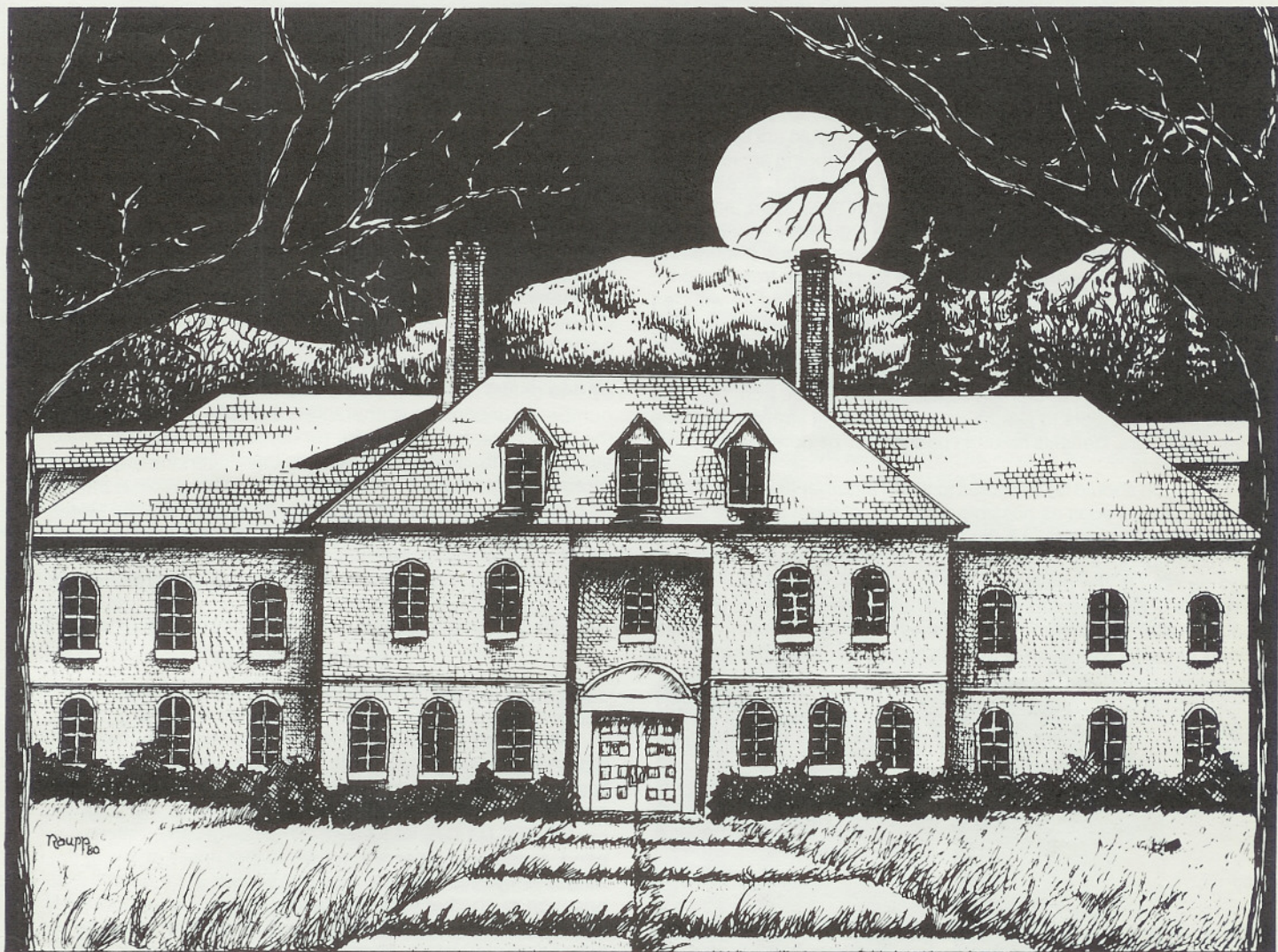


The Mansion of Mad Professor Ludlow

by James M. Ward



Introduction to players

You are all young campers on a week-long camping trip through the woods and wilderness. In the middle of a nighttime hike, you become separated from the rest of your group. None of you is worried, however; you have all taken excellent compass directions and are sure you can eventually find your way back to the campsite. So, with this great chance to do a little exploring on your own, you set out into the woods as a group.

Each of you carries the following items: a large backpack with sleeping bag attached underneath, a canteen of water, a jackknife, a large, rough-cut walking stick, heavy hiking boots, a compass, cooking gear, food for three meals, two changes of clothes, and a flashlight.

In addition, young campers have a tendency to bring along things which their leaders didn't say they would need, so each of you may make a list of ten things which you are carrying in your pockets or backpack that are not required. Objects which are unreasonable for

young campers to have will not be counted, since they would have been confiscated by the leaders long ago.

Each camper is permitted to declare himself or herself the holder of a certain achievement badge, which had been earned before the trip for above-average skill and knowledge of something. Since this camping organization is so sophisticated, just about anything (again, within reason) can be made a special skill. Campers with a certain special skill could have equipment supplied to them specially, such as a first-aid kit for someone with that skill or a set of walkie-talkies for a camper with a badge in communications.

The group files through a path in the woods and suddenly comes upon a small valley. There is a mansion nestled among the trees about a hundred feet away.

A member of the group claims to have heard of the place. He says it is the mansion of the mad Professor Ludlow, and you all creep closer to take a good look. Some of you want to go in, but others rightly point out that such an act would be breaking and entering, and it would be wrong to do. Suddenly, from somewhere within the old house, you hear a cry of "Help! Help!" Being the good young people that you are, you all rush for the big front doors, push them open, and run inside to help the person in trouble.

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Notes for the referee

Be sure to check each player's list of ten extra items before they begin, and be careful that no one is allowed anything which an upstanding young camper would not take along. The characters are young teenagers who would not have access to such things as drugs or weapons.

While this adventure takes place in an AD&D setting, players should not be allowed to take along things which an AD&D player would normally use. For instance, graph paper would not be allowed for mapping, unless a camper had selected a mapping achievement badge. The achievement badges are just a fun thing, to allow the players to take a few more items that might help them, and they should not be abused. It is possible to have a gunnery achievement badge, but no camper will automatically possess a gun (though the badge may well be useful if the rifles are found in the trophy room). The first-aid badge allows a camper to carry a first-aid kit with ten "doses" of treatment. One dose will heal half of the damage done to an individual as the result of a single encounter, or will totally negate the effects of poison bites on one individual. Athletic achievement badges would allow campers to sustain less damage from falls and enable these campers to jump further and be a bit stronger than the other characters. Benefits for other badges can be determined as the referee sees fit.

