

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.

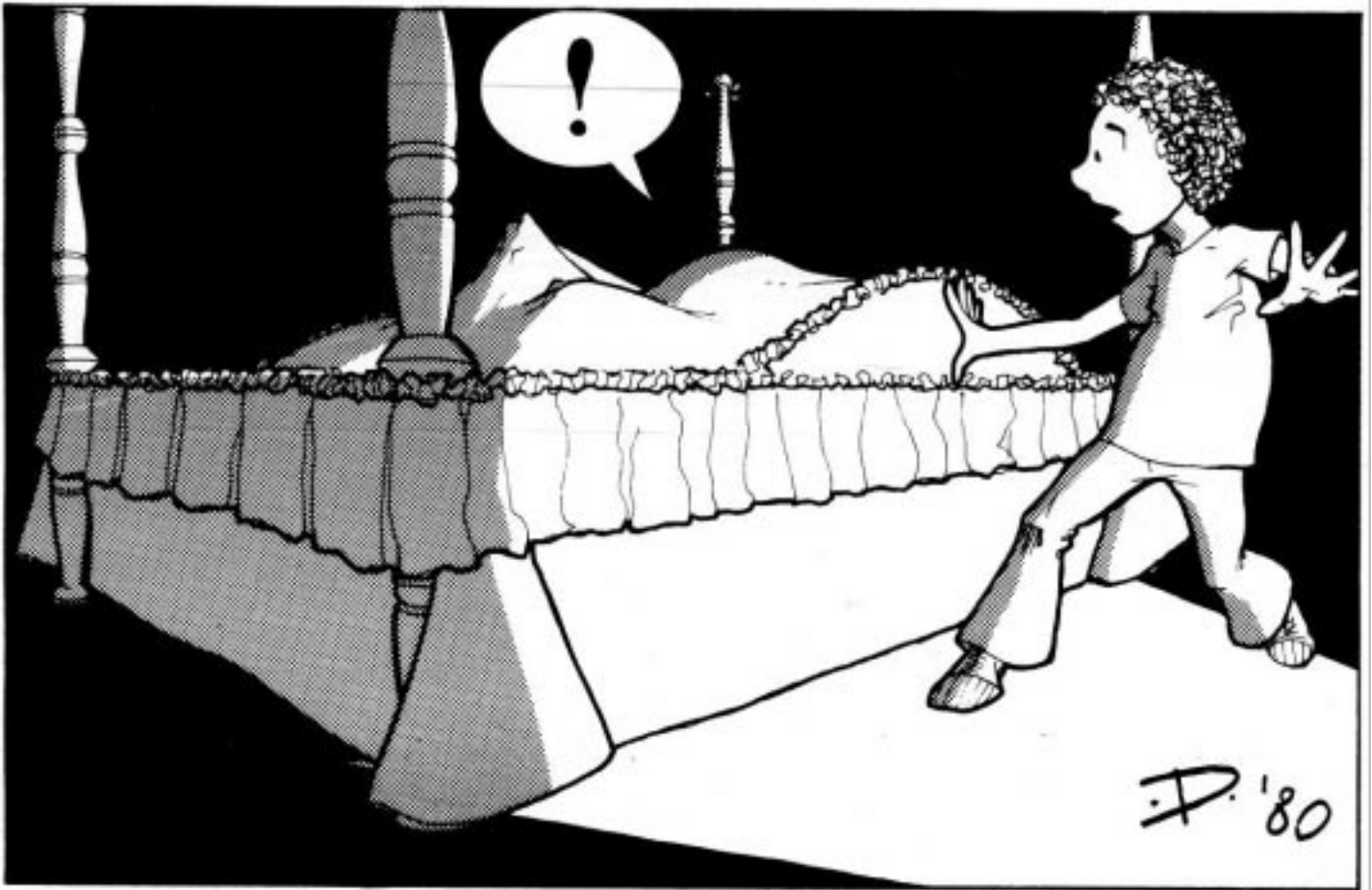
ON CLOSER INSPECTION: The water works fine in this area, except when it is about to overflow any sink or tub or stool for any reason. It will cut itself off first. There are hinges on the door frame but no other sign that there ever was a door there. If paced out the main room is forty feet by forty 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 fur 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.

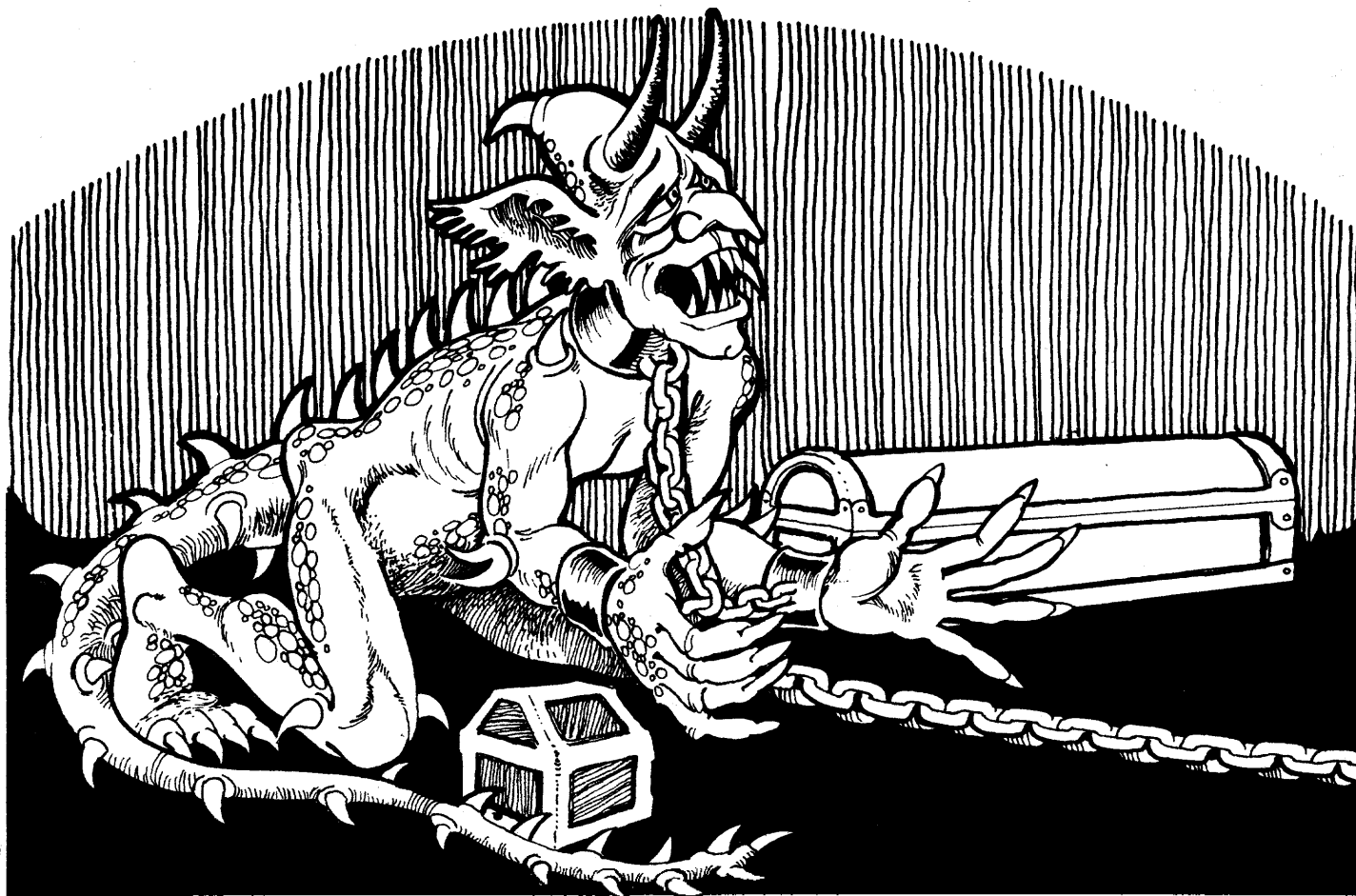
ON CLOSER INSPECTION: If paced out, the room is sixty feet north and south by sixty feet east and west. There are large tables along the north, east, and south walls. Each 10-foot-wide table on the north wall has a small wooden coffer on it. Each 10-foot-wide table on the east wall holds a pile of coins. 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 (100 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 nine 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; D: 1-4/1-4/1-10; AC: 5/6; SA: Rear claws for 2-7/2-7) that has its den 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 as 11th-level fighters for purposes of determining a hit. They have an 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 the 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 the 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 forty feet east and west by sixty feet north and south. The female has a belted dagger and no other article of clothing.

