IUZ6-05

The Madhouse

A One-Round Dungeons & Dragons® Living Greyhawk™ Iuz's Border States Metaregional Adventure

Version 1.0

by Britt F. Frey

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The Old One is looking into something and the Shade would like to know what. Why has an abandoned house near Admundfort attracted Iuz's attention? This adventure is extremely roleplay intensive. A one-round Iuz's Border States Metaregional adventure set in the Shield Lands for APLs 4-12.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual.*

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in *Appendix 1*. For your convenience, that appendix is split by APL

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Mundane Animal's Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLS are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Iuz's Border States Metaregional adventure, set in the Shield Lands. Characters native to a region that is a part of the Iuz's Border States Metaregion pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

During 595 CY, Iuz made a bid to claim Torremor, part of the Abyss, from Pazuzu/Pazrael. Due to the interference of adventurers, Iuz was not completely successful. He has established a foothold, but currently is locked in battle with Pazrael. With his attention and forces focused on the Abyss, the Old One has not been pursuing any major initiatives on the Prime Material Plane. This has not kept him from pursuing lesser plans, however. Early in 596 CY, Iuz sent elite forces to end the life of the Shade, the mastermind behind the Drinkers of the Cup of Midnight and his partial defeat in Torremor. Iuz appears to be pursuing another side project and the Shade would like to know what it is.

The Old One is sending minions to investigate a house outside of Admundfort. This house was occupied by Zagig when he was mortal.

ADVENTURE SUMMARY

The PCs are contacted by the Shade. She informs them of the current state of affairs in the Empire of Iuz and answers a few questions from the PCs. She then informs the PCs that Iuz is sending minions to investigate something and she wants the PCs to get there first and find out what would interest the Old One.

The PCs approach the Madhouse, where they are scanned with *brain spider* and *greater arcane sight*. As they explore, the Madhouse will "play" with them, using various traps and abilities. If the Madhouse determines that one of the PCs is an enemy of magic, such as an Occult Slayer, it will use its dedicated power to attempt to send the PC to the Outlands.

After an appropriate amount of encounters and/or time, lead the PCs to *Encounter 4*, where they find a journal, several magical texts, and a magical club. There is a warning beneath the club to leave it be; if the PCs try to take the club, the Madhouse targets half of the PCs with *maddening whispers*. After the PCs have collected the information, they may return to the Shade.

PREPARATION FOR PLAY

Do NOT run this adventure "cold." This adventure eschews readaloud text and scripting; this necessitates a good deal of familiarity with the talking points of *Encounter 1*, the options available to the GM in

Encounter 3, and the abilities and personality of the Madhouse.

This adventure is focused around intra-party roleplaying and requires a good deal of flexibility on the part of the GM. One of the most important elements for making this adventure succeed is to keep the characters (and sometimes the players) in the dark and wondering what is *really* going on. To accomplish this, you will need to do some things at odd times or make some rolls for the players that they would normally make themselves.

If a player is obviously meta-gaming or in other ways detracting from the roleplaying environment, give them a warning. If they continue, do NOT give them roleplaying experience! The success of this adventure depends on the cooperation of everyone involved; one player meta-gaming can ruin the roleplaying experience for everyone.

One important note is that your job as a GM in this adventure is not to "defeat" the PCs, or even necessarily to provide a difficult challenge; the players should already know going into this that the adventure is roleplay intensive. Your job is to provide situations that are ripe for interesting roleplaying. You are given flexibility in choosing encounters to allow you to manipulate the game in interesting ways, not so that you can attempt to kill the characters. You will need to pay close attention to how the players react to different situations and try to tailor the adventure to maximize their roleplaying enjoyment.

There is no map of the Madhouse, as a map would hinder your flexibility in room placement and roleplaying. Also, the study in *Encounter 4* must be the last room the PCs enter, so you must have the freedom to place it wherever needed. The layout of the Madhouse is not important. The house and its former occupant were somewhat insane, so the layout does not even need to make sense. If it is helpful, you can assume the Madhouse is two stories plus a basement level. Types of rooms could include: bedrooms, kitchen, dining room, sitting room, library, study, laboratory, and ballroom. Do not include servants' quarters, as all work would have been done magically.

First, ask each of the players for roleplaying information about their characters: fears, desires, family, goals, personality quirks, etc. While listening to this, you should look for points that would allow you to manipulate the characters into interesting roleplay situations, particularly with other characters at the table.

Second, read the Introduction to the players so they are prepared to accept abnormal procedures and they do not complain when you start pre-rolling and keeping results secret.

