. The door of the cabinet is sealed with a lead seal. The windows are inscribed with runes. If the seal or a window is broken, the person responsible will be subject to MEL12/EL4 Flaming Death. If this spell is activated, the cabinet and its contents will be destroyed. Ten feet from this cabinet is a door. Five feet from the door is a staircase, as described for the west wall above except that it is carved out of white marble.

Ten feet from the south wall, in an evenly spaced line from east to west, are four marble pillars. North of these pillars are rows of planters that contain various fruits and flowers. Between the

stairs, in the northern part of the room, are more planters. This part of the room also has two wrought-iron chairs and a fountain that sprays water from the mouth of a silver Dragon into a pond beneath it. The fountain bowl is made of smooth black stone. The pedestal that the Dragon is mounted on is made of white marble. In the middle of the north wall, behind the fountain, is a door that has been broken open.

2) The Captain's Office

The room has a chair in the northeast and northwest corners. On the east wall is a cabinet that contains books, scrolls and maps that were current in the year 150. It has non-magical runes carved in its sides. None of its contents have any magical value.

On the west wall is a locked metal chest. It contains two flasks, which contain unknown fluids (four ounces in the first and seven ounces in the second). Roll as specified in Book Four for potions to determine their value. It also contains four crystal glasses, an ornate silver platter and twelve pieces of cutlery, i.e. knives, forks and spoons. In the southwest corner is a statue of a tall humanoid figure wielding a sword and shouting in exultation.

There is a desk and chair on the south wall. Its contents have

Armory Contents

TOWER ONE

13 arrows, a quiver, one bow,
2 swords, 7 spears, 1 dagger.

banded shields.

TOWER TWO

8 arrows, 2 bows, 3 swords,
2 spears, 2 daggers, 1 halberd.

TOWER THREE

14 arrows, 3 bows, 2 quivers,
5 swords, 2 halberds, 2 suits of
scale mail, 1 metal shield, 2

TOWER FOUR

3 arrows, 1 dagger



Note: towers two and four should be turned 180 degrees.

The Towers

Except for its orientation, each tower is laid out in the same way. The first floor has a heavy iron door that can be barred from the inside. On towers 1 and 2, the door is barred, on 3 it is closed but not barred, and on 4 it is standing open. Each tower has two rooms on the first floor. The large room was used by the garrison on duty. The other room is an armory, containing the arms and equipment of the soldiers residing in the tower and reserve equipment for reinforcements.

The second floor of the towers is reached by ladders that start on the first floor and lead to the roof. These floors contain three rooms. One is a large barracks area. The chests contain clothing and the possessions of common soldiers. The next largest room is the quarters of the lieutenant in command of the tower. It can con-

tain discarded clothing and minor possessions. The small room is the company office for the tower personnel; it will contain records. In one of the drawers of the desk in tower 4 is a metal chest containing 2SC, 4CC and 39BB. This is the company war chest. In the other three towers, the men took it with them when they fled Valanas's insanity.

The roof of each tower has five skeletons on it. Around the tower roof are scattered miscellaneous weapons and other goods. There is also a hearth on the tower that was used for heating oil and other combustibles.

NOTE – Characters that roll their I or less will note, after the dust is removed, that the weapons look brand new despite the passage of more than 900 years. If they are taken outside the wall, they age 100 years per turn until their full age catches up with them.

been rifled and the drawers are strewn around the floor. Mixed in with the drawers are clean parchment, writing utensils, a ledger book bound with leather and a small bag that has been cut open.

3) Guard Lounge

There is an empty cabinet on the east wall. Its design indicates that it was used for holding spears. In the southeast corner is a statue of a man wearing scalemail who is holding a spear. In the center of the room are two couches that face each other. On the south wall is a large cabinet containing three swords. Towards the west wall is a large couch that faces to the east. On the northern wall, stretching from the west wall to the door, is a long table with nothing on it.

NOTE – Paros Therian uses this room as his bedroom. It will contain his personal property and the standard accoutrements of a gentleman's bedroom. Under the large couch, which he uses as his bed, is a metal chest that contains 20GC, 39SC, 18CC and 110BB.

4) Barracks Rooms

These three rooms are nearly identical in contents and layout. They contain beds and wooden chests. The room farthest to the east has a door in the east wall that leads to a storage room (#16).

The chests contain plain clothing, tools for maintaining arms and armor and the miscellaneous personal possessions of the soldier that owned the individual chest. Nothing of value is contained in these chests.

5) Dining Hall

The cabinet in the southwest corner of the room contains 23 brass plates, 23 iron knives and 30 iron forks. The cabinet in the northeast corner holds handcloths, table cloths and other linen. In a second section below, it has 14 ceramic bowls and 27 ceramic goblets. Running through the center of the room is a long table with ten chairs. In the northwest corner is a square table with four chairs. The door in the middle of the east wall leads to room 14.

6) Sanitary Facilities

The statue in the northwest corner depicts a robed woman pouring water. Next to it is a small desk and chair, in front of a mirror that hangs on the wall. South of this desk are three stalls made of red and black stone that each contain a white marble bench. On each bench is a large ceramic pot with slight discolorations on the bottom.

In the northeast corner of the room is a couch. On the east wall is a tall cabinet that contains large towels. Towards the southeast corner of the room is a 10 foot long, 5 foot wide and 2 foot deep marble-tiled depression in the floor. Beside it are three large metal jugs, each sufficient to hold about three gallons of water.

NOTE – The manor is capable of creating water, on request, inside of the marble depression. It has often been called on to do so in the past.

7) Staff Dining Hall

On the west wall is a cabinet that contains 11 brass plates, 13 iron knives, 10 iron forks and 8 ceramic goblets. On the north wall is a long wooden bench. Next to it is a statue of a severe looking old woman wearing an apron and holding a meat cleaver. On the east wall is another bench. In the southeast corner is a statue of a smiling man who is wearing a cloak. Near the south wall is a long table with four chairs.

8 – 10) Staff Quarters

The domestic staff lived in these rooms. The personal property placed here by the Referee should reflect this difference from room #4. Room 10 has a door in the west wall that leads to room 17. All of the rooms also have tables and chairs scattered about.

11) Major-Domo's Quarters

In the southeast corner is a cabinet that contains fine clothing. On the south wall is a desk that contains clean parchment, a 1/2 pound crystal paperweight and a small dagger. On top of the desk is a gold ring and a scroll. The scroll is an inventory of the property in the manor as of the year 156.

On the west wall is a statue of a wolf and a glass cabinet. The cabinet holds three empty bottles, scattered haphazardly, five empty decanters and seven crystal glasses. It is locked with an EL10 lock. The glass of the cabinet door is broken.

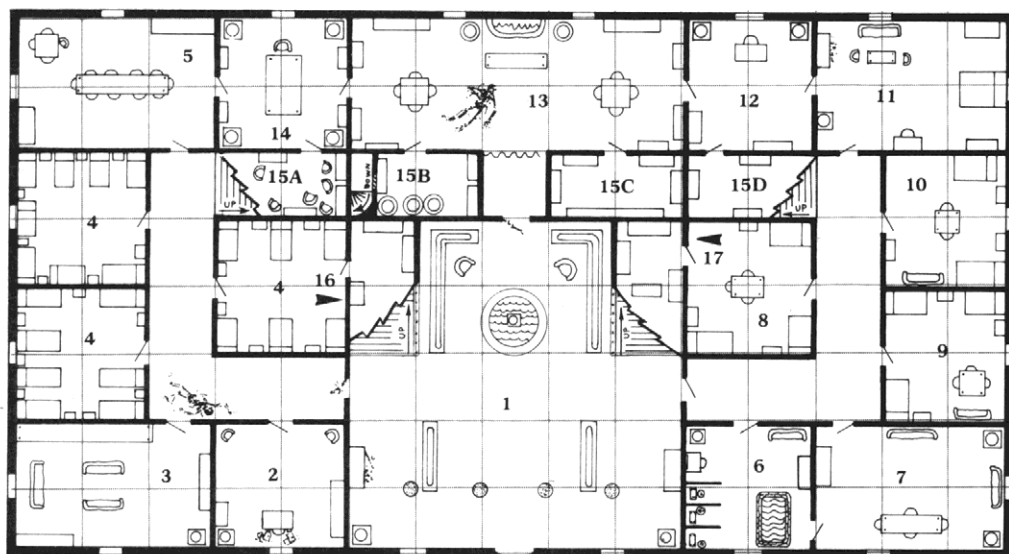
On the north wall is a couch, two chairs and a small table. In the corner of one of the chairs, obscured from sight, is a gold coin. In the northeast corner of the room is a standing closet that holds fine cloaks and hats. On the east wall of the room is a finely covered bed with a pillow. The blankets and sheets are in disarray and some of them are on the floor.

NOTE – This room is occupied by Balum Shattered-Eye. The Referee can re-arrange the items in the room as he desires to reflect the presence of this occupant. In general, he has little concern for cleanliness and civilized niceties.

The bottles in the room are fine wine bottles. Masa knows how to reach the cellar and when Balum says that he is thirsty, she brings him wine from the cellar. (She empathically communes with the rats so that they don't hurt her.)

12) Major-Domo's Office

In the northwest corner of the room is the statue of a wolf. In the northeast corner is a bear statue. Between the two is a desk. The desk contains the basic items described for the desk in room 11 plus a small metal chest with an EL25 lock. If the lock is opened



FIRST FLOOR

- 1) Main Foyer
- 2) The Captain's Office
- 3) Guard Lounge
- 4) Barracks Rooms
- 5) Dining Hall
- 6) Sanitary Facilities
- 7) Staff Dining Hall
- 8) Staff Quarters
- 9) Staff Quarters
- 10) Staff Quarters
- 11) Major-Domo's Quarters
- 12) Major-Domo's Office
- 13) Kitchen
- 14) The Master's Dining Lounge
- 15) Storage Rooms (A-D)
- 16) Barracks Storage Area
- 17) Domestic Storage Room



improperly, the victim's finger will be struck by a needle that bears a BL8 Slow Death poison. The box contains a small ruby, 2 silver coins, 11 copper coins and 21 brass bits.

