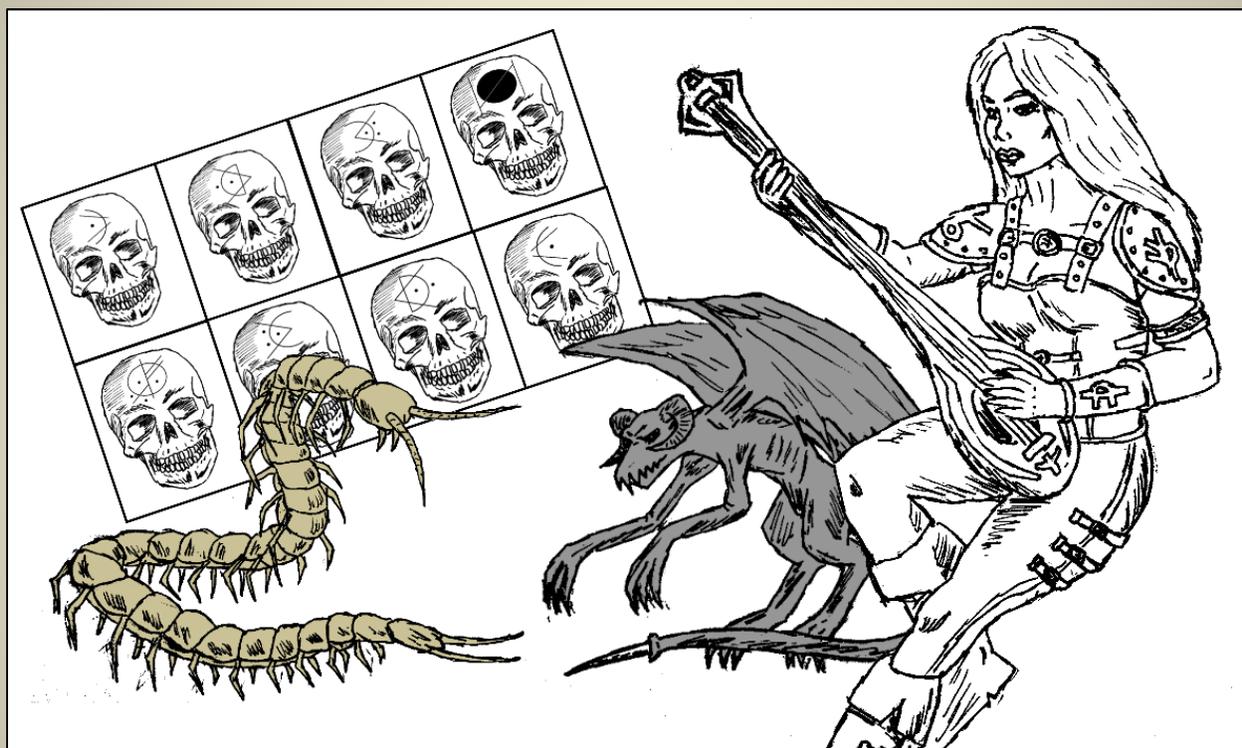


An Epic Mini Quest

Dungeon Module

The Mad Manor of Astabar

An adventure for characters level 1-3



For twenty years Astabar's Manor sat abandoned, gaining notoriety as a cursed place of magic and danger. The good folk of Havehollow avoid it at all costs but at the behest of a beautiful and mysterious bard the characters venture forth to explore the home of the once great wizard.

The Mad Manor of Astabar is an epic Mini-Quest by Survive RPG and offers a compelling adventure that is great for a one-off session, convention play or for use as a side quest to your campaign. Mini-Quests are designed for any D20 fantasy system. Also check out other free adventures like Beware The Wyvern Wood, Maze Of The Man Bull, The Hollowing Of Greyhaven, The Baron's Bastard, Song Of The Siren Queen, Rise Of The Vampire And Revenge Of The Kobold King.



The Mad Manor of Astabar

Written by David Dudka

This adventure can be used with any D20 rules system and is designed for low level characters although can be easily adapted for higher levels. The story can be used as a standalone adventure or inserted into an existing campaign as the action takes place while the characters are passing through the village of Havehollow. If you are not the game master for your group this is probably where you should stop reading.

Background & Set-up

Twenty years ago the village of Havehollow was the home of a wizard name Astabar the Experimenter. He was a collector of many magical artifacts and creatures. His obsession with magic experimentation was all consuming.

Astabar came into possession of a Wand of Wonder. Fascinated by the many ways the magic inside the wand could manifest he attempted to magically deconstruct the device. If he could understand the wand, Astabar was certain he could uncover the secret to instantly transform spells from one school of magic to another.

The experiment went horribly wrong. An explosion of cross planar energy dispersed the magic of the wand throughout the structure of Astabar's manor. Astabar himself was trapped in the Ethereal plane where he eventually died of starvation.

The manor lay abandoned and over the years gained notoriety for the many strange occurrences that took place on its grounds. The folk of Havehollow avoid the place at all cost. On occasion the stories attracted adventurers looking to explore the manor and reclaim any magic left behind.

One of these adventuring parties included a young bard by the name of Rivana Greywyre. Exploring the manor was her first real adventure, and her last.

She was killed by Astabar's familiar, an imp. Her fellow adventures fled leaving her body behind.

Now her spirit haunts the area around Havehollow seeking adventurers who would finish what she started and unravel the secrets of the Mad Manor of Astabar.

Rivana's ghost will attempt to convince the characters to investigate the manor. The fact that she is dead is one of the key twists in the adventure so you should try and keep it a secret for as long as possible.

Once the characters enter the manor they will be trapped inside. In order to escape they must find a way to cancel the magic zone of weirdness created by the wand.