NOTES FOR THE REFEREE: The being is an Erinyes devil (HP: 48; #AT: 1; D: 1-4 with venom dagger; AC: 2; SA: Save versus poison dagger) and will sleep unless she is purposely wakened or a loud noise is made in the room. When wakened gently, she will seem kind and ask one of the players to release her from her bondage. All characters will notice a silver chain on her ankle (hidden by a pillow until then). The chain can be easily cut and she will promise anything to get it off. When released, she will try to kill the whole group and will follow them everywhere in this attempt.

XIV: The room is aglow with a strong purple light. It is a bare room, and there is another exit on the opposite wall.

ON CLOSER INSPECTION: The room is very hot. If paced off it is sixty feet square.

NOTES FOR THE REFEREE: The light will instantly heal all damage done to any character who enters the room, but the characters will not immediately know this. If characters stay in the room for longer than ten minutes, they will turn bright red as if they were severely sunburned, but this will wear off in twenty-four hours.

XV: The beams of the flashlights reveal a room with a large cage in the southeast corner with some type of large creature shambling around in it. There is another exit on the opposite wall of the room.

ON CLOSER INSPECTION: If the room is paced out, it is forty feet east and west by sixty feet north and south—counting the 10-foot-square cage in the corner. The creature seems to be a giant man, who will not answer questions but will motion for the players to get closer.

NOTES FOR THE REFEREE: This giant is a hill giant (HP: 42; #AT: 1; D: 2-16; AC: 4; SA: Hurl rocks for 2-16). It will try to get players to come close so that it can grab them and pull them into the cage, where it eats them. There are bones littering the cage, but they will only be seen if the players ask about the appearance of the cage area. There are five skulls, and many other bones broken open with the marrow extracted. The giant is able to hurl the skulls. There is a pile of rags in one corner of the cage that also contains the following: a wallet with no identification and five \$100 bills; a laser pistol doing 5-30 points of damage with every shot (every shot hits and there are nine shots in the pistol); and a large knife (treat as dagger, 1-4 pts. of damage) that has bloodstains all over it. The cage lock could be easily opened by any intelligent person, since it is just a series of levers that the giant is too stupid to figure out.

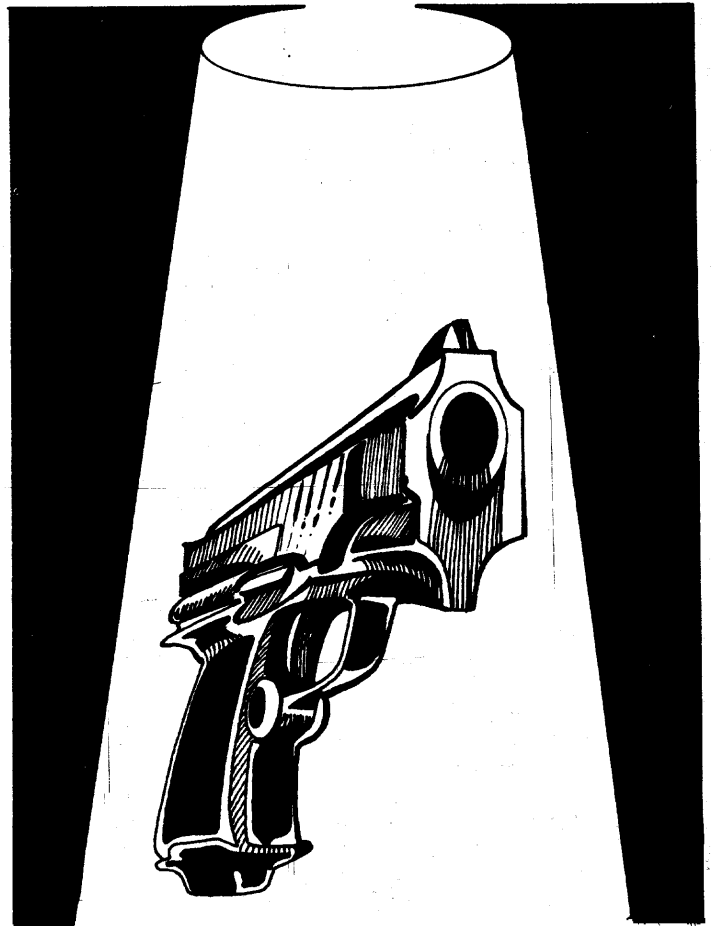
XVI: The beams of the flashlights reveal a room with closed cabinets on every wall. There are no apparent exits and no other objects in the room.

ON CLOSER INSPECTION: If the room is paced off, it is sixty feet square, counting the depth of the cabinets. There is an open exit on the south wall, and a door on the north wall. Each cabinet is locked and will require all the strength of several characters to break open. All the cabinets house containers of various types.

NOTES FOR THE REFEREE: This was the professor's chemical storage area. All naturally occurring elements can be found here in their refined states. They are in variously sized and shaped containers which have their chemical symbols on the sides. The contents of the gas containers are under great pressure, and the canisters are cold to the touch. The radioactive containers are also marked with a red skull-and-crossbones symbol and weigh 100 pounds each; they are stored on the bottom of one cabinet. Characters who can properly quote a chemical symbol may have the use of the material in that container.

XVII: The beams of the flashlights show what is obviously a shower room with ten stalls and no other apparent exits.

ON CLOSER INSPECTION: If paced out, the room is sixty feet east and west by fifty feet north and south. Water comes forth normally from the shower heads when one is turned on, and all of it drains into a central drain in the middle of the room. If that drain is blocked by anything, the water will not flow.



XVIII: The beams of the flashlights reveal broken furniture in several parts of the room. There are two other exits.

ON CLOSER INSPECTION: The furniture consists of tables and chairs and boxes and they have all been ripped apart. When all of the party has entered the room, all are attacked by an invisible force.

NOTES FOR THE REFEREE: The force is an invisible stalker (HP: 37; #AT: 1; D: 4-16; AC: 1; SA: Surprise on a 1-5). It will attack the least damaged player in the group; if there is more than one player with no damage, it will attack the tallest one. These attacks will continue until all the characters are dead, or until all of the survivors leave the room.

XIX: The beams of the flashlights reveal a room with a spotlight shining down at its center. Floating in the beam of this spotlight is a pistol made out of glass which appears to be suspended in mid-air. There are two other exits on side walls.

