

There Will Be Magic

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Sir William was an old aristocrat who loved and supported wizardry through his life. Each year for his own birthday, he organized a great convention at his manor, where lovers of magic – regardless of race, religion, or magic affiliation – were invited from all over the region to showcase their newly-learned spells and powers to the community. After William's recent death due to old age, the wizard community called everyone together for one last dazzling night to pay respect to their old benefactor. The PCs were possibly invited, or maybe stumbled upon the manor, which sits on top of a hill, and is surrounded by a beautiful vineyard. After meeting with many different folks and drinking various spirits of questionable origin, the world suddenly went black...

The PCs awake to what sounds like a distant scream. They are in a dark room where the air is hot, smoke is burning eyes and lungs, and the walls are shaking. Questions are popping into the drowsy heads, but there is no time to waste: they must hurry and leave this place before it's too late!

HOW TO PLAY

The building has three separate floors. The PCs start on the northeastern part of LEVEL 3 and must reach an exit on LEVEL 1 to leave the manor and avoid getting crushed by the collapsing building. As a GM, keep track of the number of rooms the PCs visited (or revisited) throughout their escape, as this is going to affect the final encounter in room 19 or 20. Locations that are on fire cannot be entered or crossed. If a creature walks into the fire, apply burning condition to it and deal fire damage equaling to 30% of that creature's maximum hit points.

It is highly recommended to improvise and create synergies with different items and NPCs to make the escape more dynamic.

Game elements: **Hostile Creature**, **Non-hostile Creature**, **Loot**, **Dice Check**, **Floor Start** (X), **Floor Exit**.

WHAT HAPPENED?

Two tipsy Efreets messed up the fireworks by accident, which was supposed to be the biggest bang of the night. Following a few colorful explosions inside, a huge fire broke out in the building. Attracted to the flames by magic, soon Imps and Magmins appeared as well in the manor, and the unwanted guests quickly became fanatical adding fuel to the fire. As the building started to shake and the floors shifted, chaos ensued: guests fled and teleported themselves outside, while others enjoyed the hot situation...

ROOMS & LOCATIONS

[START] Two beds, an empty wardrobe and a desk.

[1.] The interior is an illusion: high grass, dense bushes, sluggish creek and an open sky. There is a big cage where a huge and angry **Ape** is being held captive.

[2.] A work room with many bookshelves and an alchemist's table in the corner. Roll a d4 to get: 1 (Universal Solvent), 2 (Philter of Love), 3 (Potion of Frost Giant Strength), 4 (Oil of Sharpness). 2 **silver candlesticks** and 1 **silver goblet** on the worktable.

[3.] A balcony, where a younger-looking man and women (both **Vampires** (N)) are casually drinking and having a deep conversation about sustainable blood-tapping, while waiting for the (already exploded) fireworks.

[4.] 3 **Cultists** (CE) and a sheep with legs bound in the room with lit candles and a pentagram painted in the middle.

[5.] A pantry full of fresh fruits, vegetables, bread and meat - it has everything for a lavish feast!

[6.] Tables, chairs, bones and 2 **silver plates** seems to be slightly levitating in the middle of the room. The side of the rooms are squeaky clean (use **Perception/Investigation DC (12)**). Anyone stepping closer to the middle gets stuck and attacked by a **Gelatinous Cube**.

[7.] **Stairs** leading to LEVEL 2.

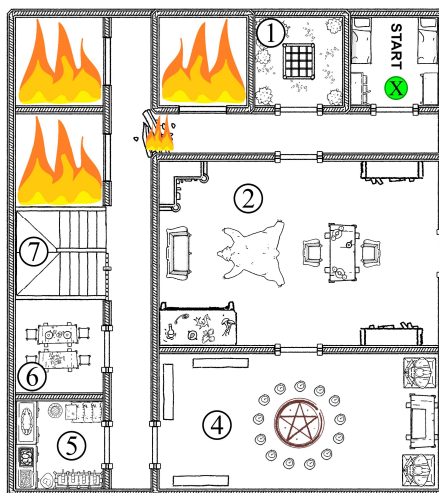
[8.] Heavy smoke blurs the view. PCs hear snarky remarks and giggling, then 3 **Fire Imps** attack out of nowhere.

[9.] Furniture and a table with a **golden hourglass** on it. **Perception DC (12)** to see sand pouring upwards. The room has reversed-gravity; **Acrobatics DC (12)** to not take 1d6 damage from falling to the ceiling.