In addition to the strange effects of the wand, Astabar's familiar (Imp) and some poltergeists will do everything in their power to prevent the characters from succeeding.

In the event you need to increase the difficulty of the adventure you can include a Doppelganger as one of the creatures dwelling inside the manor.

The Bard Rivana Greywyre

The adventure begins at the Crooked Crow Inn in the village of Havehollow. The characters are simply passing through the area. Read the following:

You have few complaints this night as you rest in the common room of the Crooked Crow Inn. While winter has passed, the night air carries enough of a chill to make any hearth a welcome sight.



The village of Havehollow is typical for this part of the realm. Livelihoods are made from farming and livestock with a few merchants and the Inn catering to travelers along the kingsroad. You are surrounded by good folk who know that hard work is what's needed to make it through harsh times.

As you finish your meal you notice a raven haired woman walk to the front of the common room with a lyre in hand. She plucks a few practice cords then breaks out into song.

*Seasons come and go
Moons wax and wane
Time seems so slow
To the spirits of Havehollow*

*One is the spirit of Astabar
A mage who travelled wide and far
A collector of items of magic lore
Seeker of secrets from times of yore*

*Seasons come and go
Moons wax and wane
Time seems so slow
To the spirits of Havehollow*

*For Astabar, a dragon was an easier foe
Than defeating his own pride and ego.
Certain he was greater than any magic force
He set to unravelling the eldritch source
Of a wand most strange and chaos bound
That the mind of the mage it did confound.*

*Seasons come and go
Moons wax and wane
Time seems so slow
To the spirits of Havehollow*

*Astabar would not be denied
With all his power he'd turn the tide
Against the wand that refused to break
Even if wisdom he did forsake.*

*Upon the wand he cast all his might
Eldritch light dancing in the night
And the wands power was unleashed
Its chaos and fury was released*

Power beyond his control

*The wand consumed the manor whole
Sheathed in radiant magic fire
Astabar was consumed on the ethereal pyre*

*Seasons come and go
Moons wax and wane
Time seems so slow
To the spirits of Havehollow*

An observant character may notice the local patrons take no notice to the bard (they in fact don't see her). Once she is finished she'll walk around to a few tables, none will offer a single coin. She will shortly arrive at the character's table.

"Somebody must have put Otyugh spit in their wine." The woman laughs as she approaches your table, "Not that I'm surprised. The story of Astabar is not a popular tale in these parts. My name is Rivana Greywyre and the tale of Astabar is true. His manor is but an hour walk north of the village and has been abandoned for many years. Fortune and magic awaits those bold enough to risk it. I plan on heading there in the morning. Perhaps you would be interested in joining me?"





If any of the characters offer her coins she'll reply that she'd like to use the coins to buy the table a round of drinks (she'll leave hers untouched). Rivana Greywyre is a ghost. She is one of the spirits of Havehollow killed while exploring the Manor of Astabar. She doesn't realize she is a ghost (at this point) and as game master you should try your best to keep this a secret until the characters discover her body inside the manor.

In the event the characters figure out she is a ghost Rivana will refuse to believe it until she lays eyes on her own body.

Rivana will do everything she can to convince the characters to help her. If the promise of fortunes doesn't convince them she'll try a more emotional tactic.

"Please. I need your help. I must go to the manor. There is a terrible secret inside that place and I must uncover it. I don't exactly know what it is but I know it is important. I can't do it alone. Please."

If the characters ask any of the locals about Astabar and the manor they can gather the following information:

- Astabar was a powerful wizard but hasn't been seen in over twenty years. His manor is believed to be haunted and locals avoid the place.
- Periodically, a group of adventurers try to investigate the manor but none have succeeded. The last group to try did so over a year ago and not everyone survived.
- Astabar was a collector of many magical artifacts and even some magical creatures. Some of those creatures have undoubtable taken up residence in the manor. The artifacts would likely be worth a fortune.
- If the characters specifically ask about Rivana no one in the village will be familiar with her although some will recall a bard fitting her description singing at the Inn about a year ago.

Presumably the characters will agree to help Rivana and investigate.

The Manor Grounds

After an hour of travelling north through the forest read the following.

Through the picket line of trees to the north you see a three story stone manor house set behind a stone wall seven feet in height. The building looks as if it has been abandoned for some time. The grounds are overgrown and a leafy blanket of vines covers much of the stone work. Other than a murder of crows nesting on the roof you see no signs of life.

The rusted iron gate stands partially open. Amazingly, the grass and weeds beyond the gate have grown almost to the height of the wall itself turning the interior courtyard into a labyrinth of vegetation.

If there is a druid or elf in the party they can make a skill/wisdom check to recognize that the vegetative growth inside the gates is unnatural.

There are two entrances to the manor, a set of double doors in the south wall (opens into area #1) and a single door in the north wall (opens into area #7). The door in the north wall has been completely overgrown with vines and is obscured from view.

As the characters reach the set of double doors in the south wall read the following:

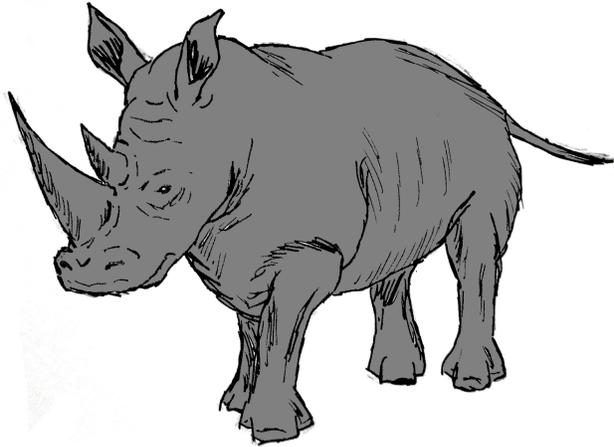
The ornate double doors are free of the vines that cover the rest of the building. There are dozens of runes burned into the wood of the doors. You nervously ponder the thought that this could indicate the entrance is magically trapped or protected.

