

## 30. Stanek's Room

This is Stanek's personal room. There is a pit trap in front of the door as you enter the room (5' wide by 10' deep). A hundred pounds of pressure or more will trigger it. If alerted by the dire wolf in Area 31, Stanek crouches behind his desk and readies a spell or his *Wand of Magic Missiles*. The desk gives cover (-2 attack roll modifier). Beside the desk is a hawk, Axel, perched on a stand. Axel attacks when Stanek gives the command.

**Stanek (level 5 wizard [Mage of Darkness]):** Init +0; Atk Rod of Smiting +2 melee (1d8+2) or Dagger +1 melee (1d4+1) or Wand of Magic Missiles; Crit 20 I/d10; AC 17 (*Robe of the Archmagi*, *Ring of Protection* +2); HD 5d4+9, hp 25; MV 30'; Act 1d20+1d14; SV Fort +1, Ref +2, Will +4; SP familiar (Axel), spellcasting (+7 spell check): Spells (1st) *choking cloud*, *color spray*, *flaming hands*, *sleep*; (2nd) *mirror image*, *ray of enfeeblement*, *scorching ray*; (3rd) *fireball*, *haste*; AL C.

**Rod of Smiting:** functions as a +2 magic weapon that scores 1d8+2 points of damage. A successful hit against a golem or construct scores 2d8+6 damage. An unmodified attack roll of 20 instantly annihilates a golem or construct.

**Robe of the Archmagi:** This mundane-looking, black mage's robe is chaoticly aligned. Only a wizard can wear this garment. The robe possesses the following powers: AC +5, +2 on saves versus spells, and a +1 on all other saves. If the wearer casts a *sleep*, *charm*, *hold*, *polymorph*, or *suggestion* spell, a -2 penalty is applied to the target of any save. Any wizard that dons a Robe of the Archmagi that is contrary to their alignment loses 10 experience points and takes 4d10 damage.

**Wand of Magic Missiles:** This magical wand can be used a number of times per day equal to the wizard's level. It casts the spell *magic missile* as per result **20-23** [1d4+2 missiles doing 1d6+CL in damage].

**Axel (hawk guardian familiar):** Init +4; Atk talons +6 melee (1d6+6); Crit 20 III/d12; AC 16; HD 2d4+4, hp 9; MV 10', fly 60'; Act 1d20; SV Fort +2, Ref +3, Will +5; AL C.

Stanek's room is lavishly furnished with a large feather bed off to the right of the door and an intricately carved oak desk and matching leather chair facing the door. There is a wooden chest in the far left corner of the room. Stanek's spell book is locked in the center drawer. The book contains Stanek's memorized spells, plus *read magic*, *spider web*, *detect good*, and *magic mouth*. The other drawers of the desk contain documentation of experiment failures and successes. There are notes referring to an underground complex below Oakendale and a person named Zhimorn. The chest contains clothing, a leather pouch with 180gp, and a scroll (*fly spell*).

## 31. Entrance to Stanek's Chambers

There is an enormous dire wolf guarding the entrance to Stanek's chambers. There is a 5' wide by 10' deep pit covered by a false floor in front of the door as you enter the room. A hundred pounds of pressure or more on the trap will trigger it. The dire wolf attacks the PCs as soon as they enter. The wolf knows to avoid the pit.

**Wolf, dire:** Init +5; Atk bite +1 melee (1d6+2); Crit 20 M/d8; AC 14; HD 2d6; MV 40'; Act 1d20; SV Fort +3, Ref +3, Will +0; AL L.

## 32. Treasury

The metal door to this room is locked. Inside are three locked chests. The first chest contains two leather bags holding 1,000cp and 850sp. The second chest contains 360gp, 18pp, three black sapphires (50gp each), a diamond circlet (100gp), and a pearl necklace worth 100gp. There is a spitting cobra inside the chest that strikes at anyone opening it.

**Spitting cobra:** Init +6; Atk bite +2 melee (1 + poison DC 20 Fort or death), spit +2 missile (1d4 + poison DC 18 Fort or death, 5/10/15); Crit 20 M/d6; AC 13; HD 1d8; MV 20', climb 20'; SP 25% spitting; Act 1d20; SV Fort +0, Ref +4, Will +0; AL N.

The third chest is trapped with sleeping gas. The gas is released when the lid rises, which pulls the cork on the bottle (DC 12 Fort save or fall asleep for 2d4 hours).