The group should be expected to travel together and to re-form in a large group as soon as possible when any of them become separated from the main body. Under "ON CLOSER INSPECTION" in a room description may be several facts, all of which would not necessarily be read to the players. "ON CLOSER INSPECTION" will not be read until all characters planning to enter the room have done so, and only after the players say that they are indeed looking around closely to gain information. If there is no mapper in the group, do not

give any specific measurements. Specific locations and configurations of exits from a room will be visible "on closer inspection." The referee should refer to the floor plans to provide any measurements which the players request and have the right to know. You may prefer to not use compass directions to help keep players disoriented, instead referring only to directions of left, right, ahead and back whenever possible.

Characters should be allowed to do virtually anything they desire within the mansion, which will sometimes cause them to act in a less than upstanding fashion. Players should be permitted to do this, but once in a while should be reminded that they are supposed to be upholding high moral and ethical standards. You may ask, "Would a good camper do a thing like that?" to keep players somewhat in line, or you might remind them that their mission is to try to find out who screamed for help. (Actually, the sound was a recording made by the professor which is activated whenever humans approach the entrance.)

Many forms of "death" (in a game sense) which might happen to characters are not fatal. Any time a camper is not utterly destroyed or eaten by a creature, that character simply lapses into unconsciousness when he/she reaches zero hit points, and then must be carried by one or two other characters whenever the group is moving. If the number of unconscious characters exceeds the number of carriers, the first characters who were rendered senseless will awaken and stumble along, able to do little more than follow the path taken by the more alert members of the group. If the entire group is taken to zero hit points, they are immediately brought out of the mansion on a slide which appears at their location and gently deposits them on the grass outside.

Each camper begins with fifty hit points, an armor class of ten, and hits as a first-level Fighter.

First Floor

A: The beams of the flashlights reveal a hall with a mirror at its end and two openings, one to the left and one to the right.

ON CLOSER INSPECTION: The hall has inch-thick red carpeting and walnut-paneled walls. The mirror at the end runs from the floor to the twenty-foot-high ceiling and covers the forty feet of wall section on that south face of the hall.

NOTES TO THE REFEREE: The mirror can be lifted up with one hand, revealing a door with a handle that easily opens to the touch. All of the walls on the first floor will appear to be normal material of one type or another, but are actually made of an unbreakable metal that cannot be marred by any device in the mansion or by anything the scouts may have. All of the ceilings on the first floor are twenty feet tall. The only wall sockets for power appear when there are electronic devices mentioned in the text. The light source comes from within the ceilings; therefore, there will be no lamps in the entire area, and light is shed from a ceiling only when mentioned in the text.

B: The beams of the flashlights show a room paneled in red-stained barn boards with a floor of the same substance. There is a couch in the northeast corner of the room and an opening out of the room on the east wall.

ON CLOSER INSPECTION: There is a musty smell to the room, and leaves are littered on the floor. The couch is an old, dusty, overstuffed relic with several cushions and rips on all parts of it. The room measures sixty feet east and west and forty feet north and south, if paced out.

NOTES TO THE REFEREE: If the couch is disturbed in any way, 3 giant rats come out and attack the party nearest the couch (HP: 4,3,2; #AT: 1; D: 1-3; AC: 7; SA: Bite has 5% chance of causing disease (save versus poison)).

C: The beams of the flashlights show a hall with pink walls and a floor made of red marble.



ON CLOSER INSPECTION: The walls have clean squares all over them where pictures were obviously once hung, but are no longer. The floor has dried leaves littering it. If paced out, the hall is eighty feet long east and west and twenty feet long north and south.

D: The beams of the flashlights show a room with gray painted walls and a cement floor. It is filled with wooden crates and there are leaves all over the room in large piles.

ON CLOSER INSPECTION: There are 200 empty wooden crates of differing sizes, and the biggest concentration of leaves is in the southwest corner of the room. The room measures sixty feet east and west and forty feet north and south and has a side alcove to the south starting on the east wall that is forty feet long east and west and twenty feet long north and south; it is here that the concentration of leaves is located. Behind a big crate along the east wall, thirty feet from the north corner, one finds a door with a normal handle.

NOTES TO THE REFEREE: If that large pile of leaves is at all disturbed, a group of 3 rattlesnakes attacks (HP: 10,8,5; #AT: 1; D: 1-3; AC: 5; SA: Save versus death caused by poison).

E: The beams of the flashlights show a room with gray painted walls and a cement floor. It is filled with boxes and barrels.

ON CLOSER INSPECTION: There are thirteen barrels of grain alcohol each with the number "50" painted on it. There are thirteen boxes filled with pairs of white gloves. A metal chest contains a silver set made to serve eighteen people, four pairs of silver candlesticks, three huge silver carving knives (like short swords), and eighteen solid silver goblets (total worth of the silver items is 20,000 silver pieces). There are thirteen chests filled with books about plants; thirteen boxes filled with assorted sizes of clay pots; and ten large crates with mattresses in them. When paced out, the room is forty feet wide east and west and sixty feet wide north and south. A door on the east wall is originally hidden by the mattress crates.

NOTES TO THE REFEREE: When the players enter the room, they will be immediately attacked by an incredibly old man dressed in rags and carrying a butcher knife (HP: 7; #AT: 1; D: 1-6; AC: 10; SA: None). This old man will leap out from behind some of the boxes and surprise the entire group. He will never follow a retreating group out of the room, but will act dangerously at all other times and will never listen to any type of reason.

F: The beams of the flashlights show a room paneled in oak with an oaken floor that is filled with shelves upon shelves of rocks. From the door, a set of stairs is visible going up from the south section of the room.

ON CLOSER INSPECTION: These shelves are obviously a geological exhibit of some type, since every sample of rock has a scientific name on it. Each of the samples weighs about a pound. If paced out, the room is sixty feet west and east with a partial wall running north, starting twenty feet from the east wall and extending forty feet. The room is eighty feet long north and south. On the west wall in the north corner is a passageway out of the room. Also on that wall, sixty feet from the north corner, is a doorway. Further down from this door is a twenty by twenty feet corridor section that ends at the bottom of the stairs up; on the east wall section by the stairs is another way out of the room.