You have just begun to examine the symbols when a loud foreboding snort draws your attention back towards the courtyard entrance.

Through the path you made in the tall grass you see a massive black rhinoceros. The beast paws at the ground with its powerful hoof as it tosses its head from side to side displaying a lethal three foot long horn.



After two rounds of posturing the rhinoceros (AC 16, hp 50) will charge. It should be clear to the characters that this beast is beyond their ability to defeat. Their only course of action is to take refuge inside the manor. Give the characters saving throw against a DC of 10 to make it inside unscathed. Should anyone fail they'll get partially trampled for 1d8 damage.



The rhinoceros will be a constant threat preventing anyone from leaving the manor grounds. If by some chance the characters manage to kill the beast it will be reanimated by the wand the following morning with full hit points.

The First Floor

The magic from the Wand of Wonder has manifested in various ways throughout the manor. In addition to facing the strange effects from the wand, the characters will have to contend with a variety of monsters, Astabar's familiar (an imp) and half a dozen poltergeists.

The poltergeists will never openly attack the characters but will throw objects, hold doors shut and move things around. Feel free to use them at any point to harass the characters as they explore the mansion.

1. Entry Foyer

Read:

As you step into the foyer, the main hallway on the first floor is directly in front of you. There is a closed door to your left and a stairwell to your right leading to the second floor.

Your attention is immediately drawn to the doorway beneath the stairs. From the second you stepped foot into the house something began knocking on the other side of this door. BOOM! BOOM! BOOM! The steady banging shows no sign of stopping.

If the characters check out the door they will find it's unlocked. It will open easily, however, after opening only a few inches it will slam closed as if someone pulled on it from the inside. To open the door the characters will have to enter a contest of strength. One of the poltergeists is holding the door shut. Consider it to have a 16 strength for the purposes of the contest.

Once they get the door open, inside there is a human skull sitting on the floor. Carved into the forehead is a symbol for the waxing crescent moon.



A character that makes a successful proficiency check on arcana or religion will recognize the symbol as a moon phase rune representing the waxing crescent. Rivana will point this out if the characters can't figure it out on their own.

2. Sitting Room

Read:

This 15' x 15' room contains a comfortable sofa and chairs. The quality material and engraved wood mark these items of furniture to be of high quality. On a coffee table in the middle of the room is a glass decanter of glowing violet liquid.

Anyone who is splashed by or drinks the liquid (water) suffers from the Faerie Fire spell. There are 20 ounces of water in the decanter and the spell effect will last 1 minute per ounce of water used/consumed. This water could be useful later in the adventure to neutralize the imp's invisibility power or to reveal the poltergeists.



3. Dining Hall

Read:

A long finely crafted dining table dominates the centre of the room. Sitting in each of the eight chairs around the table are skeletal remains dressed in fine attire. Shockingly the head of each dinner guest is missing.

Set out in front of each skeleton is a large plate with a dome cover. The table is also adorned with fine cutlery and two silver candelabras. On the south wall is a large painting of the full moon.

The eight sets of silver cutlery are worth 5 gp each and the candelabras are worth 25 gp each.

The first instinct of the characters will likely be to check under the dome covers. Under seven of the eight covers they will find nothing. Under the eighth is one of the skulls. It has a rune carved into the bone on its forehead.

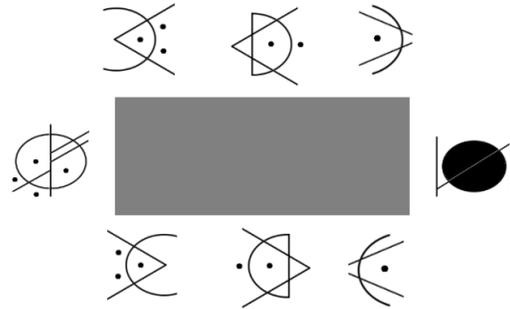
A character that makes a successful proficiency check on arcana or religion will recognize the symbol as a moon phase rune representing the third quarter moon.



The other seven skulls are scattered throughout the manor. Each one has a moon rune carved into the forehead. The skulls must be placed on the bodies in the order of the moon phases (each represented by one of the symbols). At midnight every day the poltergeists will take the skulls and hide them throughout the house again so if the characters can't finish by midnight they will have to start over. The skull on the plate is sitting in front of the correct skeleton.

Starting on the left side of the table and going clockwise they must place the symbol for the full

moon, waxing gibbous, first quarter, waxing crescent, new moon, waning crescent, third quarter, and waning gibbous.



Once all of the skulls are set in place the symbols on the foreheads will illuminate and the painting of the moon on the south wall will cycle through the moon phases stopping on the black new moon. In fact, the moon is now an opening into a secret compartment behind the painting.

Inside the characters will find a small trove of treasure including 500 silver pieces, 250 gold pieces, a silver key (valued at 75 gp), Potion of healing (2d4+2 points), three 1st level scrolls (Protection from Evil, Burning Hands and Feather Fall) and one 2nd level scroll (Scorching Ray). The silver key unlocks the door to Astabar's Study (area #20) on the third floor.

Should the skulls be placed in the wrong order a lightning bolt will arc from symbol to symbol until it lashes out at any living creature in the room. Those affected will take 2d6 damage but can make a saving throw against a DC of 12 for half.

4. Servants Dining Area

Read:

This 20' x 20' area has two long tables with benches that run the length of the room. At one point the tables were laid out with platters of meat, vegetables, cheese, fruit and bread but it has long since spoiled. Now a blanket of mold and dust covers the former feast.