Third, have each player roll d20s to fill out the chart in *Appendix 2*. DO NOT tell the players what they are rolling or what modifiers to add; after recording their dice rolls, ask to see their character sheets and apply the modifiers yourself. This is necessary to keep the players from knowing or guessing which saving throws they have passed and which they have failed.

Fourth, make a tentative plan for which encounters to use in this adventure. Remember that this plan is only tentative; you may want or need to use different encounters than you have planned. Be flexible.

Fifth, prepare the Player Notes Sheets with the character names at the top and have them ready for use later in the game. The Player Notes Sheet is the last page in this adventure. You should print several copies of that page.

Proceed to *Encounter 1*.

SCENARIO FLOW

If time is an issue, such as during convention play, you should spend no more than 1/4 of your time on *Encounters 1* and *2*. For a 4 hour slot, by the end of hour 1 you should be starting *Encounter 3*.

Save 1 hour for *Encounter 4* and the *Conclusion*. For higher APL tables, you may need as much as 1.5 hours for these two encounters.

INTRODUCTION

This adventure is heavily focused on roleplaying. In order to maintain immersion, the Gamemaster may need to make certain rolls for you that you would normally roll yourself, ask you to pre-roll saving throws and skill checks, or otherwise handle matters in abnormal ways. Do not be paranoid; neither the author nor the Gamemaster are "out to get you."

Please refrain from meta-gaming and take care to keep player knowledge and character knowledge separate. If you need to say something to the Gamemaster that other players or characters may not be privy to, use the Player Notes Sheet that you will be given later.

ENCOUNTER 1: STATE OF THE EMPIRE

The adventure begins with one or more of the PCs being contacted by the Drinkers of the Cup of Midnight and asked to meet in the make-shift camps outside the war-torn city of Admundfort. Messages will be sent to anyone that has worked with the Drinkers in the past, has some sort of negative influence with Iuz or his minions, or worships a god opposed to the Old One. Because of the

recent decimation of the Drinkers organization, the PCs will be meeting the Shade personally.

The city of Admundfort is currently in shambles after years of occupation by the forces of the Old One and the recent reclamation by the Shield Lands. Most people currently stay in make-shift camps outside of town while military forces clean out any hold-out forces and workers clean the rubble and rebuild the city.

The Shade is an extremely resourceful, knowledgeable, and skilled rogue. Assume she knows a good deal about each of the characters before meeting them. Finding a private location in the camps is a difficult proposition, so after meeting the PCs, she will lead them outside the camps to have a more private conversation. Once there, she will be willing to answer questions from the PCs and inform them of the current status of affairs in the Empire of Iuz. She knows the following pieces of information:

- During 595 CY, Iuz attempted to seize the realm of Torremor in the Abyss from a rival Demon Lord.
- Thanks to the actions of the Drinkers and helpful adventurers, his attempt was partially foiled. Iuz currently has a foothold in Torremor but is locked in a battle with Pazrael, the current ruler of the realm.
- With his focus on the Abyss, Iuz has not been pursuing any major initiatives on the Prime. Most of his lands have fallen completely to the control of his minions and into even more chaos than normal. Several rebellions have been occurring, such as here in Admundfort.
- His focus on the Abyss has not prevented the Old One from directing minor initiatives, however. Earlier this year, in retaliation for their efforts against Iuz, the entire Drinkers organization was decimated and the Shade was almost killed.
- Iuz has directed his forces to pursue another issue and the Shade, undeterred by previous events, wants to beat them to it.
- Within the next week or two, Iuzians will be moving to investigate a mansion outside of Admundfort. Her information is not clear as to what Iuz would want there, but she wants the PCs to find out and prevent his minions from gathering any information themselves.
- The only information she has been able to gather on the mansion indicates that it has been abandoned for as long as anyone can remember and that it is purportedly haunted.
- After the PCs have gathered what they can from the mansion, they should return to the camps outside of Admundfort and the Shade will find them.

As indicated by the Shade, the PCs probably have the luxury of a day or two to properly prepare for the mission. In reality, the Iuzians will not arrive for 10 days. When they are ready to leave, travel to the mansion is uneventful. Proceed to *Encounter 2*.

ENCOUNTER 2: UNDER THE EYE

The house should be described as an ancient mansion with overgrown grounds. For inspiration, imagine a classic haunted house. While the house appears to be quite old, the structure seems to remain quite sturdy and clean. For decorations, use arcane symbols, eye motifs (Boccob holy symbols), and whatever else you think a mad archmage might like.