NOTES TO THE REFEREE: All of the valuable minerals in the rock collection like gold, silver, platinum, and copper, are on shelves on the south wall in the small corridor created by the dividing north-south wall. They will all be on the highest shelves and above the normal eye level of any scout. There are no crystal samples in the entire room.

G: The beams of the flashlights show the passageway has strange objects hanging on its gray painted walls. The floor is of black marble. There are openings out of the hall from the east and west ends.

ON CLOSER INSPECTION: The hall is lined with hanging medieval weapons: 3 heavy maces, 2 halberds, 3 crossbows with one bolt each, 3 short swords, 5 huge two-handed swords, 5 daggers, 4 boar spears, and 3 flails. All of these are easily detachable

and have traces of preserving oil on them. The hall is twenty feet wide, north and south and 100 feet long east and west.

NOTES TO THE REFEREE: The weapons are all in perfect condition and do the following damage: Maces-2-7 pts; Halberds-1-10 pts.; Crossbows-1-4 pts.; Short Swords-1-6 pts.; two-handed Swords-1-10 pts.; Daggers-1-4 pts.; Boar Spears-2-7 pts.; and Flails-2-7 pts.

H: The beams of the flashlights show a room filled with furs covering the walls, ceiling, and floor. There is a large spiral staircase in one corner that seems to be made out of metal.

ON CLOSER INSPECTION: The furs are purple in color and very rough to the touch. They do not appear to be dyed, and each fur is very large and cannot be cut or moved from any section of the room. The spiral staircase is in the northwest corner of the room. It is made of metal and painted with purple enamel paint. If paced out, the room is eighty feet east and west and sixty feet wide to the north and south.

NOTES TO THE REFEREE: If any tapping is done to the wall section marked with the secret door symbol it will show a hollow sound. If the wall is closely examined by hand, that whole section of fur will appear to be loose. It will easily move to the side with the push of a hand, revealing a normal door.

I: The beams of the flashlights show a room filled with statues of differing types. The walls, floor and ceiling are of green paneled wood.

ON CLOSER INSPECTION: There are fifteen statues in this area: three Viking types with ring mail for armor, horned helmets, and drawn swords in their hands; two female amazon types, each with a bow and arrow ready to fire; four men in plate mail with plumed helmets and swords at their sides; and five Wisconsin State Highway Patrolmen with pistols and equipment on their belts and nightsticks in their hands. The room is paced out to be sixty feet to the east and west and forty feet to the north and south.

NOTES TO THE REFEREE: All of these beings have been petrified and would be very grateful if freed from this state. They are fully aware, but unable to communicate in any way.

J: The beams of the flashlights show a bathroom with all the things one would expect to find in such a place. There is a sink with a mirror above it, a stool, and a bathtub. The floor, walls, ceiling, and all fixtures are of black marble.

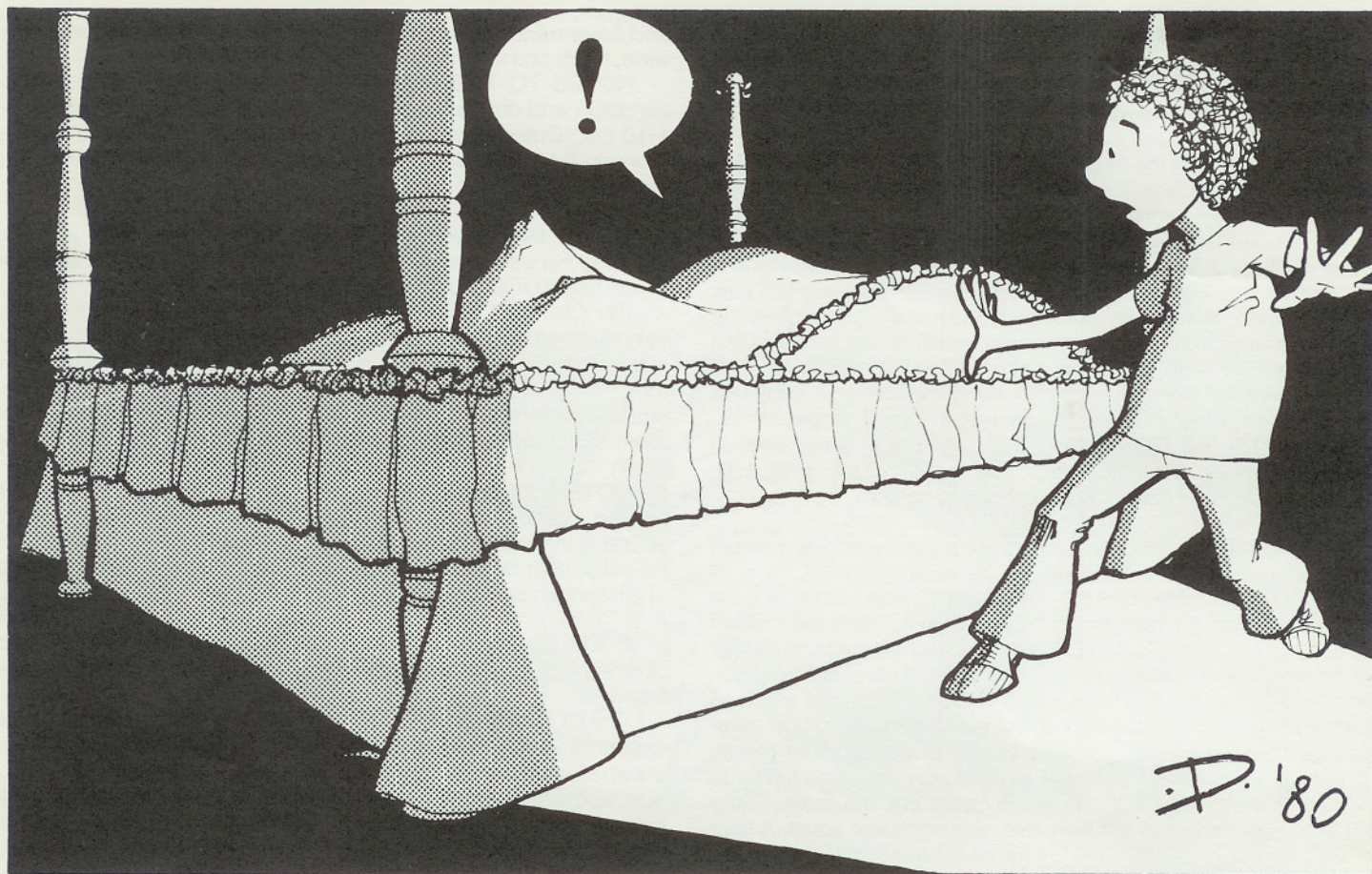
ON CLOSER INSPECTION: The water works fine in this area, except when it is about to overflow any sink or tub or stool for any reason. It will cut itself off first. There are hinges on the door frame but no other sign that there ever was a door there. If paced out the main room is forty feet by forty feet, plus a hall section that has the tub at its end. This hall section starts on the south wall and is twenty feet wide (east and west) and forty feet long.