Someone appears to have gone through the trouble of setting up a dozen larger than life stone statues of rats throughout the room. Three are set up amidst the moldy food on the tabletops, one is on the bench perched



on his hind legs and the final two are set up on the floor under the tables.

These dire rats were turned to stone by the wands Flesh to Stone ability. The power of the wand remains dormant so long as there are no living creatures in the room. As soon as a living creature enters the room the Stone to Flesh effect activates every two rounds.



When it activates any creature which is stone automatically turns to flesh. So on the second round the characters are in the room the dire rats (AC 12, Hp 5) will turn to flesh and attack.

Any creature that is not stone must make a saving throw versus a DC of 15 or be turned to stone. So on the same round the rats are turned to flesh all of the characters must make a save or be turned to stone.

This repeats every two rounds. All creatures who are stone turn back to flesh and those that are flesh must make the saving throw or turn to stone.

In the event that all of the characters and the rats fail their save and turn to stone the spell effect stops and the characters will remain stone until another living thing enters the room. Rivana Greywyre does not need to make a save as she is non-corporeal.

In the event that all of the characters are turned to stone Rivana will go back to the Inn every night looking for other adventurers to come and help. She will eventually return with a 1st level warrior named Pedrin Tannerhorn. To determine how much time has passed roll a d10 and consult the following table:

1	1d10 hours
2-3	1d10 days
4-7	1d10 weeks
8-9	1d10 months
10	1d10 years

5. Parlor A

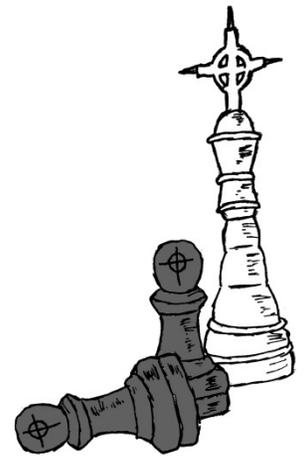
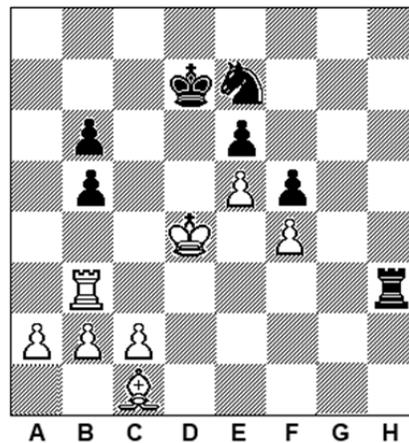
Read:

The 20' x 20' parlor room contains comfortable chairs and other fine furnishings. In the corner of the room is a large ornate vase.

Up against the south wall is a matching pair of wooden chairs and a solid block table with a marble surface marked into black and white squares.

Pieces have been laid out on the squares for the Game Kings & Pawns (chess), a popular game played amongst nobility. It appears as if someone left a game unfinished.

Based on the turn counter it is black's turn. The game can be won in a single move by moving the Knight located on E-2 to C-3. If the characters make any other move then the trap in the room will be triggered. A Stinking Cloud will erupt from inside the ornate vase (which is empty if checked) and immediately fill the room.



Anyone in the room must make a Constitution saving throw against a DC of 15 or start retching and reeling. The cloud will not dissipate for an hour.

If the characters make the correct move then an audible click can be heard and the secret



compartment in the table will open. Inside is a skull with the symbol for the waxing gibbous carved on its forehead. The poltergeists will reset the chess board every hour.



6. Parlor B

Read:

This 25' x 20' room is filled with two ornate divans, several chairs and tables. The walls of the room are entirely covered with mounted butterflies of all shapes, sizes and colors.

Sitting on one of the tables is a jar which contains what appear to be three live butterflies. At the bottom of a jar is a golden yellow gemstone.

The gemstone inside the jar appears to be extremely valuable (1,000 gp). If removed from the jar its true value will be revealed at 100 gp. As soon the jar is opened the three butterflies inside will escape. They will flutter around the room growing gradually bigger (Wisdom check against a DC 15 to notice).

After two rounds the 600 other butterflies on the walls will start to flex their wings. After another round they will all take to the air in a fluttering maelstrom obscuring vision to only a foot or two.

In the meantime the three butterflies originally trapped in the jar will grow to four feet in length and attack. During the battle the characters will be partially blinded when fighting the giant butterflies (AC 13, Hp 7) unless they can get rid of the 600 small butterflies flying around them.

If the characters check the divans they'll find a wand stuffed between the pillows. It is a wand of magic missiles with 7 charges remaining.

7. Kitchen

Read:

This 15' x 35' room once served as the manor's kitchen. The room has several work tables and a large fireplace dominates the northern wall. There is a large collection of cooking utensils and pans. A row of clay jars rests on a shelf along the south wall.

Sitting on the largest of the tables is a wooden bowl containing three oddly colored apples. There is a bright blue one, a bright red one and one that is yellow.

There is a narrow stairwell that leads up to the second floor and a door to the left of the fireplace that appears to lead outside.

The fruit is cursed. Anything touching the fruit will immediately turn the same color. Anything that touches any object that touched the fruit will in turn take on the same color and so on (remove curse to dispel).

The color of the apples is essentially contagious. The effect will only occur if the object is actively touched by something else. It won't have any affect if the apple is the object doing the touching. Buried inside one of the clay jars which is filled with grains of rice is a ring of protection +1.

(Optional) A doppelganger (AC 16 HP 20) could be hanging out in this area. By using it's detect thoughts ability it will be aware of the characters presence before the enter and will slip into the pantry (area #8). Its goal is to wait until one of the characters or npcs enters the darkness and it will try and kill them and assume their form.





Pantry

Read:

You open the door in the east wall of the kitchen and discover an impenetrable darkness beyond.

The pantry is under a permanent darkness spell. Inside (unseen) are a number of shelving units which contain various food items like grain, flour and jars of preserves. The doppelganger will also be present.

On a shelf at the very back of the room are three potions mixed in with various jams and pickled vegetables. They include a potion of healing (2d4+2), a potion of mage armor and a potion of magic weapon. Also on one of the shelves is a skull with the full moon symbol carved into its forehead.



The Second Floor

8. Second Floor Hallway

Read:

At the top of the stairs a hallway runs the entire length of the west side of the manor. There must be an open window nearby as there is a slight breeze in the air.

As soon as any character reaches the halfway point of the hallway, coming from either direction, a Gust of Wind spell will activate blowing against them. Any character will have to make a saving throw against a DC of 13 each round or be forced back. They will have to make a successful save every 10 feet to move forward. Once activated the effect of the Gust of Wind will remain constant until the hallway has been unoccupied for 10 minutes.

Refer to the spell descriptions for effects on torches, candles and lanterns.

10. Guest Bedroom A

Read:

This 15' x 20' room contains a bed, dresser and chair, all of unremarkable quality. The item of furniture that captures your attention is the ornate chest resting in the northwest corner.

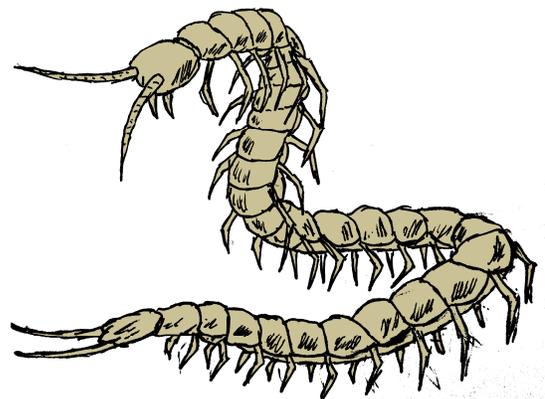
It appears to be made of wood of a reddish hue and is bound in copper. The motif of a horse is carved into the lid.

Once the characters reach the far side of the room they'll feel momentarily dizzy and their vision will blur (no save). When their vision clears they will be 1/12 their normal height. A character of 6 feet in height will be reduced to six inches in height. Read the following:

As the dizziness passes you look in amazement at your surroundings. The chest, which was two feet in height, now stands at over twenty feet tall. In fact, the entire room has grown. The twenty feet from one wall to the other now spans over two hundred.

Movement beneath the bed catches your attention as a giant centipede skitters into view. It stares at you through stygian eyes as its antennae twitch in excitement at the prospect of an easy meal.

While the characters are small treat the centipede as having 18 hit points and inflicting 1d6 damage with a bite. The DC for the saving throw for the poison is also increased to 12. Throw in a second if they defeat the first too easily.





If the characters can make it across the threshold of the door, which is the equivalent of 100 feet away they will grow back to normal height in 1d4 rounds.

If the characters reenter the room they will shrink again. This will make it challenging to gain access to the chest. They will have to get creative. They could use a grappling hook or shrunken characters could haul a full sized rope around the chest return to the door and drag it back once they return to normal.

Inside the chest is a metal box containing 100 gold coins and one of the skulls with the symbol for the waning gibbous.



11. Guest Bedroom B

This 15' x 20' room is adorned with a large four post bed with a canopy curtain. The bed is set with crimson blankets and gold colored pillows.

There is also a large wooden dresser which appears to be made of cherry wood. Sitting on the dresser is a fine set of silver grooming items.

The dresser items include a silver hand mirror (50 gp), a silver comb (25 gp) and a pair of silver scissors (30 gp).

Any character in the room should make a wisdom check (perception) against a DC of 15. If they are within 5 feet of the bed they can receive a +4 bonus. If they are lying on the bed they automatically succeed.

Anyone who successfully makes the roll will hear what seems like whispers that get clearer as the person moves closer to the bed. What they are

hearing is the surface thoughts of the other characters.

Anyone lying in the bed can automatically detect the surface thoughts of any creature (including the imp and poltergeists) in any room that they concentrate on. They must have visited the room before in order to concentrate on it.

12. Library

Shelves containing hundreds of books line the walls of this 20' x 30' library. A large oak desk dominates the middle of the room. The legs of the desk are carved to resemble coiled dragons. Behind it is a chair of similar design.

In one corner of this library stands an assembled suit of plate mail armor clutching a sword.

On the desk is a leather bound volume and what looks to be an iron candelabra fashioned to resemble a hydra with nine heads.

Hiding in this room is the imp (AC 13, Hp 10), Astabar's familiar, now freed from its servitude. It will be invisible and perched high on the bookshelves when the characters enter. The imp will follow the characters and selectively use its suggestion ability (DC 10) to try and bring them harm. It will do its best to avoid direct confrontation opting to flee and hide. The imp is aware of the nature of the wand and fears that if the wand is removed Astabar will return and enslave it again. It will do whatever it must do to stop the characters even if that means open combat once they reach room #18.





If the characters become aware of the imp it will taunt them while it tracks them through the house trying to create doubt in any actions the characters take.

"One of you is going to die in the next room."

"I wouldn't open that if I were you."

"Your trapped in here with me forever....or until you starve to death."

"Are you scared.....you should be."

"Have you seen the bigger demon yet? Don't worry you will."

The book is a research book from the school of transmutation. It contains all transmutation spells level 1-3.