When the PCs approach to within 100' of the Madhouse, it scans them all with *greater arcane sight*. If the *greater arcane sight* is blocked, or if something attempts to block the spell and the character does not have *nondetection* or a similar spell active, the house thinks the PC might be an Occult Slayer and watches for other evidence. If the Madhouse finds more evidence that the PC is an enemy of magic, it begins pursuing its Special Purpose (see *Appendix 1*).

The Madhouse will target the rest of the PCs with *heightened brain spider* (DC 29 Will save negates). For the next 10 minutes, the house will begin scanning in detail the thoughts and memories of each party member that failed their save, attempting to determine their personalities and reasons for being here.

For minutes 11 to 20, the house will repeatedly attempt to implant *suggestions* in the PCs. Targets will be picked based on *greater arcane sight* information and scanned thoughts. Modify the following suggestions to suit any information you collect during the character introductions and roleplaying.

- Arcane casters: Travel at the back of the party.
- Archers: Your party members will betray you. Be wary of them.
- Divine casters: [Rogue's name] is trying to steal from the party.
- Melee fighters: [Divine caster's name] has been acting shifty. He might be a doppelganger.
- Rogues: The floors in this house are not trapped. Do not search them.

When the PCs enter the Madhouse, they will all begin interacting with its *heightened programmed image* effect (see *Appendix 1*) and get saving throws. These should be pre-rolled during *Preparation for Play*.

All APLs (EL 8*)

***Heightened Brain Spider* Effect:** CR 10; magic device; spell effect (*heightened brain spider*, 20th level cleric, DC 22 Will save negates).

***Heightened Programmed Image* Effect:** CR 10; magic device; spell effect (*heightened programmed image*, 20th level wizard, DC 29 Will save negates).

*The EL of this encounter has been decreased by 4 since it is not as dangerous as the computed EL would indicate

Troubleshooting: All divinations about anything within the physical boundaries of the mansion are blocked by divine powers beyond the abilities of the PCs to circumvent. To put it briefly, Zagyg has an interest in this house and thinks that divinations would spoil the "fun."

ENCOUNTER 3: GAMES HOUSES PLAY

This section (*Encounter*s *3A* to *3E*) outlines several options you can use during the adventure, depending on the circumstances. You should use at least two of the encounters in this section and no more than four. Higher APLs will require three or four encounters to receive maximum xp, while lower APLs can get receive maximum xp with two encounters.

If time is an issue, when one hour remains you should guide the party to *Encounter 4*.

Your goal here should be to confuse the PCs as much as possible; make them wonder what is real and what is illusion, who is trustworthy and who is an imposter, etc. The Madhouse likes to play games with its visitors, so have fun with the PCs. Use *programmed image* to confuse and mislead those that failed their saves and *prestidigitation* to play with those that made their saves against *programmed image*.

ENCOUNTER 3A: SWITCH!

This trap exists in the house and is not a power of the Madhouse. The subtle pit trap is triggered by the fourth person with arcane casting ability walking over the trap within one hour. This may require multiple passes over a hallway, unless there are four arcane casters in the party. The pit trap will open beneath the caster with the *silence* spell masking any screams, thuds, or the like. Upon reaching the bottom of the pit trap, the caster is targeted by *polymorph any object*, which will attempt to turn them into a lizard. The lizard will then scurry into a safe corner and experience life as a reptile for one week, unless the other PCs find the caster and free him from his fate.

The Madhouse will, however, use the trap to its advantage, using its *programmed image* to hide the appearance of the caster falling and to create an illusionary duplicate of the missing PC. Using the Player Notes sheet, inform the PC of what has happened and that he has been replaced by an illusion. Tell him to act normally unless given other instructions by you. If asked by the other PCs to cast spells, instruct the PC to say that they did not prepare that spell today, pretend to try to cast the spell and act like something impeded the casting, or something similar to mask the illusion's inability to cast spells.

This encounter goes well with *Encounter 3B: What Have We Done?*

All APLs (EL 9*)

Subtle Pit Trap: CR 8; magical device; proximity trigger (*arcane sight*); automatic reset; DC 30 Reflex save avoids; 20 ft. deep (2d6, fall); *silence* in entirety of pit and 5 ft. outside of pit; Search DC 35; Disable Device DC 35.

***Heightened Polymorph Any Object* Trap:** CR 11; magic device; proximity trigger (*alarm*); automatic reset (one week); spell effect (*heightened polymorph any object*, 20th level wizard, DC 27 Fortitude save negates); Search DC 34; Disable Device DC 34.