On the west wall is a large chest with the same type of lock as specified above. It contains a gold platter, gold pitcher and two crystal goblets. On the south wall is a chest that contains 8 silver plates, 8 silver plated knives, 8 silver forks and 8 silver goblets. On top of this cabinet are 5 small bowls, a large decanter and two large wooden bowls. The small bowls and decanter are fine crystal.

13) Kitchen

This room has a table and four chairs in the center east and the center west. In the southwest corner are two cabinets that contain metal plates, knives, forks, pots and pans. The two cabinets in the southeast corner contain goblets, crockery and other miscellaneous vessels. The other cabinets in the room contain various types of food, most of which is half-eaten and nibbled on. There is a 40% chance that if any of these cabinets are approached, 1D3 rats will flee from the cabinet to a place behind the hearth.

In the center of the north wall is a fire hearth; filled with hot ashes and a spit above it. South of this hearth is a ten foot-long oak chopping block. Set in the wood of this block is a large cleaver. On it is a half eaten haunch of roast meat. To either side of the hearth are two barrels of water. Between the chopping block and the southwest part of the room is a skeleton wearing a bear fur. No visible sign remains of how this man died.

In the middle of the south wall is a hanging curtain embroidered with the semblance of a one-eyed giant. If the house is upset, this tapestry can be used to wrap itself around a person and suffocate them. The person is held with a strength of 60. Roll (S + D)-60 to break free and ((S + D) x 2)-60 to get free enough to breathe.

14) Master's Dining Hall

In his later years, Valanas took his nourishment along in this room. In each corner is a statue of his wife Mariana, each in a slightly different pose. In the center of the room is a long oak table with one, heavily-gilded chair. The table has complete settings for two people on it and a golden candelabra in the center. On the east wall are cabinets containing decanters, bottles and crystal glasses. All of the bottles are empty. On the west wall, the cabinets contain 4 silver plates, 8 silver-plated knives and 3 silver-plated forks.

15) Storage Rooms

All of the rooms on this floor that are numbered with a 15 are storage rooms. From left to right, each contains the following:

A) Four cabinets containing fine linen, wooden and metal utensils and crockery. Also in the room are seven ornately-

gilded chairs.

B) On the east and west walls are cabinets that contain half-eaten food. If this room is entered, there is a 20% chance that 1D6 rats will be surprised and will flee into the west wall. On the south wall are three barrels of beer. One is unopened, one is 20% full and one is 80% full. Each keg has a capacity of 50 quarts.

In the center of the west wall, reached by a hidden lever at the bottom of the food cabinet in front of it, is a secret passage. This passage leads to a narrow corridor and a small circular staircase that heads down to the basement. There is a 40% chance that, when this passage is opened, it will contain 1D3 rats. If so, they will flee when it is opened.

C) As for room B except no kegs and no secret passages. If rats are surprised in this room, they will be cornered and, if attacked or approached, they will fight. 1D6 rats are present on a 40% chance.

D) The major-domo's cabinets contain various tools, linen, parchment and other tools that he would need in his job as chief domestic servant for a large manor house.

16) Barracks Storage Area

This room contains spare clothing, red cloaks, general medical supplies (the equivalent of four healing kits) and 5 weapons of a random type. The Referee may place any other non-magical items that he desires in this room.

17) Domestic Storage Room

As for 16 except the goods stored are tools and materials that would be of use to a domestic staff in maintaining the manor house. (Brooms, mops, buckets, soap, etc).

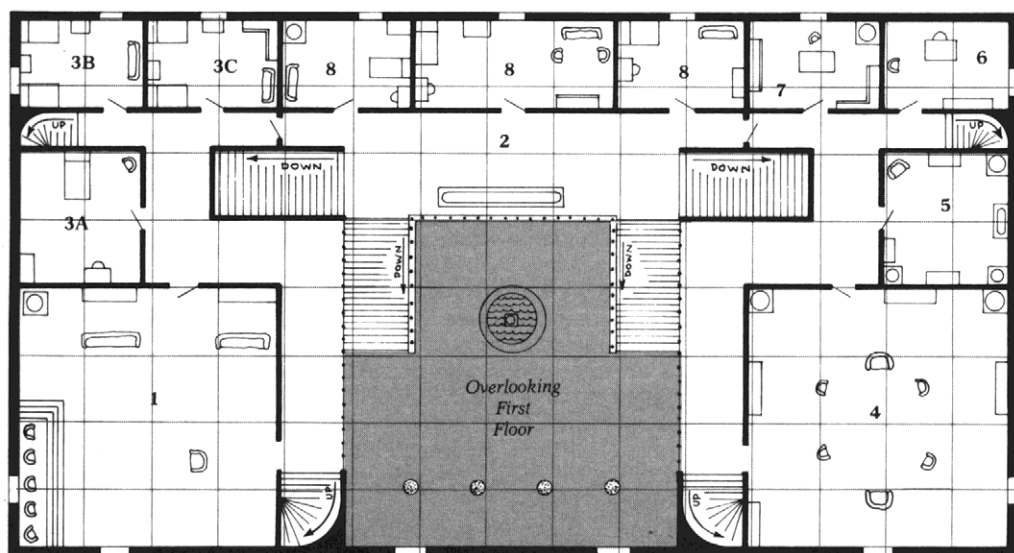
SECOND FLOOR

1) Conservatory

This room was designed for small concert performances. On the west wall is a raised platform with five chairs on it. In the northwest corner is a statue of Mariana holding a harp. On the north wall are cabinets that contain nine musical instruments of various types. South of the north wall cabinets are two couches. Each of the couches is covered with a silk cloth. To the east, ten feet from the south wall is a carved wooden chair. The southern wall is painted with a fresco depicting satyrs, centaurs and other Elder creatures making music during one of their celebrations.

2) Atrium

A large landing at the top of the staircases. It contains a stone planter full of flowers. The floor tiles are white marble inset with



SECOND FLOOR

- 1) Conservatory
- 2) Atrium
- 3) Apprentices' Quarters (A-C)
- 4) The Master's Study
- 5) Reflection Room
- 6) The Master's Private Study
- 7) Library
- 8) Guest Rooms



red diagonal stripes. Scattered around the floor are toys and trinkets that Masa plays with.

3) Apprentices Quarters

Rooms that were used by the students of Valanas. After his wife died, he dismissed all of the apprentices except one. The contents of these rooms, from bottom to north to east, are:

A) There is a bed at the center of the north wall. In the northeast corner is a wooden stool. On the south wall is a desk and chair. The chair contains a partially-eaten corpse in a red silk robe. In front of him, on the desk, is a vial that is half full of a brown fluid. (BL10 Immediate Death poison). There is nothing in the desk or on his person that is of any real value.

In the southwest corner is a large metal chest. If the chest is touched in any way, without dispelling the runes that are on its lid, the person that touches it, or causes it to be touched, is subject to MEL6/EL3 Transmutation. If he is affected, he will take the form of a dog until a Negate Curse spell is cast.

The chest contains the journal of Avar Costan, the last apprentice of Valanas. It gives some information about the rites that Valanas used to create the house and an insight into the final years of Valanas's life. It also contains two daggers, an ornate white robe and magic ring. The ring grants EL3 Protection from Chaos to anyone that wears it. It is made of lead wound with fine silver.

NOTE — Avar aided Valanas in the final ritual. As it approached its conclusion, his fear overcame him and he fled from the room. When he returned, after the awakening of the house, he saw Valanas as he is today. Shattered by this scene, he went to his room, put away his possessions and drank the poison that sits in front of him to this day. Since his death, he has been food for rats that occasionally wander into the room.

B) This room contains two beds, a bench on the east wall and two metal chests — one of which is open and empty. The dismissed apprentices that occupied this room left nothing of value.

NOTE — This room is currently occupied by Shom. In the closed chest are his personal possessions: extra clothing, a large sack, and a scroll on the art of Chaining at MEL12/EL6. (Written in the hand of a young Nilgeranthrib.) The Referee may add other items.

C) The room contains two beds, a bench, two metal chests and a bookcase. The chests are open and empty. In a lower drawer in the bookcase is a scroll. If it is deciphered, the title is "A Maid's journey to the Hill" — a ribald classic first circulated in the Empire del'Nord in the year 107. (One of the apprentices in this room was not as serious a student as he should have been.)

4) Master's Study

The study was used for simple research and educating apprentices. In the northwest corner is the statue of a dragon. The northeast corner has the statue of a large man with fiery hair. On the north wall is a cabinet that contains bestiaries, herbals and other such books. On the east wall is a cabinet full of history scrolls. The cabinets on the west wall contain scrolls that cover most Elder and Law spells at EL 1D2-1. It is warded by an MEL12/EL0 Fire Dart spell. Any person that touches a scroll in the cabinet without reciting a simple chant or dispelling the spell can be affected.

The center of the room contains a circle of chairs. The chairs to the north and the south are ornate thrones. The others are wooden stools.

5) Reflection Room

In the northeast corner is the statue of a dragon. The cabinet on the north wall has five bottles and three decanters that contain 1D6 ounces each of various fluids or powders. (Roll 1D3*. A 1 is a potion, a 2 is a powder and a 3 is an elixir.)

In the northwest corner of the room is a throne. On the west wall is a cabinet that is filled with maps. In the southwest corner of the room is a statue of a large man with fiery hair. On the south wall is a cabinet warded by MEL14/EL4 Lightning Swarms. It contains the key used to decipher the code Valanas used in writing his journal. If the cabinet is touched, the protective ward is activated. The cabinet also contains a mystical treatise on the efficacy of

purification in the creation of a sentient house. Both the key and this treatise are written in the Primal Tongue. Anyone that can read will have a partial understanding of the contents.

On the east wall is a planter filled with herbs. In the southeast corner is a marble statue of Mariana.

NOTE — In his later years, Valanas sat in this room while he pondered his evil fate.