The candelabra will give off a magical aura. If any of the characters speak the word "light" small flames will burst from the mouths of a hyrda giving off light equal to eight candles. The word "darkness" will deactivate the flames. The suit of plate mail armor is normal but the long sword is silvered.

There are three drawers in the desk, two of them are locked. The unlocked drawer contains a quill, inkwell, writing paper and a silver dagger.

The characters will have to pick the locks, smash them open or use the key found in the bedside table of the master bedroom (Area #15). The contents of the drawers are as follows:

Drawer 1: A money pouch containing 50 gp and a magnifying glass. Once per day the magnifying glass can cast the comprehend languages spell for written text only. The effect lasts for 1 hour and during that time anyone looking through the glass can read any language.

Drawer 2: Is a skull with the first quarter moon symbol carved into the forehead.



13. Closet A

Read:

You open the door to a closet and see a completely empty 10' x 10' room inside. You are momentarily startled and something unseen brushes across your feet.

An invisible mouse just ran across the characters feet and will run down the hall. Anyone who enters the closet will appear to vanish into thin air. They are in fact invisible and will stay as such for 1 hour unless they attack or cast a spell.

14. Closet B

Read:

You open the door to this 10' x 10' closet and see a pile of dozens of gemstones sitting on the floor.

The pile consists of 30 gemstones, each worth 1gp. If the gemstones are removed from the closet one hour later another 10-40 gemstones will violently appear by shooting from the ceiling. This will continue to occur until the wand is removed or a total of 1,000 gemstones have appeared.

Anyone who happens to be in the closet when the gemstones appear will take 1d10 damage.

15. Master Bedroom

Read:

This well-lit 20' x 25' chamber is the master bedroom of the wizard Astabar. The light is coming from a glass sphere sitting on a dresser. Inside the sphere appears to be a fiery inferno.

There is a large bed adorned with furs and a high backed chair with a battle scene between elves and goblins carved into the wood.

The glass sphere gives off heat and is somewhat hot to the touch (easily handled with gloves). Inside the glass sphere is a 6d6 fireball that will immediately expand to a 20' fireball if the glass sphere is broken. To break the glass a character needs to throw it against a surface making a Strength check against a DC of 10.



In the bedside table the characters will find a key which unlocks the drawers in the desk in Library (Area #12).

There is a trap door in the ceiling of this room that leads up to the attic (area #18).

16. Changing Room

Read:

This appears to be the private changing room of Astabar. This 15' x 20' room contains an ornate desk with a mirror and a chair.

Along the east wall are pegs from which hang a variety of wizardly robes.

Anyone looking directly into the mirror will see shimmering colors dance and play in the reflection of the room. They must make a saving throw against a DC of 15 or be blinded for 1d6 rounds.

17. Bathroom

Read:

When you open the door to this 10' x 20' room you are surprised to find rain pouring from the ceiling. Mold and other vegetation has grown across the floor and walls.

At the far end of the chamber is a metal tub which is overflowing with algae filled water.

A Giant Frog is hiding in the tub. If any of the characters get within 10 feet of it, give them a spot/perception check against a DC of 15. If they fail to notice the giant frog (AC 12, Hp 16) it will make a surprise attack using its sticky tongue.



At the bottom of the algae filled tub is a sodden pouch containing 28 silver pieces and 12 gold pieces.

There is also one of the skulls with the symbol for the New Moon.

The Third Floor

18. Attic Room

Read:

The trap door opens into a windowless 15' x 20' room. The only item of furniture is a square table with a candle on it. Lying on the floor next to the table is a body of a woman. She appears to be similarly dressed to Rivana Greywyre and is clutching a skull in her dead hands.

At this point Rivana will stare blankly at the body. As the characters investigate they will discover to their surprise that it is her body. She'll start to weep as she tells them her tale.

"I'm sorry. I did not intentionally deceive you. It wasn't until this very moment that I realized I was dead. I and two other adventurers came to this place a year ago. We had found all but one skull and decided to split up and search. I found it here in this room sitting on the table.

A small devilish creature with a scorpion's tail appeared and attacked me. I was poisoned and never made it out of the room. My allies never came for me – they fled in fear.

I have been doomed to repeat my missteps ever since. Each night I travel to the Inn looking for those who would help finally end the madness of this place so that I may rest. I'm sorry but this is as far as I can go. Please finish this quest."

The skull has the waning crescent symbol carved into its forehead.





19. Main Attic

This large cluttered room runs almost the entire length of the building. It is filled with all manner of strange objects of both occult and mundane nature.

In the immediate vicinity you spot a birdcage, a stuffed two headed cat, a pile of fortune telling bones, a hunk of black ore inlaid with veins of red, antique holy symbols from several long dead religions and a what looks like a mummified hand.

On the far side of the room you see a wooden door inlaid with a metallic silver moon with a keyhole in the center.

The room is filled with many different items that are odd but not magical. Lost amongst the clutter will be one magic item. Roll on the wondrous items table to determine what they find.

The entire area is under the effect of the Wand of Wonders slow spell. Each character will have to make a saving throw against a DC 15 or suffer a -2 penalty to AC and saving throws.

It is here that the imp will attack if it's still alive. Additionally, the poltergeists will unleash their fury by throwing items at the characters as they move across the room.

The door to Astabar's lab can only be opened by the key found behind the moon picture in the dining hall (Area #3).

20. Wizards Study

You open the door and find yourself in Astabar's study. There are several tables covered in vials and bottles of various components and materials. A large bookshelf holds several dozen volumes of magic lore.

On the table in the middle of the room there is a multicolored wand shaped to resemble a unicorn's horn. It is sitting in what looks like a magic circle drawn on the tabletop.

You also notice a black oak chest to the right of the door.

While undetectable to the characters the 5' x 5' foot space directly in front of the wand is a one way portal to the ethereal plane. Anyone stepping into this space will immediately disappear. They will still be able to see the muted details of the study and fellow adventurers but will be invisible, incorporeal and silent to those left behind. In the event that all of the characters enter the portal then there will be no one left to recover the wand and they will be trapped, perhaps suffering the same fate as Astabar, starving to death.

Unfortunately, anyone trapped in the ethereal plane will not be alone. Waiting there is the undead corpse of Astabar. Driven mad by hunger and fueled by his anger at being undone by the wand he lingered on after death as a zombie (AC 8, Hp 10). Now he has but one obsession which is to eat.





It is a relatively easy task to recover the wand. The characters just have to avoid the 5' x 5' ethereal portal. As soon as they remove the wand from the magic circle all of the effects of the wand will vanish. This includes the Rhinoceros preventing the characters from leaving. The characters now also possess a wand of wonder with no charges.

Astabar and any characters trapped in the ethereal plane will immediately return to the material plane. If not already dealt with Astabar will attack on sight.

Astabar is wearing a brooch of shielding and has a +1 dagger on his belt. The key to the back oak chest is also in his pocket.

Inside the chest the characters will find an additional 200 gold coins, two potions of healing (2d4+2), a potion of lesser restoration, a potion of dark vision and bracers of armor +2.

Conclusion

Once the characters have deactivated the wand they can return to Rivana in room #18. She will be extremely grateful.

"Thank you for putting an end to this madness. Myself, Astabar and the others spirits trapped here can now find peace. The manor and all its contents are yours. May the fortunes of the gods smile upon you."

With that Rivana will fade from view. Whether the characters decide to turn the manor into a stronghold or leave it is up to them. Regardless they can now resume their journey along the kingsroad.

Monsters

Poltergeist (Lesser Ghost)

Armor Class	13	
Hit Points	8 (2d8)	
Speed	30 fly	
Senses	Darkvision 60 ft.	
Str: 9	Dex: 15	Con: 8
Int: 10	Wis: 12	Cha: 14

Traits:

Incorporeal

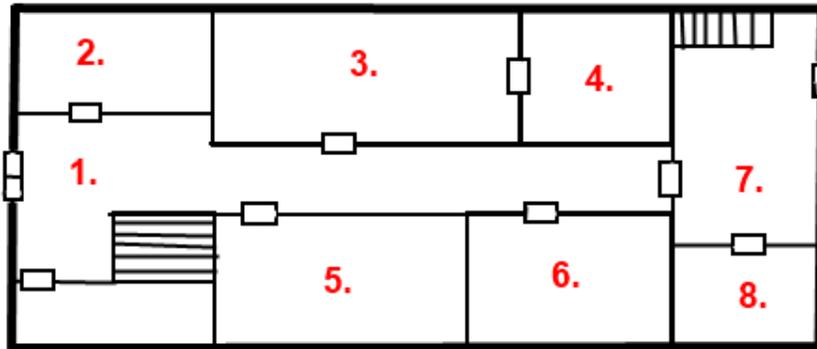
Scare: The poltergeist can select one creature within 20 feet of the ghost and force it to make a DC 10 saving throw. If failed the creature is frightened for 1 minute. If the save is made the creature is immune to the fear effects for 24 hours.

Possession (Recharge 5): The poltergeist can automatically possess an inanimate object. The possessed object can be held in place or thrown with a force equal to a 16 strength. Inanimate objects have no bonus to strike and do between 1d3 damage and 1d6 damage.

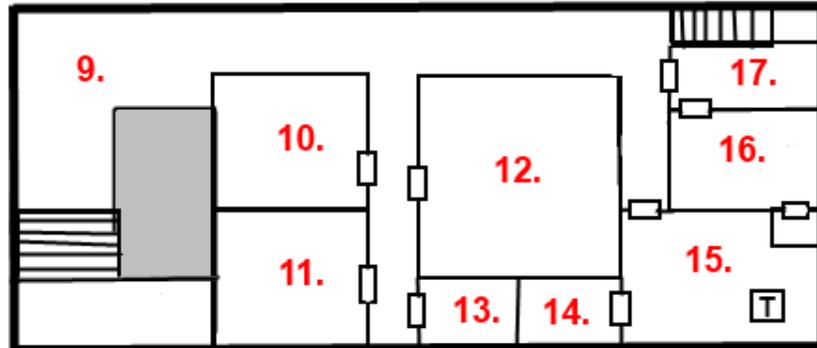


MAP

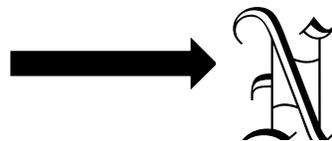
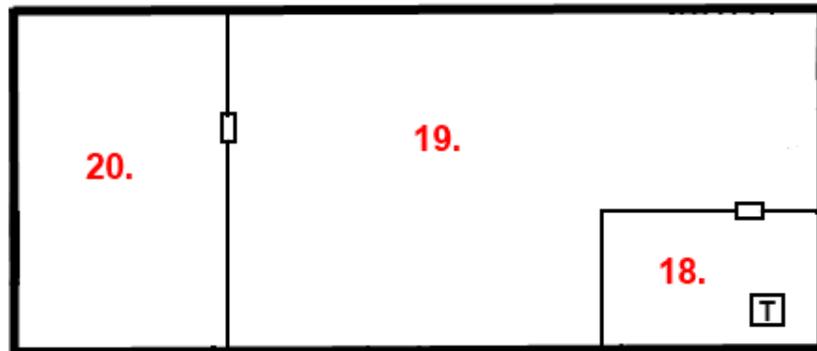
1st Floor

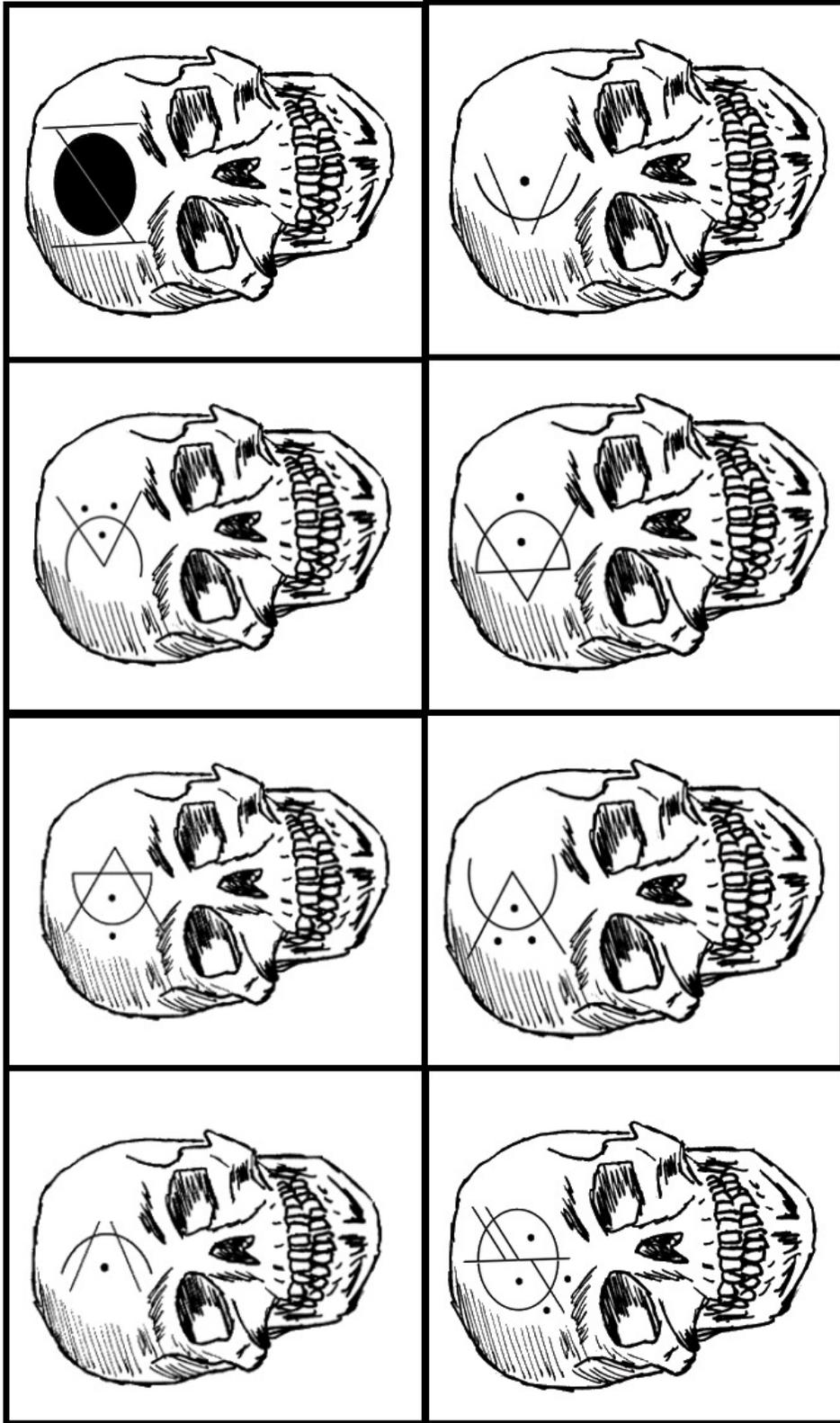


2nd Floor



3rd Floor







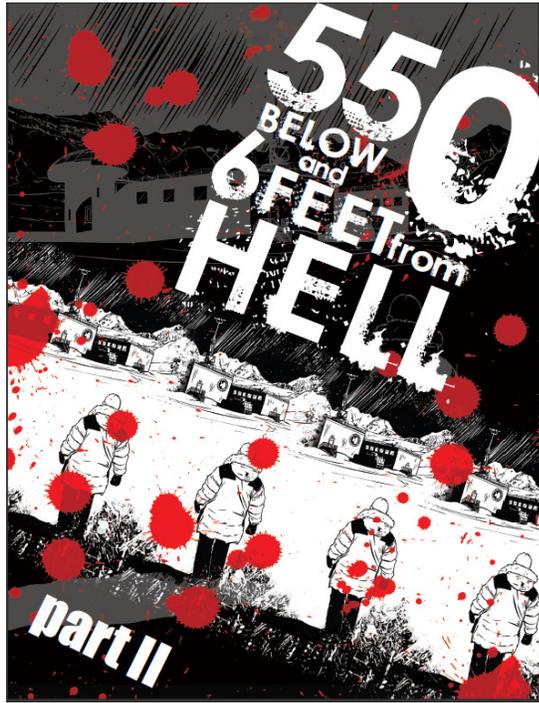
NEVERMORE



It is a night darker than any can recall. A great storm rages from the north forcing the characters to take refuge at Raven Rock Keep. Before the night is ended the characters will learn that an ancient evil has emerged into the world. The Demon that is Dreaming has awoken and for the sake of the realm the characters must undertake a desperate quest with only the light of Gilead to guide them.

This 43 page fantasy horror adventure takes place in a dark ages setting and is inspired by The Raven written by Edgar Allen Poe. It can be used with any game system although D20 stats are provided. This one off adventure is set in a dark fantasy world.

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