ON CLOSER INSPECTION: The first character who enters this room is "shot" with the pistol.

NOTES FOR THE REFEREE: The weapon will always hit, and it knocks its victim out for thirty minutes. When things are thrown at the pistol from outside of the room, they will all miss. When players try to rush the beam of light and grab the gun, the pistol rises over their heads, then tilts downward and keeps firing. The pistol fires twice every round. Breaking the spotlight, which is twenty feet above floor level, will do the trick (the object has fifteen hit points, AC: 3). When the light goes out, the pistol falls to the floor with a 30% chance of breaking. There will be five shots left in the gun, if it ever comes into the possession of the players. Each shot makes its victim unconscious for 30 minutes.

XX: The beams of the flashlights reveal a room lined with shelves that are filled with some type of pipe. There are several other machines in the room. There is an exit on the opposite wall.

ON CLOSER INSPECTION: All of the pipe is copper and it comes in several different sizes. The machines are obviously de-

signed to work the pipe and bend it into shapes. There are hundreds of pipe couplings in wooden crates at the bottom of every set of shelves. If paced out, the room is forty feet east and west by sixty feet north and south.

NOTES TO THE REFEREE: If players want to make clubs and other unusual things from the pipes there is enough threaded pipe here, in any reasonable length, to do the job.

XXI: The beams of the flashlights reveal what looks like a torture chamber. There are a great number of devices all around and another exit on the opposite wall.

ON CLOSER INSPECTION: The following things can be found around the room: a brazier with cold coals, chains on the walls, an iron maiden, a rack, stocks, and a huge wheel, suspended on a wall, that will turn freely. Located on two benches are the following: hooks of differing sizes, an iron boot, branding irons with differing sizes of the letter "L" on them, fetters, knives of differing sizes, pincers, pliers, small round lead balls, a funnel, three sets of thumbscrews made of gold, five torches, two whips, and a disposable butane lighter. The room is impossible to pace out because of the contents all over the floor.

NOTES TO THE REFEREE: Keep in mind that these players are all good campers and such things as these should be revolting to them. They should be admonished if they want to steal anything, especially the gold thumbscrews.

XXII: Flashlights are not needed here, since the room is brightly lit. Rows of chairs face a projection screen on the south wall. There is a projector against the north wall. There is another exit on a side wall.

ON CLOSER INSPECTION: There is a light switch on the wall above the outlet that the projector uses, and it can turn the room lights off. There are forty metal folding chairs in the room. Under the stand that the projector is on, one can see a film canister that reads, "Putting Together and Caring for a Laser Rifle by Professor Ludlow." If paced out, the room is sixty feet square.

NOTES FOR THE REFEREE: Only if players say they are looking up will they notice the three holes in the ceiling. The projector only works when the light switch is off. Five minutes after the film has begun, three ropers come out of the ceiling and attack any characters in the room (HP: 59,50,42; #AT: 1; D: 5-20; AC: 0; SA: 6 poisonous strands). It takes one hour to view the film in its entirety. It will stop automatically when the ropers appear, but can be restarted later.

XXIII: The beams of the flashlights reveal a room that has eight benches along the walls, each containing various materials. There is another exit on the opposite wall.

ON CLOSER INSPECTION: The benches contain the following: Bench One: two types of large circuit boards with transistors already attached; Bench Two: two different types of vacuum tubes attached to plastic terminals; Bench Three: two different types of 20-sided red crystals that are connected to glass tubes with convex ends; Bench Four: rifle stocks and trigger mechanisms; Bench Five: power cells of some type and circuit boards with other types of transistors on them; Bench Six: nineteen spools of silver wire with two soldering guns; Bench Seven: long crystal tubes with concave ends and eight-sided plastic pieces with recesses on three sides; Bench Eight: two large electronic devices of some type.

NOTES TO THE REFEREE: The film from room XXII tells how to put a laser rifle together from these parts. Anyone who has viewed the entire film without interruption is able to construct one weapon in an hour. If the floor under Bench Eight is looked at, a character will find a completed model with ten charges that do 10-60 points of damage, with the beam always hitting its target. When the room is paced out, it is forty feet east and west by sixty feet north and south.

XXIV: The beams of the flashlights reveal a room filled with paintings on the walls and several canvases on stands in the middle of the floor. There is another exit on the opposite wall.

ON CLOSER INSPECTION: The paintings are all landscapes depicting lands like none on Earth. There are bright green skies with

double suns and pink-toned night skies with two moons, and unearthly monsters traveling through the scenes. The two canvases in the exact middle of the room show different views of a thin man in a white smock talking to small green things that have come out of some sort of saucer-like spaceship. If the room is paced out, it is forty feet square.

XXV: The beams of the flashlight reveal a room filled with Persian rugs of large size on the floor, walls, and ceiling. There are exits on the east and west walls and a flight of stairs going down from the southwest corner of the room.

ON CLOSER INSPECTION: If paced out, the room is sixty feet square (counting the landing atop the stairs). The two carpets hanging on the north wall have a green design; the two on the east wall have a blue design; the two on the south wall have a red design; and the two on the west wall also have a green design. The floor and ceiling carpets have white patterns.

NOTES TO THE REFEREE: If any of the carpets on the walls are disturbed, four giant ticks will fly out and attack (HP: 20 each; #AT: 1; D: 1-4; AC: 3; SA: Blood drain). One of the red carpets has computer chips woven into the fabric, which will not be noticeable unless it is carefully studied. If this carpet is taken off the wall it will float three feet above the floor and will act as a flying carpet, moving to the verbal commands of the first person to sit on it. It will support the weight of four of the scouts.

XXVI: The beams of the flashlights reveal what must be a bedroom of some type. There is a bed covered in curtains. There is a floor-to-ceiling mirror on the north wall and a closet on the south wall. There are stairs going up from the northwest corner of the room, and another exit across the room.

ON CLOSER INSPECTION: The canopied bed is covered with dust. It has green silk curtains, bedspread and sheets. The closet is filled with white smocks and women's dresses of several different types. There is a chest in front of the bed containing the following: twenty-two canes of differing styles (all with ivory heads); there are five shoeboxes containing differing types of high-heeled shoes; and a sequined purse with comb, brush, mirror, and lipstick inside.

NOTES TO THE REFEREE: On the floor on the closet in one corner is another shoebox with two thousand dollars inside. One of the canes is a sword cane, for which squeezing the ivory top releases the blade. Each shoe has a gem worth 100 gold pieces hidden inside the heel. If someone lies on the bed, the canopy comes down with crushing force, doing 4-40 points of damage to all underneath. It will then rise again and will be activated again by another body lying on the bed.

XXVII: The room is lit by a glow from the ceiling which reveals the following: thick gold carpeting, walls covered with gold velour, a stuffed blue fabric chair, two short tables, and a gold hassock. On the west wall is a painting of a thin woman holding a baby, and there is a large potted plant in the southeast corner. There is another exit on the wall to the side.

ON CLOSER INSPECTION: If the room is paced out, it is forty feet square. The plant has sticky thorns on it and the chair has green, jelly-like masses on it.