*The EL of this encounter has been decreased by 3 since it is not as dangerous as the computed EL would indicate

ENCOUNTER 3B: WHAT HAVE WE DONE?

This encounter goes well with *Encounter 3A: Switch!* and for parties that seem like they want to roll some dice. If you want to run this adventure without combats, avoid this encounter. Note: this encounter could lead to some tense feelings between players for a short time if they believe they have killed a party member; only run this encounter for players that seem mature enough to keep any stress in-character.

As the PCs enter a room, they see a monstrous spider spinning a web. The spider will not attack the PCs unless provoked or attacked, at which point it will defend itself; however, the spider will not pursue the PCs out of the room. If the PCs defeat the illusory spider, the Madhouse can manipulate its *programmed image* to show the "spider" turn into a mangled corpse of one of the party members.

An interesting way to run this encounter after *Encounter 3A* is to have a pile of gear beneath the spider and its web. This would be the gear left behind when the stolen arcane caster was polymorphed into a lizard. If the PCs have already realized that their friend was replaced

by an illusion or if you have the illusion disappear now, the PCs might begin to think that the spider ate their friend. After defeating the spider, the absence of their friend (polymorphed into a lizard) will increase the chance that they believe they have killed a fellow party member. If they figure out that the body is an illusion, this may prompt them to search for their missing friend.

There is a good deal of variety possible here, depending on the reactions of the PCs.

All APLs (EL 7*)

***Shadow Conjuration, Greater* Trap:** CR 8; magic device; proximity trigger (*alarm*); automatic reset (one week); spell effect (*shadow conjuration, greater* [fiendish monstrous spider, huge], 20th level wizard, DC 25 Will save disbelieves); Search DC 33; Disable Device DC 33.

Fiendish Monstrous Spider, Huge: hp 52; see *Monster Manual* page 289**.

*The EL of this encounter has been decreased by 1 since it is not as dangerous as the computed EL would indicate
**see *Monster Manual* page 108 for Fiendish properties.

ENCOUNTER 3C: YOU COULD BE USEFUL

The Madhouse attempts to identify the less intelligent members of the party and non-spellcasters, i.e. those that would have low Will saves. When if feels like it has chosen a good subject, it will target them with *monstrous thrall* (see *Appendix 1*). The Madhouse will instruct the subject to act normally unless given other commands. You can then give the dominated character subtle instructions to help guide the party and create interesting situations.

The Madhouse will not use its thrall to kill another PC; it is merely toying with the PCs and trying to have some chaotic fun. The exception to this is if there are any enemies of magic that resisted the Madhouse's *plane shift* ability; the house will use a thrall to attack such a PC.

All APLs (EL 8*)

***Monstrous Thrall* Effect:** CR 10; magic device; spell effect (*monstrous thrall*, 20th level cleric, DC 24 Will save negates).

*The EL of this encounter has been decreased by 2 since it is not as dangerous as the computed EL would indicate

ENCOUNTER 3D: YOU BASTARD!

In this encounter, the Madhouse will try to target someone that would likely have a low Fortitude save and is standing behind a big, beefy fighter type, preferably with no one standing behind the target that might see what actually happened. The house will use its *prestidigitation* to trigger a hidden switch that releases the wall scythe. It will also use its *programmed illusion* to make it look to the target like the fighter in front of him drew his weapon, attacked, sheathed his weapon, turned around, and continued on as if nothing happened.

Hopefully, no one else will see this exchange and there will be an argument between the two with everyone else wondering what really happened. If it seems useful and the question arises, you could have the Madhouse use its *programmed illusion* to make it look like there is blood on the fighter's weapon.

This encounter might be too difficult for APL 4 tables. It should either be avoided at that APL, or the target should be a less frail individual.

All APLs (EL 9*)

Deathblade Wall Scythe: CR 8; mechanical; touch trigger; automatic reset (one minute); Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con / 2d6 Con); Search DC 24; Disable Device DC 19.

*The EL of this encounter has been increased by 1, since it specifically targets someone that would be weak against the poison.

ENCOUNTER 3E: TRAITOR!

This encounter is best suited for when a rogue is in front of the party searching for traps, though it can be modified to fit other situations. The Madhouse will use its *prestidigitation* to trigger a hidden switch that drops some of the party into a pit trap. The trick is that the house will wait until after the rogue has passed over the trap, and when the trap is triggered, use *programmed image* to make it seem like the rogue is laughing maniacally, like he did it to them. You can even pass a note to the rogue to tell the player to do their own maniacal laugh to make it seem even more convincing.