[10.] The floor is divided into 5x5 black and white squares. In each corner, there is a human-sized **Black Knight Piece** (treat as **Warhorse**). Stepping onto a square that can be reached by a knight (according to the rules of chess) brings the figure(s) to life to attack the PCs. On the opposite doorway (leading to room 12), there is an inscription saying: "Sometimes you need to go backward before you can move forward."

[11.] Dark room full of dust and spiderwebs. A **Giant Spider** is nesting in the corner ready to attack the PCs if they get close to the **Trapdoor** leading to room 17.

LEVEL 3



[12.] A long and empty room with a **Huge Painting** on the opposite wall depicting a familiar but smoky room. If PCs move towards the painting, the room stretches with them; it can only be reached by walking backwards. Stepping through the picture leads to room 16.

[13.] An old storage room stacked with furniture and a **rope** in the middle. There is a mirror (**Mimic**) blocking the next door. **Investigation DC (12)**: PCs' faces are blurred in the the mirror.

[14.] There is a hot tub in the middle of the room, where a **Human Mage** (CN) and 2 **Merfolks** (N) are giggling and drinking. They do not care about the fire and can teleport themselves out if needed.

[15.] Upon entering, 2 visibly upset **Magmins** attack. There is already a **Big Hole** in the floor; a rope is recommended to descend into room 16. If PCs jump without support, take 1d10 fall damage on a failed **Acrobatics DC (15)**.

[16.] There is a big hole in the ceiling, a painting on the western wall and a table where 2 **Efreets** (LE) are playing craps. Upon noticing the PCs, they invite them to stay a while and play. However, they tend to cheat and possibly become hostile if offended in any way. If PCs play, each round adds +1 **Flame Imp** to the encounter in room 20.

[17.] A dining room with two long tables, dozens of empty chairs, cutlery and food scattered around the room. Sound of scuffle and panicking can be heard from room 20.

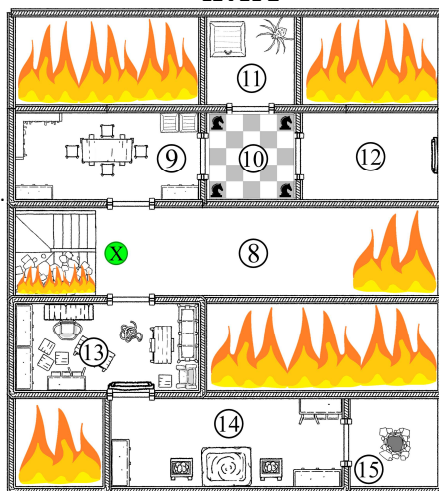
[18.] A library where books and scrolls are scattered all over the floor. Each PCs have to do an **Acrobatics DC (12)** to move around the room carefully. For each failed attempt, roll a d4 and apply: 1 (Reduce), 2 (Magic Missile), 3 (Anti-magic Field), 4 (Poison Mist). There is a slight breeze of fresh air in the room coming from a secret tunnel behind the corner bookshelf (hidden door) leading to room 19.

[19.] Wine cellar: there are a **# of Goblins** (NE) drunk trying to drain another barrel. The next stairs lead to a **backyard exit** behind the manor.

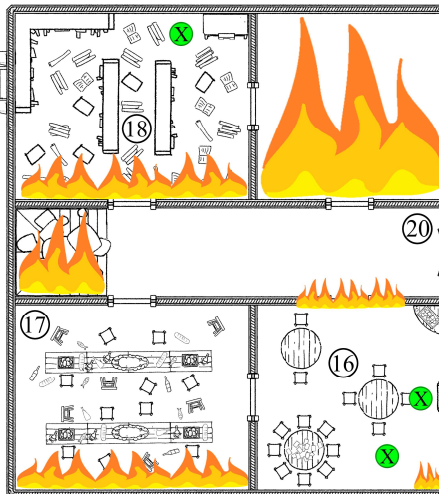
[20.] A corridor leading to the **main exit**. There is a **Dwarf Mage** (LG) at the entrance shouting and waving wildly to the PCs. Suddenly, the doors from left and right are swung open, and a **# of Flame Imps** swarm out of the rooms attacking everyone in sight.

= number of rooms (visited + revisited) divided by 2. If the result is an odd number, round it up. Handle the monsters as mobs and feel free to involve additional NPCs in the encounter.

LEVEL 2



LEVEL 1



Dwarf outside: "Damn these pesky vermins! Not a year goes by without a commotion, but this one takes the cake. Eh, don't feel bad my friends, the old William didn't care much about this shed anyway... Would you like some wine?"