NOTES TO THE REFEREE: The mirror over the sink has a recessed cabinet. In it are two small plastic bottles of pills: One has ten green pills that will speed any being up to twice normal for three melee rounds; the second bottle has twenty pink pills that will restore ten lost hit points per pill.

K: The beams of the flashlights show a large room with animal heads hanging on the walls and large animals mounted fully on stands. There are many of these all over the room. There are exits on the east and west walls.

ON CLOSER INSPECTION: This is a trophy room of some type with stuffed felines of all different descriptions along the brown painted walls. On the north wall is a cabinet with three long rifles that are very heavy and two shorter rifles that have two barrels apiece. There is a drawer under these rifles, containing two boxes of what must be shells. Besides the triggers, there are two levers on each gun; one is large and on the stock and one is small and near the trigger. If paced out, the room is forty feet east and west and sixty feet north and south.

NOTES TO THE REFEREE: The rifles were made by the professor. The long ones do 2-20 points of damage to anything hit by



them and the shooter should be treated as a 9th-level character for hitting purposes. The smaller rifles are shotguns; both barrels will always discharge when the gun is used, but only one barrel needs to be loaded to fire the gun. It does 1-10 points of damage to everything in a five foot spread in front of the gun, whether one or two barrels is loaded. The large lever breaks open either weapon for loading and the smaller lever is a safety device, which must be disengaged before a weapon will fire. There are ten shells in each brown box, one box for the shotguns and one for the larger guns. If none of the players are holders of a gunnery merit badge, do not let the players assume that they know of firearms. Novices will suffer 1-4 points of bruising damage per shot.

L: The beams of the flashlights show a room covered in small furs of some type and a spiral staircase leading up through the ceiling.

ON CLOSER INSPECTION: The fur seems to be rat fur. It has lice and smells of rotten meat. It covers the walls, floor and ceiling and when cut it shows bare cement floor and metal walls underneath. If the room is paced out, it is sixty feet square. The staircase is made of metal and painted with black enamel paint and is located in the northwest corner of the room.

M: The beams of the flashlights show a room with walls, floor, and ceiling of white marble. There is a bed in one corner of the room, several dressers, and a floor-to-ceiling mirror on one wall.

ON CLOSER INSPECTION: The bed is a huge four-poster with dust covering the green satin bedspread, sheets, and pillows. There are four dressers, each with four drawers. Each one of these is filled with white operating gowns and masks. There are two bedstands, each with a small drawer. In these are a roll of dimes (five dollars' worth); two dry cell batteries; and a solid gold letter opener (worth five gold pieces). The mirror is on the north wall in the west corner and has an ornate brass molding around it in the shape of a praying mantis about to strike. If the room is paced off, it is found to be sixty feet square.

NOTES TO THE REFEREE: Under the pillow, on the bed, is a red plastic disc with a pin on its back. When the disc is worn, every room the wearer enters in this mansion will light up. When any character puts his/her entire body on the bed, the canopy falls down in an attempt to suffocate that character. It does five points of damage per melee round until it is cut away or the character dies—upon death, the canopy springs back up again. The canopy is easily cut.

N: The beams of the flashlights show a room with twelve figures dressed in metal standing about. On the opposite side of the room is another exit.

ON CLOSER INSPECTION: The room appears to be entirely paneled in red oak. The twelve figures are suits of armor that line both walls in rows of six to a side. Each one has a sword in an upraised hand. If the room is paced out, it is forty feet east and west by sixty feet north and south.

NOTES TO THE REFEREE: If the two northernmost figures are touched in any way, they will animate and attack the group (HP: 19,19; #AT: 1; 1; D: 1-12; AC: 3; SA: None). These things will hit on a 25% chance every melee turn and they will not follow anyone out of the room, but will go back to their places when the room is empty, to await the arrival of another character. Note: There are two rooms labeled "N", identical in all ways but the location of the exits.

O: The beams of the flashlights show a room with a large table and chairs in its middle. There are cupboards, metal sinks, a gas stove, and some type of huge refrigerator.

ON CLOSER INSPECTION: The room is painted yellow on the floor, ceiling, and walls. The gas stove and metal sinks all work as they should. There are seven cupboards filled with canned goods of all types from soup to canned meat. The table and chairs are made of metal and quite heavy. There is a cupboard filled with pots and pans, and a cupboard filled with dinnerware of fired clay. There is a frozen food locker with a large padlock on the metal door. The locker feels cold to the touch and produces a humming vibration.

NOTES TO THE REFEREE: When and if the freezer is broken into, a white pudding will rush out and attack (HP: 38; #AT: 1; D: 3-24; AC: 6; SA: Dissolves wood and metal). It will not pursue intruders out of the room, and if left alone in the room for two melee rounds, it will return to the locker and shut the door. There are two of these rooms and they can't be paced out because of the things which obstruct the area.

P: The beams of the flashlights show a room filled with plants from wall to wall and traveling up to the ceiling. One also notices a strange purple glow from the bottoms of all the plants. An exit is visible on the other side of the room.

ON CLOSER INSPECTION: All of the plants are in tanks that are filled with a glowing purple liquid. The plants seem to sway towards any people entering the area. Some of them bear fruit and berries. The room cannot be paced out because of the plants, but the path from exit to exit is eighty feet.

NOTES TO THE REFEREE: The secret door is blocked by dense, thorny brambles which will have to be cut away. If the foliage is cut in any way, seven stirges come flying down to attack (HP: 5 (x 7); #AT: 1; D: 1-3; AC: 8; SA: Drains blood).

Q: The beams of the flashlights show a room with stone walls, floor, and ceiling. The body of a skeleton lies in the middle of the room and its head is in a far corner. There is another exit.

ON CLOSER INSPECTION: The skeleton is old and yellow, the size of a small child. There is a golden ring on one of its bony fingers. If the room is paced out, it is forty feet east and west by seventy feet north and south.