All APLs (EL 8)

Extremely Well-Camouflaged Pit Trap: CR 8; mechanical; touch trigger; automatic reset (one minute); DC 26 Reflex save avoids; 50 ft. deep (5d6, fall); multiple

targets (all targets in a 10 ft. by 10 ft. area); Search DC 32; Disable Device DC 27.

ENCOUNTER 4: YOU'D BE MAD TO IGNORE IT

This should be the last encounter the PCs face. This room should be a research laboratory or library of some kind; the details are left to you. One wall should contain bookcases full of arcane literature. A desk in the room should contain a research diary (*Players' Handout*). A magical club (the *Touched Truncheon*) should be mounted on a wall or resting in a display case with a warning on a nearby plaque, something similar to "Do not touch! You would be mad to ignore this warning!" Try to make it clear to the PCs that this room is probably the most important room in the house and the target of their mission.

The following skill checks will identify information regarding the research diary:

- DC 20 Knowledge (arcana) or (religion) identifies that "The Lord of All" could be an abbreviation for "The Lord of All Mages," one of Boccob's titles.
- DC 25 Knowledge (planes), (local: Core), or (history) will identify Fraz-Urb'luu as a demon lord trapped by the mage Zagig Yragerne.
- DC 15 Knowledge (religion) or DC 10 Knowledge (local: Iuz's Border States) will identify "Old Man" as a common title for Iuz.
- DC 30 Knowledge (religion) or DC 25 Intelligence check will notice that the combination of "nine" and "one of each" could refer to one of each alignment. This would fit well with Boccob's espousal of neutrality and balance.
- DC 35 Knowledge (religion), (arcana), (history), or (local: Core) will know that Zagig Yragerne is rumored to have trapped nine demigods beneath Castle Greyhawk, one of each alignment. This was also rumored to be part of his ascendance to godhood.

Treasure: The tomes on the bookcases are all valuable to collectors and arcane researchers. The books primarily relate to the following topics: mental domination, magical imprisonment, deities, Concordant Domains of the Outlands, architecture and engineering, government and politics, the doctrine of neutrality, and numbers of magical significance.

On the desk is a *bag of holding* containing several small magical items that were apparently not of much use to the previous owner.

There is also the magical club, the *Touched Truncheon*, that the adventurers have been warned against touching. The Madhouse is extremely possessive of the club. If the PCs attempt to take it, the house will target half the party (round down) with *maddening whispers*, preferring to target those that advocated taking the club.

All APLs: Loot: 500 gp; Coin: 0 gp; Magic: 3733 gp – *bag of holding type I* (208 gp), *hand of the mage* (75 gp), *hand of glory* (667 gp), *memento magica, 2nd (500 gp), rod of wonder* (1000 gp), *sovereign glue* (200 gp), *Touched Truncheon* (1083 gp).

All APLs (EL 12*)

***Maddening Whispers* Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset (one week); spell effect (*maddening whispers* [violent hallucinations], 20th level wizard, DC 29 Will save negates); multiple targets (up to 20 creatures); Search DC 33; Disable Device DC 33.

*The EL of this encounter has been increased by 2, since the party would be effectively diminished in size and having to attempt to subdue their opponents, thus limiting their combat options.

CONCLUSION

If the PCs return to the camps outside Admundfort and wait for one day, the Shade will find them and ask them to follow her to where they met to discuss things before.

If the PCs recovered the research diary from the Madhouse, the Shade will be extremely appreciative. She will give the PCs a contact name that will be able to procure certain items for them in the future. The Shade will not be able to decipher the contents of the book herself, but realizes that it must be of importance and will have someone look into it. This must have been what Old Wicked was wanting, as it seems to address him directly at the end.

If the PCs deciphered that the diary was possibly written by Zagig Yragerne, the Shade will note that this probably has to do with old grudges between the two demigods. Perhaps the Old One foresees a victory in the Abyss, giving him the power to seek revenge on the Mad Archmage.

Whatever the plan, the Shade says, a scheme of the Old One is always one to be foiled. While revenge on Zagyg might not directly involve the denizens of the Prime, there's no telling what indirect effects it might have. The Shade tells the PCs that she will inform some clerics of Zagyg immediately.

If the PCs return the research diary to the Shade, they receive *Gratitude of the Drinkers*.

If the PCs discover that the likely author of the diary was Zagig Yragerne and relay this information to the Shade, they receive *Influence with the Clergy of Zagyg*.

If a PC is polymorphed into a lizard and left behind in the Madhouse, they receive *Left Behind*.