6) Master's Private Study

Anyone that breaks the seal on this door is attacked by MEL15/EL6 Flaming Death. Following this attack, if success is rolled with a BL of 8, the seal reforms itself and is again intact on a CLOSED door.

The room contains a desk and two ornate chairs. On the south wall is a cabinet containing many scrolls and a large book. The book is bound in red leather and set with gems. It is the *Book Of Girra* (An Elder God of Fire, reputedly the father of fire). It contains MEL16/EL8 knowledge of all elder forms of fire including spells, elemental knowledge, the creation of the Jinn and Fay Horses and items that are natural sources of elder fire. It is among the most valuable magical texts in the Middle World. The other scrolls and books in the room cover 13 other elder spells at an EL of 1D10-1 and an MEL of 3D6.

NOTE — Valanas and his wife used this room to study Elder Magic. When she died, he sealed the room magically. No one has entered the room since that day.

7) Library

The cabinets in these rooms contain texts on history, government, geography, art and other general knowledge subjects. No magical scrolls or books are contained in this room. In the northeast corner is a statue that depicts a dragon wrapped around a large book.

On the table is a partially unrolled scroll, the biography of Mumanus the Elder — a famed magician who lived four hundred years before the time of Valanas. It is open to a section entitled "Mumanus and the Rite of Life" if the language can be deciphered.

NOTE — The biographic scroll is NOT the Rite of Life that Players can be sent to recover. It does contain important insights that can give the party clues as to what the house can do, what the actual Rite of Life may be and other questions that pertain to the creation manufactured forces that operate in the house.

8) Guest Rooms

These rooms were used for rare guests. They are cheaply furnished with poor quality furniture. The westernmost guest room is occupied by Fiona a'Lir. The central room is occupied by Magha and Masa, her daughters. The Referee should add miscellaneous clothing and other possessions to reflect the presence of these tenants.

NOTE — Guests were never encouraged to stay at Doom Manor, especially after the death of Mariana. The condition of these rooms reflects a calculated effort to assure that any guest that might reside in them was not comfortable in doing so.

THE THIRD FLOOR

1) Hall of Life

This room is the heart of Doom Manor, in the literal sense. The floor, except for the casting circle, is black marble. The casting circle in the center is white marble set with red runes. Any person that touches any part of this large circle, in any way, will lose D100 energy points from his Energy Level **IMMEDIATELY**. This will happen every phase that the contact is maintained.

Inside the casting circle, at the four cardinal points of the compass, are four silver towers three feet in height. Each of them emits a tongue of flame that fluctuates like the beating of a fiery heart. Within this fiery circle is a twelve foot tall stone obelisk. It is white stone set with red, green and black runes. It provides the force that drives the manor. Without it, the manor will die almost immediately.

South of the casting circle, in an inlaid circle of white, stands the mortal remains of an ancient man, the wizard Valanas. He is

dressed in ornate white robes and is holding a sword and a dagger. Anyone that touches the circle has a chance to be affected by an MEL16/EL8 Time Stop. If he is, he will replace Valanas in the circle and Valanas will return to the world of the living. (A Character that replaces Valanas in this way is trapped. Unless someone else takes his place, he will remain in the circle forever – unless the heart of the manor is destroyed. Valanas may not be removed without risking your own life in doing so.)

Eight statues are set around the room, at the corners of four triangular raised platforms. All of these statues are Dragons. The raised platforms to the southwest and the northeast have four steps leading up to large thrones 36" above ground level. Half way to these thrones, is a small stone chair with a statue of a child-like and faceless being seated in it. On the level with these statues, at either of the other points of the triangle are two, four foot tall, gold candlesticks that are imbedded in the floor.

The large throne to the northeast is the Throne of Valanas. Anyone else that sits in it is subject to MEL16/EL8 Paralysis as long as he remains in contact with it. The throne to the southwest is the Throne of Mariana. If a person sits in this throne a MEL14/EL7 Sleep Touch spell is rolled against him. If he is affected, he comes under the control of the throne. He will walk over to the casting circle and stand on it until he dies. Both facets of this effect are determined with one roll. If the person sleeps, he is possessed. This roll is always taken subtracting 20 from the roll, i.e. a 93 becomes a 73 before any other modification.

The altar to the northwest has three levels that raise both the altar and the statue 36" off the ground. The statue is dedicated to Tehuti, the Supreme God of Balance. The altar is grey granite with a plate of white gold resting on it. Any person that touches the plate, statue or altar will be subject to an MEL15/EL2 Oblivion spell.

The altar in the southeast corner is dedicated to Omael, the Balance God of Life and Creation. It is raised to the same height as the other statue. Any person that touches the pure white altar can be affected by MEL14/EL7 Paralysis. He will be unable to remove his hand. If the person touches the statue, the effect is:

A) First touch – Increase Constitution by 1D10 immediately.

B) Second Touch – Increase Constitution by another 2D10 points and roll 2D10-CB to see how many phases the person is stunned. This flow of power is noticeable to any person that receives it.

C) The Third Touch – The Character becomes one with Omael. In terms of the game, his body disintegrates into a pile of fuming power and the Character is effectively dead.

DESTRUCTION OF THE HEART OF THE MANOR

A) With the Key of Doom

One Player must stand behind the altar of Tehuti and read the scroll. A second Player must take the green wand in his left hand and enter the casting circle. There he will use it to mar the runes of the statue in green, black, red order. When he has finished this, he must topple the obelisk by striking it with the wand. While the wand-user is doing this, he is protected by the chant that the scroll-user is reading. To recite this, the scroll-user must roll **W+Em**. To complete his part before the chant ends, the wand-user must roll **D+St**.

If everything is completed, the heart is destroyed. If a mistake is made, or the destruction is not finished, the scroll crumples to dust and the wand breaks. At this point the manor will be enraged. See (C) in this section.

B) Without the Key of Doom

The Players must find a way to remove from Valanas' grasp his sword and dagger. When they have them, one of their magic-users can use them to enter the casting circle without losing points from his energy level. He will then use the sword to mar the runes in green, black, red order. To determine if he does so successfully roll an MEL16/EL8 chance of success working against an MDV of 24, i.e. the sword against the obelisk. If the result is failure, the magic-user loses D100 energy points and automatically suffers abysmal failure. The sword is destroyed in this case. If he succeeds, the obelisk must be toppled by striking it with the sword.

NOTE – If Valanas is freed, he is immediately conscious and will

resist any attempt that is made to destroy the manor, i.e. his child.

C) The result of failure

Whenever the obelisk is touched by one of the objects that can destroy it, the house will be enraged. It will immediately lash out against every creature in the house who is not in the Hall of Life. It will attack blind everywhere else.

If the attempt to destroy the obelisk fails, the manor will concentrate its attention on every person in the Hall of Life at the time and will seek to kill them all. It can and will use any object in the manor that it controls and can lift. It will fire with any permanent wards that are in range and will marshal all of its automatons to attack them. Unless they escape it will track them through the house until all of them are dead.

D) The result of success

2D10 phases after the heart is destroyed, the spirit of the house will die. Until it does, it will continue its attack. After it is dead, the permanent wards of the manor will end and time will again begin to flow through the manor. The house will suffer 950 years of aging in minutes. Within 2D6 phases after its death, cracks will begin to appear in its structure. 2D6 turns after that, it will crumble to the ground killing anyone that is still inside.

NOTE – In the event of success, Shom, Paros and Balum ill die of old age. Masa will be stunned and comatose. Magha and Fiona will be stunned while they age seven years in minutes. The aging of the house and everything in it will be obvious to the party. It will be up to them to decide that they should get out as soon as possible.

2) Personal Treasure Rooms

Valanas stored his personal possessions in these rooms. From southwest to northeast, the contents are:

SOUTHWEST ROOM

On the south wall are 4 ten-quart barrels. One contains 200GC, one contains 300SC, one has 300CC and the last has 800BB. On the west wall are two cabinets and a standing suit of armor. The cabinets contain pottery, fine glassware and small statues. The armor is an automaton that will attack any person that breaks into one of the cabinets or removes an item from the table on the northeast wall.

NOTE – The Referee will decide how good the locks on the cabinets are. If they are picked successfully, the automaton will not attack. If the automaton is touched, he attacks. The automaton is made of magically enhanced Plate Armor.

On the northeast wall is a long table. Set on raised platforms on the table are five exquisite goblets and a finely-worked dagger (A gift from Valanas's father that, to a modern collector, would be worth 50 gold coins.) All are jeweled.

IMPORTANT – If the automaton is activated it will pursue the thief until it regains the item stolen or the thief is dead.

SOUTHEAST ROOM

A library of manuscripts that were old when Valanas lived. None of them have any magical value. All would be of great value to a scholar of the Empire del'Nord. The volumes in this room are held in a central display cabinet and a number of bookshelves.

If any book is removed from this room, without negating the curse laid on them, the bearer may be affected by an MEL14/EL4 Mental Curse. He will lose all awareness of who he is and, seeing any other person, will go catatonic. His catatonia will last until the curse is negated or the book is returned to its place in the library.

NORTHEAST ROOM

To enter this room, the party must defeat an EL25 Lock. If they fail, the corridor is bathed in MEL14/EL2 Flaming Death, affecting everyone east of the door and in range. The room contains numerous paintings, eight volumes of hand-written notes (the private memoirs of Valanas) and a few tapestries.

The notes detail the life of Valanas from the age of 14 until the day before he cast his final spell. They describe the battles he engaged in, comments on his enemies and coded details on the magical skills that he mastered later in life. The final forty pages detail the last two months of his life and a precise ritual for casting

the Rite of Life (including information that allows the caster to kill or control that which he has created.) This volume is what the Wizard wants if a Wizard sends the party to find the Rite of Life or the journals of Valanas.

3) Common Library

When Valanas needed a diversion, he used this library. It contains volumes of light verse, satires and ribald fantasies. Except for the plush couch on the north wall, the other furnishings in the room are floor-to-ceiling bookcases.