NOTES TO THE REFEREE: If the head is brought within two feet of the rest of the body, it will fly out of the hands of the holder and rejoin the body. The skeleton will animate and attack the group (HP: 10; #AT: 1; D: 1-6; AC: 7; SA: None). The skeleton will chase characters outside the room. The ring contains three Wishes, but it cannot be removed from the skeleton or used until the skeleton has been animated and killed.

R: The beams of the flashlights show a room that is filled top to bottom with small bits of foam rubber. These bits are easily moved, but will take time.

NOTES TO THE REFEREE: If the players take the time, they will find all interior surfaces made of dark oak. The spiral staircase which may be uncovered is of metal.

S: The beams of the flashlights show what is obviously a huge computer filling the room on both sides and there is only a small pathway between the machines. There is a table and chair on the east side of the room and what seems to be a typewriter on the table. Above the typewriter is a television screen.

ON CLOSER INSPECTION: The pathway between the two machines is ten feet wide and forty feet long north and south. The machines light up and start to hum whenever a character enters the room.

NOTES TO THE REFEREE: The computer will answer any question the players type on the machine by printing out an answer on the TV screen above. It knows all about the house and will tell of it. Any question that is beyond the limits of what a character might know enough to ask will be answered with a line of question marks ???????? Any question that is technical in nature will be answered in Latin, which no one should be allowed to speak for the game purposes.

T: The beams of the flashlights reveal a bathroom with stool, sink and mirror, and a bathtub.

ON CLOSER INSPECTION: If paced off, the room is forty feet square. Everything is made out of pink fiberglass and the tub is filled with some type of bubbling liquid.

NOTES TO THE REFEREE: The tub is filled with hydrochloric acid and dissolves anything put in it except for glass. There is a cabinet behind the mirror, but it is empty.

U: The beams of the flashlights reveal a room filled with books

on shelves. There is a desk and chair in the room and another exit in the middle of another wall.

ON CLOSER INSPECTION: If the room is paced off, it is forty feet east and west by sixty feet north and south. There are exits in the middle of the north and east walls. The room has a green, inch-thick carpet and the ceiling is white marble. It smells like mildew in this area and when the books are looked at they fall apart in the hands and huge silverfish (harmless) leap out from the pages. The desk has three drawers, filled with scientific papers on the wave motion of elements in their plasma states plus about 200 number-two pencils.

NOTES TO THE REFEREE: There is a secret drawer in the middle of the desk that contains a .45 automatic pistol with six bullets in it (each shot doing 1 to 8 points of damage and the shooter will hit as a fifth-level character), plus a sack of 200 silver dollars.

V: The beams of the flashlights reveal a room occupied by a huge, jade-green, stone snake that stands almost to the ceiling. The room is otherwise bare and seems to be made of cement. There is another exit on the opposite wall.

ON CLOSER INSPECTION: When the first character enters the room, the statue will come alive and strike that person. A crossbow bolt will embed itself in the arm of that character.

NOTES TO THE REFEREE: A bolt does 1-12 points of damage. After the first shot (an automatic hit) there is a 75% chance of the statue hitting any moving target in the room (chosen at random). The statue has fifty crossbow bolts and fires two per round. It will not fire at any character wearing white, except for the first character it sights. The creature will continue to fire until it has sustained twenty-five points of damage (AC: 2).

W: The beams of the flashlights reveal a room empty of furniture and a spotlight shining down in the center of the chamber. It illuminates a five-foot staff of what appears to be oak. There is another exit on an opposite wall.

ON CLOSER INSPECTION: The light will shift and the staff will fly to meet any characters who enter the room. The staff will begin hitting those who have entered.

NOTES TO THE REFEREE: The staff hits 35% of the time on random players. It does 1-10 points of damage and will continue to strike as long as the spotlight in the ceiling in the middle of the room is intact.

X: The beams of the flashlights reveal a room with floor, walls, and ceiling covered in fragments of green glass. All of it appears to be very sharp. There is another exit on the opposite wall.

ON CLOSER INSPECTION: The glass is so sharp that it cuts deeply into the soles of all normal boots.

NOTES TO THE REFEREE: The glass is glued to the room surfaces, so it cannot be removed. There is a 25% chance per 10 feet of crossing that boots will be cut through to the feet, causing 10 points of damage. There are two rooms labeled "X." Each has two normal exits and a larger opening. In the larger room, the opening leads to the Silver Hall. In the smaller room, there is a set of ascending stairs through the opening.

Y: The beams of the flashlights reveal ten large wire cages in the room with another exit on an opposite wall.

ON CLOSER INSPECTION: There are bones noticed in each of the cages. Five giant ants suddenly come out of a hole in back of the cages and advance.

NOTES TO THE REFEREE: The ants will follow any group until they or the group are dead (HP: 9 each; #AT: 1; D: 1-6; AC: 3; SA: Poison sting (save versus poison at +3)). The hole is much too small for characters to follow. Note: There are two rooms labeled "Y", of different sizes and configurations. There are cages and ants in both.

Z: The beams of the flashlights reveal a chamber with floor, walls and ceiling covered with brown fungus. In the middle of the room is a raised pile of the stuff. There is no other apparent exit from this room.

ON CLOSER INSPECTION: When anything touches the fun-

gus, clouds of the spores billow up and hinder vision in the room. As rough estimates, the room appears to be forty feet square with the fungus at least five inches thick on every surface.

NOTES TO THE REFEREE: The fungus is harmless, but smells terrible. The pile hides a set of +4 plate mail that glows in the dark with a strange green luminescence.

GOLD HALL: The beams of the flashlights reveal a short hall with metal walls, floor, and ceiling. The metal has a gold color to it.

ON CLOSER INSPECTION: The hall is sixty feet long east and west and twenty feet long north and south and made of three-foot-square, thin plates of this metal all riveted on.

NOTES TO THE REFEREE: The plates are all of gold and worth 9 gold pieces each.

MIRROR HALL: The beams of the flashlights reveal a hall lined with mirrors.

ON CLOSER INSPECTION: The hall is 140 feet long east and west and twenty feet wide north and south. With every round spent in the hall, a "natural" illumination in the area becomes brighter.