If a PC is sent to the Outlands by the Madhouse, they receive *Not Welcome Here*.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 2

Encounter the *brain spider* and *programmed image* effects.

All APLs	240 XP

Encounter 3A: Switch!

Encounter or bypass the subtle pit trap and *polymorph any object* trap.

All APLs	270 XP

Encounter 3B: What Have We Done?

Defeat the spider.

All APLs	210 XP

Encounter 3C: You Could Be Useful

Encounter the *monstrous thrall* effect.

All APLs	240 XP

Encounter 3D: You Bastard!

Encounter or bypass the deathblade wall scythe.

All APLs	270 XP

Encounter 3E: Traitor!

Encounter or bypass the deathblade wall scythe.

All APLs	240 XP

Encounter 4

Encounter the *maddening whispers* effect.

All APLs	360 XP

Maximum non-roleplaying experience

APL 4	540 XP
APL 6	720 XP
APL 8	900 XP
APL 10	1080 XP
APL 12	1260 XP

Discretionary roleplaying award

APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

Total possible experience

APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast identify, analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value

increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Encounter Four: You'd Be Mad

All APLs: Loot: 500 gp; Coin: 0 gp; Magic: 3733 gp – *bag of holding type I* (208 gp), *hand of the mage* (75 gp), *hand of glory* (667 gp), *memento magica, 2nd (500 gp), rod of wonder* (1000 gp), *sovereign glue* (200 gp), *Touched Truncheon* (1083 gp).

Total Possible Treasure

APL 4: Loot: 500 gp; Coin: 0 gp; Magic: 3733 gp; Total: 650 gp (3583 gp over cap).

APL 6: Loot: 500 gp; Coin: 0 gp; Magic: 3733 gp; Total: 900 gp (3333 gp over cap).

APL 8: Loot: 500 gp; Coin: 0 gp; Magic: 3733 gp; Total: 1300 gp (2933 gp over cap).

APL 10: Loot: 500 gp; Coin: 0 gp; Magic: 3733 gp; Total: 2300 gp (1933 gp over cap).

APL 12: Loot: 500 gp; Coin: 0 gp; Magic: 3733 gp; Total: 3300 gp (933 gp over cap).

Special

Gratitude of the Drinkers: For assisting the Drinkers of the Cup of Midnight, you gain Adventure access to all items marked with a '*' below. You may choose one item below to change to Metaregional access. Members of the Drinkers of the Cup of Midnight metaorganization (or those that join by the 31st of Dec. 2006) may choose three items to change to Metaregional access. List the item(s) chosen on the lines provided below. You also gain one Influence Point with the Drinkers metaorganization. Cross out if used. [ ]

_____

_____

_____

Influence with the Clergy of Zagyg: You have gained one Influence Point with the clergy of Zagyg, the Mad Archmage. Cross out if used. [ ]

Left Behind: Your "friends" left you in the Madhouse, where you spent a week as a lizard before your natural form was restored. You lose 1 TU and have an unnatural taste for insects.

Not Welcome Here: The Madhouse did not like your apparent aversion to magic and sent you to the Outlands. If you are willing to accept the aid of a caster, you can return home after spending 1 TU searching for help. Otherwise, you must spend 4 TUs searching for an accessible gate to the Prime.

Touched Truncheon: This *+1 spell storing club* is banded with starmetal and emits a pulsating light that constantly shifts both intensity and color. This club functions as a starmetal weapon and can be upgraded as a standard magic weapon.

Strong evocation; CL 12th; Craft Magic Arms and Armor; 13,000 gp; Weight 5 lbs.

ITEMS FOR THE ADVENTURE RECORD

All APLs:

- *bag of holding type I* (Adventure; DMG)
- *choker of eloquence, lesser* or *greater* (Adventure; Complete Adventurer)
- **hat of disguise* (Adventure; DMG)
- *hand of glory* (Adventure; DMG)
- *hand of the mage* (Adventure; DMG)
- **mask of lies* (Adventure; Complete Adventurer)
- **papyrus of deception* (Adventure; Complete Adventurer)
- **possum pouch* (Adventure; Complete Adventurer)
- *rod of wonder* (Adventure; DMG)
- *sovereign glue* (Adventure; DMG)
- **stylus of the masterful hand* (Adventure; Complete Adventurer)
- *Touched Truncheon* (Adventure; see above)

APPENDIX 1: NEW RULES ITEMS

The Madhouse: House; AL CN; Int 27, Wis 16, Cha 23; Speech, telepathy; 120' darkvision, blindsense, and hearing; Ego score 39.