4) Magic Library

This room is warded by a stone automaton that stands in the northeast corner. It has EL8 Immunity to dispell magic spells and a strength of 80. When anyone except Valanas enters the room, it will attack, grab the trespasser and throw him out. If it fails in its attempt to do this, it will attack to kill.

The room has a permanent EL7 Dispell Magic on it. It will operate on any spell that is cast into the room, or by someone that is in the room. Its MEL is 14.

NOTE – The statue will not leave the room unless someone steals something. It pursues the item until it is returned to the room. It will only kill if the thief resists its attempt to return the item.

The book shelves in this room have the equivalent of an MEL16/EL0 permanent illusion on them, i.e. it is actually EL8 but the room's Dispell Magic spell lessens its value. The illusion makes the shelves appear to be empty to anyone not seated in the throne to the west. To get a volume, the person seated in the chair thinks of what he wants. If it is there, the volume will appear in his hand. The books in this room primarily detail Strange Powers, Astral Powers and Time Powers. Some Elder and Law scrolls are also contained on the racks. The most potent volume in the room is the Tome of the Creator, which details all forms of creation, the manipulation and creation of life and basic means of animating inanimate objects. It is MEL16/EL8 for all of its spells. It is written in the hand of Valanas.

5) Master Bedroom

Valanas used this room for sleeping and research in his later life. On the west wall is a bed. On the north wall is a dresser that contains three rings, a gold neck chain (weighing one pound) and fine clothing. On the north, east and south walls is a long cabinet that contains six old cloaks, a goblet, personal hygiene tools and a few unimportant statues. Centered in the cabinets is an old chair. Towards the bed on the south wall is a desk and chair that has writing supplies and some personal items of minimal value.

One of the cloaks in the room is magical, a gift from Mariana to Valanas. Its wearer gains the following powers:

A) MEL8/EL4 Flight

B) MEL8/EL2 Levitation

C) MEL8/EL0 Insubstantiability

The goblet on the shelf acts as a trap. Anyone that drinks anything from it will suffer the effect of MEL12/EL2 Sleep Touch. If he is affected, the victim will sleep for eight hours. (Valanas used this goblet when he was unable to sleep due to melancholy or mental stress.)

6) Casting Room

Valanas used this room for casting powerful rituals. The aura of magic that remains is such that a Character with Mana Sensing or Mana Reading will get a low level impression of magic when he is within ten feet of the room.

The statue on the south wall is Girra, the Elder God of Fire. Any person that touches the statue, any part of his altar or defaces any part of the room is subject to MEL12/EL6 Smokeless Flame launched from the eyes of the statue.

On the statue's altar is a gold goblet and a solid gold plate. On each end are white gold candlesticks. The altar cloth is set with 14 small gems and embroidered with silver wire.

The casting circle in the center of the room is red stone. Anyone who steps on the circle can be affected by MEL12/EL6 Flaming Death. Unless the Player specifically says that he is not stepping on the line, he should take a D roll to see if he does.

The altar in the circle is made of basalt. On it are two silver candlesticks, a goblet and a golden plate. None of these items are magical. If they are moved, and the person that moves them stays in the circle for more than one turn, he will be attacked by a MEL12/EL6 Vengeful Horror that is summoned by the altar. Only Valanas can move these items without suffering this effect.

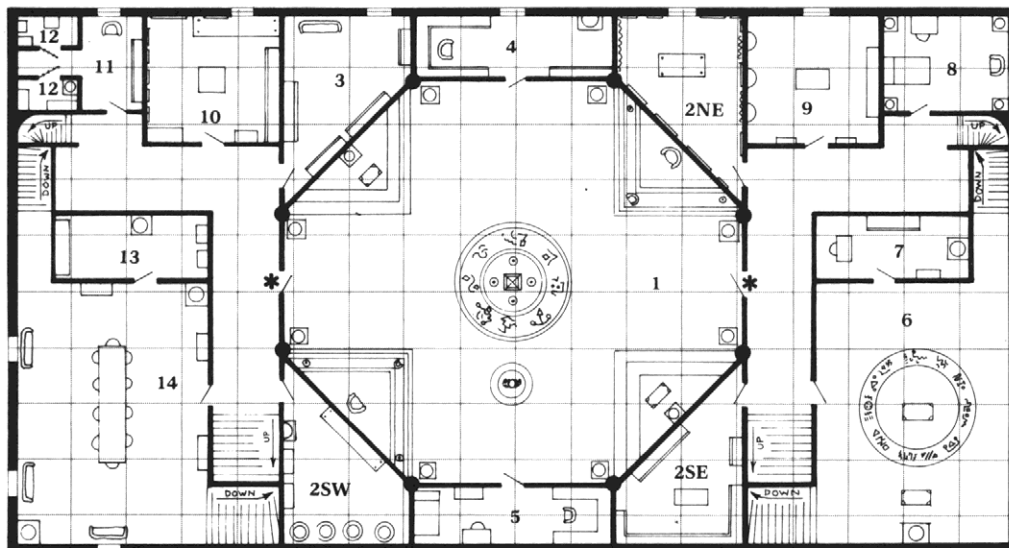
7) Work Room

A room used to prepare items for their use in magical rituals, purify goods for the casting of magic and analyze the procedures of rituals before attempting to cast them. On the east wall is a statue of Tehuti. On the north wall is a shelf that holds scrolls detailing the jeweler's craft, armorer's secrets and some uses of permanent magic.

On the south wall is a metal chest, warded with an MEL10/EL5 Opposition spell. Any person that touches it without opening its EL50 lock can be affected. The contents of the chest are three magic rings, five other pieces of jewelry and fourteen gems. It also contains jeweler's tools and polishing cloths.

•NOTE – The Referee should determine the value of the rings.

The desk and chair on the west wall were used for normal tasks. They are empty. On the desk is a small hammer and chisel surrounded by shards of gems. Used by a skilled jeweler, the hammer and chisel increases a jeweler's EL by 10 when used to cut gems.



THIRD FLOOR

- 1) Hall of Life
- 2) Personal Treasure Rooms (SW/SE/NE)
- 3) Common Library
- 4) Magic Library
- 5) Master Bedroom
- 6) Casting Room
- 7) Work Room
- 8) Mariana's Shrine
- 9) Arms Museum
- 10) Museum
- 11) Guard Room
- 12) Storage rooms
- 13) Storage Room
- 14) Main Dining Hall



8) Mariana's Shrine

The former master bedroom of the manor. Valanas set this room aside when his wife was killed as a shrine to her. The wards that protect it from others are extremely powerful and deadly.

There are four small statues in the room. Each of them is a magically enhanced, metal automaton. Their blows score normal damage and have a chance of causing MEL16/EL0 Flaming Death. All of them are four feet high, have an MR of 12 and a Strength of 40. They only attack people that enter the room or that attack them. They will never leave the room to pursue any attacker.

The throne on the east wall was used by Valanas. Any other person sitting in it is held with a strength of 60. Unless he breaks free, the statues will walk over and kill him.

The desk and chair on the north wall hold the personal possessions of Mariana. These include a looking glass that grants MEL8/EL4 Clairvoyance for 24 hours to anyone that looks into it, 19 pieces of jewelry (two of which are magical), various pieces of clothing and a small painting of Valanas that is framed in gold.

The magical items among the jewelry are:

THE CROWN OF THE OAK

- A) Double the wearer's EL in Forest Survival.
- B) Em increases by 20.
- C) The wearer gains the ability to speak with any animal that is native to the forest.
- D) The wearer will not be attacked by any non-Sidh, non-Kotothi Elder creature for any reason other than his attacking that creature.

THE AMULET OF RHIANNON

- A) Increase Ap by 30.
 - B) Gain the ability to speak to any bird while the wearer is in human form.
 - C) If the wearer is a trained singer, he may cast MEL9/EL4 Peace while wearing the amulet.
 - D) The wearer can take the form of a sparrow and fly at an EL4 rate. There is no limit to the amount of time that these powers can be maintained. The caster must cast 1 mana point to regain human form and a successful Shape-Changing spell, aided by the amulet, to become a sparrow.
- On the bed, permanently preserved with an MEL16/EL8 Preservation spell is the finely robed body of Mariana. Anyone that touches the bed or the body can be affected by MEL16/EL8 Oblivion.

The entire room is warded by a permanent MEL16/EL8 immunity to all magic, which excludes the permanent magics that are in the room.

NOTE – If a Character is a Natural Magician, has mana sensing or mana reading or has some other natural tie to the flow of magic, he will be stunned for 24-W phases if he moves within ten feet of the door – due to the deadly potency of the wards that are in the room.

9) Arms Museum

This room houses magical and non-magical arms and armor that Valanas collected over his career as a General and a wizard. On the west wall, from south to north, is a suit of scale mail, a suit of EL4 Magic Leather that has EL4 immunity to all Fire spells and an archaic suit of chainmail.

On the north wall is a rack of spears and polearms. One of these is a halberd that is EL3 magic, modified for damage only. The other weapons are non-magical.

The rack on the east wall contains different types of swords. One of them is an Elven sword. Another is a Dwarf Bastard Sword that is EL4 magic modified for hit chance only.

There are two small cabinets on the southern wall. The one to the east hold bows, the other holds arrows. One bow is elven, the other a longbow that has EL2 magic modified for damage only. The other six bows are normal. Of the 24 arrows, five are Elven. One of them is dedicated to Elfshot at EL3.

The central cabinet is a tall glass case that contains a red-bladed Great Sword. This is a named item that Valanas stole from the Suadan with the aid of his retainers. It is warded with MEL10/EL5

Flaming Death to prevent anyone from reaching it. The ward attacks anyone that comes within ten feet unless it is dispelled or negated. The name of the sword is Blood-letter. Its attributes are:

- A) Automatically casts MEL10/EL3 Quarrels when drawn in a Combat situation.
- B) Increases the S and St of the wielder by 15 each.
- C) +3 WSB and +6 Hit Chance.
- D) The wearer is immune to fatigue of any kind. He does not require sleep. If he tries to sleep, he must roll his W or less to do so (only one roll allowed per day). Each day that he does not sleep reduces his EnL by 1D10.
- E) The wearer is totally immune to all Sleep Powers and materials that gain their effect by causing the victim to sleep, paralyzing him or restricting his ability to move in any way.
- F) The wearer has EL5 immunity to all forms of magic at all times.

LIABILITY

The wearer of this blade cannot retreat from combat as long as any enemy remains conscious. Unless he rolls his W or less to control himself, he will be required to attack any magic-user that he meets. (If he makes the roll for one magic-user, he will never be required to attack that magic-user. If he fails, he will always be required to attack that magic-user while he holds the sword.)

No wearer of this blade will ever try to convince a potential enemy that he should not fight unless the wearer succeeds in rolling his W or less.

This blade may not be used to attack elder-aligned creatures, except for the Kotothi. If it does, powers A, D, E and F will not function and B + C will reverse their effect.

IMPORTANT – Any magic-user, trained or innate, that touches this blade will lose 2D10+3 energy points per phase. He may not release the blade until he rolls his W or less. If his energy level is reduced to zero or less, he will permanently lose his ability to cast magic and will be comatose until a Negate Curse spell is cast on him.

10) Museum

A finely furnished room that contains scrolls, paintings and statues that detail the lives and careers of Valanas's ancestors, from the first emperor of the dynasty to the last. To a scholar of the Empire del'Nord, the information and portraits would be priceless. The fifteen busts and seven paintings in the room are all exceptional quality art, not counting their historical value. The cabinets contain 113 scrolls that cover some 500 years of past history, starting back from the year 151.

11) Guard Room

A small room that was used as a guard post for protecting the storage rooms that are accessed by its western hallway. The rooms eastern section contains a chair and an arms cabinet. The arms cabinet has three spears in it.

12) Storage Rooms

These rooms contain various potions, herbs and incenses that are used in ritual magic and elsewhere.

The northern room contains one dose of Bdelium, 1D10 doses of Belladonna Potion and 1D6 doses each of Anemone, Celandine, Chameleon liver, Cock feathers, Euphorbia, Hellebore and Henbane. All of these items are enhanced. In addition, the room will contain 1D6 potions whose attributes the Referee should determine randomly.

The southern room contains a statue and two metal chests. The statue will attack anyone except Valanas that touches either chest in any way. It will pursue that person, whether he takes anything or not, if he leaves the room. The chests contain fourteen potions that act as MEL16/EL8 Summoning potions when they are burned in a fire. Each of the fourteen vials holds one dose of the potion. The effect of the potion makes the caster, i.e. the person that pours the potion into the fire, immune to any effect of the spirit summoned as long as he does not attack it. It does not protect anyone

else and does not give the caster any control over what the spirit does after it arrives.

NOTE – Valanas created these potions for flying raids on the Suadan. They were effective. The forces that are called by the fumes are Balance and Chaos aligned forces. If the Referee does not wish to choose which ones are called by each potion, consult the table below for a suggested listing:

POTION	FORCE	POTION	FORCE
1	Merkabah	8	Alal
2	Zehani	9	Lammashata
3+4	Terrestrial Demon*	10	Endukuggu
5	Heliophobic Demon	11+12	Decay Demon*
6	Disease Demon	13	Kekoni
7	Subterranean Demon	14	Beast of Disorder*

*Double the normal attributes of the force summoned in these cases. The force summoned is more powerful than the standard member of that group.

IMPORTANT – Summoned forces remain for the full duration of an EL8 Summoning spell. After this they leave. If the summons brings them into Doom Manor, they will be unable to leave because of the Ghost Warrior totems. They will come back and haunt the halls seeking vengeance. The Merkabah and Zehani can never be forced to enter the manor if they are summoned under these conditions. All other forces will be.

13) Storage Room

On the northern wall is a statue of an old man. On the western wall is a cabinet that contains fine linen, porcelain and silver eating utensils (a total of 32 pieces of the Referee's choice). The cabinets on the east wall contain crystal and silver serving dishes, pitchers and other large items of this kind.

14) The Main Dining Hall

This hall was used by Valanas, his wife and his apprentices. Rarely, it was also used by guests whose ranks demanded that they be shown some degree of courtesy.

In the middle of the room is a long, oak table with ten chairs. In the northeast and southwest corners are statues of Dragons. On the west and south walls are couches. On the north wall is a glass-walled cabinet that contains an ornate, jewel-encrusted plaque that is Valanas's coat of arms. Any person that touches the cabinet, and is affected, suffers from MEL16/EL2 Lightning Swarms. If he makes a D+A roll, he may open the cabinet while he is being damaged. If not, the cabinet remains closed. (The rune is ended when the cabinet is opened.)

The cabinets on the east wall contain crystal glassware and bottles of wine.

THE BASEMENT

1) Archery Range

A long room that the manor archers used. On the east wall are bales of hay topped with one inch wide metal circles. (A good shot goes through the circle without touching either side). The cabinet on the north wall contains 73 arrows with target points. The cabinet on the south wall holds eight bows. On the west wall is a long bench. The door to this room is open. It is infested by D100 rats.

2) Cells

These cells were last used when Valanas was governor. They are empty except for 2D6 rats each.

3) Food Storage

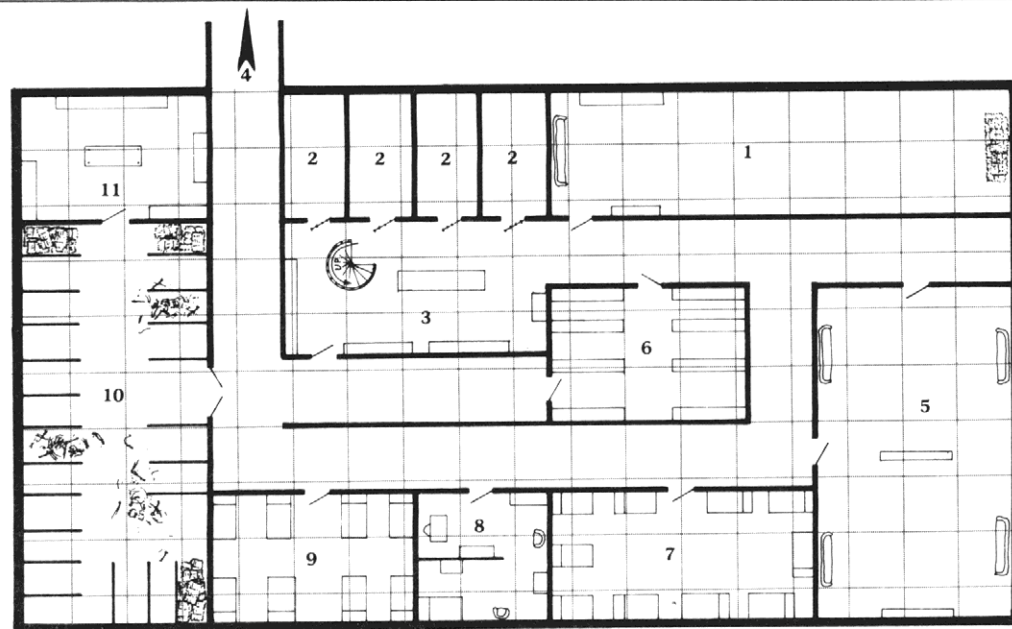
The center west of the room is the landing for a narrow circular staircase. The other items are cabinets that contain food, all at least half-eaten. The room contains D100 rats. The rats should be placed on the floor, in the cabinets and the entire length of the staircase to the ground floor. They are fed, on demand, by the manor. Also, they are as immune to natural death as are the people of the manor. This is rat heaven.

4) Sally Port

The one chink in the manor's armor. He considers this vaulted tunnel to be part of him until he can no longer sense it. Thus, people that find this tunnel can escape through it because the manor will not consider them to be escaping until it is too late for him to do anything about it. Any creature that enters the manor using this tunnel is subject to immediate, vicious attack due to a compulsion that the manor operates under. From the moment that he senses the intruder, until he flees or dies, the manor will keep up the pressure.

NOTE – The manor can sense people in the tunnel for a distance of 200 feet from the wall of the basement. The tunnel exits is a hidden cave in a forest two miles east of the manor.

If the manor is attacking, he will throw rocks (1D6 per phase) and, on any phase that it does not throw a rock, can cause the earth to split beneath the feet (MEL16/EL4 Earthquake). He will only split the earth when the party is more than 30 feet from his basement wall and when he fails to hit one of them with a rock on the previous phase.



BASEMENT

- 1) Archery Range
- 2) Cells
- 3) Food Storage
- 4) Sally Port
- 5) Combat Training Hall
- 6) Wine Cellar
- 7) Barracks
- 8) Stable-Master's Quarters
- 9) Staff Barracks
- 10) Stable
- 11) Tack Room



5) Combat Training Hall

Used for instruction in the use of melee weapons and shields. In the center of the room is a rack that holds bucklers. On the south wall, the rack holds wooden batons that simulate swords, polearms, etc. On the east and west walls are long benches used for waiting.

This room has 1D6 rats and 1D3 Diraila-ta in it.

6) Wine Cellar

The cellar contains vintages from the best that the Empire del'Nord had to offer. Of the 213 bottles located on the racks in this room, all are exceptional wines that were expensive a millenia ago. (Remember what the effects of sudden aging will do to wine – vinegar!)

7) Barracks

Sleeping area for the sally port guards. The room contains a permanent Watchful Sleep rune that affects anyone that sits on one of the beds. The sleeper either sleeps for eight hours OR is instantly awakened by anything that moves through the sally port within 100 feet of the basement wall. At any given time, each bed will have 1D3 rats asleep on it, i.e. rats that wandered onto a bed and went to sleep.

8) Stable-Master's Quarters

To the north of the room partition is a desk and chair, two cabinets (containing scrolls about the stable's affairs) and a chair.

To the south is the stable-master's sleeping quarters. This area

has a bed, two dressers and a chair. The dresser on the north wall contains clothing. The one of the east wall contains fine clothing, two cloaks and 3 pieces of brass jewelry.

9) Staff Barracks

This is the sleeping quarters of the stable staff. Under each bed is a small chest that contains some old clothing. There is nothing of value in this room. When the room is entered, 2D6 rats will be present.

10) Stable

A large area designed for stabling 18 warhorses. The room contains the skeletons of six horses, 3D10 rats and one, completely insane, psychotic, twice-normal size Warhorse IV. The party has a 40% chance of hearing this animal when they are 1D6 x 10 feet away because whenever a rat shows its snout the warhorse chases it down and tries to trample it. It is a vicious tempered, depraved and lonely animal. Its actual age is about 960 years old. Physically, it is a 6 year old.

NOTE – The horse above will attack anything that enters its stable unless it is calmed magically. Horsemanship is of no use unless the animal is subdued first.)

11) Tack Room

This room contains bridles, hammers, nails, saddles, horseshoes and other items that would be necessary to care for a herd of expensive, top quality, horses.



VI. THE LOST CAVERN (OPTIONAL)

This section is optional. It is included in the adventure for two reasons:

A) If the party does not contain a magic-user, they will find the destruction of the manor to be extremely difficult, if not impossible.

B) The trek to the manor may not present enough difficulty for your group. The cavern can be added as a preliminary step to the conquest of the manor.

History Of The Lost Cavern

Lost Cavern is located deep in the forest, west of the range of hills that is near the manor. Until recently it was the lair of a large tribe of Goblins. Thirty years ago, they were destroyed by a Subterranean demon summoned into the area from the bowels of the earth.

Until their destruction, the Goblins lived in a relatively stable state of mutual hostility with the diurnal Wild Men that lived in the caverns above them. Each preyed on the other without the total destruction of either. Now, the Wild Men are living in the upper cavern, which serves as a late fall to early spring camp for them. They are preyed on by the demon that dwells beneath them. Only the power of their Shaman preserves them from total destruction. Some of their more intelligent warriors wonder what became of the goblins, and long for the old days when goblins were there to kill. No member of the clan cares to brave "hell" and face the fires below.

Wild Man Psychology

It is likely that the party will have to deal with the Wild Men.

There is no difference in the intelligence of wild men, compared to civilized humanity. The difference lies in the types of knowledge that they value and the total store of knowledge that is available to them. Wild Men are masters of survival with little inclination to waste their time in non-essential pursuits.

Wild Men are territorial. They will defend their land, possessions and women from any aggressor – including members of their own clan. When you threaten what is theirs, they will

respond in no uncertain terms.

In determining status, Wild Men respect physical power and the ability to provide for and protect the clan. Their chief is almost always the most feared and powerful warrior in the clan. (The only way to become chief, unless the chief dies, is to challenge him and make him back down or kill him.)

Wild Men respect wisdom and people that possess useful or interesting knowledge. Men of this kind, hunters or not, have a special status in the clan. Unless they contest a warrior physically, they are generally left to do as they wish – as long as they continue to be wise or interesting. Old men of the clan tend to become respected sages, shamans and storytellers. They are given their meat for their value in these areas.

Personal status is important for a Wild Man. A warrior's status is determined by his access to women and the amount of deference that his fellow warriors show him. Viewing the society in operation, it can also be seen from more subtle cues, i.e. a slab that only the chief may sit on, everyone else waiting for the chief to take his portion from a fresh kill, etc. With the maintenance of his dominance over his fellow warriors, the chief has the power to take whatever he wants. (This requires that the chief be intelligent or physically overwhelming. Chiefs that are neither generally try to take too much and are attacked by a coalition of warriors. They are crippled or killed and their status is lost. The chief should be among the smartest men in the clan as well as the strongest.)

Description

The entrance to the upper level of the cavern, the home of the Wild Men, is obvious. It is the only way to enter the caverns without specifically searching for another way in, i.e. the party must say that they are searching the area in order to find the lower entrance.

If the party searches, they will find the lower entrance hidden behind thick undergrowth and a copse of trees. This is the lair of the demon, the old lair of the goblins and the location of the Key of Doom. The sections that follow detail the major caves and important tunnel sections that make up the cavern.

NOTE – The key to success without great risk is subtlety. The party will not encounter the demon unless they make a great deal of noise or they wander into his cave. Remember to give them this chance. It is not required that the demon be slain, or the Wild Men faced, for the party to succeed in this endeavor.

The Rhyme Of The Lost Cavern

The following rhyme may be included in the information that you give the party about the Lost Cavern. Its purpose is to give the party some idea of what they face and an idea of where the Key of Doom, the item that they search for, is located. The Rhyme is:

Hie ye to cavern lost in wood,
Face fay lands where goblins stood.
Fare down below wild lair,
Pass fires of hell and magical snare.
Brave warrior who strives to ne'er
fail,
Find thy key in the lion's tail.

NOTE – No descriptive text goes with this rhyme. It is up to the party to make their own conclusions and determine what they should do.

Cavern Placement

The Referee will decide where to place the cavern. Wherever it is placed, the map or information that the person who hired the party gave them will tell them how to find the cavern.

THE UPPER LEVEL

1) The home of the family of Gharol-skar (Heavy Wood). It contains a central hearth, furs for sleeping and tools that are used in preparing hides, making weapons, etc. The southern part of the cave is separated by a light wooden cage with spiked bars. It is used to store food supplies including, live prey.

Gharol-skar is 30 years old. His family is composed of his father Anit-mara (Life Bringer, 46), his brother Cur-orna (Dog Mouth, 24) and Lea-ani (Lion Breath, 22), his wives Gharol-aghi (Heavy Water, 24) and Ti-meba (Little Mouse, 16), and three unnamed children – a ten year old girl, a seven year old boy and a three year old boy. (In this society, the name that a child is given at birth is of no importance. At puberty, for girls, or with his first kill, for boys, the clan decides on their true name. Until this adult name is earned, the person has no standing in the clan. It is as if he or she never existed if they die.)

IMPORTANT – Anit-mara is the Shaman of the clan. He is MEL6/EL2 in seven Shamanic spells of the Referee's choice. Two of these spells must be Exorcism and Protection from Chaos.

2) The home of the family of Schagar (Boulder, 36). It has a hearth and sleeping furs. Tools are kept beneath the furs when they are not in use.

NOTE – The members of Schagar's family are his wife Sa-anis (Refreshing Light, 30), his eldest son Scha-skar (Stone Wood, 16), his eldest daughter Banazi-anis (Blinding Light, 13) and two unnamed girls, ages nine and six.

3) This is the clan common area, used for day-to-day work and tasks requiring aid from other clan members (those outside of one's own family). It is also used for trading, gossip and other social events. Beyond the people that may be here, the area will contain hides, stone tools, cores of flint and other items, considered valuable by a Wild Man.

This area is also used as a sleeping area by young orphaned warriors. The five warriors that sleep here are Aghazi Po (Watering Spear, 17), Ti-brogh (Little Mountain, 16), San-mea (Blood Eater, 16), Charol-man (Heavy Hand, 15) and Ne-man (Black Hand, 14).

NOTE – Aghazi Po, San-mea and Ne-man are brothers who lost the rest of their family to the demon. The others are outsiders that have been accepted into the clan because of their strength and charisma.

4) This is the clan temple and meeting hall. To the south is a crude wooden statue with an anthropomorphic and phallic design. It stands behind a stone slab altar. On the altar are pots filled with food. To the east are two stone slabs. The one closest to the

altar is reserved for the chief. Any other warrior that sits on it is challenging the chief and will have to fight or back down. The other slab is kept vacant for Anit-mara when he chooses to use it. In the center of the cave is a communal hearth that is used to cook the clan's more important meals. When in the room, except for the exceptions above, members of the clan sit or stand in the dirt in the open area.

5) The cave of the family of Agha-scha (Water Stone, 28). It contains the items listed for cave 1. The members of the family are Agha-scha, his brother Hari-shi (Grieving Child, 23), his brother's wife Agha-mandi (Water Maker, 20), his wives Tia-man (Small Hand, 16) and Beu-nasa (Pretty Nose, 14) and five children, three fathered by Agha-scha and two by Hari-schi, who are unnamed. They are a five year old and newborn girl, a four year old boy and two three year old boys.

6) This is the cave of the chief of the clan. This warrior is the leader of the clan and is feared by all. His name is Scha-mori-ka (Stone Death, 30).

NOTE – In this language, the ending Ka indicates that the person is the chief. Including it in naming someone is the ultimate verbal sign of respect and obeisance.

The family of Scha-mori-ka are his wives Kai-nasa (Royal Nose, 27), Tina-oci (Tiny Eyes, 22), Goi-anit (Sweet Bringer, 20), Mor-man (Dead Hand, 17), Nei-agma (Dark Water, 16) and Beu-un (Pretty One, 14), his eldest son Anitazi-mori (Living Death, 13) and eight children who are unnamed. The unnamed girls are twelve, eight, four and three. The males are eight, six, two and one.

NOTE – The clan symbol of leadership is an old Iron Great Sword that was taken from a barbarian warrior over one hundred years ago. This is with the chief whenever he is in the cavern or at war. When he is hunting, it is kept in his family cave.

7) This cave is used as a refuse pit. It contains the accumulated refuse of over 200 winters of occupation. Little effort is made to keep this area clean. It has a large number of rats and is the home of 2D6 Asps. (The tribe hunts the rats and snakes when better food is scarce.)

8) This cave is only reached on a narrow ledge that passes over a deep (250 feet) chasm. It is not used by the clan and is taboo. They call the cave Hoi a'mori – the House of Death.

The cave is empty except for a rock chute that descends down for fifty feet at an 85 degree angle. It has good handholds and the rock is solid. It is an easy climb in either direction for any person with a rope or who knows Climbing; if neither, increase the difficulty level by one.

THE LOWER LEVEL

1) This cave, and the tunnels leading to it for ten feet in any direction, are unstable. Loud noises, i.e. the passage of a large party or a creature that is not trying to be careful, can start a rock fall. The chance is 30%. If a fall occurs, roll at medium range for Other Weapons to see if anyone is hit. Roll 1D3-1 times for each person that is in the fall area. Each rock that hits someone will score the damage rolled plus 1D6-1 to reflect the weight of the rock. In addition, if a rockfall occurs, the Demon will be attracted to the party.

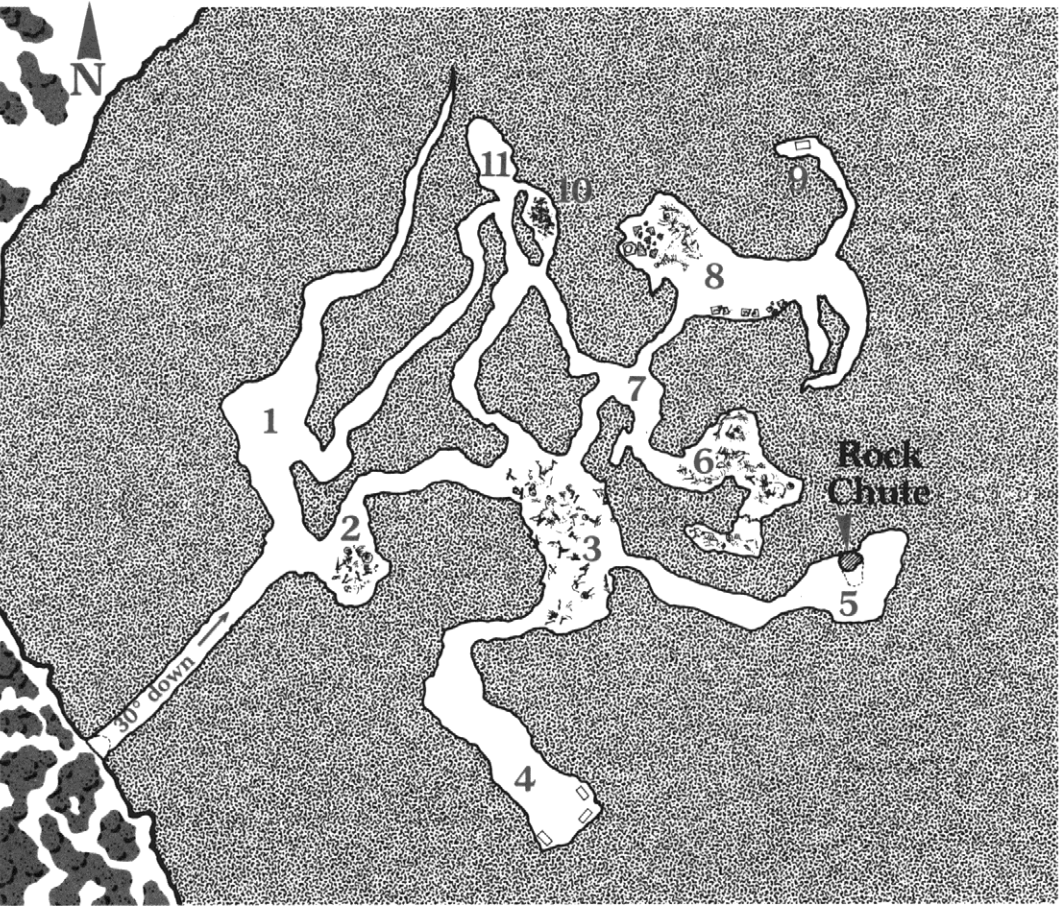
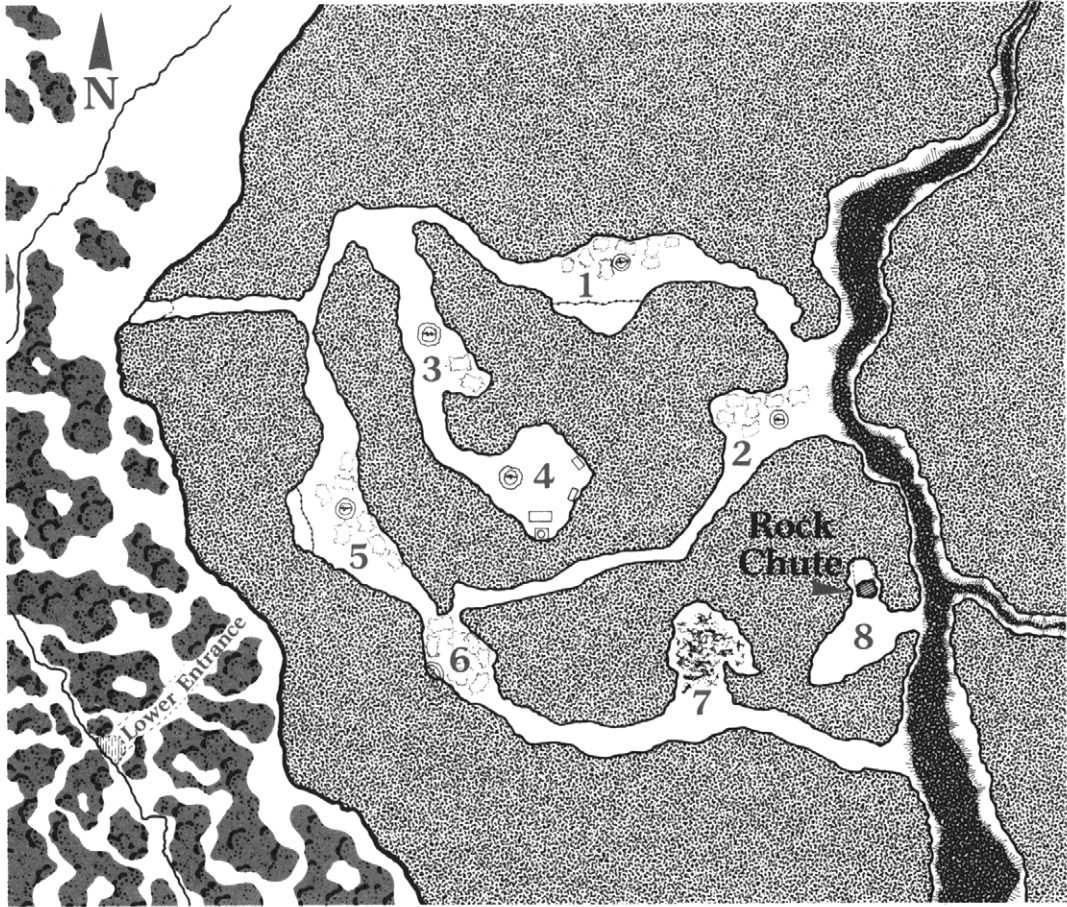
2) The cave is filled with old refuse, broken bones and useless equipment. The bones have been burnt and split and the marrow sucked from them.

3) The room is occupied by the twisted, broken and scorched skeletons of 29 goblins. No equipment of any value here.

4) The lair of Mujape, the Subterranean Demon. (The destroyer of the goblins who used to live in the cavern). The cave contains the demon, two magic items, three military items, two gem, jewel and jewelry items, four coin items and one other treasure.

NOTE – Mujape is crafty. If he hears the party coming (40% chance) he will collapse the tunnel after one or two of them have entered his cave. He will then attempt to destroy those two before moving the earth so that he can attack the others. If he starts to lose, he will try to escape, swing around and attack the party when they are not expecting him. He will fight until he dies or kills all of his enemies.

The Lost Cavern
The Upper Level



The Lost Cavern
The Lower Level

5) This cave is vacant except for a rock chute in its eight foot high ceiling that leads to cave 8 in the Upper Level.

6) The room contains smashed wooden bars, the skeletons of two humans (behind the fragments of the bars) and 17 goblin skeletons. All 19 skeletons are broken and scorched.

7) A vacant area.

8) The western part of the room has a broken altar and a charred wooden statue. Scattered around the altar are the skeletons of five goblins, scorched and broken. All of them are wearing tattered leather armor. In the southern part of the room are shattered chests that held the goblin's treasure. In addition to the bones and boxes, the cave is the warren of 15 Diraila-ta. They will try to sneak up and attack anyone that enters the cave.

9) The Tail Of The Lion

The tunnel that leads to the tip of the tail is warded by three traps. The first is a deadfall that releases over 100 boulders in a 10 square foot area if the trap is triggered. Anyone in the area is automatically hit 1D6 times. To determine the effect of the hits, roll the number of times indicated on line + 10 and add 5 to the normal damage that is scored by each hit. If the rocks fall, they will block the tunnel. It will take the party (24/the number of people in the party) turns to dig their way through.

EXAMPLE – There are 9 people in the party. Three are killed when the boulders fall. The remainder must spend 24/6, four turns moving the boulders.

IMPORTANT – Per +1 SB: reduce the time by one phase. Per five hits that a person has taken: reduce his SB (for moving these boulders only) by 1 if the total reduction exceeds his StB x 5.

EXAMPLE – The Character has taken 7 hits. He has SB + 1 and StB + 2. The reduction would be 1. Because the StB is + 2, this reduction is not applied and his help gets the work done faster. If the number of hits had been 23, the reduction would be 4 and it would apply because 4 is greater than 2. In this case it would take two phases longer with this person helping.

The party discovers the trap if the leader makes an I + (Underground Survival I x 10) roll. If he fails, he must make a D roll. If he fails both the rocks fall. If he makes the second roll, he fails to trigger the trap and walks on. The next person is required to make the same rolls. This continues until the trap is discovered, and avoided as an obvious threat, or until it is triggered by a misstep.

If this trap is triggered, the noise will bring Mujape.

The second trap is a sword pit. The leader makes an EM + (Underground Survival I x 10) roll to see it. If he fails, he makes an A roll to avoid falling in. If he fails this, he falls in and takes 1D6 sword hits from the swords below in addition to the full damage for falling twenty feet. Roll on line + 10 to determine what type of hits are scored by each sword hit.

If the leader sees the trap or falls in, the trap becomes obvious. If he avoids it, he must tell the party to watch out or they will have the same roll to fall in.

The final trap is a permanent rune geared to attack any non-goblin who is walking towards the altar that is behind it. The power that is used is MEL4/EL2 Smokeless Flame. The leader can see it before he is attacked with an I + Em roll. If it is seen it can be dispelled or the person in the lead can try to dodge past it, i.e. as for Dodging Magic in Book One.

This ward is limited. It will only attack persons that are moving towards the altar. Those that are moving away are not subject to attack. (No you can't walk backwards towards the altar.)

THE KEY OF DOOM

Past the flame rune is a simple stone altar. On the altar is a small scroll and a green wand. The scroll bears magic such that anyone who can read, can read the scroll. With the wand, it is the Key of Doom, a weapon that is capable of destroying the life of Doom Manor.

NOTE – These items were stolen from Valanas by a runaway apprentice. He was captured by the goblins and eaten.

USING THE KEY

See the section that details the use of the key in the Destruction of the Heart of the Manor section preceding.

10) A refuse pit that contains new garbage. It is used by the current resident of room 11.

11) The home of Nameless, a twenty year old wild man, the son of Schagar, who was thrown out of his clan because, by the age of 17, he had yet to kill. He is a quiet, timid and shy man who will hide if he hears anyone coming. He is afraid of men and terrified of the demon. He exists by foraging for fruit, nuts and berries.

The cave contains Nameless's carving tools, a stolen fur, fresh fruits and vegetables, miscellaneous tools, trinkets that he has stolen and beautiful carvings that he has made. The carvings show exceptional artistic talent. Nameless is a Michaelangelo in fur.

If Nameless is cornered and communicated with, in some way, he will know the location of the demon and the key. He will warn the party about how terrible Mujape is and that, when they enter the lion cave, they must watch out for "death snakes" (Mori-serpi).

FINAL NOTE

Doom Manor is not designed for a simple hack and slash solution. To conquer without littering the halls with new corpses, the party must use their heads. From the moment that they enter the manor, they should begin to get a better and better understanding of the manor and its occupants. It is up to them to evolve, from this information, a well thought-out, subtle plan that will allow them to use the people and the flaws of the manor to their advantage. For this reason, I have not included a step by step flow through the manor itself. There are too many possible courses of action for such a pre-set formula to apply.

In refereeing this adventure, it is extremely important that the Referee master the background material that is presented. This material provides the information that the Referee will need in deciding how the manor, and its individual residents react to the actions that are taken by the party. The sections that describe the rooms and powers of the manor are crucial in setting the stage that allows this adventure to be played. As Referee, you should gain an understanding of this information, determine what it means to you and run your adventure accordingly.

APPENDIX A: THE WILD MEN

Except for the following individuals, all of the Wild Men will have the average statistics that are listed in *Powers & Perils*. (See Human Encounters in Book Four.) Each unlisted warrior will have a CEL of 1D3 which should be added to his OCV and DCV.

SCHA-MORI-KA, Chief of the Clan

HPV 33	OCV 13	DCV 9	CEL 8	
S 60(+3)	St 42(+2)	D 20(+1)	A 12	C 27(+1)
I 24	W 30	E 10	Em 9	Ap 12
MR 10	NAV 0	MDV 7	EnL 57	CDF 4
Height 75 inches	Weight 225 lbs.	Age 30		

EXPERTISE

EL2 Great Sword	EL80 Wild Man Tongue
EL6 Club	EL30 Sign Language
EL4 Spear, fight and throw	EL6 Forest Survival*

*All Wild Men get +2 in their Survival skills.

SCHAGAR, Old warrior of the Clan

HPV 26	OCV 12	DCV 11	CEL 9	
S 40(+2)	St 24(+1)	D 30(+1)	A 16(+1)	C 39(+2)
I 8	W 20	E 3	Em 36	Ap 30
MR 11	NAV 0	MDV 7	EnL 59	CDF 3
Height 62 inches	Weight 137 lbs.	Age 36		

EXPERTISE

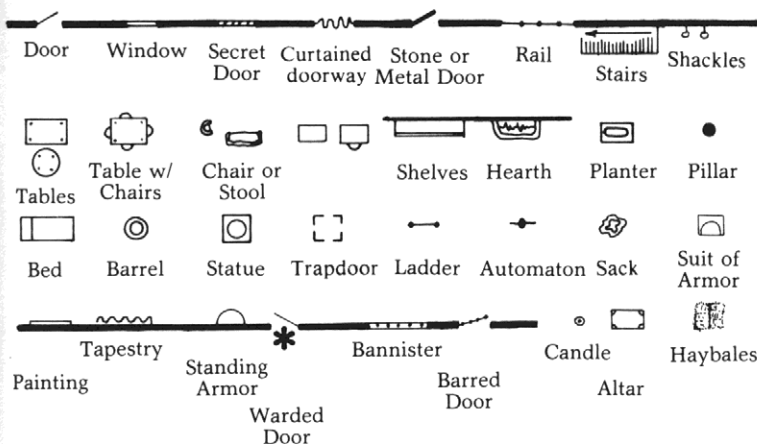
EL7 Spear, fight and throw	EL80 Wild Man Tongue
EL2 Club	EL40 Sign Language
EL50 Armorer*	EL2 Musician

EL60 Forester
EL30 Elf Sidh

EL7 Forest Survival

ANIT-MARA, Old Shaman of the Clan

HPV 25	OCV 6	DCV 8	CEL 4	
S 20(+1)	St 28(+1)	D 33(+2)	A 36(+2)	C 51(+3)
I 30	W 60	E 36	Em 40	Ap 30
MR 12	NAV 0	MDV 16	EnL 111	CDF 6
MEL 6	EL 2	Casting Ability 68		
Height 73 inches	Weight 205 lbs.	Age 46		



SYMBOL KEY
Doom Manor

EXPERTISE

Trained Shaman
Bear Tonah
EL80 Healer
EL80 Herbalist
Seven Shamanic spells
EL4 Club

EL80 Wild Man Tongue
EL70 Sign Language
EL9 Forest Survival
EL80 Forester
EL80 Armorer*
EL5 Spear, fight and throw

*Skill in fashioning stone weapons, clubs and other wild man weapons only.

GHAROL-SKAR, Ambitious warrior in the Clan

HPV 34	OCV 10	DCV 6	CEL 6	
S 80(+4)	St 13	D 10	A 8	C 40(+2)
I 12	W 27	E 30	Em 20	Ap 45
MR 10	NAV 0	MDV 6	EnL 67	CDF 4
Height 76 inches	Weight 228 lbs.	Age 28		

EXPERTISE

EL10 Club
EL0 Spear, fight and throw
EL30 Forester
EL3 Rhetoric

EL80 Wild Man tongue
EL30 Sign Language
EL5 Forest Survival
EL3 Actor

NOTE – Gharol-skar is the son of Anit-mara. He is on the verge of challenging for the chieftainship. Many of the warriors of the clan respect him greatly.

What Does a HERO Want?

A Selection of Article Topics for HEROES Magazine

We can put the gamut of articles into several categories:

RULE MODIFICATIONS AND EXPANSIONS: We all like to tinker with our favorite game, a habit born of necessity in the early days of our hobby. It may be that one sign of a dedicated gamer is the desire to change the rules to suit his own biases.

When submitting the article, make sure it is written in the same format as the original rules. Remember: the game's designer, as well as the rest of the gaming public, will be reading your prose, so be sure of your work before you send it in.

NEW MONSTERS/MAGIC ITEMS AND WEAPONS: This article is very easy to write, and very hard to write well. It must have a real value to the reader for us to accept this type of article. The creature must be more than a string of attributes, and a brief description of its powers and looks. Take the time to *design* it. Give it a reason for existing. Tell about how it will fit into a fantasy world. It won't be impossible to get an article on this subject into *HEROES*, but it won't be easy, either.

ADVENTURES: We like them. We hope to use one in every issue. They can be of any length, but if it goes over 16 typeset pages (about 96 double-spaced pages), you might want to send a query letter first. The scenario can be done on any of the four role-playing games we cover: *RuneQuest*, *Powers*

& *Perils*, *James Bond 007* and *Lords of Creation*.

CLUBS AND CONS: We will publish information about upcoming conventions and local gaming club activities. Take into account that copy deadline is 4 months before publication date, and plan accordingly. There is no charge for advertising this information, nor do we pay for these types of submissions.

ADVICE: This is a really tricky article to do, simply because it has been done so many times before. What we're looking for here is a dash of imagination or a new tack on an old subject. We would like to see articles on how to improve *ROLE*-playing. That is, getting the players to assume the identity and limitations of their characters, rather than playing the "straight" stereotypes of barbarian fighter, wizened magic-user, and woodland elf.

CAMPAIGNS: Over the past few years, I have seen a number of campaigns that were truly original creations, crammed full of interesting ideas. So, why not tell us about them? We'd like to hear from the judges themselves. The article must be written using one of the four game systems, however. Since this is a rather open area, if you are unsure that your idea may be acceptable for *HEROES*, send us a query letter.

The Rules of the Game

When sending in articles, we ask that you follow the standard procedure in the magazine industry: typewritten pages with double-spacing, generous margins, your name and address on the first page, and a stamped, self-addressed envelope. The SSAE is very important, because it makes our job so much easier. It also ensures that you will get your article back if we reject it, or want a rewrite.

As for the text of the article, too many words are wasted getting to the point. Putting your own unique style and personality is nice (it's even encouraged, so long as it does not get in the way of the subject at hand). The waste we're talking about are words that don't belong. Usually, they're at the beginnings of sentences, set off by commas (like this sentence, for instance). Assume that the audience you're writing for is composed of intelligent gamers who understand what role-playing games are.

All submissions should be typed on one side of the page. The first page should include your name and address, and your article copy should begin halfway down the first page. This helps us spec your copy for the typesetters. Each page should be numbered, and include the author's name (as in Peschel-1, Peschel-2, and so forth).

Happy hunting! (And pecking.)