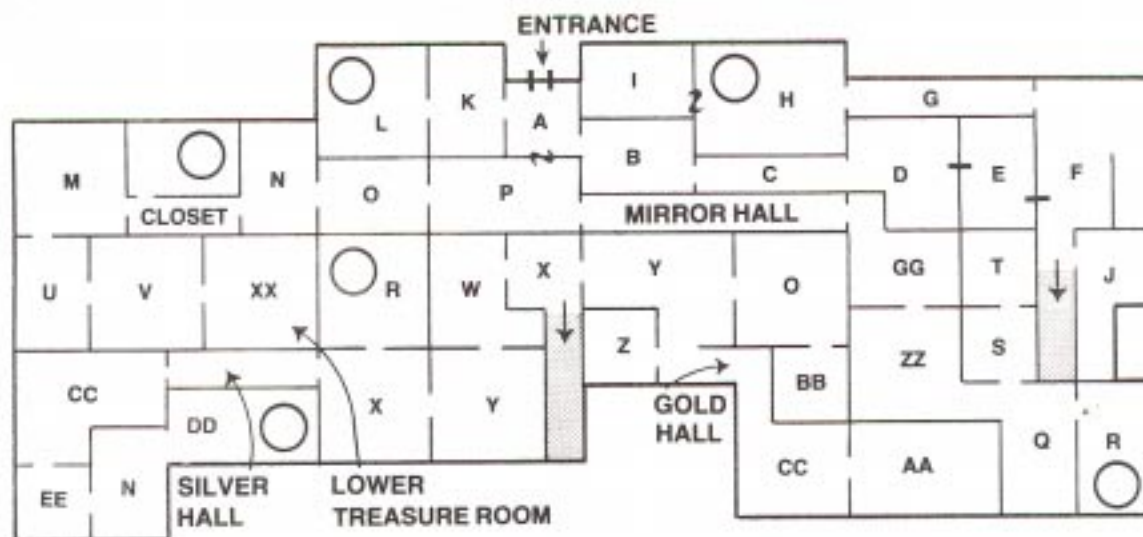
NOTES FOR THE REFEREE: Behind the picture of young Ludlow and his mother is a wall safe with the following items in it: five diamond rings each worth 5,000 gold pieces, three rolls of silver dollars (50 per roll), the deed to the mansion, and a ruby rod which will cause any creature that normally remains in a certain room to chase the holder of the rod until one or the other is dead or the rod is discarded. The combination to the safe is written on the back of the picture, since the professor was sometimes absentminded.

XXVIII: The lights of the flashlight reveal a room that is covered with frost on the walls, ceiling, and floor. There is another exit on the opposite wall.

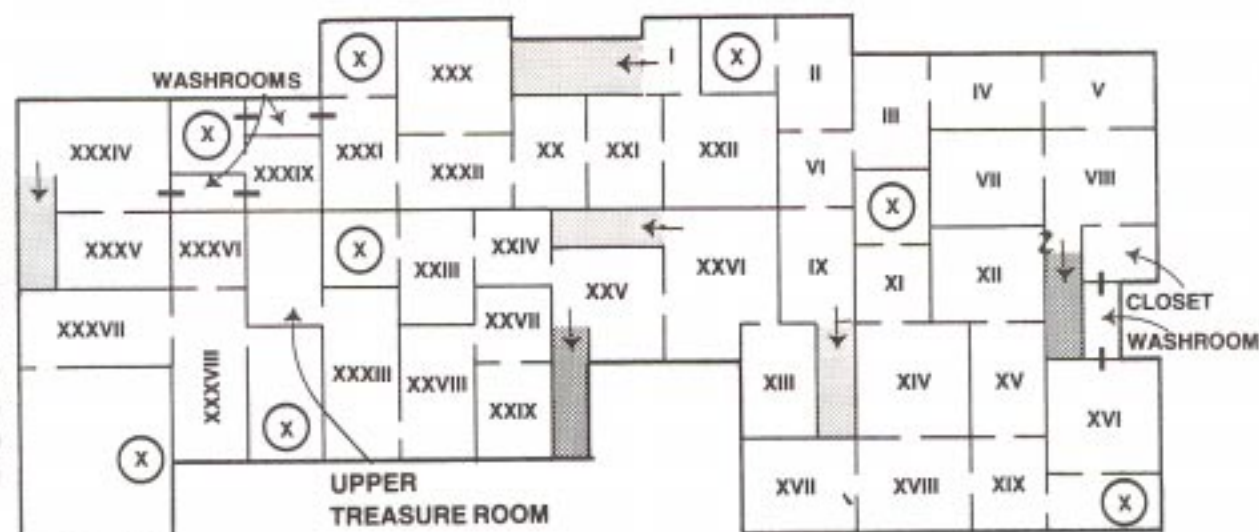
ON CLOSER INSPECTION: The cold is unbearable in this room; unprotected characters find it necessary to leave its influence quickly.

The Mansion of Mad Professor Ludlow

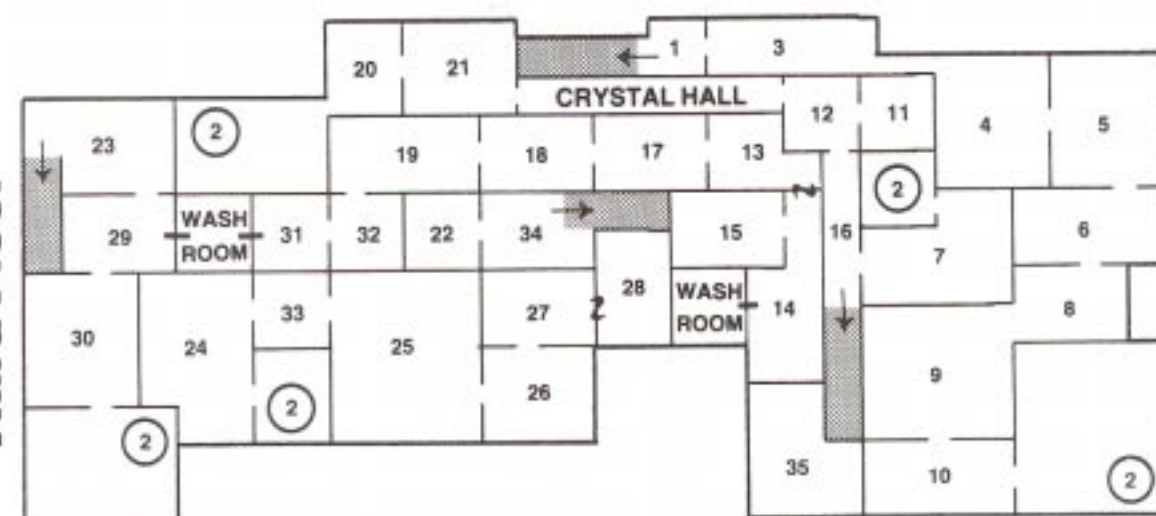
First Floor



Second Floor



Third Floor



STAIRS UP
STAIRS DOWN

SECRET DOOR
DOOR

NOTES FOR THE REFEREE: The room is five degrees below zero F. There is a 25% chance for each of slipping if characters walk through and 75% if they run through. This slipping causes 1-4 points of damage per character.

XXIX: The beams of the flashlights reveal a room filled with fog of some type.

ON CLOSER INSPECTION: The room smells of a bitter gas, and the floor and walls are covered with condensation. No character can see more than two feet in front of his/her face.

NOTES FOR THE REFEREE: There is a giant square vat of water in the center of this room, and dry ice is being fed into the water from below floor level. If characters go further than ten feet from a wall, they will fall in and take ten points of damage per round until they are pulled out, since they will be too numb to get out themselves.

XXX: The beams of the flashlights show an empty room with no other apparent exits.

ON CLOSER INSPECTION: The room is empty, and if paced out is sixty feet square.

XXXI: The beams of the flashlights reveal a room whose only piece of furniture is a bench with a metal chest on it. There are exits on two walls and a door on another wall.

ON CLOSER INSPECTION: If the room is paced out, it is forty feet east and west by sixty feet north and south. The chest on the bench is locked, and the bench is made of metal.

NOTES FOR THE REFEREE: If the chest is broken open, three glowing cylinders are found inside. Each cylinder has a screw top. If any one of the tops is removed, a pellet of U-235 falls out and kills all of the characters in the room with radiation contamination, unless they are protected from radiation.

XXXII: The beams of the flashlights show a room with three unusual glass benches. There are two other exits in the room.

ON CLOSER INSPECTION: If the room is paced out, it is sixty feet east and west by forty feet north and south. Each bench holds a pair of silver fiberglass gloves, a suit made out of the same material, designed to cover the entire body, with a hood of some type of clear plastic, a large glass box on each bench with a movable lid, and a set of three-foot tongs. In two of the boxes are the skeletons of what look like squirrels.

NOTES FOR THE REFEREE: All of the materials mentioned (except the skeletons) are radiation-proof and were designed to be used in conjunction with the pellets in XXXI.

XXXIII: The beams of the flashlights reveal seven military cots and seven duffel bags in a corner of the room.

ON CLOSER INSPECTION: The duffel bags are stuffed with military equipment, including a helmet, bayonet, canteen, three green uniforms with no patches, and two pairs of boots. If the room is paced out, it is forty feet east and west by eighty feet north and south. Just as the players notice the western entrance, something comes out of it.

NOTES FOR THE REFEREE: A very young brass dragon comes out of the upper treasure room and attacks all players in this area (HP: 8; #AT: 3; D: 1-4/1-4/3-12* age difference; AC: 2; SA: Breath weapon of fear gas or sleep gas).

XXXIV: The beams of the flashlights show an empty room with one open exit, a door on another wall, and a set of stairs going up.

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

XXXV: The beams of the flashlights show a room with a large black box in its middle. There are no other apparent exits in the room.

ON CLOSER INSPECTION: The box looks just like a coffin. On the far side of it is a set of three black candles mounted on ivory candlesticks. No amount of physical effort can open the metal coffin lid. If paced out, the room is sixty feet east and west by forty feet north and south.



NOTES FOR THE REFEREE: When all of the candles are lit, the coffin lid flips up, and a wight comes out and attacks the players (HP: 23; #AT: 1; D: 1-4; AC: 5; SA: Energy drain that takes ten hit points from any struck player). The creature will also come out and attack if all of the candles are taken from their holders.

XXXVI: The beams of the flashlights reveal a room with a sand floor. The room has no apparent exits, and there is a dusty smell in the air.

ON CLOSER INSPECTION: Stepping into the room stirs up quite a lot of dust, and when a character enters the room, a huge, ghostly apparition appears.

NOTES FOR THE REFEREE: The professor used this room for holograph experiments and the machine now shows ghosts through the dust. These projections shoot a light beam that does 1-4 points of heat damage to a random character in the room each turn. There is no way for the characters to turn off the action of the ghost. The projector works only while there are characters in the room.

XXXVII: The beams of the flashlights reveal a room with shelves on all the walls. There are two tables in the room with some small objects on them. There is another exit on a side wall.

ON CLOSER INSPECTION: The shelves are filled with miniature human figures of many types. They are all painted and made of metal. The figures are arranged so that one can see them progress in time from cavemen to science-fiction figures. There are several sections of the wall devoted to monster types. The tables have a large array of bottles of paint on them and several monster figures in the process of being painted. If the room is paced out, it is eighty feet east and west by fifty feet north and south.

XXXVIII: The beams of the flashlights show a room with a large machine of some type in its middle. There are two other exits.

ON CLOSER INSPECTION: The machine is quite long and there is some type of large receptacle on its front and a microphone-

type device beside this receptacle. There is another similar receptacle, but smaller, next to the floor on the far side of the machine. If the room is paced out, it is forty feet east and west by eighty feet north and south.

NOTES FOR THE REFEREE: This is a matter-conversion machine. When materials are placed in the larger hopper and the operator says into the microphone what object is desired, the material put in is converted to the object desired, which comes out the other side. Twice an object's weight in raw materials must be used; for instance, if a flashlight is wanted, it takes twice that flashlight's weight in other types of materials for the machine to function. It will "eat" amounts of raw material insufficient to construct the desired object, or material which exceeds the needed amount. If volatile substances are put into the machine (such as gunpowder or gasoline), the machine will explode, killing everyone in the room.

XXXIX: The beams of the flashlights reveal an empty room with no apparent exits.

ON CLOSER INSPECTION: When the first character enters the room, a dazzling light blinds him/her and all other characters who have looked into the room.

NOTES FOR THE REFEREE: Only the presence of heat (such as body heat) will activate this light. It will turn on every time someone enters the room, and turn off if all characters leave the room. If someone remains inside, the light will turn off after one round, then on again one round later, and so on.

UPPER TREASURE ROOM: The beams of the flashlights reveal a large room with a pile of stuff in the southwest corner. There is the smell of dung in the room and players can also see a pile of bones along the northern wall.

ON CLOSER INSPECTION: The bones are all human except for one bear skull. There are several sacks in the pile in the corner. If the room is paced out, it is forty feet east and west by sixty feet north and south.

NOTES FOR THE REFEREE: One sack contains three potions of extra healing in milk bottles; another sack contains an ebony wand case with a wand of magic missiles that none of the campers will be able to use; another sack contains boots of levitation, and another sack contains a +3 mace. Under the sacks is a coffer holding 30 pieces of jewelry, worth 250 gold pieces each.

CLOSET: The second floor closet is lined with empty coat pegs. Above these are shelves for hats. There are all sorts of hats there: top hats, stocking caps, ski masks, leather hats, felt caps, wool caps, and cloth hats. On the floor are several different sizes and types of rubber boots. There are enough of these to fit all the characters if they all wish to wear boots and hats.

WASHROOMS: All second-floor washrooms are the same. They have a sink with a mirror and an empty cabinet behind the mirror, a stool, and a bathtub. All of them work perfectly well and will not overflow. All washrooms are made of the metal that all of the other rooms are walled with.

Third Floor

NOTES FOR THE REFEREE: Every one of these rooms is covered in green tiles that are four inches square. These tiles are unbreakable and cover the walls, floor, and ceiling. All noise in these rooms is magnified so that sound volume is doubled. The noise made by a rifle shot will do 1-4 points of damage to all creatures in the same room. Sound also carries up to three rooms away so that no one is ever surprised by anything.

1: The beams of the flashlights reveal a glowing pillar in the center of the room. There is another exit on the opposite wall.

ON CLOSER INSPECTION: If the room is paced out, it is thirty feet square. The pillar is a 10-foot-diameter beam of light emanating from the ceiling, with an indistinguishable shape inside about 3 feet off the floor.

NOTES FOR THE REFEREE: If the beam is broken in any manner above the creature that is inside, the light goes off and a hell hound is released. Tossing things into the light will cause them to go through and then fall to the floor, but the beam is not broken. The hell hound will follow and attack retreating players until it is dead (HP: 40; #AT: 1; D: 1-10; AC: 4; SA: Breathe fire).

2: The beams of the flashlights reveal a room with one exit plus a spiral staircase. There is a leather sack suspended in the air in the middle of the room.

ON CLOSER INSPECTION: The sack is ten feet above the floor and appears to be filled with little round things. It is drawn tight and is about three feet long by two feet wide.

NOTES FOR THE REFEREE: These rooms are all the same, though they vary in dimensions. The sack is magnetically positioned and if someone applies more than two pounds of pressure on the thing, it will fall to the floor. It is filled with several thousand ball bearings that weigh five ounces each.

3: The beams of the flashlights reveal a science lab of some type with benches that have many different types of microscopes on them. There is another exit on the opposite wall.

ON CLOSER INSPECTION: There are a total of twenty-two benches and each one has a different type of microscope. There is a huge one in the northeast corner of the room that is too big to fit on a bench. The tables are also filled with slides, glues, and the materials to make other slides. If paced out, the room is ninety feet east and west by thirty feet north and south.

4: The room glows from its own purple light. There is another exit on the opposite wall. There is a pile of bones in a southern corner.

ON CLOSER INSPECTION: The bones are dried, yellow human ones and fall apart upon touch. It feels very hot in this room. If paced out, it is sixty feet east and west by seventy feet north and south.

NOTES FOR THE REFEREE: For every 60 seconds the players stay in the room, over and above the time it would have taken to pace it out, they will take one point of sunburn damage from the action of the ultraviolet light.

5: The beams of the flashlights reveal a room filled with benches and metal parts of all different types. There is some type of robot in the northeast corner of the room, and another exit on a side wall.

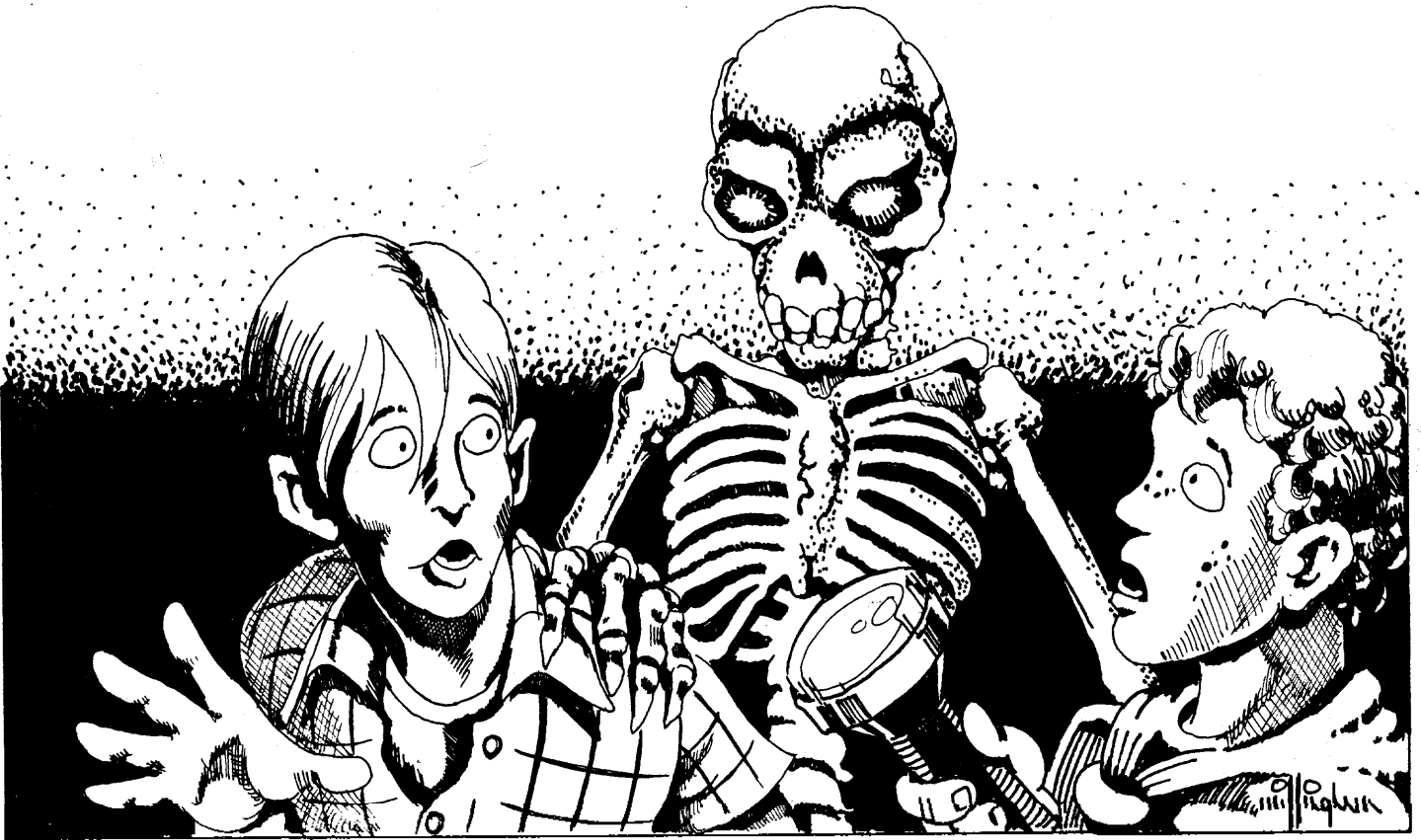
ON CLOSER INSPECTION: The parts all appear to be used to make robots; there are several things that must be robot heads, robotic tentacles, robotic legs, robotic chests, and robotic hands. There are wires and transistors everywhere. If the room is paced out, it is sixty feet east and west by seventy feet north and south.

NOTES FOR THE REFEREE: If the players ask about tools present for putting robots together, you ask them what they think should be there—and whatever they name will be there. The robot in the corner is activated by touching its left shoulder with anything metal (HP: 100; #AT: 1; D: 5-50; AC: 1; SA: None). When started, it will advance on the players and attack. If the players flee, it will start roaming the building and there will be a 10% chance of meeting it in every third room.

6: The beams of the flashlights reveal a room coated in what appears to be red plastic. There is another exit on the opposite wall.

ON CLOSER INSPECTION: The red stuff is hard enough to walk on.

NOTES FOR THE REFEREE: As a character takes his/her tenth step into the room, feet or foot coverings will stick to the floor, and no amount of pulling will rip shoes or other footwear loose from the floor. This action works with all things from socks to bare feet. Moisture is the only thing that frees the stuck materials; bare feet will sweat enough in sixty seconds to free themselves. After sticking once and being freed, another ten steps will cause a character to stick again.



7: The beams of the flashlights reveal a room done in red materials all over. There is red velvet covering the walls, five red curtains along the walls, and an inch-thick carpet, burgundy in color. There are thirteen stuffed red satin chairs about the room. In the southeast corner is a red jade throne and on it is a skeleton made of reddish-white bone.

ON CLOSER INSPECTION: When the last player has entered the area or when one player comes within twenty feet of the skeleton, it says, "I am Professor Ludlow. Why have you come to disturb my rest?"

NOTES FOR THE REFEREE: The skeleton will attack the characters if any of them have any objects from the mansion visibly on their persons (HP: 50; #AT: 2; D: 15 points per strike; AC: 4; SA: None). It flails with its arms to attack; when it sustains 25 points in damage, one of the arms will fall off. It will not chase characters out of the room, but it will follow them if attacked from outside of the room. The throne is true jade and of value if pieces are chopped off. The skeleton will talk to the players for as long as they want about the mansion, if they have no objects that cause it to attack, but it is a liar and knows nothing of the area (though it claims to).

8: The beams of the flashlights reveal a room that has metal balls all over the floor. There is another exit on a side wall.

ON CLOSER INSPECTION: There are five different sizes of balls and there seems to be about fifty of each type lying around the room. They include one-inch, four-inch, eight-inch, twelve-inch, and eighteen-inch diameter balls. They all appear to be made of metal. If the room is paced out it is sixty feet east and west by forty feet north and south.

NOTES FOR THE REFEREE: If any three balls of different sizes are put together and left that way (as in putting several in a sack) for more than thirty seconds they will start to make a beating noise like the beating of a heart. If four of different sizes are put together and stay that way for more than sixty seconds, they will disappear in a flash of light and cause one point of damage to any member of the group. If one of every size are put together and left for 120 seconds they disappear in a flash, taking two points from every character.

These five balls will reappear when any of the same characters are next threatened and instantly pound to death the thing that threatens them.

9: The beams of the flashlights reveal what looks like a two-man helicopter. There is another exit in an opposite wall.

ON CLOSER INSPECTION: The helicopter has only two small seats and the keys are in the ignition. If the room is paced out, it is eighty feet east and west by seventy feet north and south.

NOTES FOR THE REFEREE: When one character sits in the machine and there are no other characters in the room, the ceiling slides away to reveal the sky. It closes when others enter the room.

10: The beams of the flashlights reveal a room with two cabinets on the south wall and two cabinets on the west wall. There is another exit on a side wall.

ON CLOSER INSPECTION: Of the two cabinets on the west wall, the right one has a piece of wadded-up paper on it and a bronze latch and the left one is covered in what looks like gemstones of differing types. Of the ones on the south wall, the right one has a picture of a bowl of popcorn and the left one has a picture of a wine bottle. The latter three all have steel latches. If paced out, the room is eighty feet east and west by forty feet north and south.

NOTES FOR THE REFEREE: The first cabinet mentioned opens to reveal a black space that will not reflect the beams of the flashlights. When things are tossed inside, they disappear. When fingers or the like are put inside, the whole character disappears. The gem cabinet, if opened, releases poison gas that does 25 points of damage to each character in the room who fails a poison saving throw. The popcorn cabinet creates any type of food on demand in plastic bowls. The wine-bottle cabinet produces any type of drink asked for in plastic cups. The production must take place behind closed cabinet doors.

11: The beams of the flashlights reveal a room filled from top to bottom with pink feathers of differing sizes.

ON CLOSER INSPECTION: The feathers are easily dug out, but there are a great many of them.

12: The beams of the flashlights reveal a room filled from top to bottom with human teeth.

ON CLOSER INSPECTION: These teeth come from all the different parts of the mouth. There are many with gold fillings. They can be dug out, but there are a great many and it will take a long time.

13: The beams of the flashlights reveal a room containing some type of electronic equipment on benches. There is a large, single machine to one side. There appear to be no other exits in this room.

ON CLOSER INSPECTION: This area appears to be filled with radio equipment. The big machine, located in an alcove, has 10 switches and a speaker attached. When a character flips a switch, a radio station broadcast is heard. The side benches are filled with transistors, receivers, speakers, and tools to help put these parts together. The room is too filled with stuff to accurately pace out.

NOTES FOR THE REFEREE: When more than one switch is flipped on, the machine will produce a new radio broadcast, but when all the switches are flipped on, characters hear a loud squeal. All the glass items in the room are broken and turned to dust, while characters in the room take 25 points of damage apiece. The secret door is a loose wall that will be noticed if players say that they are feeling or pushing the walls.

14: The beams of the flashlights reveal a room that is filled with beach balls of differing sizes. To get in, it is necessary to pull out a lot of balls.

15: The beams of the flashlights reveal a room with plush blue carpeting and pictures hanging on the walls. There is nothing else in the room and no other apparent exits.

ON CLOSER INSPECTION: There are twenty pictures and ten of them are signed by "da Vinci" and ten of them are signed by "Picasso". If the room is paced out, it is sixty feet east and west by forty feet north and south.

NOTES FOR THE REFEREE: The paintings are originals and are priceless.

16: The beams of the flashlights reveal what seems to be a hall packed full of cobwebs.

17: The beams of the flashlights reveal a creature in the middle of this room spread-eagled on the floor. There is nothing else in the room and there is another exit on the opposite wall.

ON CLOSER INSPECTION: The creature is winged, has fangs and horns and looks immensely strong. It is fastened to the floor by glass bands around its extremities. When a character or party enters the room, it will talk to them in a calm, pleasant voice and ask to be released. If paced out, the room is sixty feet east and west by forty feet north and south.

NOTES FOR THE REFEREE: This creature is a pit fiend (HP: 70; #AT: 2; D: 1-8 (+3)/1-8 (+3) with claws; AC: -3; SA: None, in this mansion). It will say anything and do anything to get released, and will then try to kill all of the players.

18: The beams of the flashlights show a room paneled in white marble slabs. In the middle of the room is a stone platform with a pyramid of glass balls on it. There is another exit on the opposite wall.

ON CLOSER INSPECTION: When players approach the pyramid, the balls start changing colors, and the pyramid will respond verbally to questions. It will tell the players anything they want to know and can comprehend. If players ask questions with answers too complicated for them to understand, the machine will start out by trying to teach them the mathematics of the answer they want.

NOTES FOR THE REFEREE: There is no power in the mansion powerful enough to hurt the pyramid device. Once it has started telling characters a complete answer, it will not stop until it is done, no matter what characters do or say. Therefore, if the characters ask the machine how to use something, it will first tell them how to construct the materials needed for the thing and then proceed slowly through the assembly process and otherwise take so much time that the

characters should soon see that sitting around there is getting them nowhere.

19: The beams of the flashlights reveal a room filled with cardboard boxes that are all closed. There is another exit on a side wall.

ON CLOSER INSPECTION: All of the boxes which are looked at are filled with new toys of one type or another. All of the toys require batteries. The room is too cluttered to pace out.

NOTES FOR THE REFEREE: There is every toy imaginable in those boxes, and there are thousands of individual toys.

20: The beams of the flashlights reveal an empty room that has some type of small body at its center. There is another exit on the opposite wall.

ON CLOSER INSPECTION: The small body is that of a dead Persian cat. If the room is paced out, it is forty feet east and west by fifty feet north and south.

NOTES FOR THE REFEREE: The cat is only there to make the players worry.

21: The beams of the flashlights reveal what appears to be a large telescope pointed at the ceiling. There is another exit on the opposite wall.

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

NOTES FOR THE REFEREE: When one looks in the telescope, the ceiling slides back and players can see a small, red planet in the lens. The ceiling will remain back as long as someone looks and will slowly close when no one is at the telescope.

22: This room has its own red light, which reveals holes all over the walls. There are no other apparent exits from the room.

ON CLOSER INSPECTION: If the room is paced out, it is forty feet square. The holes are all three inches in diameter and about nine inches deep. There is a glass ball in each of them, about the same size as a golf ball.

NOTES FOR THE REFEREE: These balls are the eggs of yellow mold. When broken, they do 1-8 points of damage apiece to all beings in the room. These spores are not quite ready for growth and will die after a few minutes' exposure to the outside air.

23: This room glows greenly and is covered in some strange type of mushroom growth from floor to ceiling. There is what appears to be another exit out of the room.

ON CLOSER INSPECTION: Characters stepping into the room will find themselves enveloped in spores from the mushroom growth.

NOTES FOR THE REFEREE: Nothing else happens to the characters, but the spores will cling to clothes and will not be easily brushed away.

24: The beams of the flashlights reveal a room that has its floor covered with hat boxes of differing colors.

ON CLOSER INSPECTION: There are only two exits out of the room, both of them on the east wall. There are five basic colors used in the hat boxes and these are further divided into about twenty shades of each color, with a single shade used for every box. These colors are: red, blue, green, brown, and yellow.

NOTES FOR THE REFEREE: The red boxes contain 1,000-gold-piece diamonds. The green ones each contain an ochre jelly which will jump out and do 3-12 points of damage per touch after a box is opened. The rest of the boxes have hats in them. Under the ninth hat looked at is a ring of three wishes.

25: The beams of the flashlights reveal a room that is bare except for a horse standing in its center. There is another exit on the opposite wall.

ON CLOSER INSPECTION: If the room is paced out, it is eighty feet east and west by ninety feet north and south. The horse is gaunt with a huge head, glowing red eyes, and a sulphurous odor. The coat is dead black; the mane and tail and wild and rugged-looking. There

is a strange metal saddle on its back. It does not move or appear to be alive.

NOTES FOR THE REFEREE: This is a nightmare (HP: 60; #AT: 3; D: 2-8/4-10/4-1 0; AC: -4; SA: None). If a character mounts this beast with magic in his/her possession, the beast animates and takes that player to the lower planes of hell forever!

26: The beams of the flashlights reveal a room that has hundreds of potted plants on shelves along the walls. Players also see a winged white horse that looks like the pegasus of Greek legend.

ON CLOSER INSPECTION: The creature appears tame, but rears up when characters try to mount it or get behind it. There is another exit on a side wall.

NOTES FOR THE REFEREE: This is a pegasus (HP: 35; #AT: 3; D: 1-8/1-8/1-3; AC: 6; SA: None). It will let female characters ride it, but will stop others from getting on. When mounted, it will fly to the ceiling and appear to go through the roof (actually, the ceiling is an illusion). It will obey the commands of a female if she demands that one or more male characters get carried out of any mixed group.

27: The beams of the flashlights show a room with a mist floating above the floor at about knee level. When the lights enter the room, music comes out of the walls as if an orchestra was playing. There is another exit on the opposite wall.

ON CLOSER INSPECTION: The mist seems harmless and is wet to the touch. The music comes from all over the room.

NOTES FOR THE REFEREE: The secret door is a sliding panel that is loose to the touch and easily movable only if characters are touching the wall.

28: The beams of the flashlights reveal a large glass coffin with a tall, thin man in it.

ON CLOSER INSPECTION: This man is wearing a black uniform of some type with the following visible things: a holstered pistol, a glass rod in his left hand, a helm on his head, a belt pouch of some leathery substance, and silvery boots on his feet. There are signs all over the room written in several languages (including English), and they all say the same thing:

"I am Professor Ludlow and I was forced to put myself hence when struck by leprosy. I wish to be released when an instant cure for this sickness has been found."

NOTES FOR THE REFEREE: When the glass is broken, the professor will jump out and asks the party if the cure is at hand (that is, if the party doesn't attack him first). If they say they do not have the cure, he flies into a rage and tries to kill everyone. The pistol does 10-100 points of damage with every shot, never misses, and has 20 charges. The glass rod is a universal translator. The helm allows him to move as a blink dog. The boots are boots of flying. The belt pouch has ten 10,000-gold-piece diamonds in it. The professor has five hit points and A.C. 10.

29: The room glows green and appears to be empty. There are three ways out, a door and two open exits.

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

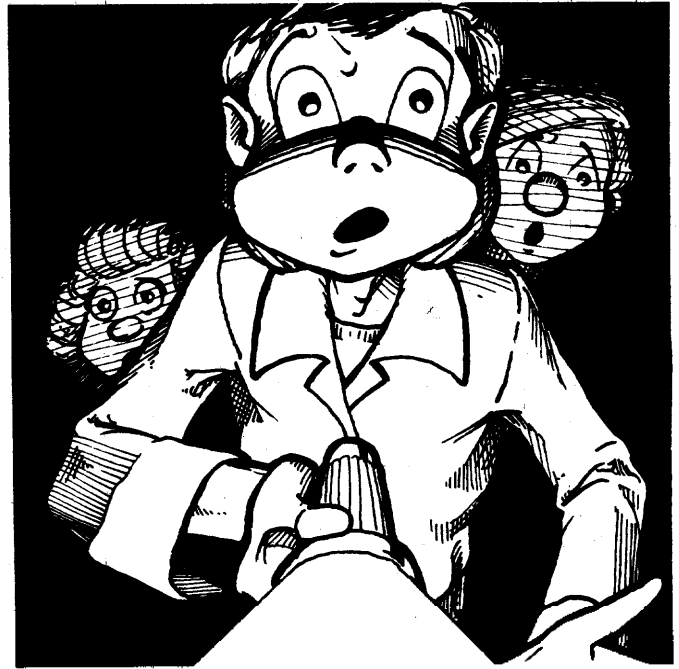
NOTES FOR THE REFEREE: All characters who enter this area will be turned green-skinned for the duration of the adventure.

30: The beams of the flashlights show a room with a great many folding metal chairs and tables lying about. There is another exit on the opposite wall.

ON CLOSER INSPECTION: The chairs and tables are all numbered. The highest number is 2,500. The room is too cluttered to accurately pace out.

31: The beams of the flashlights reveal pulleys and lead weights all over the room. There is a supply of rope in one corner. An open exit and a doorway are opposite one another.

ON CLOSER INSPECTION: The room is too cluttered to pace out. There are hundreds of feet of rope and lead weights ranging



from one pound to 1,000 pounds. There are hundreds of pulleys of differing sizes.

32: The beams of the flashlights reveal three palm trees growing from floor to ceiling.

NOTES FOR THE REFEREE: If the players ask, there are five coconuts on each tree. The tenth one taken down has twenty-two gems in it, each worth 500 gold pieces.

33: The beams of the flashlights reveal a room where milkweed seeds are suspended in the air all over the place. An exit in the opposite wall is barely visible.

ON CLOSER INSPECTION: The seeds will cling to any skin they touch and will move about strangely on the surface of the skin.

NOTES FOR THE REFEREE: The seeds will plant themselves on the surface of any flesh. The seed does no damage, but it looks very strange. Efforts to take the seeds off will result in one point of damage per seed. If characters clear a path, seeds will not go into the space made.

34: The room has an orange glow which reveals a set of stairs and a total of two other exits on side walls.

NOTES FOR THE REFEREE: The orange glow makes any liquid the characters are carrying turn orange and taste terrible.

35: The beams of the flashlights reveal a room filled with one-foot-by-two-inch bars of a gold-colored substance.

ON CLOSER INSPECTION: One of the bars can be pulled out for examination, but it is very heavy and marked with the Roman numeral "III".

NOTES FOR THE REFEREE: This is iron pyrite, "fool's gold," and the room is filled with it.

CRYSTAL HALL: The beams of the flashlights reveal a hall paneled on the walls, floor and ceiling with faceted crystal. The light is refracted off the walls and made into colors all over the area. The hall starts to hum.

ON CLOSER INSPECTION: The humming gets louder, the longer the lights shine in the hall.

NOTES FOR THE REFEREE: The humming will cause four points of damage per round per character if the lights shine for more than 120 seconds in the room. The humming stops if the lights are turned off or taken out of the room.

WASHROOMS: See description of washrooms, second floor.