Lesser Powers: maddening whispers [SpC] 1/month, *mending* at will, *monstrous thrall* [SpC] 1/month, *Nystul's magic aura* at will, *prestidigitation* at will, use of Heighten Spell, Spell Focus and Greater Spell Focus (enchantment), 10 ranks in Spellcraft and Sense Motive.

Greater Powers: arcane sight, greater at will, *brain spider* [SpC] 1/day, *programmed image* at will.

Special Purpose: Defeat/slay all enemies of magic.

Dedicated Power: plane shift (the Outlands)

Personality: The Madhouse is a creation of Zagig Yragerne, later amplified by the demigod Zagyg. It shares many of the Mad Archmage's personality traits, including a love of magic and a proclivity for insanity. The Madhouse enjoys toying with visitors, typically using its abilities to play psychological games with the visitors; it particularly enjoys "matching wits" with visiting wizards. As much as the Madhouse loves magic, it equally despises all enemies of magic, such as Occult Slayers. As the Madhouse does not have many abilities that allow it to hurt individuals, it will usually attempt to kick such visitors out of the house, so to speak, using its *plane shift* ability.

No auras; CL 20th.

BRAIN SPIDER

Divination [Mind-Affecting]
Level: Cleric 7, Mind 7
Components: V, S, M, DF
Casting Time: 1 round
Range: Long (400 ft. + 40 ft./level)
Targets: Up to eight living creatures
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

You touch a spider's body and think of the targets. As each target succumbs to the spell, a leg of the spider vanishes into nothingness.

For the duration of the spell, as a standard action, you can eavesdrop on the thoughts of up to eight other creatures at once, hearing as desired:

- A creature's surface thoughts.
- Individual trains of thought in whatever order you desire.
- One nugget of information per caster level from all the minds regarding one particular topic, thing, or being.
- The thoughts and memories of one creature of the group in detail.

Once per round, if you do not perform a detailed study of one creature's mind, you can attempt (as a standard action) to implant a *suggestion* (PH 285) in the mind of any one of the affected creatures. The creature can make another Will saving throw to resist the suggestion, using the original save DC. (Creatures with special resistance to enchantment spells can use this resistance to keep from being affected by the *suggestion*.) Success on this saving throw does not negate the other effects of the brain spider for that creature.

Material Component: A dead spider of any size or type. It must still have all eight legs.

MADDENING WHISPERS

Enchantment (Compulsion) [Mind-Affecting]
Level: Sorcerer/wizard 8
Components: V
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

As you mutter this spell, your words burrow into your foes' minds like hungry maggots, spawning dark and disturbing thoughts. You can choose to inflict one of the following conditions upon any creatures that fail their saving throws.

Hysteria: The subjects fall into fits of uncontrollable laughing or crying (equal chance for either). This hysteria affects subjects as though they were nauseated; they are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action a subject can take is a single move action per turn.

Panic: The subjects become panicked. If cornered, a panicked creature cowers.

Violent Hallucinations: The subjects perceive any nearby creatures as dangerous enemies, attacking the nearest ones and fighting until the subjects are slain or until no more creatures are in sight.

Stupor: The subjects curl up on the floor and remain oblivious to events around them. Characters in a stupor are effectively stunned and prone.

MONSTROUS THRALL
Enchantment (Compulsion) [Mind-Affecting]
Level: Domination 9
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 24 hours/level
Saving Throw: Will negates
Spell Resistance: Yes

Calling upon your reserves of personal power, you reach outward with your mind and gain control of the will of your foe.

This spell functions like *true domination* (SpC page 224), except that the subject can be any creature and is permanently *dominated* if it fails its initial Will save. A subject ordered to take an action against its nature receives a saving throw with a –4 penalty to resist taking that particular action. If the save succeeds, the subject still remains your thrall despite its minor mutiny. Once a subject makes a successful saving throw to resist a specific order, it makes all future saving throws to resist taking that specific action without a penalty.