NOTES TO THE REFEREE: The professor cut this mirror glass specially to gather and direct 100% of all light brought into the room. Every twenty-first melee round, all of the energy stored in the preceding 20 rounds is directed at the darkest thing in the hall (perhaps someone without a flashlight), hitting it for 100 points of disintegration damage. The room returns to normal illumination, and the process then starts all over again. In the case of a large number of eligible characters, the tallest gets hit first.

SILVER HALL: The beams of the flashlights reveal a hall with metal walls, floor, and ceiling. The metal has a silver color to it.

ON CLOSER INSPECTION: The hall is eighty feet long east and west and twenty feet wide. The plates are three feet square, thin, and all riveted in place.

NOTES TO THE REFEREE: The plates are all solid silver and are worth three gold pieces each.

CLOSETS: The beams of the flashlights reveal rooms filled with clothing hanging from the walls. There are also shoes of some type under some of the clothes.

ON CLOSER INSPECTION: There are men's coats of all different types hanging in these rooms. There are raincoats, heavy wool winter coats, spring windbreakers, and light jackets. The shoes are boots of high quality. All of them are made for a tall man.

AA: The beams of the flashlights reveal a room that contains a swimming pool that is filled with a dark liquid of some type. There are no other apparent exits.

ON CLOSER INSPECTION: The room is paced out to be eighty feet east and west by fifty feet north and south. There is a sickeningly sweet odor to the liquid. Characters can go around the pool on a ten-foot border of concrete.

NOTES TO THE REFEREE: The liquid is grape juice and is fresh and drinkable. The pool is thirty feet deep.

BB: The beams of the flashlights reveal an empty room whose walls are made of some type of metal. There are no other apparent exits.

ON CLOSER INSPECTION: The room is paced out to be forty feet square. The metal is copper in color and dulled, as if from oxidation.

CC: The beams of the flashlights reveal an empty room whose walls appear to be paneled oak, with floor and ceiling of grey marble.

ON CLOSER INSPECTION: The room is L-shaped, with a wide hallway exit and a normal open exit diagonally opposite each other.

NOTES TO THE REFEREE: There are two rooms labeled "CC" which differ slightly in configuration but are otherwise identical. The wide openings in the western and eastern rooms lead to the Silver Hall and the Gold Hall respectively.

DD: The beams of the flashlights reveal a room that has a spiral staircase at one end. The walls, floor and ceiling appear to be made out of black barn boards.

ON CLOSER INSPECTION: The staircase goes up and is made out of metal. If the room is paced off it is eighty feet east and west and forty feet north and south.

EE: The beams of the flashlights reveal a room with several objects apparently covered by sheets. The walls, floor, and ceiling seem to be made of padded leather.

ON CLOSER INSPECTION: Each sheet covers an overstuffed black leather chair. There are a total of ten. If the room is paced off it is forty feet by forty feet.

NOTES TO THE REFEREE: Each one of the chairs has a hidden dagger positioned in the seat of the chair so that anyone trying to sit in a chair will be stabbed for 1-4 points of damage.

FF: The beams of the flashlights reveal a room with a spiral staircase in it. The walls, floor, and ceiling appear to be made out of green glass.

ON CLOSER INSPECTION: The staircase of metal is painted with blue enamel paint. If the room is paced off, it is sixty feet east and west by forty feet north and south.

GG: The beams of the flashlights reveal a room covered in a metallic-looking substance with a large iron box in one section of the area. There is another exit on an opposite wall.

ON CLOSER INSPECTION: The room's surfaces are very slippery and going through the room causes much falling and sliding. When a character falls, he/she will notice that a gray substance comes off the floor and onto their hands and clothes. The box has a large handle and it cannot be moved.

NOTES TO THE REFEREE: The slippery substance is graphite. If the lock is broken on the metal compartment, a howling wind comes out and knocks everyone in the room to the floor with stunning force (doing 1-4 points of damage). The compartment will then be empty.

XX: THE LOWER TREASURE ROOM: The beams of the flashlights reveal a room with large tables along the walls and a pool of water in its middle. The walls, floor, and ceiling are of paneled black wood.

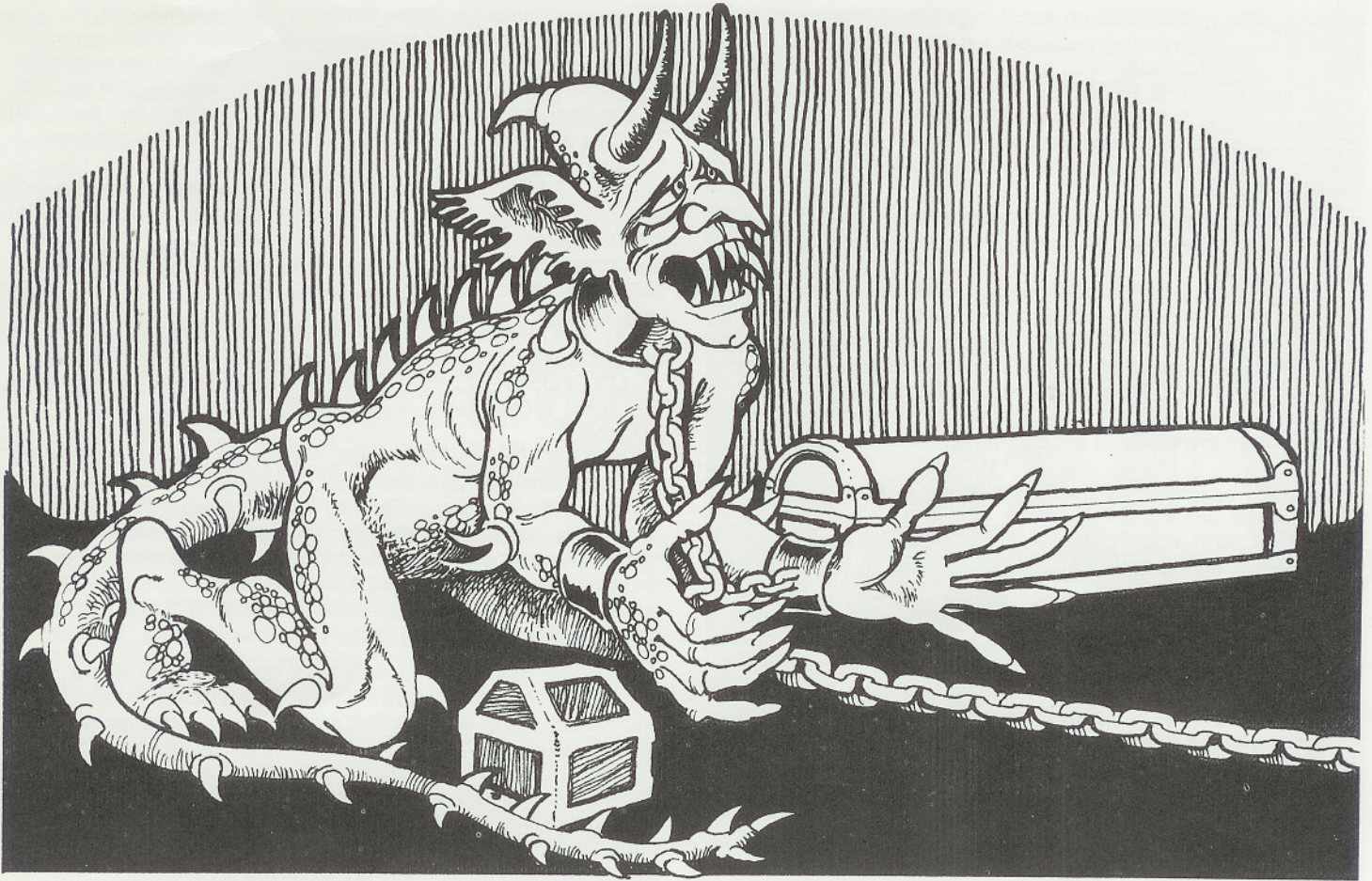
ON CLOSER INSPECTION: If paced out, the room is sixty feet north and south by sixty feet east and west. There are large tables along the north, east, and south walls. Each 10-foot-wide table on the north wall has a small wooden coffer on it. Each 10-foot-wide table on the east wall holds a pile of coins. The only table on the south wall with anything on it is the one in the middle. It has the following: a wooden platter of huge size, a small, single-bladed knife, and three small, blue quartz bottles with some type of liquid in them. Shining light into the pool will reveal a deep, clear pool with a chest at its bottom.

NOTES TO THE REFEREE: Each coffer has a poison-needle trap in the lock, and ten rubies inside (100 gold pieces each). There are a total of 4,000 gold-piece coins on the tables along the east wall. The platter is a +5 shield, the knife is a luck blade with two wishes on it, and the bottles are potions of storm giant strength. When the chest under the water is moved or opened in any way, the act causes the room to fill with poison gas from all sides. The pool is eleven feet deep.

ZZ: The beams of the flashlights show a room paneled in some type of blue wood with the same substance on the floor and ceiling. It seems to be empty of all materials. There is another exit on an opposite wall.

ON CLOSER INSPECTION: If paced out, the room is sixty feet square. A strange odor of bananas fills the room and is very strong.

NOTES TO THE REFEREE: The odor is a gas which slows all who enter the room for thirty minutes of game time, so that they think they are at normal speed, but actually do everything at half speed.



Second Floor

NOTES FOR THE REFEREE: Every one of these rooms is covered in sheet metal, on the floor, walls, and ceiling. There are no joints or edges to this metal. There are electrical outlets for every machine in any given room, but they are all single-receptacle devices and the machines that plug into them all have just one long silver prong. All of these rooms are so designed that no noise can be heard around any of the corners of any room, no matter how loud the sound.

I: The beams of the flashlights show a room with yellow carpeting. Huge spiderwebs are hanging down from everywhere on the ceiling and upper walls.

ON CLOSER INSPECTION: The carpet has dark red stains all over it, and there is movement among the webs on the ceiling. If the room is paced out, it is thirty feet square. There are ascending stairs along the west wall.

NOTES FOR THE REFEREE: There are three giant spiders near the ceiling (HP: 7,5,5; #AT: 1; D: 2-8; AC: 4; SA: Save versus poison). They will come down and attack only when two or more characters enter the room.

II: The beams of the flashlights show a room with benches all over the area. These benches are loaded with glass beakers, jars, and test tubes. There is another exit on a side wall.

ON CLOSER INSPECTION: There are nine benches. Each one holds a large group of beakers with powder in each of them, some empty test tubes with cork stoppers on them, and some stoppered jars with liquid in them. There are a group of three cans on each table with a green jelly-like substance in each. One of each of these cans of jelly on every table has burn marks on it and there is a smell of sulfur about the cans. If paced out, the room is forty feet east and west by fifty feet north and south.

NOTES FOR THE REFEREE: All of the liquids are acids that will do 2-12 points of damage to exposed skin. All of the powders are

chloride salts and will cause dense smoke when mixed with the jar liquids. The green jelly is highly flammable and burns intensely when set afire. Through the other exit is a spiral staircase going down.

III: The beams of the flashlights show a room bare of all things except for a creature chained to the floor in its middle. There is an exit to this room on the opposite wall.

ON CLOSER INSPECTION: If the room is paced out, it is forty feet east and west by fifty feet north and south. The creature is obviously evil in nature, with horns, long pointed ears, fangs, a tail with many pointed projections, and a leathery skin with more sharp projections coming off the skin. It is chained by a set of silvery handcuffs to a silver pin in the floor and contained within a 20 foot circle by the chain. The creature is seven feet tall and hunched over in what looks like an uncomfortable position. It immediately notices the group and begins talking in a foreign language. The tone of voice is a pleading one. Under its feet are a small square box and another longer metal box.

NOTES FOR THE REFEREE: This creature is a barbed devil (HP: 40; #AT: 3; D: 2/8/2-8/3-12; AC: 0; SA: generate fear, pyrotechnics, produce flame, hold person, or summon another barbed devil) and can use none of its arcane power (special attacks) unless it is attacked while it is still chained to the floor. Under its feet is a small box containing a ring of one wish and a long metal box filled with thirteen applications of dust of disappearance. The creature will begin talking English when the players talk it among themselves, and it will promise them anything to be released. All of these promises will be lies; it will attack when released (normal attacks only) and try to kill the whole group. It will chase any fleeing group until it has killed one of the party and then it will eat the character. From then on, until it is killed, there will be a 20% chance to encounter this creature in every second room that is entered by a character or group.

IV: The beams of the flashlights reveal a bare room with another exit on the opposite wall.

ON CLOSER INSPECTION: When all the group has entered the

area, a dazzling light comes on and strange sounds start coming out from the walls. If the room is paced out, it is sixty feet east and west by forty feet north and south.

NOTES FOR THE REFEREE: The lights are capable of giving severe sunburns if characters stay in the room longer than a minute. The sounds are strong vibrations that will make each party member deaf for three times the number of minutes they stay in the area.

V: The beams of the flashlights reveal a room bare of everything but a large Persian rug at its center. There is another exit on a side wall.

ON CLOSER INSPECTION: If the room is paced out, it is sixty feet east and west by forty feet north and south.

NOTES FOR THE REFEREE: There is a slit in the middle of the rug that causes all those who do not stay within 20 feet of the sides of the room to fall into a fifteen-foot-deep pit. The pit walls are made of metal, and characters will take 1-6 points of damage for the fall. The rug stays tight to the floor in all other areas.

VI: The beams of the flashlights reveal a bare room and two other exits on side walls.

ON CLOSER INSPECTION: When a character wearing a loaded backpack enters the room, he/she is pulled to the ceiling and stuck tight.

NOTES FOR THE REFEREE: The room has a super magnet in the ceiling which pulls all ferrous metal in that direction. In the middle of the floor is a small glass plate where one can see a shiny bulb underneath. If this plate is broken and the bulb underneath is taken out or shattered, the magnetic force is turned off. The glass is very hard and will take a great deal of force to break. Players will take 1-6 points of damage from falling off the ceiling unless they have an athletic merit badge. They can shrug off their backpacks and fall to the floor, but they will then have their clothes ripped by the metal parts which are ripped out of them by the still-active magnet.

VII: The beams of the flashlights show a room with a number of metal chunks littering the floor. There are three doors, each one on a different wall.

ON CLOSER INSPECTION: When one enters the room, metal chunks fall from the ceiling, and characters can see that the ceiling is massed with millions of these chunks stuck to it.

NOTES FOR THE REFEREE: After a character or party enters the room, every melee round 3-18 of these chunks will fall. They weigh fifteen ounces each and do 1-6 points of damage when hitting a player. There is only a 15% chance that any given one will hit, since they fall throughout the general area of the player. The doors are all fake and while the handles will turn, they can't open. They appear to be made from oak, but are metal like everything else.

VIII: The beams of the flashlights reveal a bare room. There is another exit on an opposite wall.

ON CLOSER INSPECTION: If the room is paced out, it is sixty feet east and west by forty feet north and south. Stairs going down are found on the south side of a 20-foot-square landing on the south wall in the west corner. One can notice a strong odor of some type of flower in the room.

NOTES FOR THE REFEREE: There is a secret door on the west wall of the landing that will open automatically when light is shone on it for one minute. The odor is a gas which makes all who breathe it have half their Strength for the next sixty minutes. This causes characters to do half damage on all physical blows, and they will not be able to carry their backpacks or heavy rifles unless they drag them.

IX: The beams of the flashlights reveal a room with several benches that are crammed full of equipment of some type. There are several large barrels on the floor and another exit on the opposite wall.

ON CLOSER INSPECTION: This is obviously an electronics lab of some sort. There are five benches, and they all hold electronic

equipment: computer chips, transistors by the thousands, vacuum tubes, television readout screens, circuit boards, cathode-ray tubes, soldering guns, solder. The barrels are spools of copper wire differing in size from hair-thin to inch-thick. These are all under the table on the north wall. If the room is paced out, it is sixty feet north and south by forty feet east and west. There is an ascending stairway in the east corner of the south wall.

NOTES FOR THE REFEREE: There is a spool of hair-thin gold wire hidden in the middle of the spools of copper wire. It is heavier than the other spools (none of them can be carried). There is a giant ant in the core of this spool (HP: 19; #AT: 1; D: 1-6; AC: 3; SA: Poison sting). It will attack anyone who moves its spool.

X: The beams of the flashlights reveal a room covered in furs of various types. There is also an exit out of the area on a side wall.

ON CLOSER INSPECTION: The furs are all very thick and there are some recognizable ones including: zebra, lion, leopard, and polar bear.

NOTES FOR THE REFEREE: There are eight of these rooms, each containing a spiral staircase. The dimensions of these rooms vary from place to place. Each fur is worth at least fifty gold pieces and easily detachable from its mounting. When more than one character walks onto the furs, the characters are attacked by four giant centipedes (HP: 2,2,1,2; #AT: 1; D: Nil; AC: 9; SA: Save versus poison). These creatures are hidden under furs until movement rouses them.

XI: The beams of the flashlights reveal a room with a set of bunkbeds in one corner, two dressers, a card table with three chairs, and a desk and chair in another corner. There is another exit on the opposite wall.

ON CLOSER INSPECTION: If the room is paced out, it is forty feet square. The dressers each have three drawers, and each is full of men's clothes (pants, shirts, socks, and the like). The desk has been ransacked and there are papers everywhere. They all contain biological terms which relate to the cloning of cells.

NOTES FOR THE REFEREE: There is a secret drawer on the right-hand side of the desk with the following inside: A photo of a thin man touching the left side of a giant robot, a black glass quart bottle with a stopper, filled with poison gas under pressure that fills any seventy-foot-square (this room and parts of the adjacent rooms when released); and a plastic sack with forty cut rubies inside (10¢ gold piece base value for each).

XII: The beams of the flashlights reveal a room with odd animal images at its far end. There is a bench in front of them, and no apparent exits out of this room on any other walls.

ON CLOSER INSPECTION: The lights show what is obviously a shooting gallery. On the bench in front of the machine is a set of air rifles that everyone can tell are air rifles. There are boxes of pellets beside each rifle. There are targets of all different types, from clay ducks and pipes to bullseyes and swinging bell-arms. The rifles are the pump type and easy for everyone to use.

NOTES FOR THE REFEREE: When any of the rifles are touched or someone goes over the bench and comes close to the targets, the characters are attacked by a lion (HP: 15; #AT: 3; 1-4/1-4/1-10; AC: 5/6; SA: Rear claws for 2-7/2-7) that has its c behind the targets. The lion will pursue characters out of the room. The air rifles do 1 or 2 points of damage and those shooting are 11th-level fighters for purposes of determining a hit. They have effective range of fifty feet. The room is sixty feet east and west by fifty feet north and south. If the lion is killed, a secret door in northeast corner will open automatically.

XIII: The room has its own lighting and shows an area filled with cushions of satin and silk. There are no other apparent exits from room and players can see a winged woman asleep on one of the cushions in a far corner.

ON CLOSER INSPECTION: If the room is paced out, it is sixty feet east and west by sixty feet north and south. The female has a belted dagger and no other article of clothing.