

# The Wandering Manor of Zekame

## Hooks

- The party seeks lost knowledge, some say the manor holds the key.
- During a storm a terrible silhouette was seen on the horizon, investigate.
- Great evils have been leaking from the place, hunt them down.

## The Lightning Rod

Harness' the power of the storm to power the manor.

- Access to inner workings and override controller
- Tesla beams block access to lower area.
- Upper glass dome is the resurrection deck, bat things, half finished abominations.

## Feast Hall

A giant silver table sits in the hall, a banquet served by tripod constructs.

- Kitchens run by Ivor, hunchback, has the spice grinder (magic).
- Meals: Peacock (honey roast with baked apples), boiled phoenix egg, elven pastries.
- Eating meal = temp Hp, rejecting the meal angers Ivor and the automata.

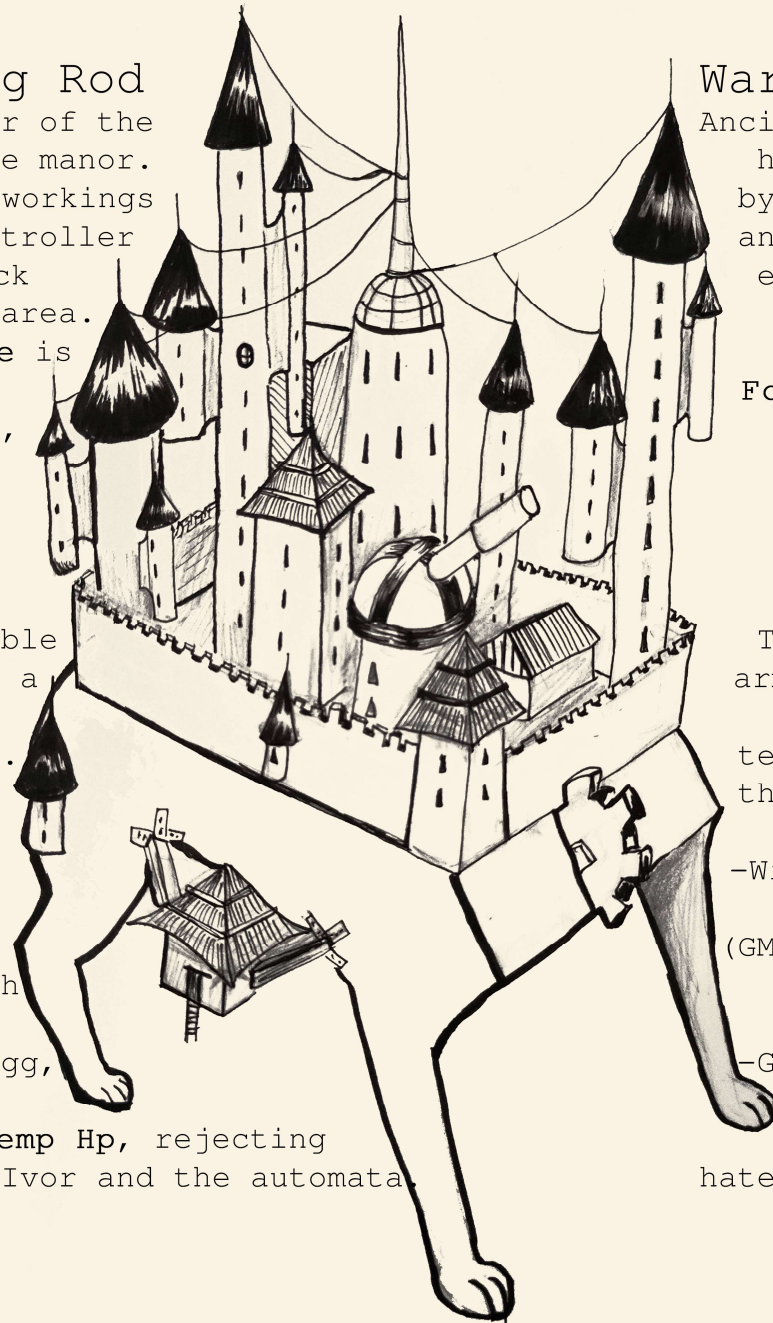
## Warlock Zekame

Ancient and demented, he was once feared by all but has lost any memories of his evil days, instead he invites all to a cup of tea. Forgets new events after the end of the scene.

## Observatory

The shackled, four armed cyclops Kleid stares down the telescope. He views the stars and reads into the future.

- Will read fate for a price e.g luck (GM imposed reroll), a fine meal, rare knowledge.
- Grotesque, crooked smile, has one eyed pet owl, hates elves and fire.



## Treasures

- 1.Periapt of Mischief (cursed)
- 2.Amulet of Flaming Breath
- 3.Ring of Launching (50ft)
- 4.Blade of Rusting
- 5.The Black Crown of Rage
- 6.Annual of Amphibication

## Random Encounters

- 1.Swarm of Fanged Books hunting rats
- 2.Scaled bull chained to a post
- 3.Sentient armour polishing themselves
- 4.Undead frogmen dancing to a drum
- 5.Frogman faking undeath, offers to guide
- 6.Jelly Acid Cube (J.A.C) in a rotating room