APPENDIX 2: SAVING THROW TRACKER

	E2*	E3A	E3B	E3C	E3D		E4
Encounter DCs	Will 22 Will 29	Ref 30 Fort 27	Will 25	Will 24	Fort 20		Will 29

* EX = Encounter X (E2 = Encounter 2)

Character Name	Ref Bonus	Fort Bonus	Will Bonus	E2	E3A	E3B	E3C	E3D		E4
Example character	+X	+Y	+Z	d20, total, Pass/Fail						
Bob the Barbarian	+3	+8	-1	5, 4, F	28, 31, P 20, 28, P	18, 17, F	20, 19, P	13, 21, P		11, 10, F

APPENDIX 3: ROLEPLAYING TIPS AND EXAMPLES

- Be careful about instigating PC-on-PC combat. Try not to push too far when manipulating the PCs and try not to make them actually want to kill each other. If any PC-on-PC combat occurs, it must be nonlethal. Do not let the players roleplay themselves into having their characters taken away for attacking another PC.
- The *programmed image* ability of the Madhouse is one of your most useful tools. You can do many interesting things with it, as illustrated in the examples below. If you think of something that would be fun to do, you can most likely accomplish something similar using the *programmed image*.
- Technically, the Madhouse will be casting *programmed image* many times throughout the course of the adventure. Rolling saving throws against each one would be cumbersome, so this has been simplified into one roll. If you wish to increase the confusion amongst party members, you can periodically reroll saving throws and change which PCs are seeing reality and which are seeing illusion. This will increase complexity, but may also improve the roleplay environment.
- Feel free to be creative; that's your job as the GM. Feel free to invent harmless traps or encounters inside the house. However, these encounters must be harmless, with no EL, and should only be used to enhance the atmosphere and roleplaying. The desired atmosphere of this adventure is that of a classic psychological horror movie where no one knows what is real, who is trustworthy, or what is going on. Please do not use the *programmed image* and other abilities for comedic purposes.
- Example: Meaningless Notes. Even for the most experienced roleplayers, it is sometimes difficult to avoid *all* metagaming. You can manipulate some subconscious behaviour by doing subtle things, such as passing notes to players that say "There is nothing important on this note. Act like I have just told you something very interesting." Passing a note to a player makes the other players wonder what that player is doing or knows that they aren't sharing. When the recipient then acts somewhat different, it only reinforces those ideas.
- Example: Illusionary Trap. If a rogue is searching many locations, you can use the *programmed image* to confuse him. With enough frustration of "finding" traps that aren't there or overlooking traps that have been hidden by the *programmed image*, the rogue will likely give up altogether. The other party members might start believing that the rogue is purposely failing or hiding things. You can enhance this by passing notes to the rogue whenever they search.
- Example: Manipulate Your Suggestions. You can use the *programmed image*, dominated characters, illusory replacements, and other tools to manipulate the effects of the suggestions you implanted at the beginning of the adventure. For example, when I ran the playtest, one of the characters said that their motivation in life was to find beautiful dwarven women. I implanted a suggestion that the most beautiful dwarven woman in all of Oerth was inside the house and that the other characters were trying to hide her from him. Later, I used the *programmed image* to create a scream on the upper floor; when the PCs investigated, they found blood and one shoe from a female dwarf. The PC seeking the female dwarf was already suspicious of the monk, so I tried to use that to make her and the rest of the party even more suspicious. I would use the dominated and illusory character to insert comments indicating that the monk was possibly responsible for this. In the end, I pushed a little too far and the dwarf wanted to try to kill the monk; hence, the above notice.
- Example: Ghostly Possession. Have the *programmed image* show the image of a ghostly figure merging with one of the PCs, then pass the target PC a blank note. If the target is an illusory replacement or dominated, you can also instruct them to begin acting oddly. This should convince the rest of the party that the target PC has been taken over by a ghost. If the target is an illusory replacement and the party starts casting spells to suppress domination, you can have the illusory replacement alter personality at odd times to keep the rest of the party confused.

PLAYERS' HANDOUT: RESEARCH DIARY

...Looking at what was used with Fraz-Urb'luu, I might be able to use something like that. It would take a good deal of modification and would, of course, need to be far more powerful. I'm sure there is a way, though...

...As M. has noted before, the number nine is of arcane significance. If that number can be worked into the rituals, the effect would be amplified exponentially...

...Studying tomes regarding the teachings of The Lord of All, striking a balance seems to be the key to properly channeling the power...

...Initial research shows the current path is too unstable. The magical energies are indeed greatly increased, but unexpected results continue to plague me...

...One of each, arranged in a particular formation, setting them against each other, canceling out the impurities and channeled through the middle...Yes, this method seems to work well. I will need to devise a way to implement the system though. I will not be given time to cast all that is needed, so perhaps a series of magical devices...

...Of course, there may be a way to undo what is done by this. Perhaps if one were to...

Ha! You really think I would make it that easy for you, Old Man? You will have to put more thought into it than this! Think of this as merely the first turn in an elaborate game. This should be fun!

PLAYER NOTES SHEET

CHARACTER NAME: