

For Characters Levels 5–7

9439

Advanced Dungeons & Dragons®
2nd Edition

Ravenloft®

Official Game Adventure

ADAM'S WRATH



R-03H

ADAM'S WRATH

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INTRODUCTION



A

*Little learning is a
dangerous thing;
Drink deep, or taste
not the Pierian
spring;
There shallow
draughts
intoxicate the
brain,
And drinking largely
sobers us again.*

—Alexander Pope

Knowledge can be a delicious thing. What mortal has not dreamed of discovering the secrets of the ancients, of pushing the frontiers of science to the

ultimate? Unimaginable rewards await those who succeed.

Yet there were some things mere mortals were never meant to know. Some mysteries should remain eternally secret, the providence of the gods alone.

When the thirst for knowledge becomes unslakable, the dividing line between good and evil is veiled. The consequences of evil are hidden, as are the rewards of returning to the light. In the blind pursuit of knowledge, the quester will drink any cup dry, no matter how tainted, no matter how bitter its dregs.

This adventure concerns the obsessive quest of one Victor Mordenheim, a man who delved unknowingly into the darker reaches of the soul, who committed unspeakable acts, and then rejected the gods in order to serve Science. He is a man whose small victories and successes have completely blinded him to the horror and agony of his deeds—and to his ultimate doom.

This is also the story of Adam, his creation. Bound together for all eternity by chains of eternal torment, the pair dance a ghastly minuet, their wretched fates entwined like twin snakes upon a rotted caduceus.

This adventure will see the PCs shipwrecked on the Isle of Agony in bleak winter. After being

rescued by a sailor, himself the victim of a shipwreck, the party stumbles into a bay that seems to exist in perpetual summer—a bay inhabited by three hags. For the purposes of this adventure, the PCs *must* be killed by the sea hags. They will then be resurrected by Dr. Mordenheim and given flesh golem bodies. After Adam attacks Victor, the PCs are transferred into cloned bodies and they set off after Adam, who has stolen away Victor's wife. If the PCs survive these adventures and return Elise Mordenheim to her husband, they travel back to the Isle of Agony, where they can enter Adam's lair and search for a dimensional gate to take them home.

Background Information

This adventure is set in Lamordia, one of the domains at the core of the RAVENLOFT® campaign world. It is designed for a party of four to eight characters of levels 5 to 7.

Important background information about the domain of Lamordia and its principal nonplayer characters (NPCs), Victor Mordenheim and Adam, can be found in the sourcebook from the RAVENLOFT boxed set, *Realm of Terror*, on pages 104 through 109. Please note, however, that in this adventure age and experience have augmented Adam's statistics, and he is now a more formidable opponent.

Other useful sources of information include the *Monstrous Manual*, and the RAVENLOFT Appendix to the MONSTROUS COMPENDIUM®, which provide important information about the monsters encountered in this adventure. *Van Richten's Guide to the Created* also offers useful background material.

Additional information, on a secret society that exists within Lamordia, can be found in the *Cryptic Allegiances* sourcebook from the *Forbidden Lore* boxed set—see "Adam's Children," page 20. This information, however, need only be used by a DUNGEON MASTER™ (DM™) who wants the drama that additional background material will provide. All necessary

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NPC statistics, maps, and descriptions of the monastery that is the headquarters of this society are provided within this adventure.

Running a RAVENLOFT® Adventure

Running an adventure in the Demiplane of Dread requires much more effort on the part of the DM than a standard AD&D® campaign. The RAVENLOFT setting, by its very nature, demands a greater level of theatrics, pacing, and mood setting than do most other role-playing games. Those who are willing to go the extra distance and pay close attention to detail will find the rewards are well worth the effort.

The DM should become thoroughly familiar with the material in *Adam's Wrath* and have a good working knowledge of the backgrounds of the domain, the NPCs, and the story of Adam.

Fear and Horror Checks

From time to time it will be suggested that the DM make a fear or horror check. These rules are meant to encourage better role-playing, and should be used when and where the DM thinks it necessary.

If the players are doing a good job of acting their roles in terrifying situations, the DM will have no need for these checks. Encourage the players to have their characters act in a manner that suits the situation. Fear and horror checks should be used only as a last resort.

Story Background

For thirteen years, Doctor Victor Mordenheim searched for the source of the proverbial "spark of life" that abides in all living creatures, attempting to reproduce it artificially. With this knowledge, he believed, he could reverse the process of death and restore life to dead tissue. *He could, in fact, bring the dead back to life.*

So obsessed was he with this quest that he spurned all else. He barely ate, rarely slept, and

paid only the most cursory attention to his wife, the beautiful Elise Von Brandthofen. All of his time was spent in his lab, ceaselessly laboring at the experiments that consumed him.

Then, on a stormy night in November of '15 (as reckoned in the world the scientist came from), Dr. Mordenheim at last succeeded in electrochemically stimulating the cells of dead tissue. His creature, sewn together from the bone, muscle, and flesh of dead bodies, came to life.

Victor delighted in his creation, regarding "Adam" as the child he and his barren wife could never have. But Adam showed an unnatural affection for Elise that terrified and repulsed her. Even when, two years after Adam's creation, Victor introduced a playmate to his creation (a seven-year-old orphan whom he found half-starved and dying in an alley near Ludendorf's docks), the situation did not improve. Adam seemed jealous of the attention young Eva (as the Mordenheims had named her) received. Such was his antagonism toward the girl that Elise threatened to leave her husband and take Eva away if his attempts to encourage Adam's "social adjustment," using Eva as an experimental tool were not stopped.

An ordinary man might have heeded the pleas of his wife. But Victor was drunk with the power of his newfound knowledge, and his attempts to socialize and educate Adam continued.

Then, one night in April of '17, Victor's world came crashing down upon him. Awakened by screams, he rushed to Eva's bedroom, only to find the girl missing and his wife in a crumpled heap beside the bed. Looming over her was the monstrous Adam, holding a bloody scrap of Eva's nightgown. With a furious roar, Adam disappeared into the misty night.

Elise was still alive—but only just. It was clear she would die within the hour unless drastic measures were taken. Now Dr. Mordenheim faced a new challenge: maintaining the spark of life in the woman he loved.

Victor worked feverishly, trying to restore

INTRODUCTION

Elise to health. But for all his efforts, he was barely able to keep her alive. She remained a ragged corpse, continually in need of ever more complicated machinery to sustain her. Unable to face the agony in Elise's eyes, Victor kept her under heavy sedation.

At one point, Victor thought he had found a way to transfer her soul into a healthy, whole body by an electrically induced "soul transference." But his experiments proved catastrophic, nearly killing Elise. (These events are described in the adventure "Bride of Mordenheim" in the *Book of Crypts*; *Van Richten's Guide to the Created* also contains background material about flesh golems.) He has likewise discarded the idea of building a body for Elise and transplanting her brain into it—his experiments with flesh golems have taught Victor that these creatures are not only hideous to behold, but that they lack any emotional capabilities. He wants the return of his wife as she once was—her beauty and emotions intact.

As the adventure opens, Dr. Mordenheim and his entourage have been transported to Ravenloft, where Lamordia was waiting for them. In recent months, Dr. Mordenheim has shifted his efforts away from the reanimation of dead tissue and toward an attempt to regrow living organisms from single cells or groups of cells. His experiments in cloning (a process Victor calls "cellular reproduction") are just on the verge of success, when the player characters' ship careens onto the rocky shores of the Isle of Agony.

Note: If the player characters (PCs) have been adventuring in Ravenloft for some time, they may have experienced the events of "Bride of Mordenheim." If so, they may already have defeated Dr. Mordenheim and attempted to heal his wife Elise. But even if the PCs had previously "killed" the doctor, he will have returned to his home after one week, his body that of a freshly dead corpse. By the time of this adventure, he will have assumed his usual form. And even if Elise was destroyed or carried away by the PCs

previously, Dr. Mordenheim has resurrected her, via cellular reproduction, from a hank of flesh that was overlooked by the PCs. Unfortunately, the resurrected Elise has reverted to the same sad shape she was in before. She depends on the crude life support systems Victor has created to keep her alive.

The Domain of Lamordia

On the night that Adam first was given life at the behest of the gods (the same gods whom Victor Mordenheim openly scorns), his body was imbued with a soul that was troubled and twisted, rife with evil intent. Combined with the malefic miasma produced by Dr. Mordenheim's foul experiments, Adam's spirit proved an irresistible lure in the demiplane of dread. Gradually, over the months that followed, Mordenheim's estate was inexorably drawn into the world of Ravenloft.

The domain of Lamordia sprang into being around the estate some years before. Such was Dr. Mordenheim's obsession with his work that at first he failed to notice the change. The differences were subtle; the land appeared the same as before, as did its people and the towns in which they lived. But now the folk of Lamordia exist only to feed Dr. Mordenheim's insatiable hunger for experimental subjects—and to torment him by spurning him with the fear and loathing one might expect them to reserve for his monster. Victor desperately yearns for the companionship and acknowledgement of other scientists; instead he is surrounded by those he deems "ignorant fools and cowards."

Lamordia's cities appear aged; both Ludendorf and Neufurchtenburg seem to have been in existence for several hundred years. But their people, when questioned about recent history, often falter in their answers, giving contradictory dates and accounts.

ON THE ISLE OF AGONY



On journeying
through life, the
task be mine
To paint the gloomy
horrors of the
tomb;
Th' appointed place
of rendezvous,
where all
These travellers
meet.

—Robert Blair

The Isle of Agony has been Adam's home for six years, ever since he fled Schloss Mordenheim after that

fateful night in '17. It is a desolate, dangerous place. The island is inhabited by many of the same wild animals found in the rest of Lamordia (wolves, giant weasels, moose, bear, and lynx), but in addition it is home to a number of skeletal bats and flesh golems, (created by Adam in his efforts to duplicate the scientific experiments of Doctor Mordenheim). One coast is inhabited by a colony of lycanthropic seawolves. The island is also home to a sea hag.

The PCs arrive in the winter, when the island is connected to the mainland by jutting slabs of ice. Reaching the mainland involves first crossing five miles of ice to the island known as The Finger, then crossing an additional mile of ice to Lamordia.

Overview

The adventurers have taken passage on a cargo vessel from any port, whether they are in the demiplane or on any AD&D® world. Their intended destination is not important, nor are the reasons for their journey. Their ship is wrecked on the shoals of the Isle of Agony.

Narrative

You stand on the deck of a cargo ship, watching as the stars are occluded by a mist so thick that your breathing becomes labored. Lightning cracks and splits the sky with jagged arrows of anger, and a freezing rain falls from the thundering clouds.

Masts and spars, sails and rigging are swiftly covered in layers of ice. The wind vibrates the sheets and ratlines, creating an eerie, high-pitched thrumming that assaults your ears. Before you can get below, the ship strikes the rocky coast and shatters like a bottle thrown against a stone wall. Freezing, grasping for flotsam in waters choked with ice, you and your comrades begin to swim for your lives.

The PCs gain the shore by any means available to them—swimming, hanging on to broken pieces of masts or spars, or commandeering a lifeboat. The DM should keep the mood oppressive and dangerous. The PCs have nothing but their regular clothing, whatever they are carrying, and their abilities. A fear check is appropriate.

You crawl onto the rough, stony shore of the island, fighting the ice for each purchase on the slippery rock, shivering uncontrollably. You come together, huddling for warmth. Looking back to the icy waters, you can see the masts of half a dozen sunken ships. Tattered sails hang from them, fluttering in the breeze like the shrouds of restless ghosts. Splashing in the water nearby are creatures resembling seals.

Looking up the coast you can see several large cabins. It seems this desolate island is populated, after all. From the size of the settlement, there must be nearly two dozen souls living in the village—perhaps sailors whose ships were wrecked by winter gales.

ON THE ISLE OF AGONY

Helpful Hans

The Isle of Agony is not overly large—all told, it encompasses perhaps 100 square miles. But so well hidden is the lair of the lord of Lamordia that adventurers might search forever and not find it. In all of Lamordia, only one man (other than Adam) knows the island's secrets.

Hans Giesbrecht was a bos'n aboard the schooner *Sweet William*, one of the ships that was sabotaged by lycanthropic seawolves and left to rot in the waters off Baytown. The rest of the crew died fighting (or later succumbed to infection and became seawolves themselves). Only Hans escaped, thanks to the magical ring he inherited years ago from his grandfather.

For the past year and a half, Hans has eked out a lonely existence on the Isle of Agony. He survives by hunting, rarely camping for more than a night or two in any one spot. Although he tends to stay close to the coast, hoping to flag down a passing ship, he has also explored the interior of the island.

He knows that Adam lives on the island and has seen him enter the island's only river at a point where the river emerges from a hillside. (Adam disappeared underwater, and Hans beat a hasty retreat.)

Hans has also had run-ins with the flesh golems that occasionally appear without warning on the island. (These are creatures created in Adam's cavern laboratory.) Hans has a jagged scar on one arm as a result of encountering one of the wolves last winter.

Overview

The PCs encounter Hans as they stumble toward the village; Hans finds them more dead than alive. Their gear is gone, except for what they had on their persons when the ship went down. The freezing swim through icy waters and the attempt to struggle to the distant village have taken their toll.

Narrative

The ground is thick with snow and a bitter wind is blowing. You press on through the drifts, slowly freezing, shivering violently in the cold, certain that you will die if you do not reach warmth soon.

Something on the ground, just ahead, catches your eye. A dark shape lies at the middle of a patch of trampled snow that is splattered with bright red stains.

A dead caribou lies in your path. It has been partially butchered, and steam is still rising from the corpse. Three crossbow bolts protrude from its chest.

You can clearly see the path the caribou took through the snow before falling on this spot. A second creature, apparently human, followed it to this spot. But these footprints end at the caribou. There is no trail leading away from the animal. The hunter has disappeared without a trace.

Hans was in the process of gutting and skinning the caribou when he heard the PCs approaching. Slipping on his *ring of levitation*, he leapt into the air and let the wind carry him to the shelter of some nearby boulders. He crouches behind them, watching the PCs through a crude periscope he has made from a wooden tube and two mirrors.

Hans spies on the PCs long enough to satisfy himself that they are not seawolves in human form. Then he cautiously emerges from hiding, always ready to slip his ring back on and flee.

A figure slowly rises from the shelter of some boulders. It is a man. His body is covered by animal furs that have been rudely stitched together into rough clothing. His feet are wrapped in furs. He holds a cutlass in one hand, a wooden tube in the other. He is young, but his face is weather-beaten and his beard is long and tangled. Seeing your

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condition, he relaxes his guard and sheathes the sword. Gradually, a smile spreads across his face. "At last!" he says. "True humans! Welcome to the Isle of Agony; may I be of service?"

Hans disappears again and returns with his work sled. He stacks his supplies on the icy ground and helps the PCs into the sled. Quickly skinning the caribou, Hans covers the PCs with it, then adds other skins and his meager supplies, packing them around the characters.

At this point, the DM may wish to have Hans search the beach for the PCs' gear, as it is possible that some or all of it washed up on the rocks.

Finally, Hans belts himself into the sled's harness and sets off, away from the village. If the PCs ask Hans why they are not going to the village, he merely grunts and mutters something about having his own supplies.

Hans Giesbrecht

3rd-Level Fighter, Lawful Neutral

Armor Class:	8	Str	15
Movement:	12	Dex	16
Level/Hit Dice:	3	Con	12
Hit Points:	16	Int	14
THACO:	18	Wis	10
No. of Attacks:	1	Cha	12

Damage/Attack: 1d8 (cutlass) or 1d4 (dagger)
Special Attacks: nil
Special Defenses: nil
Magic Resistance: nil

Originally from Neufurchtenburg, Hans has traveled by ship to several of Ravenloft's domains and is familiar with several port cities. Hans wants only two things: to return to his life at sea, and to see his sweetheart, Marie-Claire, in Port-a-Lucine. Having at last found companionship after more than a year of having no one to talk to, he will speak unceasingly about each of his "true loves," and tell tall tales (see page 51).

Hans has remained on the Isle of Agony because he has so far been unable to bypass the seawolves who guard the only land access from the island.

Hans is a solid fighter when cornered, but tends to cut his losses and run if he gets the chance. (Treat him as having a morale of 7.)

Sea Hag Summer

Kadra, the sea hag, was captured by Adam some years ago. At that time, he was still welcome at Schloss Mordenheim, and she was the most beautiful woman in Ludendorf. Tragically, Adam fell in love with her, but she spurned his advances. After a nearly fatal battle with him, she managed to escape. Plunging out of a window of the Mordenheim estate, where Adam had held her, she dove into the Sea of Sorrows. Badly wounded, she dared not return to Ludendorf, lest Adam search for her there.

Instead, Kadra used her remaining strength to swim to the Isle of Agony. Here, in a seaweed-choked bay on the island's northern peninsula, she made her home. The area is shown on Map 1: Home of the Sea Hag, on the poster map.

Kadra was welcomed into the demiplane, and her home was reshaped to make it more hospitable. The bay she inhabits is continually warm and sunny, as if a *control weather* spell had somehow become permanent and impossible to dispel. The tide still rises and falls at the same rate as that of the ocean beyond the bay, but the waters here are always warm. Fish and other sea creatures teem in this secluded cove. In winter, ice floes enter the bay, but instantly melt when they cross the invisible dividing line.

Years ago, Kadra and her wandering sisters Kedra, an annis hag, and Kentra, a green hag, formed a covey. Kadra has not seen her sisters since Adam captured her and she escaped from Schloss Mordenheim. They have much to discuss.

The hags are carnivores who have a taste for human flesh. Kadra has used her *wand of poly-*

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morphing to transform several of the island's tamer animals (deer, sea otters, and badgers) into human children. In each case, the child resembles the Kadra that existed before Adam's depravities, with long blonde hair and dark, almost ebony eyes glowing with innocence.

The sea hag keeps these Kadras imprisoned for herself and her guests. Butchering the children and destroying their beauty gives her great pleasure.

Overview

Hans and the PCs stumble into Kadra's bay. While Hans is aware of Kadra, he is totally unaware of the fact that her sisters are visiting. The PCs must *not* survive this encounter, and three hags working covey spells should take them out quickly. The DM should not drag out the death scenes. Kill the characters as quickly as possible to move them to "Old Wine, New Skins," the next encounter. Hans should not be

killed, but, true to form, should run away at the first sign of the covey's resistance.

Narrative

As Hans pulls the PCs toward his distant camp, the mounting ice and snow force him to detour and to pass by Kadra's secluded cove.

The bay that Kadra inhabits will be an unusual sight indeed, after Hans has struggled the nearly frozen PCs in the work sled across this frozen, blizzard-racked stretch of island. If the PCs investigate, read or paraphrase the following text. If the PCs do not investigate, they find themselves drawn in, as if the land itself were reaching out to surround them in its embrace.

You look out over a bay that seems locked in an eternal summer. Just a few steps down the beach, the snow ends abruptly, as if piled



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against an invisible barrier. On this side, the wind howls and the trees groan under their icy burdens. Beyond the invisible boundary, the beach is clear of snow and the warm waters of the bay gently lap against the shore. On the far side, ice floes grind against the barrier. Occasionally, a mass of ice pushes through, only to melt away.

The bay is filled with seaweed, rotting beneath the sunlight. The water is thick with the stuff, and its decay leaves an oily sheen on the water.

Hans and the PCs can easily cross the invisible barrier; it only separates the weather inside the bay from the weather beyond the bay. Once inside, the PCs begin to recover and regain their strength.

Kadra lives in the hut at the center of the bay. While it may look easily accessible, it is well protected. If the party approaches the structure, read or paraphrase the following text. If the PCs do not choose to investigate, Kadra, or one of her sisters, *polymorphed* into the form of a young, blond girl, will approach them.

At the center of the bay, perched on tall stilts, is a small hut constructed of rough-cut boards. Radiating from it, like the strands of a spider's web, are floating boardwalks. These lead to other structures, also built on stilts—but these are not huts. Instead they are cages, made from stout poles. You can see that each cage contains as many as half a dozen children who slump listlessly against the walls of their prisons, their bare legs dangling through the slotted floors. All are girls with long blonde hair and dark eyes, and all are dressed in rags. Occasionally, one utters a low moan. Otherwise the air over the bay is still, broken only by the faint plops of the sea creatures that surface momentarily amid the tangle of seaweed that fills the bay.

Each of the cages contains 2d4 animals that have been *polymorphed* into children (treat as 0-level humans). All are in need of food and medical attention. None of them are capable of caring for themselves in human form. A horror check may be required here.

The interior of Kadra's hut is a repulsive mess. Rotten fish heads, animal bones, and broken utensils litter the floor and scraps of dirty cloth have been piled in one corner as a bed. A crudely made table and a single chair are jammed into another corner. Under the debris, Kadra hides her treasure: 3,000 sp and 3 gems worth 400 sp each.

Kedra and Kentra are wanderers, visiting their sister and catching up on personal histories. Their meager possessions are strewn casually about the room.

The hags will try to catch the PCs as they enter the hut. If the PCs do not go to the hut, the hags will have been *polymorphed* into imprisoned children with Kadra's wand, and weep and cry until the PCs either release them or come close enough to be destroyed.

Kadra (Sea Hag): Int avg (10); AL CE; AC 7; MV 12, Sw 15; HD 3; hp 17; THAC0 13; #AT 1; Dmg 1d4+6 (claw or dagger); SA deadly glance; SD appearance causes fear; MR 50%; SZ M (5' tall); ML steady (11); XP 975.

Kedra (Annis Hag): Int very; AL CE; AC 0; MV 15; HD 7+7; hp 35; THAC0 13; #AT 3; Dmg 1d8+8/1d8+8/2d4+1; SA nil; SD *change self* at will; MR 20%; SZ L, 8' tall; ML 15; XP 4,000.

Kentra (Green Hag): Int very; AL NE; AC -2; MV 12, Sw 12; HD 9; hp 42; THAC0 11; #AT 2; Dmg 1d2+6/1d2+6; SA mimic ability, *change self* at will; SD spells (*audible glamor, dancing lights, invisibility, pass without trace, speak with monsters, water breather, weakness*); MR 35%; SZ M, 6' tall; ML 17; XP 4,000.

OLD WINE, NEW SKINS



M

*Midnight past! Not a
sound of aught
Tho' the silent house,
but the wind at
his prayers.
I sat by the dying
fire, and thought
Of the dear dead
woman upstairs.
A night of tears! for
the gusty rain
Had ceased, but the
eaves were
dripping yet;
And the moon
looked forth, as tho' in pain,
With her face all white and wet.*

—Robert, Lord Lytton

Schloss Mordenheim, the home of Dr. Victor Mordenheim, is perched on the lip of a 140-foot cliff, overlooking the stormy waters of the Sea of Sorrows. Waves crash against the rocks below and sea birds circle overhead, filling the gloomy air with their unearthly cries. The schloss glistens with ice, glowing darkly in reflected moonlight.

The PCs arrive at Schloss Mordenheim dead—a little gift from Kadra to Victor, raw material for his “experiments.”

The task of rebuilding the PCs takes some time. Winter’s icy grip is fully upon the mainland by the time Victor’s tentative manipulations of the PCs are complete.

This section of the adventure begins as the PCs awaken part way through the procedure Victor is performing upon them. They will have a total of three awakenings, each of them dark and painful. They will finally awaken to discover that they have become flesh golems.

The player characters will have an opportunity to explore Schloss Mordenheim, in their new bodies, and may or may not choose to defend Dr. Mordenheim when Adam attacks.

Narrative

Your eyes are wide open, but your vision is obscured by a swirling, pale-green liquid. It seems that you are under water. Your body is numb and it will not respond to your commands. A faint gurgling noise fills your ears.

Your lungs should be bursting for lack of oxygen, strangely, they are not. All sensation is curiously muted—you are breathing, you have no sense of taste. You cannot feel the water on your skin, you cannot even tell if the liquid is warm or cold.

Is this what death is? A watery limbo? The last thing you knew, the last place you had known was a summer place, and three hags, and violence . . .

But no. Your eyes blink, you can hear the rush of bubbles in your ears.

Gradually, your vision clears. You seem to be in a glass tank of some sort. You can see the room beyond. If you try to turn your head you find it is to no avail. If you strain your eyes until your vision is directed downward, you will see that you are no more than a brain, suspended by wires in a jar of liquid. To the right and left, there, on the counter beside you, are jars containing other brains with eyes and ears attached. Their eyes turn to yours and widen in horror.

Look around the room itself. It is a laboratory, filled with strange devices. On a long, slablike table are several bodies. The one in front of you, is your own. Unmistakably this is your own corpse, lying beside the bodies of your companions. The crown of each head has been neatly cut away and there is only a hollow emptiness where once there were living brains.

The PCs are in Dr. Mordenheim’s main laboratory. For a complete description of the laboratory, see Room #13 in Schloss Mordenheim.

OLD WINE, NEW SKINS

After a moment, Dr. Mordenheim enters the room to check on his subjects. Muttering to himself, he takes samples of the liquid nutrient and adjusts dials at the top of each jar. One by one, the PCs slip into unconsciousness.

Reawakenings

This scene takes place in the lightning tower (Room #23) of Schloss Mordenheim. To add suspense, The DM might pull each player aside while reading it, creating the false impression that a different fate is befalling each character.

Narrative

Your second awakening is even more unpleasant than the first. This time, it begins with a bright flash of light and a surge of pain that wracks your body.

Your body tosses violently as your own autonomic responses gasp for air, trying to force your lungs to work. Your heart hammers at an impossible rate and your skin feels as though it were on fire. Wisps of smoke rise from your mouth and nose.

You lie strapped to a table in a round room that is filled with buzzing equipment. Somewhere outside, thunder growls. Through the windows you can see arcs of lightning.

A gaunt man leans over you with a large syringe in his hand. He plunges the needle into the quivering flesh of your arm and you experience a sudden numbness. In a moment, you slip into unconsciousness again.

One by one, Victor is animating the bodies into which he has transplanted the PCs' brains. In this next scene, Victor completes the procedure and the PCs begin their new lives—as flesh golems.



OLD WINE, NEW SKINS

Once more, consciousness returns, but it is not pleasant. An aching pain pervades your every limb, and your head feels like someone had peeled the top of your skull open with a dull paring knife. Your skin pulls in agonizing twinges with each movement you try to make.

Something is wrapped around your head, covering your eyes. You stand upright, held in that position by straps around your wrists, ankles and chest. You hear footsteps coming toward you.

There is a tug at the material that covers your eyes. Someone is unwrapping the bandage wound about your head. Suddenly, there is a dazzling blaze of light and the bandage falls.

Looking down at your body, you see fresh sutures crisscrossing your flesh, puckering into angry red lines. Your limbs are mismatched and your torso is laced and covered with incisions. You seem to have been cobbled together, bit by bit—but none of the body parts are your own.

You hear gasps and, looking around the room, you discover you are not alone, your companions have suffered a similar fate.

A horror check should be made here, if the players do not react with sufficient terror. The PCs are still in the laboratory, strapped to surgical tables that have been inclined against the walls to raise the PCs into an upright position. Their brains have been transplanted into flesh golem bodies. The characters are able to talk and all of their senses have been restored. They are in huge, 7-foot-tall bodies that have been sewn together from the body parts of the corpses of several different men and women. Their original bodies are now useless and Victor will have his servant Igor destroy them.

Victor Mordenheim

Human (0 Level), Lawful Evil

Armor Class:	10	Str	10
Movement:	12	Dex	17
Level/Hit Dice:	0	Con	9
Hit Points:	55	Int	18
THAC0:	20	Wis	7
No. of Attacks:	1	Cha	12

Damage/Attack: 1d3 (surgical knife)

Special Attacks: nil

Special Defenses: See description

Magic Resistance: nil

(For a complete description of Dr. Victor Mordenheim, see pages 104-108 of the *Realm of Terror* sourcebook.)

Flesh Golem (Ravenloft): Int avg (12); AL CN; AC 6; MV 12; HD 9; hp 40; THAC0 11; #AT 2; Dmg 2d8/2d8 (fists); SA strangulation; SD immune to cold and electricity, need +1 or better weapon to hit; MR special; SZ L (7-8' tall); ML fearless (19); XP 5,000.

Flesh Golem PCs

Armor Class:	6	Str	18/00
Movement:	12	Dex	10
Level/Hit Dice:	9	Con	18
Hit Points:	40	Int	(same as before)
THAC0:	11	Wis	(same as before)
		Cha	3 (except priests)

No. of Attacks: 1 (by weapon) or 2 (fists)

Damage/Attack: 2d6/2d6 (fists) 1d6+5 (club)

Special Attacks: Strangulation

Special Defenses: See below

Magic Resistance: Special

Save vs Paralyzation/Poison/Death Magic: 8

Save vs Rod/Staff/Wand: 10

Save vs Petrification/Polymorph: 9

Save vs Breath Weapon: 9

Save vs Spell: 11

In their new flesh golem bodies, the PCs will discover several changes—some are beneficial, while others will prove frustrating hardships.

OLD WINE, NEW SKINS

The alignment of each PC remains the same, but with a tendency to swing without warning toward Chaotic. Once each day, if a PC encounters humans or demihumans, there is a 15% chance of the character flying into a berserk rage and strangling someone. (The victim is the person who most reminds the PC of his or her former self, due to race or class.)

The PCs gain all of the strengths and abilities of flesh golems: immunity to cold, electricity, and certain spells; strangulation attacks; a +4 bonus on saves vs poison, level draining, and gases; immunity to nonmagical weapons and attacks by monsters of 4 Hit Dice or less; and regenerative powers. They also have the weaknesses of flesh golems: they take permanent damage from fire and acid and if reduced below 0 hit points, they must be reactivated with a jolt of electricity.

The PCs do not, however, have the flesh golems' innate fear of fire. This is a learned fear—one that the PCs might very well acquire

after suffering fire damage. PC flesh golems have no immunity from diseases, and they continue to possess emotions—they must still make fear and horror checks.

The greatest danger the PCs face is the possibility that their brains (the only original body part remaining, the repository of consciousness and the soul) might be permanently damaged by fire or acid. Should such an attack be aimed directly at a PC's head, the PC must save vs paralyzation. If the saving throw fails, the PC loses 1 point of either Intelligence or Wisdom for every 4 hit points of damage suffered. A saving throw is also required in the case of area attacks of acid or fire; failure results in the loss of 1 point of Intelligence or Wisdom for every 8 hit points of damage. (Fire and acid attacks that do less than 4 or 8 points of damage do not require a saving throw. Do not round numbers up.)

The loss of Intelligence or Wisdom is permanent. When Dr. Mordenheim restores the



OLD WINE, NEW SKINS

brains into the PCs' newly cloned bodies (which he will do later in the adventure), they do not recover from this damage. (Mordenheim could attach parts of another brain to the damaged brain, but then the PC would be faced with the unpleasant possibility of having two minds trying to control the same body!)

As flesh golems, the PCs have superior Constitution and Strength (a bludgeoning weapon used by a PC flesh golem does 1d6+5 damage). But due to their ghastly guises, any normal human or demihuman who sees them is likely to run in terror. Likewise their Dexterity is reduced, due to the clumsiness of the new bodies. They also suffer a loss of Charisma.

A limited exception to the Charisma rule affects clerical PCs. While their Charisma is also reduced when dealing with others, in the eyes of most of their gods, who see into their hearts, they have not changed. Priests do not suffer penalties when wielding spells, so long as they continue their devotions. (Given the fact that they are now monsters, however, it will be difficult for PC priest to enter a temple and make offerings. Priests whose gods value physical beauty will suffer some penalties.)

While their Intelligence and Wisdom scores have not changed, lack of coordination means that wizards will cast 1 less spell per level. For the same reason, psionicists using their disciplines will only have half of their normal PSPs.

Those PCs who previously used armor will be unable to continue doing so. Their old armor will not fit their new bodies. Any new armor would have to be specially constructed, due to their mismatched body parts.

All flesh golem PCs have the same saving throws, armor class, THACO, and hit points. To some players, the new bodies might seem like an improvement over the old. But there is one serious drawback: while in their flesh golem bodies, *the PCs receive no experience points whatsoever*. As monsters, the PCs are unable to advance in ability or level. (The DM should award surviving PCs all or most of their

experience points once Victor has transplanted their brains into the cloned bodies.)

People will treat the flesh golem PCs as monsters and may even hunt them down. If caught, they face the prospect of being burned at the stake by a mob thirsty for revenge.

Narrative

Victor Mordenheim examines each of you in turn, his shoulders jerking with nervous excitement as he views his latest "creations." He shines a light into your eyes, rests an ear against your chest to listen to your heartbeat, and carefully examines your sutures.

"Excellent!" he says, pacing back and forth before you. "I am Doctor Victor Mordenheim, and again I prove my detractors wrong! Every one of the operations was a success!" He regards you solemnly. "You might think to condemn me for what I have done. But consider this fact: without my skills, you would all be dead. Without my continued help, you have no chance of regaining your original form."

Victor strides over to the glass-lidded tubs. "Fortunately, I was able to recover your brains and prevent them from atrophying. I was also able to recover a tissue sample from each of you. Now, through the process of cellular regeneration, a process of my own invention, I am growing new bodies for you. They will be the same in form and function as your old bodies, but will contain certain . . . ah, improvements."

Inside each of the glass covered tubs is a partially formed body. The bodies are human (or demihuman) in shape, but as yet have no skin or identifiable features. They are simply skeletons, filled with organs and overlaid with raw tissue and muscle. They pulse with life.

"The bodies will not reach maturation for several days," Victor explains. "While you are waiting to have your brains transplanted back into them, I have a task for you."

ADAM'S WRATH



S

*streaming tears that
never stint,
Like pearl drops from a
flint,
Fell by course from his
eyes
That one another's
place supplies;
Thus he grieved in
every part,
Tears of blood fell from
his heart.*

—Robert Greene

Dr. Mordenheim and Adam, his creation, are linked by more than just their shared

histories. Their fates are linked one to the other. The doom of one is the doom of the other.

Although Victor is a 0-level human, he has the same number of hit points as his creation. Each injury that Victor suffers is felt by Adam (although the monster's incredible Constitution allows him to conceal much of his anguish).

There is only one way to permanently kill Victor (or Adam). Both must die at the same moment. Should Victor alone be "killed," his body will regenerate from the smallest shred of flesh at a rate of 1 hit point per hour. Should his body be utterly destroyed, his spirit will claim the body of a freshly dead human male, gradually transforming it over 1d6 days until it resembles the Mordenheim (or Adam) of old. But immortality has its price: Victor also shares the emotional torment of his monster.

Adam yearns to tell Victor of his sorrow about what happened that dreadful night when Victor found Adam standing over Elise's battered body. Adam loved Elise more than life itself, and her rejection of his declarations were met with only more passion—a passion that has since developed into single-minded obsession.

Time and again Adam was driven away from Schloss Mordenheim. Over the years, his hatred of Victor grew and he plotted his revenge.

Sneaking into the mansion when Victor and Igor were asleep, he stole the broken bodies produced by the doctor's experiments. Reanimating them, Adam created his own army of flesh golems in preparation for an attack on the estate. But the golems would not serve Adam, and wandered away.

Until now, Adam has been wary of attacking Victor directly, believing that he himself might die if he kills Victor. But now, Adam's frustration and hatred, his obsessed anguish at standing by while Victor "tortures" Elise, have driven him beyond either reason or caution.

Overview

In this section of the adventure, Adam sneaks into the mansion and attacks Victor. Adam then steals Elise and carries her away.

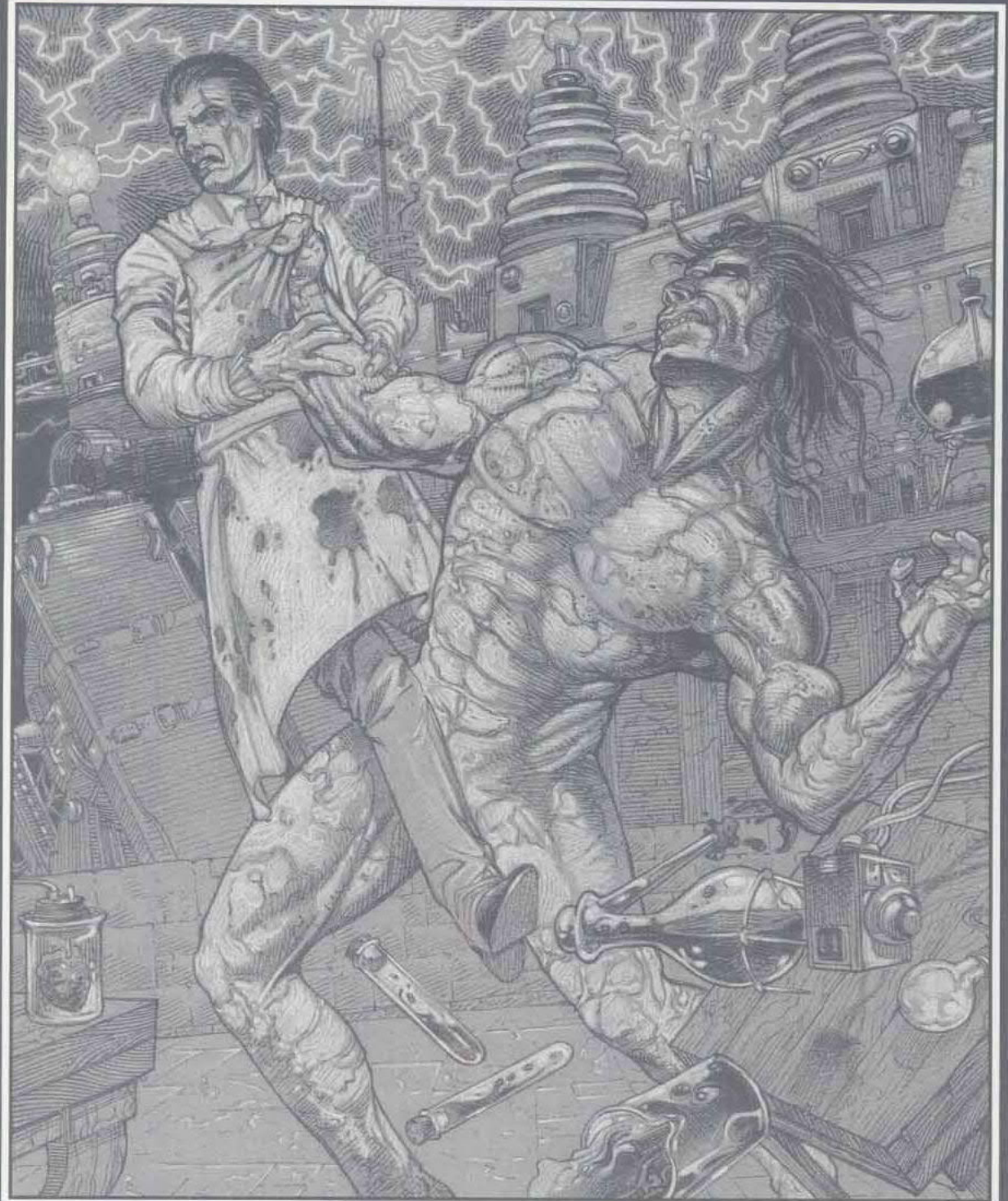
If the PCs follow Dr. Mordenheim downstairs, read the following text. If they do not follow him, Elise will be in Room #16 and Adam will find them when he is searching for her.

Narrative

Below, you hear the sounds of forced entry. Dr. Mordenheim rushes out the door and down the stairs. Your new bodies are stiff, sluggish, and there always seems to be a delay between the thought of an action and its completion. Moving rigidly, you make your way after the doctor, down the stairs to the converted dining room.

As you enter the room you see a monster. A monster not unlike yourselves—enormous. Standing over 7 feet tall, his powerful body is crossed with large raised scars, caused by stitches, like your own. His skin is gray, pale, and thin, and beneath this translucent covering, you can see muscle and arteries straining. Standing listlessly, a small squad of flesh golems watches the confrontation with little apparent interest. Off to one side you see a woman, laying on a table.

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Adam is in the dining room; he and a small band of his own flesh golems are attacking Dr. Mordenheim, with intent to kill. Adam's Children do not aid him out of loyalty, however, for the true rulers of the demiplane have seen to that. Rather, he has promised them food and shelter through the next winter if they will help him kill his creator and rescue his beloved Elise.

Elise is a sorry sight. Little remains of her original body. Over the years since her death, Victor substituted either mechanical devices for her limbs, or "temporarily" grafted on pieces of other bodies. Her skin is withered and has a blue-gray sheen to it, and what remains of her matted hair is white. Her eyes are sunken hollows. Yet she can still be identified as the pitiful remnant of the woman in the portrait in Room #3 by the birthmark on her upper lip.

Victor keeps Elise heavily sedated. Sometimes she moans. On those rare occasions when she has regained consciousness, she either cries out for Eva, her adopted daughter, or pleads for the release of death.

If Elise awakens, she will beg to have the "fiendish devices" destroyed—those machines that sustain her agony by keeping her alive. But Elise cannot be killed. If one scrap of her body remains, Victor will resurrect her using his flawed cellular reproduction technique (which leaves Elise in the same sad condition she was in before). Even if her body is utterly destroyed, Victor has collections of her cells stored in a safe place, from which he will grow a new Elise.

Narrative

As you watch, a strange thing begins to happen. Every time the creature strikes the doctor, he reacts as if the blow were landed on himself, instead. When the beast attempts to strangle Mordenheim, his own face begins to turn a sickly blue. Suddenly, the attack is broken off, and the giant and his cohort turn on you!



ADAM'S WRATH

Adam has broken off the attack because of the pain Victor's injuries are causing him. In a murderous rage, he lashes out at the PCs, joined by his flesh golems.

Adam

Lord of Lamordia, Chaotic Evil

Armor Class:	7	Str	20
Movement:	15	Dex	17
Level/Hit Dice:	12	Con	20
Hit Points:	55	Int	16
THACO:	9 (6 w/wpn)	Wis	12
No. of Attacks:	2	Cha	2

Damage/Attack: 2d8 (+8 w/wpn)

Special Attacks: nil

Special Defenses: +1 magical weapon to hit

Magic Resistance: 25%

Move Silently: 80% (at half normal movement rate)

Hide in Shadows: 80%

Detect Noise: 85%

Climb Walls: 80%

For a description of Adam, see pages 108-109 of the *Realm of Terror* sourcebook. In this adventure, Adam has additional powers, as described below.

Combat: Adam is immune to natural cold and electricity, and suffers only half damage from magical attacks of this type (or no damage, if he makes his saving throw). Other damaging spells harm him normally, but all other spells cause him to regenerate hit points at a rate of 1 hit point per level of the spell cast upon him.

Additionally, Adam is able to absorb the energy of certain magical items that do not

mimic cold/electrical (lightning, etc.) spells. If a ring, wand, or miscellaneous magical item is used against him, casting spell effects of a nondamaging nature, Adam absorbs the energy, regenerating hit points at a rate of 1 hit point per level of the spell the magical device replicates. Alternatively, Adam may absorb 1d4 hit points for miscellaneous magical item attack or effect directed at him, 1d6 hit points per ring, and 1d10 hit points per wand, staff, or rod.

Like all flesh golems, Adam has a high metabolism and regenerates naturally, at a rate of 3 hit points per hour (1 hp every 20 minutes). Unlike golems, however (that must be repaired and reanimated with a jolt of electricity when reduced below 0 hit points), Adam can automatically regenerate back to full health from the smallest remaining piece of flesh. Should Adam's body be destroyed outright, his spirit will seek out the body of another of Lamordia's flesh golems, gradually transforming it over 1d6 days until it resembles the Adam of old.

Like a flesh golem, Adam is capable of strangling any victim he hits with both fists in the same round. Adam's strangulation does 3d8 points of damage per round. The victim may only break free if he or she has a Strength of 18. Two adventurers may work together to pull Adam off the victim (one pulling each arm) but each must possess a Strength of at least 10.

During Adam's creation, Dr. Mordenheim injected a number of stimulants and serums into his blood. The chemical reactions of one serum with another have given Adam total immunity to all poisons.

Flesh Golems (Ravenloft) (4): Int avg (9); AL CN; AC 6; MV 12; HD 9; hp 40; THACO 11; #AT 2; Dmg 2d8/2d8 (fists); SA strangulation; SD immune to cold and electricity, need +1 or better weapon to hit; MR special; SZ L (7-8' tall); ML fearless (19); XP 5,000 each.

You struggle in the grip of the walking dead. The golems grip your arms with preternatural strength, but you possess the same strength.



ADAM'S WRATH

The PCs will be clumsy in battle (automatically lose initiative during the 1st three rounds), gradually learning more control as they fight Adam's golems. To add drama, the DM might like to have Victor attempt an escape down the stair-slide and trap door leading to the Power Room. Some of the PCs may follow, only to be trapped there by Adam and slammed into the electrical panels. The PCs are immune to the electrical effects, but they will not be thinking like golems—make a fear check, if necessary. Their automatic reaction should give Adam time to get Elise and escape.

Igor, Victor's servant, returns to Schloss Mordenheim too late to do anything but help Victor and the PCs out of whichever room they are in and to see to their wounds.

After wreaking destruction upon the lab and the PCs, Adam fled Schloss Mordenheim carrying Elise in his arms. Victor will recover from his injuries in a matter of hours, if he was simply killed, or in a 1d4 days if his body was completely destroyed.

The PCs should recover before Victor does, and that will leave them free to explore Schloss Mordenheim.

Schloss Mordenheim

Viewed from the outside, Schloss Mordenheim is perched like a vulture on the lip of a 140-foot cliff, overlooking the stormy waters of the Sea of Sorrows. Waves crash against the rocks below and sea birds circle overhead, sending their eerie shrieks into the gloomy air.

Once this was a fine mansion, but now it is in a state of disrepair. Shutters hang from windows like drooping eyelids, the central courtyard is overgrown with weeds, its fountain has long been dry, and the brick walls of the structure are covered with a thick layer of gray grit.

Far below the mansion, angry waves pound against the rocks. In the distance, a low island hunches up above the breakers. Beyond that, the sea is obscured by mist.

The following room descriptions should be read to the players as they explore Mordenheim's Estate. The DM should only read the text printed in italics to the players, the other information is only for the DM. A map of the estate is on the inside cover.

1) Courtyard: *Worn stone steps lead down from the rusted wrought-iron gate, hanging by one hinge. The area beyond is thick with weeds and wind-blown debris. A small fountain at the center of the courtyard is filled with brackish water and decaying leaves.*

The murky water is about 2 feet deep, and contains rot grubs.

Rot Grubs (3d4): Int non (0); AL nil; AC 9; MV 1; HD less than 1; hp 1 each; THAC0 nil; #AT 0; Dmg nil; SA burrow into flesh; SD nil; MR nil; SZ T (1" long); ML unsteady (5); XP 15 each.

Inside Schloss Mordenheim: Most of the PCs exploring Mordenheim's mansion will have originated in Medieval-style worlds with limited technology. Inside the estate, they will encounter something new: electricity.

All of the rooms of Schloss Mordenheim are dimly lit by electrical power. Hand-blown glass bulbs containing glowing filaments hang from wires descending from the ceiling. These primitive electric bulbs flicker and pulse in time with the low-pitched, humming sound that pervades the entire mansion. Sometimes the walls tremble slightly as the humming increases. During these periods (when power is being drained for the doctor's experiments) the lights in the rooms dim almost to the point of extinction.

The DM should describe the light bulbs—and other electrical devices found in Schloss Mordenheim—in nontechnical terms. The light bulbs could be reported as "globes, glowing weakly with a pale, yellow light," the various switch boxes as "black boxes from which issue carved, wooden arms," the wires and nests of

ADAM'S WRATH

electrical cable as "slim, black ropes of a shiny, strange sort that almost seem to move." The PCs should be encouraged to mistake these products of science for magical items or effects.

The best place for the following encounter to occur is on the grand balcony (Room #5). However, if the PCs leave the first floor without exploring this room, have the encounter take place somewhere on the second floor.

Kadra, the sea hag has sent her two sisters, Kedra, an Annis hag, and Kentra, a Green Hag, to enter Schloss Mordenheim and wreak vengeance upon Adam for what has happened to her. Since they are separated from Kadra, however, the two hags cannot use covey spells.

Each hag carries a hag eye, so that Kadra can watch them exact their vengeance. If the eyes are destroyed, Kadra takes 2d10 points of damage and is struck blind, though she will heal by the time the PCs return to the island.

Upon seeing the characters as flesh golems, the hags will assume that minimally they are servants of Adam and deserve to die. They will attack the PCs, crying out things like "you will pay for what Adam did to our sister!" and "vengeance for Kadra!" and "this is for Kadra!"

Kedra (Annis Hag): Int very; AL CE; AC 0; MV 15; HD 7+7; hp 35; THAC0 13; #AT 3; Dmg 1d8+8/1d8+8/2d4+1; SA nil; SD *change self* at will; MR 20%; SZ L, 8' tall; ML champion (15); XP 4,000.

Kentra (Green Hag): Int very; AL NE; AC -2; MV 12, Sw 12; HD 9; hp 42; THAC0 11; #AT 2; Dmg 1d2+6/1d2+6; SA mimic ability, *change self* at will; SD spells (*audible glamor, dancing lights, invisibility, pass without trace, speak with monsters, water breather, weakness*); MR 35%; SZ M, 6' tall; ML fanatic (17); XP 4,000.

2) Visitors' Wing: *This room is furnished with two single beds, a table, armchairs, and a commode. The room is thick with dust, and the curtains are so rotted that they tear if parted.*

Heaped in a corner, you see a stack of heavy, bearskin coats. The ancient fireplace is choked with cobwebs, and a painting has fallen from one wall, its glass starred and cracked. The painting depicts a public building in a large city and is captioned "Academy of the Sciences, Essenbach."

3) Sitting Room: *An arched entrance opens into this room. The room itself is dominated by a massive fireplace that is thick with cobwebs. The mantle is covered with dust. On the mantle are several silver candlesticks and a large painting of a young man and woman in formal dress. The man has a serious, aristocratic look and is distinguished by a scar over his left eye. The lower half of his left ear is missing. The woman is a dark-haired beauty with a small birthmark on her upper lip. She wears a flowing white dress and carries a bouquet. The painting is captioned "Victor and Elise, May 10, '02." Beside it is a smaller portrait of a young girl with ash-blond hair and wide, dark eyes. The walls of the room are hung with heavy tapestries whose designs are obscured by dust and cobwebs.*

The smaller portrait is that of Eva.

4) Reception Hall: *The entrance to this room is through a thick, wooden door reinforced with iron bars. The door is splintered and cracked with age, yet is securely fastened with a lock. (Thieves suffer a 20% penalty when picking the lock because the mechanism is rusted. The door may be battered open on a roll of 8 or less on a 1d20.)*

The hardwood floor of this room is thick with dust, yet it is well traveled. Several sets of footprints lead from the front door to the twin staircases that are set against the back wall, leading up to the right and to the left.

A secret trap door is located under a rug at the point where the bases of the two staircases meet. When triggered by the knife switch (hidden behind a painting opposite the door to the dining room), the left hand staircase turns

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into a slide, a trap door set in the floor opens, and a hasty retreat can be made.

5) Grand Balcony: *This walkway connects the sitting room with the exhibit room, and offers a breathtaking view of the Sea of Sorrows. The railing of the balcony appears to be rotted.*

Anyone leaning on the railing must make a Dexterity check or suffer a 100-foot plunge (10d6 points of damage) onto the rocks of a ledge the hangs 40 feet from the icy waters and sharp rocks of the Sea of Sorrows.

6) Exhibit Room: *This room contains many wonders. Displays hold mounted skeletons and the fossils of extinct creatures, fluorescent rocks and chemicals rest on shelves, insects pinned to boards, strange creatures preserved by the arcane art of taxidermy, and electrical devices of uncertain function and origin—all covered with a thick layer of dust. Glass jars hold samples of human and animal organs preserved in alcohol—hearts, livers, kidneys, and even brains. Some of the jars are attached to devices that send a spark through the liquid, making the organ twitch. Other jars are cracked, their preservatives have oozed away, their contents putrefied. The room smells of decay.*

In the days when Victor and Elise were newly wed and the mansion was in better repair, this room was Victor's pride and joy. Here he displayed the fruits of his scientific investigations.

A secret door to the servants' wing is located behind a wall-mounted display of insects.

7) Servants' Wing: *This room has the same furnishings as the Visitors' Wing, except that it is a bit cleaner. Footprints cross the dusty floor in several directions and the fireplace has been used recently. The blankets on the bed are rumpled, as if someone had slept here just yesterday. Dirt-encrusted clothes are heaped in a corner. A shovel leans against the wall.*

These are Igor's quarters. In a space behind a loose brick in the fireplace, he hides the

valuables he has stolen from corpses in the Ludendorf graveyard. The horde includes 1d12 gems and 1d6 pieces of jewelry of varying quality and value.

A secret door to the exhibit room is located behind a rotted tapestry.

Igor also has a pet spitting snake. It is not native to the cold climate of Lamordia and moves sluggishly. It is hiding in the pile of clothes near the fireplace, the warmest spot in this room. If the clothing is disturbed, it will attack, gaining a +2 bonus on its surprise roll. However, it is so sluggish that it can only attack once every round (rather than twice) and moves at half speed (6 instead of 12).

Spitting Snake (1): Int Animal; AL N; AC 5; MV 6; HD 4+2; hp 19; THAC0 17; #AT 1; Dmg 1d3; SA spit poison 30'; SD nil; MR nil; SZ M, 8' long; ML average (9); XP 650.

8) Visitors' Wing Attic: *This attic seems to be a storage place for spare linens (mostly rotted), chamber pots, cleaning supplies, empty baskets and boxes, and miscellaneous, unused household items. In one corner, leaning against the wall, is an assortment of skis of various lengths.*

Entry into this attic is through a trap door leading to the visitors' wing.

Anyone sleeping in the room below will hear strange rustling sounds above them at night. If the attic is explored, a colony of skeletal bats will be discovered.

Bats, Skeletal (Ravenloft) (2d6): Int non (0); AL N; AC 5; MV 1, Fl 15 (C); HD 1-1; hp 4 each; THAC0 20; #AT 1; Dmg 1d3; SA fear aura; SD nil; MR nil; SZ T (1'); ML fearless (20); XP 65 each.

9) Dining Room: *Dingy white tablecloths, stained with reddish brown blotches, cover tables that have been moved at right angles to one another. Thus placed, the tables create a cross-shaped work space bisecting the room into*

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four equal quadrants. Glowing coals in the fireplace ward off the chill that seeps through the mansion. There is a strange burnt fragrance in the air that does not seem to come from the fireplace. There is a staircase at the back of the room.

Once this was a sumptuous dining hall with chandeliers, an inlaid dining table, and decorative tapestries. Now it has been converted into a second laboratory.

The staircase at the back of the room connects this room with the main laboratory. The odor in this room is ozone, a byproduct of Victor's electrical manipulations.

Gleaming surgical instruments are scattered across one of the tables. Beside them lies the body of a woman. Her stomach has been cut open and her internal organs removed. Her skull has also been cut open, and her brain removed. It floats in a glass jar filled with alcohol, lying on the table beside her.

Dominating one corner of the room are two high-backed wooden dining chairs, each with an inverted metal bowl mounted over the back of the chair. The bowls would cover the heads of anyone sitting in those chairs. They are linked with a series of black cords (copper wiring wrapped with black insulating paper) connecting them to a device that features a number of dials, switches and gauges. Two metal rods protrude from the top of the device. An arc of blue "lightning" surges up and down between the rods. Restraining straps of buckled leather are positioned on the arms and legs of each chair.

The strange chairs were part of Victor's failed experiment in "soul transference."

The contents of this room are cause for the PCs to make a horror check.

10) Hallway: *This hallway is split into two separate landings. Crossing from the kitchen door to the dining room door requires descending one of the twin staircases and mounting the other one. The walls are hung with portraits of the famous scientists Victor once idolized.*

Victor, of course, now believes himself to be superior to all of them.

11) Kitchen: *Filthy, fine china dishes and dirty silver cutlery, pots and pans encrusted with the remains of half-eaten meals, and smudged glassware are haphazardly piled on the shelves and in the stained sink. There is a water pump that produces rust-tinged water.*

This room still functions as a kitchen. It is here that Victor and his servant Igor cook their meager meals. Their housekeeping leaves a lot to be desired.

12) Pantry: *The attic above the Servants' Wing holds the mansion's food supply. Baskets of all sizes are filled with produce. A fair amount is still fresh, but much of it has spoiled. Crates and baskets containing moldy foodstuffs have simply been pushed to one side.*

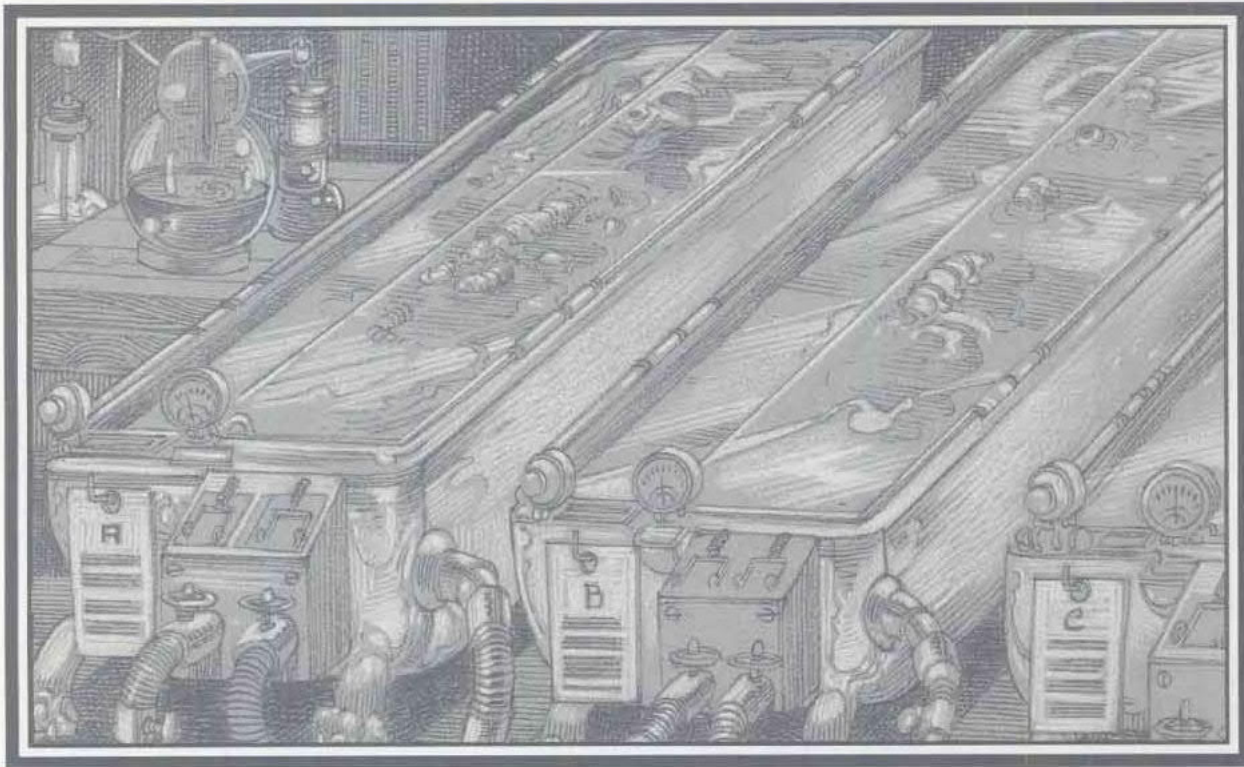
Potatoes in a basket at the bottom of an untidy stack have sprouted a crop of yellow mold. PCs searching this room have a 20% chance of opening this basket and releasing its deadly contents. The chance increases to 100% if the PCs deliberately search each and every crate and basket in the pile.

Yellow Mold: Int non (0); AL nil; AC 9; MV 0; HD nil; hp nil; THAC0 nil; #AT 1; Dmg nil; SA poison spores; SD affected only by fire; MR 20%; SZ S (1' patch); ML nil; XP nil.

13) Laboratory: *The room is brightly lit by glowing glass globes and warmed by the coals burning in the fireplace. It appears to be a laboratory. French glass doors in one wall lead to a tiny balcony overlooking the lower courtyard.*

Several stainless steel laboratory tables are lined up along the middle of the room. Blown-glass test-tubes, beakers, vials and pipettes, Bunsen burners glowing with blue flames, coils of copper tubing, mortars filled with strange powders, delicate weigh scales, thermometers, and dark-brown glass jars filled with liquid, are arranged on the tables.

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Along the wall, two windows provide a view of the Sea of Sorrows. Six brass bathtubs, each covered with a glass lid and filled with a pale green liquid sit beneath the windows. At the foot of each tub are sets of dials marked with captions: "Temperature," "Salinity," "Pulse Frequency," and "Nutrient Level." Needles jiggle in each. Hoses just below the gauges carry gurgling liquid from the bathtub into a humming black box and back into the tub again. On top of the box, an inked needle scribbles a wiggly line across a scroll of paper.

Each tub contains a recognizable creature. The first three tubs contain animals—a rat, a dog, and a monkey—that are almost fully formed. The next two tubs hold human tissue. The first is little more than a living torso—a rudimentary skeleton has formed, and immature organs and tissue have sprouted and attached themselves to it. The second is in an even more primitive stage of development—only its brain, eyes, and spinal cord have formed.

The tubs are part of Dr. Mordenheim's latest experiment in cellular reproduction.

Viewing these gruesome test subjects is cause for PCs to make a horror check.

Two broken ones are on the balcony. They are henchmen for Dr. Mordenheim and will attack the PCs as soon as they enter the laboratory. The doctor doesn't allow them to have weapons. The snakelike broken one has an incredibly fast strike with its fangs, granting it a +2 THAC0 bonus. The catlike broken one has keen hearing and smell, immediately alerting it when the PCs enter the room, no matter how quietly they try to move. Since the PCs as flesh golems are overwhelmingly powerful, the broken ones are almost certain to flee or surrender.

Broken Ones (2): Int low; AL NE; AC 7; MV 9; HD 3; hp 17 snake, 19 cat; THAC0 17 (15 snake); #AT 1; Dmg 1d6; SA nil; SD regenerate 1 hp/round; MR nil; SZ M, 5' tall; ML unsteady (7); XP 175.

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14) Library: *This room contains a long table, a single chair set before the fireplace to catch the warmth of the coals, and row upon row of bookshelves. Scattered across the table are handwritten notes, most of them in an unintelligible scientific jargon.*

Here, Victor keeps his scientific texts, secure behind a locked door. Most of the collection is covered by a layer of dust, but spread open across the table are a number of texts. Titles include: *Grave's Anatomy, The Polarization of Bi-Directional Current, Nucleic Acid and Cellular Structure, and Observations on the Effects of Lightning Upon Living Tissue.*

15) Cell: *A circular staircase leads up from the library, following the inner wall of the mansion's tower. As it rises, it circles past the locked doors of three tiny cells, each no more than 5 feet in diameter, floors covered with straw. A small opening (about 6×6 inches) near the bottom of each door allows food and water to be passed. The diminutive hatch is covered with a metal door.*

In one of the cells a young woman is huddled against the far wall.

Dr. Mordenheim uses these rooms as holding cells for his live specimens—both animal and human. It is a part of Igor's duties to change this bedding between specimens.

One of the cells contains Victor's latest acquisition—Helga, a teenage girl who disappeared from the village of Ludendorf five nights ago. The doctor has as yet conducted no experiments upon her, but she has seen the contents of his laboratory and lives in a state of constant terror.

Treat Helga as someone who has failed her horror check and is suffering from obsession. She mumbles continually about "the beast in the tub."

16) Sickroom: *This room appears to have been a sickroom. It contains a rumpled bed, equipment similar to that in the labs, jars, ointments, and a bed pan—but no patient.*

Once this was the bedroom of Eva, the orphan girl Victor rescued from an alley behind one of the Ludendorf harbor taverns. Here, one fateful night, Victor discovered the broken body of his wife. One of the windows leading onto the upper courtyard is broken and has been boarded over.

Through this window the monster Adam escaped, leaping first into the upper courtyard and then three stories to the courtyard below.

The bedroom has been converted into a sickroom for what remained of Elise. She lay on a bed between starched white sheets and was connected to a formidable array of wires and tubes. Pumps kept her heart beating and worked her lungs, injecting life-sustaining fluids and drugs into her body. Other pumps circulated her blood and drained away waste.

If the PCs did not follow Victor into the fray with Adam, Elise is here when Adam comes looking for her.

The door that opens into this room from the upper courtyard is securely locked. Thieves suffer a 10% penalty in picking it, due to the quality of the mechanism.

17) Upper Courtyard: *The courtyard is buffeted by chill blasts of wind.*

PCs who do not keep a tight grip on light objects they hold or wear (for example, books, spell components, hats, etc.) will see them swept away unless they make a Dexterity check.

18) Victor Mordenheim's Bedroom: *This room is comfortably furnished with a double bed, couch, wardrobe, commode, and writing desk. Coals glow in the fireplace. The room is dusty, but obviously lived in—the bedsheets are rumpled and the remains of a recent meal lie on the writing desk beside a scattering of papers. A quill pen stands ready in an inkwell.*

The two drawers of the writing desk are locked.

The upper drawer contains correspondence from scientists in towns that no longer exist in

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the Lamordia of Ravenloft. Most of the letters are replies to questions Victor had posed about the nature of the cell and electricity. Beneath the letters are three keys that open the locked doors in the tunnels below the mansion.

The lower drawer contains Victor's journal. In it are to be found the entries reproduced on pages 106-108 of the *Realm of Terror* sourcebook.

19) Cell: *This cell is occupied by a strange creature. Parts of many other creatures form its body, and you can see that it has wings! The straw that covers the floor is dirty and sour-smelling and a bowl of rotting fruit sits in one corner, tiny flies buzz lazily in the fetid air.*

A broken one named Skaw is imprisoned here. This vulturelike creature has rebelled against Dr. Mordenheim, refusing to serve him. It knows that it will be farmed for body parts soon. Dr. Mordenheim has already taken its left foot. It will agree to almost any terms for freedom. However, as soon as it gets a chance, it flies away.

Skaw (Broken One): Int low; AL NE; AC 7; MV 3, FI 18; HD 3; hp 15; THAC0 17; #AT 1; Dmg 1d6 (beak); SA nil; SD regenerate 1 hp/round; MR nil; SZ M, 5' tall; ML unsteady (7); XP 175.

20) Attic: *A box of toys sits in one corner of the room, beside a stack of sheet music and a silver flute. There is also a smashed violin that looks like it was deliberately broken. A trunk holds gowns and shoes, hat boxes are heaped in another corner. A second, smaller trunk holds clothing for a little girl. On top of the clothes in that trunk is a nightgown covered with reddish-brown stains.*

Here Victor has stored all of the mementoes of his life with Elise before her tragic accident.

The entrance to this attic is through a trap door in the sickroom. The bricks in the chimney are loose and the air is filled with wisps of blue smoke.

21) Attic: *This room is divided for most of its length by a one-way, glass wall. Toys are scattered about, they are thick with dust. A blackboard, cracked and dusty, is propped against a window.*

This attic was once used by Victor as a school room to educate his monster, Adam. The chamber is bisected by a wall of tinted, one-way glass, the opposite end of the room was a play area. Once, Victor would set Eva and Adam at play and watch through the one-way glass as the girl helped to "socialize" the monster.

22) Cell: *The door of this room is securely locked. Even the small door set in the base of the larger one, that would normally allow the passage of a food tray into the cell, has been sealed.*

Behind the door lies a gelatinous cube. Victor feeds it the gruesome by-products of his experiments through a trap door in the ceiling of the cell.

Gelatinous Cube: Int non (0); AL N; AC 8; MV 6; HD 4; hp 21; THAC0 17; #AT 1; Dmg 2d4; SA paralyzation; SD immune to electricity, fear, holds, paralyzation, polymorph, and sleep-based attacks; MR nil; SZ L (5'x10' shape fills the cell); ML average (10); XP 975.

23) Lightning Tower: *This room is dominated by an oversized lab table that is positioned directly below the lower end of a 60-foot metal rod that extends through the ceiling and into the air above the mansion. Black cords snake from the rod to a battery of panels on the walls. On the panels are dials, giant, forked knife switches, and small, flashing globes. Other lines run from the machines to the table, and to other devices on benches around the room. A hissing sound and a strange smell fills the air. Sparks crackle and leap from the machinery, or surge up copper poles. Vials of chemicals and oversized syringes line the benches.*

The 60-foot metal rod is a giant lightning rod that Victor used to capture the raw energy he used to instill life in Adam. It was in this upper room of

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the tower that Dr. Mordenheim first gave life to his creature, Adam. Again, the odor is ozone.

24) Power Room: *A tangled mass of wires and cables is spread over the floors and covers the walls. A massive array of switches line one wall. A loud humming, punctuated with occasional bursts of noise, fills the air.*

The far end of this room is taken up by a series of tightly coiled copper wire and varnished plates of metal, bolted together in a tight stack. Bright white sparks pop from the device. There is a door set in the opposite wall.

This room contains the machinery that stores the electrical energy of the lightning bolts striking the rod at the top of the mansion's tower. The electrical power received is then transmitted to the rest of the mansion. The stack of varnished plates is actually the transformer. Here, the current is stepped down and stored.

Anyone touching the transformer receives a high-voltage shock, suffers 10d6 points of damage, and is thrown across the room with clothes and hair smoking.

A slide leads down from the secret trap door in the reception hall above. (Climbing back up and opening the trap requires a Dexterity check.) The only other exit from this room is a secret door behind a wall panel that is designed to look as if it would give a destructive shock if it were touched. The door leads to a series of natural tunnels under Schloss Mordenheim.

25) Tunnels: *The tunnels under Schloss Mordenheim are a series of narrow crevices, none more than 5 feet wide. Those passing through them need to remove backpacks to squeeze through the smaller sections.*

The tunnels open onto three small caves (each no more than 10x10 feet) that overlook the Sea of Sorrows from heights of 50 feet, 90 feet, and 120 feet respectively. Each cave is sealed from the tunnel that connects it to Schloss Mordenheim by a heavy metal door. The doors have not been opened in some time; rusted locks reduce a thief's chance of picking

them by 20%. Any of the doors may be battered open on a roll of 8 or less on a 1d20.

The tunnels are home to a flesh golem that escaped Dr. Mordenheim's laboratory. She lives a solitary existence here, prowling the dark tunnels and waiting for someone to open the locked doors so that she can escape through one of the caves. She will attack anyone standing in the way of her escape.

Flesh Golem (Ravenloft): Int avg (12); AL CN; AC 6; MV 12; HD 9; hp 40; THAC0 11; #AT 2; Dmg 2d8/2d8 (fists); SA strangulation; SD immune to cold and electricity, need +1 or better weapon to hit; MR special; SZ L (7-8' tall); ML fearless (19); XP 5,000.

The Chase

Sometime during their explorations of Schloss Mordenheim, the PCs will be met by Igor, Victor's servant. The Doctor has recovered (or regenerated) from his wounds, and wishes to see the party.

Narrative

As you come around the next corner, Igor meets you. He raises his hand in a "stop" gesture and says simply, "The master has need of you." Igor leads you to the library, where Victor sits hunched over his desk, rubbing his eyes. He is a man with sunken cheeks and graying hair. He looks to be in his early 30s, but has the sallow skin of a much older man. His eyes blink rapidly. A scar puckers his forehead above his left eye and the lower half of his left ear is missing. A gold signet ring glitters on his left ring finger—the tip of that finger is missing.

Victor is dressed in plain brown pants and a white shirt with the sleeves rolled up. He looks up at your entrance, the corners of his mouth twitch in an approximation of a smile.

"My friends," he says, his voice weary

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yet demanding, "the situation has changed. My creature has stolen my beloved wife and I must get her back."

He regards you with a solemn expression. "Whether or not what I have done is "right" in your eyes, I have done it. If not for me, my talents and invention, you would be fodder for scavengers—or worse. Only with my knowledge and skill have you any chance of ever regaining your former appearance."

Pushing back from the desk, he rises and asks you to follow him to the laboratory.

The PCs, having little choice, follow Victor up the stairs to the laboratory, and Igor joins the party, moving up slowly behind the characters.

As you enter the lab, Victor moves immediately to the glass-lidded tubs. "Fortunately, the bodies you are in are but temporary shelters. With the tissue samples I recovered from your remains, I have been able to grow these new bodies through the process of cellular regeneration. As I have already told you, these will be the same in form and function as your old bodies, but they do contain certain improvements over your former husks."

You see in each of the brass tubs a fully formed, human (or demihuman) body. Skin now covers the skeletons you had seen before as bones, muscle and sinew give shape to flesh, forming identifiable features—your features. The bodies pulse with life.

"Your bodies have reached maturation," Victor explains, "and I shall now transplant your brains into them." He turns suddenly and stares at you with pleading eyes "... for a price.

"On the night that my creature Adam attacked us and carried away my beloved wife Elise, he did not disconnect her from the devices I created to sustain her life.

"I know in my heart that Elise is still alive.

My inquiries indicate that she has been carried into the Sleeping Beast Mountains and has been hidden somewhere to the south of Baron Von Aubrecker's estate."

He fixes you with a stern gaze. "I will restore you to your bodies now, on your solemn pledge, by whatever mythology you believe in, that you will return Elise to me—else I shall leave you forever as you are.

"Please roll up your sleeves and lie down on the tables."

Victor, of course, does not trust the PCs. He will now, in fact, restore the PCs to the human bodies he has grown for them, but he has added a piece of insurance—he has replaced the human heart of each PC with the heart of a wereboar.

You wake at dawn, just as the early morning light struggles to penetrate the filthy windows of the operating theater.

Your head is sore, as is the back of your neck, and you find it uncomfortable to move. You hear the door open, close, and finally the doctor attends you, giving each of you a glass of water, fusing with the bandages that bind your head, muttering to himself.

Stepping back, Victor speaks, "So, you see, good as new. Better in fact. Of course, you must realize that I do not completely trust you. Oh, I know you all gave me your oaths, for whatever such things are worth, but I would be more than a fool if I expected you to keep them." He pauses, looking intently at each of you in turn. "I took out a little insurance policy. You see, the hearts in those nice new bodies, those hearts are not your own—yours are there." And so saying, Victor gestures dramatically to a shelf lined with jars. The jars are all connected with wires and tubes leading to a central box. In each jar in a pulsing, beating, human heart.

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In fact, the PCs will find that their “new and improved” bodies will have permanently gained 1d3+1 points of Strength, Dexterity, and/or Constitution. (The gained points are split between the three scores, with the player determining where they will be added—to a maximum score of 18.) But unless the PCs make a saving throw vs paralyzation, they will find that their Wisdom and Intelligence scores have permanently dropped by 1d4 points, due to temporary oxygen deprivation during the brain transplant operation. (The lost points are split between the two scores, with the player determining where they will be removed.)

Because the PCs are now somewhat less than human, and because they participated, albeit reluctantly, in an evil experiment, they are automatically deemed to have made a successful powers check. Their reward is in their increased statistics. The punishment (over and above losing Wisdom and/or Intelligence) can also include any of the penalties listed on pages 17-20 of the *Realm of Terror* sourcebook.

The wereboar hearts will not affect the PCs stats nor their actions. However, if they do not find and return Elise within two weeks (earlier, at the DM's discretion), they will begin to change—their noses will begin to grow, bristles will start to sprout on their hands and feet, and a bony ridge will develop along their backs.

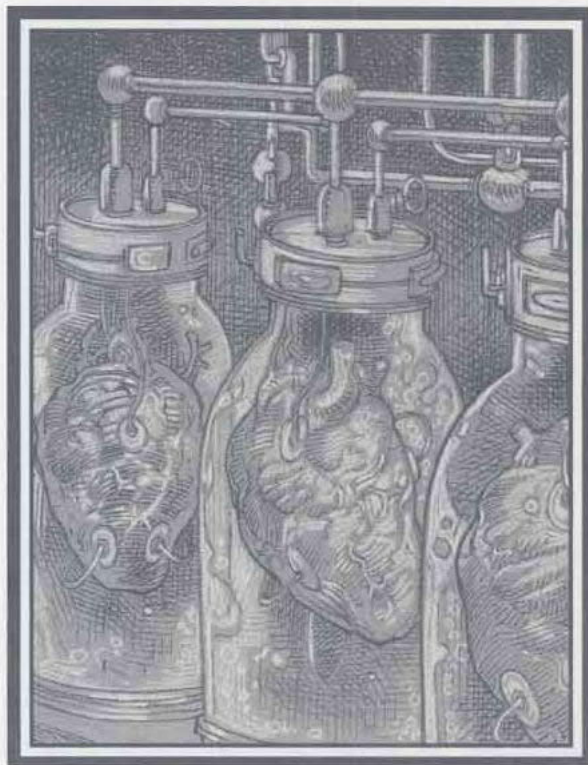
The hearts themselves will not last longer than three weeks at the most (due to rejection factors), so they will never live to complete the transformation.

Narrative

Victor surveys your expressions with great satisfaction. “So we have an understanding, my friends. I have replaced your hearts with those of a more beastly nature. They will beat strongly in your bodies for about two weeks—then there will be some changes. In three weeks your bodies will reject the hearts and you will die a most unpleasant death.

“Go and bring me Elise; bring her back to me safely and I shall undo this final indignity and then you may leave. Fail me and . . . well, you will not fail me.”

Victor walks out, leaving the door open behind him.



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*he wind is up:
hark! how it
howls! Methinks
Till now I never
heard a sound so
dreary:
Doors creak, and
windows clap,
and night's foul bird,
Rook'd in the spire,
screams loud:
the gloomy aisles,
Black-plaster'd and
hung round with
shreds of 'scutcheons
And tatter'd coast of
arms, send back the
sound . . .*

—Robert Blair

It is a distance of 10 miles from Ludendorf to the castle of Baron Von Aubrecker. Normally it would be an easy journey, a well traveled road follows the Black River's north bank, then crosses the river and gradually climbs the 150-foot bluff upon which the castle is situated.

But winter has descended upon Lamordia and the road is impassable, choked with snow and slick with ice. The climb to the castle itself is made doubly treacherous by the bitter, howling wind.

None of the villagers of Ludendorf would think of attempting the journey in these midwinter months. A few brave souls, driven by dire emergency, have attempted it. Most of those hardy individuals disappeared, only to be found in spring, when the weather cleared and the snow and ice that had frozen them into grotesque statues, had melted.

The journey will be a difficult one—the PCs can only travel at one-third their normal daily movement rate. Adding to the hazard is the fact that there is a 25% chance per day of experiencing a severe blizzard, in which visibility will drop to near zero. In such conditions, the PCs are almost certain to become lost.

Any humans or demihumans the PCs meet on their journey will regard them with suspicion. Normally, in the dead of winter, these encounters would be very rare indeed. But conditions have changed.

In winter, the militia in Ludendorf communicate with Baron Von Aubrecker via carrier pigeon. Recently, their missives have gone unanswered. Then, a few days ago, a strange, almost unintelligible reply came back.

It was clear to Deiter Furschten, commander of the Ludendorf militia, that something dreadful had happened. The baron's last dispatch was a desperate plea for help. Now, Deiter and six hand-picked militia members have set out on skis to do what they can for the baron. Each day the PCs spend traveling produces a 30% chance (noncumulative) that they will encounter Deiter and his soldiers. The militia will immediately attack.

Militia (1st-Level Fighters)(6): Int avg (11); AL LN; AC 8; MV 12; HD 1; hp 5; THAC0 20; #AT 1; Dmg 1d6 (club); SA nil; SD nil; MR nil; SZ M (5-6' tall); ML steady (11); XP 15 each.

Deiter Furschten (4th-Level Fighter): Int avg (12); AL LN; AC 7; MV 12; HD 4; hp 19; THAC0 17; #AT 1; Dmg 1d6 (club); SA nil; SD nil; MR nil; SZ M (6' tall); ML steady (11); XP 175.

Deiter wears a *+1 ring of protection* and fights with a *club of submission*. (The club has the same properties as a *trident of submission*, except that it is not a *+1* weapon and it has unlimited "charges.")

A Message Delayed

Baron Von Aubrecker's castle is situated on the lip of a 200-foot bluff that overlooks the headwaters of the Black River. A carriage road switches back twice as it climbs the hill before reaching the estate. This encounter begins as the PCs approach the uppermost switchback.

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Narrative

Forcing your way through the waist-high drifts of snow, you reach the second bend in the road. Above, veiled by falling snowflakes, looms the dark bulk of the baron's castle. Just ahead, the snow has blanketed a large object. One side of the snow bank is stained a faint pink. To the left of the stain, a large dark hole, perhaps 3 feet wide, leads to the center of the mound.

If the PCs investigate, they will find an overturned sleigh beneath the snow. Harnessed to the sleigh is a horse, its body frozen by the cold. Examination of the horse will reveal that one of its hind legs was broken; presumably it was this accident that resulted in the sleigh being overturned. The belly of the horse has been eaten away by something with sharp claws and teeth (a giant wolverine, which burrowed into the mound to feed).

In the sleigh itself lies the body of a young man who has been frozen in a sitting position. The reins are still in his hands. Instead of being dressed in the traditional winter gear of the folk of Lamordia (heavy bearskin coat, fur hat, gloves, woollen trousers, and socks), he is wearing only a nightshirt, monogrammed in gold thread with the initials HVA. His face is a gruesome shade of blue and his mouth is frozen in what appears to be a wide, rictus grin.

Tucked inside the pocket of the man's nightshirt is a desperate note that is reproduced on page 61. The DM may photocopy this note and use it as a handout.

While the PCs are examining the overturned sleigh and the body of Hendrik Von Aubrecker, the wolverine returns to feed. Startled by the PCs, it attacks with its musk gland, then flees. If cornered, it fights with teeth and claws.

Wolverine, Giant: Int semi (3); AL N; AC 4; MV 15; HD 4+4; hp 25; THAC0 17; #AT 3; Dmg 1d4+1/1d4+1 (claws), 2d4 (bite);

SA musk; SD nil; MR nil; SZ M (5'); ML steady (11); XP 270.

With the coming of the first snows of winter, the castle of Baron Von Aubrecker began to be plagued with strange occurrences. First the mice that shelter in the castle during the winter months started acting strangely—some stood on their hind legs and danced, while others ran headlong at dogs and cats, attacking like ferocious beasts. Then the household pets began to display odd behavior. The dogs fled in terror from the cats or turned somersaults down the halls, while the cats perched on chair tops and hurled themselves into the air, legs flailing, as if they were trying to fly.

The pigeons that carry messages between the baron and his militia in Ludendorf were the next victims. They hung upside down from their perches like bats until giddiness made them drop or they plummeted into snow banks as if they had suddenly forgotten how to fly. Even the horses in the stables were affected. Some of the animals pranced upright on their hind legs as if trying to walk like humans while others chased after the mice and birds or dug in the yard like dogs.

The servants responsible for grooming and caring for the animals were the first humans to become infected. Some burst into hideous peals of uncontrollable laughter, while others capered about in wild dances, oblivious to any harm that might befall them. One by one, they slipped into a world of hallucinations and waking dreams.

As madness gripped the castle, the 10 militia guardsmen who served as the personal guard of Baron Vilhelm Von Aubrecker and his family began to quarrel and fight among themselves. Gripped by vivid hallucinations, they began killing each other. The servants, convinced by their own hallucinations that the castle was filled with everything from ghosts to slaving monsters, fled the estate—only to die of exposure in the winter blizzards.

The baron himself fixated on the peculiar actions of the animals housed in the castle.

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When the madness gripped him, he became convinced that his animals were conspiring with each other, plotting against him. His twelve-year-old daughter Gerta also succumbed to madness, believing the dead bodies of the militia to be her dolls.

Realizing that he and his family were slowly going mad, the baron sent desperate pleas for help to Deiter Furschten, captain of the Ludendorf militia. When no aid arrived, the baron assumed the messages had not gotten through, and he decided to send his son Hendrik for help.

Hendrik appeared to be in control of his mental faculties, but the madness struck him on the day he was to depart for Ludendorf. His own delusions caused him to consider that he was sitting in his bedroom, warm and safe, no matter what his actual circumstances. Thus, when he set out with the sleigh, nothing, not even the evidence of his own senses, could convince him to protect himself from the elements. He ultimately died of exposure three days ago, after the horse that was pulling the sleigh attempted to walk on two legs like a human, breaking its hind leg and overturning the sleigh. Hendrik died gripping the reins, believing them to be a comforter he had pulled up against his chin to combat a slight chill in the bedroom.

Schloss Von Aubrecker

The home of Baron Von Aubrecker is a sumptuous estate built of masonry and heavy timbers. The interior resembles a hunting lodge, with dark wooden ceiling beams, whitewashed walls, and heavy wrought-iron chandeliers. The exterior has been trimmed with decorative turrets and crenelations to give the overall effect of a castle.

In summer, bright red and yellow banners bearing the Von Aubrecker crest (a black eagle) fly from the battlements, and the heavy window shutters are opened to let in the summer sun. Music and song resound from the beerhaus and the smells of sausage and sauerkraut waft from

the kitchen and dining hall. Those militia members who have been hand picked by the baron as personal guardians for himself and his family patrol the grounds, and on their days off enjoy hunting bear, lynx, and moose in the Sleeping Beast Mountains.

In winter, the estate shuts itself off from the world, protectively closing its heavy shutters and doors against the chill of winter. Guests who winterover with the baron find comfort in front of roaring fires, drinking schnapps with him in the *beerhaus*, or riding out with the baron in his sleigh on those winter days when the icy wind stops howling and the sky clears.

When the PCs approach Schloss Von Aubrecker, the residents of the estate have been in the grip of madness for several weeks. Once clean and warm, the estate has quickly fallen into disrepair. Shutters bang in the wind, snow has drifted in through the front doors, and spoiled food and torn clothing lie scattered about. Animals roam the hallways, imitating human activities. They sit awkwardly in armchairs, curl up in beds, or make clumsy efforts to drink beer, groom and dress themselves, or use human tools. The estate now smells like a barnyard.

The madness has been caused by a new monster: fleas of madness (see page 62).

To make matters even worse, a small band of broken ones have set up their home here. They first noticed the house was unguarded two days ago. Thinking that it might be abandoned, and therefore a perfect lair, they entered. The fleas of madness have no effect upon the broken ones, due to their unique body structure. The baron and his daughter are both mad, and believe the broken ones to be manservants or guards. The broken ones will kill the baron and Gerta before too much longer.

The following room descriptions should be read to the players as they explore Von Aubrecker's home. The DM should read or paraphrase those portions in italics to the players, other information is only for the DM. The map of Schloss Von Aubrecker is on the inside back cover.

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1) Covered Porch: *Carriages dropping off visitors to the estate stop in this sheltered area before proceeding to the carriage house.*

2) Entrance Hall: *Two curving staircases made of polished walnut lead up either side of the entrance hall to double doors on the second floor. Here in the entrance hall, visitors would be greeted by a butler who would remove their coats and hats and carry their calling cards to the baron. Now the double doors stand open, and snow has drifted in over the marbled floor.*

3) Hallway: *The left wall of this long hallway is hung with a number of stuffed trophy heads, lynx and wolf, and caribou antlers. At the far end of the hall are two bears, rearing up on their hind legs.*

The two bears are stuffed trophies also, but in low light they may appear threatening.

4) Cloak Room: *This room contains heavy bearskin coats, fur hats, woollen scarfs, boots and other winter gear. Skis and snowshoes are also stored here.*

5) Servants' Quarters: *These rooms are furnished with simple beds, tables and chairs. Wardrobes hold typical Lamordian clothing.*

6) Servant's Quarters: *The door to this room is standing open. In the center of the room is a large, black horse.*

The stallion that broke loose from the stables is in here. It hasn't been fed in days and is very hungry. It will panic and charge the door as soon as the characters come into view. The horse lashes out with its two front hooves until it can bolt down the hallway. Any character who has animal handling skills or something for it to eat (grass, carrots, or other vegetables) can calm the stallion.

Riding Horse (1): Int Animal; AL N; AC 7; MV 24; HD 3; hp 7 (14 normally); THACO 17;

#AT 2; Dmg 1d2/1d2; SA nil; SD nil; MR nil; SZ L; ML 5; XP 65.

7) Stables: *There are four recently occupied stalls in the stables. In two of them, the occupants lie on the floor, apparently dead of starvation.*

Normally four horses are stabled here. Two have died of starvation, a third lies frozen before Hendrik's sleigh, and the fourth has broken out of its stall and is wandering through the halls of the estate.

8) Pantry: *Foodstuffs are stored here. There are earthenware jars of sauerkraut, huge rounds of cheese, baskets of winter vegetables, and several haunches of what was once fresh meat.*

There is a giant lynx (Cat, great) investigating the food stores. She has taken down the two freshest haunches of meat, wrapped them in a cloth (giant lynxes are intelligent), and is carrying it in her mouth. She hears the PCs enter the kitchen (room 10). If they don't attack her, she will not attack them. She is more than smart enough to figure out what the PCs are planning.

Giant Lynx (1): Int Very; AL N; AC 6; MV 12; HD 2+2; hp 10; THACO 19; #AT 3; Dmg 1d2/1d2/1d2; SA rear-claws 2d4; SD leap 15', -6 on surprise, 90% hide undetected; MR nil; SZ L; ML unsteady (5); XP 65.

9) Carriage House: *The baron's carriage is housed here. The room is filled with tack and equipment for maintaining the vehicles.*

10) Kitchen: *Meals for the baron and his guests are prepared in the large fireplace oven. The room contains cooking pots and utensils, as well as a water pump.*

11) Dining Hall: *This room is dimly lit by coals in two large fireplaces and is decorated with the finely crafted wooden furniture of Lamordia. Elaborate tapestries depicting hunters cornering bear, lynx, and other mountain animals decorate*

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the end walls. Large sideboards hold elaborately painted ceramic plates, silver utensils, and delicate, blown glass goblets. Some of the chairs that surround the dining hall's massive table are splintered and broken, while much of the contents of the sideboard have been shattered. Several of the shuttered windows are open, and snow is drifting into the room.

Note: If the PCs enter this room, see Baron Von Aubrecker, page 34.

12/13): Bedrooms: *These rooms are furnished with large beds and down-filled quilts, comfortable armchairs, inlaid tables, and ornately carved wardrobes. Thick wool rugs are on the floor, and the walls are decorated with tapestries depicting such winter activities as skiing and sledding.*

If the PCs investigate the bedrooms, they will discover a variety of makeup and costumes in the wardrobes. These items were left by a band of wandering entertainers who were invited to winter here. Unfortunately, they were some of the first victim's of the madness and died, leaping from the cliffs, believing they were birds.

14) Bedroom: There are two common broken ones (turtle and goblin stock) and a greater broken one (polar bear stock) in here. The greater broken one is the band's leader. If he is killed or neutralized, the others will surrender or flee immediately. Seeing the broken ones is cause for a mild horror check (+3 bonus).

Common Broken Ones (2): Int low; AL NE; AC 7 (3 turtle); MV 9; HD 3; hp 22 turtle, 16 goblin; THAC0 17; #AT 1; Dmg 1d6; SA nil; SD regenerate 1 hp/round; MR nil; SZ M, 5' tall; ML unsteady (7); XP 175 each.

Greater Broken One (1): Int high; AL NE; AC 5; MV 9; HD 5; hp 25; THAC0 15 (12 w/sword); #AT 2 or 1; Dmg 1d8/1d8 (claws), 1d8+5 (sword); SA nil; SD regenerate 2 hp/round; MR nil; SZ L, 8' tall; ML steady (12); XP 650.

15) Washroom: *This room contains basic toilet and washing facilities.*

16) Weapons Room: *This room is a repository for the weapons used by militia members stationed at the baron's estate. It contains clubs, leather breastplates emblazoned with the baron's crest, and metal helmets like those worn by the guard in Ludendorf. There are also several pieces of hunting equipment, including longbows, nets, and spears.*

A poltergeist haunts this room and the barracks (Room #17). It cannot leave these two rooms. It is the spirit of a dead guardsman, murdered in his sleep. Unlike normal poltergeists, this one can hurl deadly instruments (any weapon or tool with an edge or point) and do damage. It does 2 points less damage than the weapon does in the hands of a living man, but always does at least one point.

As soon as the characters are all in the barracks, it slams the door shut. It then begins to hurl weapons and random objects at the characters. Unlike normal poltergeists, it can attack twice per round. It throws one nonlethal object and one weapon each turn. The only easy escape is to flee up the stairs.

Poltergeist (1): Int low; AL LE; AC 10 (6 invisible); MV 6; HD ½; hp 27; THAC0 15; #AT 2; Dmg by weapon-2; SA fear; SD invisible, silver or magic weapons to hit, turned as ghoul; MR nil; SZ M, 6' tall; ML average (10); XP 270.

17) Barracks: *Ten simple cots fill this room, a footlocker rests on the floor behind each cot. There is a staircase in the center of the room.*

The footlockers hold the personal gear of the militia members. A staircase divides the room in half, and leads up to a walkway that encircles the second floor of the estate.

Note: If the PCs enter this room first, see Room #16.

18) Beerhaus: *This room is warmed by two large fireplaces and is filled with rough wooden*

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tables and benches. Brightly painted beer steins hang from ceiling beams, and sawdust is scattered across the floor. Also underfoot are broken steins and bottles. A large bar fills the area between the two sets of double doors, and behind the bar is a tapestry depicting Lamordian revelers in a similar beerhaus. Huge barrels of lager and wheat-beer vie for space under the bar with white ceramic bottles of schnapps.

In a broken schnapps bottle is a hand-drawn map showing a location marked with an "X" (see page 36).

There are three broken ones lying unconscious behind the bar. They have indulged themselves too much and cannot be woken. Killing them doesn't earn the PCs any experience points, but it is cause for a powers check.

19) Walkway: *A crenelated walkway affords an excellent view of the grounds of the estate. A staircase lies at each end.*

The crenelated walkway was used for observation by the militia members who guarded the baron. It gives access to the rooftop over the dining hall, the corners of which bulge out into decorative turrets. Stairs connect the walkway with the barracks that housed the militia.

20) Master Bedroom: *Baron Vilhelm Von Aubrecker's bedroom is sumptuously decorated with finely crafted furniture, thick wool carpets and an elaborately carved wardrobe that holds expensive clothes. A portrait of the baron's wife, Marlene, hangs over the fireplace mantle.*

21) Washroom: *This room contains basic toilet and washing facilities.*

22) Dovecote: *This room, which opens onto the walkway, contains the small compartments used for housing the baron's carrier pigeons.*

23) Greta's Bedroom: *The size of the bed and furniture reveals this to be a child's bedroom. Brightly painted wooden toys are scattered*

about the floor. In one corner, crudely made, tiny wooden coffins are stacked haphazardly. Dolls smeared with blood, some missing heads and body parts, have been placed inside them.

Random Encounters

Player characters exploring Schloss Von Aubrecker will have several skirmishes with the maddened animals that have taken over the mansion. At the same time, they will have to contend with the immediate effects of being bitten by fleas of madness (see page 62); these include bouts of uncontrollable laughter and dancing. Suggested encounters include:

- Mice wearing scraps of cloth, who prance across the floor on their hind legs, holding each other's forepaws and twirling about like dancers—caught up in the dance, they twirl into the fireplace, only to be burned alive.
- A cat that barks like a dog. It follows the PCs around, dragging a slipper in its teeth. Inside the slipper is a severed human foot.
- A wolfhound puppy wearing a lace-trimmed shirt embroidered with the initials VVA. It sits at a table in the beerhaus, lapping up spilled ale and using a knife held in its jaws to stab at a dead pigeon on a plate.

Mammal, Small: Int semi (3); AL N; AC 7 (mouse), 6 (cat/puppy); MV 15; HD 1/2; hp 3; THAC0 20; #AT nil (mice) or 1 (cat/puppy); Dmg 1d2; SA nil; SD nil; MR nil; SZ T (mouse) or S (cat/puppy); ML unsteady (6); XP 0.

Baron Von Aubrecker

The PCs eventually encounter Baron Vilhelm Von Aubrecker and his daughter Gerta in the dining room of the mansion. As the encounter begins, read the description for Room #11, then add the following text:

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Slumped in the chairs that surround the table are the corpses of six men. Each is heavily muscled and bears marks of violence. The head of one has been reduced to a blood-crusted pulp, while another is pierced by crossbow bolts. Broken limbs are bent at odd angles. The splintered shaft of a spear protrudes from one man's chest.

The corpses are crusted with dirt and ice. Their skin is bone white, indicating they have been dead for some time. They are dressed in peculiar clothing. Some of the men wear children's bonnets, while others have torn remnants of doll clothing pulled onto their arms or up over their pant legs.

Tiny plates and utensils sit on the table in front of each corpse. Delicate teacups have been forced into their frozen hands.

As you stare at the strange tableau, a door opens and through it skips a girl about

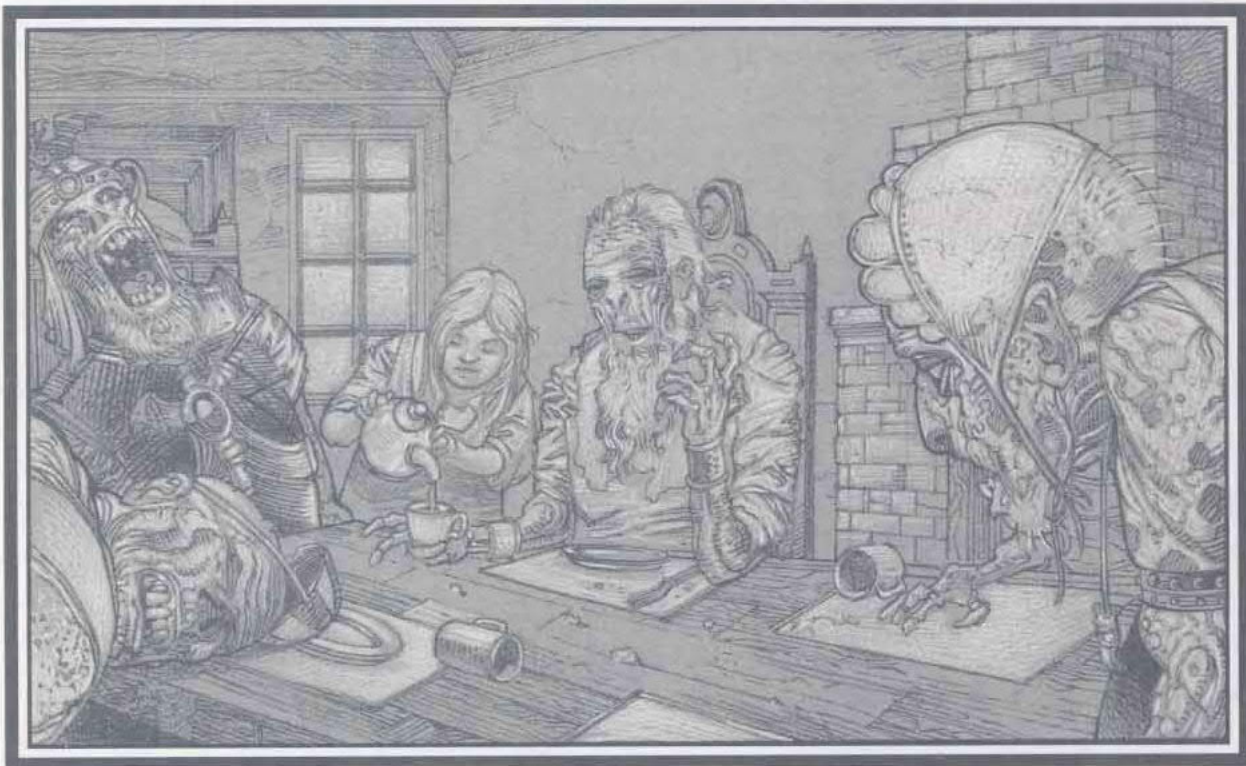
12 years old, a tea tray in her hands. The front of her white frock is covered with what appear to be bloodstains. She gasps when she notices you in the room, but quickly regains her composure. Smiling brightly, she nods toward the corpses.

"Hello," she says. "I was just about to serve my dollies some tea. Do you want to play with me?"

The corpses are those of the militia who once guarded the Von Aubrecker estate. They have been dead for several weeks, but the broken windows and the cold in the dining room have preserved their bodies.

Madness has also given Greta the strength to carry the bodies here—she sees them as dolls.

The PCs should be given a moment or two to interact with Greta. She will pour tea and serve stale biscuits to each of her "dolls," pouring tea



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into their mouths (it dribbles down onto their chests) and forcing biscuits between their teeth. If the PCs play along, she will serve them tea.

Gerta is harmless, but the scene is cause for the PCs to make a horror check.

Gerta herself is not frightened by the PCs—in her lunacy, she sees them as playmates.

If the PCs touch or examine any of the corpses, Gerta will either accuse them of trying to damage or steal her “dolls.” She will fly into a tantrum and scream for her father. When this happens, read the following text to the PCs.

Narrative

As the girl continues to scream, you hear footsteps pounding down the hall. The door flies open, and a man with graying hair and a wild look in his eyes bursts into the room. He is dressed in expensive clothing that is now dirty and torn, and his hair is awry. He holds a mousetrap in either hand.

“Gerta!” he yells as he runs into the room. “What’s wrong? Are the mice trying to carry your dolls away again?”

He skids to a halt as he sees you. He begins to tremble and his eyes fill with fear. A mousetrap springs shut on his fingers, but he ignores the pain.

“Please,” he says, “leave us alone. I’ll destroy the map Klaus drew if you spare our lives. The location of the monastery will remain a secret. I won’t even speak of it to my dearest friends. As you can clearly see, Klaus is dead; he won’t be mentioning it either.”

The man drops to his knees and extends his arms in supplication. “Please,” he begs, “haven’t you done enough evil to this household already? Won’t you let us be?”

The man is Baron Victor Von Aubrecker, Gerta’s father. In his own madness, he believes the PCs to be members of a secret society of flesh golems that inhabit a monastery some

distance to the south of the estate, in the Sleeping Beast Mountains.

Flesh golems had been sighted on several occasions in the hills near the estate, hence the militia that guarded the Von Aubrecker family. This past fall, the baron decided to rid himself of these ghastly creatures. He gave standing orders to his militia to trail any flesh golems they spotted back to their lair, rather than killing them outright.

Klaus Gudenberg, a militia member with ranger skills, spotted a brown-robed flesh golem and tracked it to an abandoned monastery. Returning to the baron, he drew a sketch map of its location. But before a hunting party could be organized, the winter snows came. And then the fleas of madness struck. (The baron believes the madness to have been magically caused by the golems.)

Klaus served two masters, the second was Victor Mordenheim. While returning from the monastery, he saw a curious thing. It was an open carriage, bearing what appeared to be the desiccated corpse of a woman in a coffinlike box that had strange devices attached to it. A huge, misshapen man drove the carriage.

Klaus reported his sighting to Doctor Mordenheim, but only later realized that the carriage must have been bound for the abandoned monastery. Before he could report the location of the monastery to the doctor, he succumbed to the madness carried by the fleas that infested the Von Aubrecker estate. His hastily scrawled note is reproduced on page 61. The DM may photocopy the note to be used as a handout.

If the PCs pretend to be members of the secret society of flesh golems, they can easily convince the baron to hand over the map Klaus drew and use it to find the abandoned monastery. If instead they tell him the truth, he will use the map (that is hidden inside an empty schnapps bottle in the beerhaus) as a bargaining tool, refusing to hand it over until he and his daughter have been cured of madness.

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If the PCs are able to effect a cure, they gain an ally in the baron (who will present himself as the true Lord of Lamordia).

Baron Vilhelm Von Aubrecker 9th-Level Fighter (retired), Lawful Neutral

Armor Class:	10	Str	13
Movement:	12	Dex	14
Level/Hit Dice:	9	Con	13
Hit Points:	45	Int	13
THACO:	20	Wis	12
		Cha	17

No. of Attacks: 3/2 rounds
Damage/Attack: 1d6+3 (magic mace)
Special Attacks: nil
Special Defenses: See description
Magic Resistance: nil

Baron Vilhelm Von Aubrecker was once a powerful warrior, but soft living has caused him to go to seed. Now in his mid-fifties, he has a paunchy belly and muscles softened by too little practice at arms. He has gray hair and a face creased with deep lines.

Vilhelm dresses in traditional Lamordian garb, but his suits are of a finer cut than the average citizen's. His shirts are embroidered with a black eagle (the family crest) and his initials are stitched in gold above it. He owns leather armor and a burnished metal breastplate, but these no longer fit him.

Background: Vilhelm is one of the few unchanged people in the domain of Lamordia. Unlike the other residents of this domain (who were drawn into Lamordia when Vilhelm Mordenheim's estate entered the Demiplane of Dread), Vilhelm was drawn into the demiplane from elsewhere.

In the land of his origin, Vilhelm was a respected warrior with several followers. But he yearned for more. Born of peasant stock, he knew he could never rise to the nobility.

About the time that the mists were gathering around the Mordenheim estate, Vilhelm sought

out a wizard. She arranged to grant his wish for nobility and power through an ancient spell, telling him that those family members he wanted included in the enchantment would have to be present at the time of the casting.

Vilhelm assembled his family and the wizard began her work—but at the last moment his wife lost her nerve and bolted from the room.

At that same instant, the dark powers brought into being the domain of Lamordia as it exists in the demiplane. Vilhelm became the "Lord" of Lamordia, and now has wealth, loyal followers, a mansion, and the ability to demand anything he might want from the local populace. But he misses his wife dearly.

Current Sketch: Vilhelm might appear confident and congenial on the outside, but inside is still nursing a broken heart. He has given up the art of the warrior, preferring a life of relative isolation on his estate in the Sleeping Beast Mountains. In his *beerhaus* he throws lavish parties for his own militia members and visiting mercenaries (and any of the townsfolk of Ludendorf), and tries to drown his sorrows in lager and music. He knows he has only limited powers in Lamordia, and that higher powers control the true destiny of the land.

The baron does not know that his son Hendrik is dead. He is unaware that fleas of madness are the true cause of the malady that has gripped his household.

Combat: While Vilhelm no longer fits into his armor, he can still do battle with his mace, if necessary. It is a +3 weapon.



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A

*And well may the
children weep
before you!
They are weary ere
they run;
They have never
seen the
sunshine, nor the
glory
Which is brighter
than the sun.*

—Elizabeth Barrett Browning

When the monster, Adam, fled from his creator, he made his way to the Isle of Agony, where he eked out a solitary existence on its isolated, wind-blasted slopes. As

the months dragged on, however, Adam became lonely. Knowing that humans would regard him with horror and loathing, he decided to seek out his own kind.

In all of Lamordia, only Victor Mordenheim had the scientific knowledge required to infuse a corpse with the spark of life. And so Adam returned to the doctor's mansion.

At first, Adam tried to lure away the flesh golems Victor had created, but most of these proved loyal to the doctor. So instead, Adam stole bodies that Victor had pieced together and then rejected for one reason or another. Experimenting on his own, using what little knowledge he had been able to obtain by spying on Victor, Adam at last discovered a way to create his own flesh golems.

But Adam's skill was a pale reflection of the arts of Dr. Mordenheim, and the creatures Adam created were emotionless beings, capable of neither sorrow nor joy—hardly the sort of companions he craved. Further, they had minds of their own. While some were in fact loyal to him, most wandered away to pursue their own destinies.

Scorned by humankind, these flesh golems eventually came together to form their own society. They chose as their headquarters an

abandoned monastery in the Sleeping Beast Mountains.

Here, those who call themselves Adam's Children, found a refuge from the humans who mercilessly hunted them down and killed them. Their contact with humankind is limited. Occasionally, one of Adam's Children dons a hooded robe and ventures into one of Lamordia's two cities to seek food, equipment, or supplies. On other occasions, the Children raid settlements, rob graves, or carry away human subjects to use in their fiendish experiments.

Adam's Children know that they must find a way to create more of their own kind to perpetuate their race. Without progeny of their own, they will eventually die out. To date, however, all of their attempts to duplicate the experiments of Dr. Mordenheim have been dismal failures. But the Children will not give up, and they remain obsessed with the goal of creating new life from dead tissue.

In the past, relations between Adam's Children and their creator were strained. Adam, jealous of the flesh golems' success in creating a society for themselves, attacked the monastery three years ago, killing several of the Children and toppling the monastery tower into the gorge below. In the three years that have passed since then, the Children rebuilt the tower and Adam made his peace with them. In exchange for scientific knowledge (especially texts and journals stolen from Victor's library), the Children allow Adam to use the monastery as a hiding place.

Adam realizes that Victor will spare nothing to locate and recover Elise. Knowing that sightings over the years have linked Adam with the Isle of Agony, and knowing that Victor will probably send spies to search it, Adam has instead brought Elise to the monastery.

Note: Additional information on Adam's Children can be found in *Cryptic Allegiances*, a sourcebook in the *Forbidden Lore* boxed set.

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Seekers of the Spark

Perhaps due to the influence of their monastic headquarters, Adam's Children have turned their quest to create life from dead tissue into a religion. Addressing one another as "brother" and "sister," they insist that each was created equal and that each carries the "divine spark."

The flesh golems acknowledge, however, the fact that Adam (whom they refer to as "the creator") is superior to them in ability and power. They revere him as their creator, but realize that there are greater powers than he. Adam, after all, is merely someone who is able to channel the energies of the "spark of life," and there is another person in Lamordia, Victor Mordenheim, with similar powers. The flesh golems believe that, one day, they too will be able to create life.

While the monastery is a place of refuge for flesh golems, not all flesh golems will be accepted as "brothers and sisters of the spark." Still wary after Adam's attack three years ago, the flesh golems realize that the other creator, Victor Mordenheim, might also seek to harm them at some time. They carefully watch all new arrivals at the monastery, in case these have been sent as spies by the doctor. They will be especially suspicious of anyone who voices an interest in the texts or scientific documents that were stolen from Victor. These are treasured documents, "holy books" to be carefully guarded.

The monastery operates under a strict routine. Each of the flesh golems is assigned a specific task—guarding the gate, collecting and installing religious relics, cleaning and maintaining the monastery, preparing and serving meals, generating electrical power, studying the "holy" texts, participating in raids on human settlements or conducting experiments on both living and dead subjects.

The monastery was built and originally inhabited by a sect of warrior-priests who worshipped a god associated with lightning.

Because the creation of a flesh golem involves massive amounts of electrical energy (usually drawn from natural lightning storms), Adam's Children believe the monastery to have been divinely ordained as their sanctuary. During the frequent electrical storms that occur over the Sleeping Beast Mountains they hold ritual observances on the roof of the monastery. They carry long metal staves, and consider it a sign of grace to be struck by a bolt of lightning as they chant their prayers.

Adam's Children are avid collectors of religious artifacts and icons of all types. They reason that, since they are more powerful than humans because they are an amalgamation of body parts, their religion will be more powerful if it amalgamates the rituals and symbols of various gods. They pick and choose from the religions of Ravenloft, often traveling great distances to steal from temples and shrines. In their monastery, they are grafting these icons together to form an "holy artifact" that they believe will channel the powers of the gods, giving them the ability to capture and inject the spark of life into dead tissue.

The Monastery

Although it lies just 10 miles south of Baron Von Aubrecker's mansion, the headquarters of Adam's Children is well hidden in a deep cleft in the mountains and is protected by the sheer cliffs that rise behind it and a deep gorge that cuts off access to it. In winter, when the rocks are slick with ice and snow, the cliffs are all but impossible to climb.

Due to flesh golems' fear of fire, there are no open flames anywhere within the monastery. Adam's Children do not use torches, lanterns, candles, or even cooking fires. Instead, the monastery is lit by crude electric lanterns. These consist of dim bulbs, connected by wires to a central the power room.

The following area and room descriptions refer to Map 4: The Monastery (found on the poster map) and should be read to the players

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as they explore the monastery. Only the text in italics should be read to the players, other information is for the DM.

1) Bridge: *The only access to the monastery is this bridge, which spans a 100-foot-deep chasm. Two wooden platforms extend outward from either side of the chasm, but there is a 20-foot gap between them. There is no guard in sight.*

When a member of the order needs to enter or leave the monastery, two flesh golems place a heavy board across the gap to complete the bridge. In winter, the Children rarely post a guard, knowing that the weather is their best ally, but the gatekeeper is usually near the bridge.

Adam can easily leap the gap.

2) The Second Tower: *A circular staircase inside the tower, winds up through crude flooring to an upper room, where a huge brass bell rests on its side, waiting to be installed in the bell tower. The bell appears to have been crudely repaired.*

The body of the bell is inscribed with the words: "When your need is greatest, ring, and I shall hear you. I shall pour fire from the heavens to aid you."

Picks, shovels, and a variety of digging implements are scattered about the upper room.

Adam's Children call this the "second tower" because it is a reconstruction of the tower that Adam destroyed three years ago. At the center of each floor of the tower is a small, circular hole. Originally a bell rope passed from the tower to the ground floor through these holes. The Children have only recently recovered the bell that used to hang in the uppermost room of the tower (Room #2d), from the gorge. The huge brass bell now sits on the top floor of the tower, its dents have been hammered out and it is ready to be hung in its original position. Until the bell is replaced, the upper room of the tower is being used as a storehouse for digging tools.

The bell was originally intended to be rung to

warn the populace, should the beast inhabiting the mine awaken and emerge. The Children believe the bell will summon a lightning storm that will at last make their experiments successful.

3) Chapel: *A mural dominates the north wall of the chapel and it appears to have been restored. It depicts a god with outflung arms and wildly blowing hair—lightning springs from his fingertips. If you look closer, you can see that the faces appear to have been painted over. The face of the god looks like Mordenheim's monster, Adam, and the faces of the priests paying him homage appear to be those of various flesh golems.*

On the other walls hang icons from a wide variety of religions. Several are holy symbols of a variety of gods and religions.

Any PCs seen carrying a holy symbol will be expected to add it to the collection. Doing so may anger a priest's god, and has a 30% chance of defiling the holy symbol itself, if it is hung beside one of opposite alignment. The holy symbol will then need to be purified with a *bless* spell.

4) Basin Room: *This room contains an ornate stone font, and a variety of earthen jars, vessels, and containers.*

Here, the original inhabitants of the monastery created holy water. The Children have filled the room with a variety of religious vessels. There is a 10% chance any one will still contain holy water.

5) Vestry: *Strewn about this room is a crazy quilt collection of religious garb—the robes, vestments, accoutrements, and paraphernalia of a dozen different sects. Some of these have faded to a pale white, others are black, but most hold some degree of color.*

When the flesh golems venture into the settlements of humankind, they wear plain brown robes with hoods to hide their hideous features. In the monastery, they wear robes that

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are a patchwork of fabrics taken from the stolen vestments of various religions. Pieces of fabric marked with the holy symbol of a god are most prized, but many of these fade to a sullen black or a colorless white when stitched next to symbols of opposite alignment.

Spare "holy" robes hang in this room. They are a patchwork of colors with several black and white squares. Those peering closely at these patches can just discern the faint tracings of religious inscriptions or symbols.

6) Hidden Chambers: *These rooms appear to function as a laboratory and contain some strange equipment—misshapen test tubes and beakers, monitors that throw off sparks, and strangely contorted surgical instruments too blunt to do anything but hack and maim. The rooms reek of rot and blood. Organs, brains, and pieces of tissue float in jars; these samples are improperly preserved and give off a horrible, rotting stench.*

A staircase connects the three chambers, made of rusted wrought iron. Chained to the staircase in the middle of the room is a ruined man. His face is a ghastly mask, and eyeballs from two other human subjects have been crudely stitched into his sightless sockets.

These rooms are a parody of Dr. Mordenheim's laboratories. The equipment here is equipment in name only; in form, but not in function. In this place, Adam's Children perform horrible experiments on both living subjects and dead tissue.

The wretch in Room #6b is Carl Neufeldt. A resident of Ludendorf, Carl was captured three months ago while out hunting in the mountains. The Children, through their "experiments," have managed to blind him.

Carl Neufeldt (1st-Level Fighter): Int avg (10); AL LN; AC 9; MV 12; HD 1; hp 4; THAC0 20; #AT 1; Dmg nil (too weak); SA nil; SD nil; MR nil; SZ M (6' tall); ML unsteady (5); XP 15.

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7) Cells: *The cells are simply furnished—a pallet of straw, a hardbacked wooden chair, a small table, and a plain wooden chest.*

The Children keep their few, meager personal possessions in the utilitarian chests. Having no emotions, flesh golems feel little attachment to material things.

Since the Children need little sleep, typically only about four hours per night, these rooms are often empty.

8) Weapons Room: *This room is stockpiled with weapons. Crossbows, pikes, and swords line the walls, ready for battle.*

Adam's Children seem to have realized that the location of their monastery may not remain a secret forever. They have stockpiled weapons in this room to protect themselves.

The first line of defense will be a withering hail of crossbow bolts, fired from the windows of the tower and the balcony that adjoins this room.

9) Scriptorium: *This room is filled with books and scrolls—some of the books are moldy and water-stained, others are partially eaten by fire.*

Most of these books have been stolen from the libraries of Ludendorf and Neufurchtenburg and from the Mordenheim Estate itself. Recently, the Children discovered a cache of books in an old, abandoned estate that lies in Lamordia's southernmost corner. The flesh golems are trying to decipher what remains of them.

If any wizard PCs are assigned to this task, they will notice that one of the books is a spellbook of a transmuter—a wizard who specialized in alteration spells. The book is damaged, but contains 2d4 intact spells of the 1st to the 4th levels. Also in the pile of damaged books are a *scroll of protection from plants*; and a *scroll of protection from water*.

The scriptorium also contains a fragmentary journal, written by the original priests of the monastery. This holy book, which describes rituals for worshiping the lightning god, is revered by Adam's Children. PCs who manage

to sneak a look at it can discover the following passage on one of its tattered pages.

In those days, the Beast caused untold suffering and destruction—whole populations disappeared into its slaving maw.

Although the wizard Moira caused the Beast to fall into an eternal sleep, we chosen few stand guard over the entrance to the mine, lest her magic wane. Should the creature emerge from the depths of its lair, we shall ring the holy bell and call down the wrath of our God upon it.

Because the Beast has not stirred in many decades, there are some who say our Monastery should be closed down, that it is too expensive to maintain. They fail to see that the destruction wrought by the Beast would be out of all proportion to the current expense. I fear our time here is limited.

10) Artifact Workshop: *This room is filled with icons of various religious orders. A strange sculpture fills the center of the room—it does not appear to be finished.*

The flesh golems are welding the icons together into a strange sculpture—something they believe will be an all-powerful “holy artifact” that will invoke the powers of all of the gods at once.

Due to the fact that they have attached holy symbols of opposite alignments, some of the holy symbols are glowing hot while others are icy cold. Touching either of these results in 1d4 hit points of damage.

11) Dining Hall: *The room is furnished with a long wooden table and benches on either side.*

Here the Children meet for their simple meals, which usually consist of nothing more elaborate than a chunk of bread, unpeeled fruit and vegetables, and a slab of raw meat.

12) Kitchen: *There is a large, rough wooden table that looks as if it is used to butcher meat; it is crusted over with dried blood and knives are*

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stuck point-first into the top of it. Scraps of food lie on the floor.

What little food preparation takes place in the monastery is done here.

Flesh golems do not bother to clean the table because they are immune to diseases, food poisoning, and they have no sense of aesthetics. The PCs do not share this immunity and may fall very ill if they partake of the raw meat the Children serve. Each time they eat raw meat, PCs must save vs poison or fall ill for 3d6 hours.

13) Power Room: *This room contains a device that looks like a huge, hand-cranked turntable connected to a forest of black wires.*

In fact, it is the generator for the monastery's electrical power. Adam's Children work in shifts, cranking the device and sending meager amounts of electricity to the dim bulbs that illuminate the monastery.

14) Charnel/Treasury: *A horrible stench emanates from behind this locked door. The lock appears to be new and in good repair.*

Thieves suffer a 10% penalty trying to pick the lock. If the PCs open the door and enter the room, read the following:

This room contains human corpses in various stages of decay, and the fetid reek is overpowering. Some have been crudely decapitated, and some delimbed corpses have been sewn back together again. The air is thick with droning flies.

This scene is cause for a horror check. Here, in these ghastly remains, the Children hide their treasure: diamonds plucked from the walls of the mine. The wealth is used to purchase supplies and equipment from humans. Among the corpses are hidden 2d4 leather bags, each containing 1d4 diamonds.

15) Rooftop: *The rooftop is surrounded by low, crenelated walls, and a rusted portcullis blocks off the entrance to a tunnel. The portcullis has been sealed with a stout chain and a lustrous lock that looks relatively new.*

Adam's Children will refuse to discuss what lies beyond it.

16) Storm Room: *The room contains a metal table fitted with wrist and ankle straps. Attached to the table is a metal pole that hangs out the window.*

The Children realize that lightning is an essential ingredient in the revival of dead tissue. During the frequent electrical storms (there is a 50% chance of a storm each night), they perform their experiments. Here, the Children study the effects of electricity on living tissue—the result is almost always death by electrocution. (If Carl Neufeldt is not rescued, he will be the next victim.)

This method is an effective way of reviving nonfunctioning flesh golems. Adam's Children have also tried the process on the bodies they have stitched together from human corpses, but without success.

Arrival

When the PCs arrive at the monastery, Adam, the Creator, will have just left the premises to go to Neufurchtenburg to purchase medicines and nutrients to keep Elise alive.

The PCs will be met at the bridge by Kartad, gatekeeper of the monastery. He has a horrific appearance, but by this time the PCs should be used to the sight of flesh golems (having been flesh golems themselves for a time) and will not need to make a horror check. As gatekeeper, Kartad has the key to the treasury, although he has relinquished the key to the mine entrance to Adam.

The PCs' best chance of success lies in disguising themselves as flesh golems and keeping a low profile, while secretly searching for Elise. If they discovered the makeup materials left in Schloss Von Aubrecker, they should be able to do this with relative ease. If they did not acquire these materials, they will have to improvise.

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They might pose as flesh golems who have escaped Schloss Mordenheim. Their experience as flesh golems in the Schloss should help them maintain their cover. Gradually, the PCs may eavesdrop on the Children's conversations and learn that whatever it was that Adam brought into the monastery in the carriage, he has hidden somewhere in the mine.

If the PCs are accepted into the monastery, Kartad will give them "holy" robes and assign them to various mundane tasks that will take up a large portion of each day. One or two of the PCs may be assigned the unpleasant task of cleaning the hidden chambers. Here, they will encounter Carl Neufeldt and will be presented with the added task of rescuing him.

At any given time, there are 3d4 flesh golems living, studying, and working at the monastery.

Kartad

Flesh Golem, Lawful Neutral

Armor Class:	8	Str	19
Movement:	15	Dex	16
Level/Hit Dice:	9	Con	18
Hit Points:	40	Int	14
THACO:	11	Wis	12
No. of Attacks:	2	Cha	1

Damage/Attack: 2d8/2d8 (fists), +7 with weapon

Special Attacks: strangulation, +3 with weapon

Special Defenses: immune to cold and electricity; need +1 or better weapon to hit

Magic Resistance: nil

The Mine

The roof of the monastery, where it meets the face of the mountain, provides access to a tunnel that leads to a series of mine shafts. According to legend, the mine was abandoned when a terrifying monster was discovered within its depths. A wizard was called in who successfully managed to *wish* the monster (a marilith) to sleep. The entrance was sealed, and

the monastery built at its entrance to protect Lamordia from the evil beast the miners had unearthed. Over the centuries, truth became legend and the monks left; the monastery was abandoned and allowed to deteriorate. The only legacy of the evil creature that slumbers within the mine was retained in the name of the range in which she lies: the Sleeping Beast Mountains.

Since taking over the monastery, Adam's Children have reopened the mine entrance and are beginning to explore its tunnels. Immense wealth is to be had from the mine, which produces top-quality diamonds. But there is also grave danger.

The tunnels and the crumbling monastery above them were pulled out of the original Lamordia and into the Demiplane of Dread at the same time as Victor Mordenheim and Adam. Since then, the hidden rulers of the demiplane have toyed with the beast that sleeps within the mine, gradually weakening the spell that binds her, waiting for just the right moment to nudge the monster to full awareness. When it wakes, much of Lamordia may be destroyed. And that awakening is fast approaching . . .

The following area descriptions refer to Map 5: The Mine (found on the poster map). The italicized portions should be read or paraphrased to the players as needed; other information is only for the DM.

Mine Shafts: *Each of these shafts is roughly 15 feet in diameter. The original equipment used to lower workers into the depths and lift out gem-studded rock is still in place. It consists of large wooden platforms, about 12 feet by 12 feet, with a low wall around the outside edge. Rusted chains are attached to each corner; these lead to a central cable that runs up to a pulley, fastened directly over the center of the shaft. These primitive elevators are raised and lowered by means of hand cranks.*

The mechanisms will fill the mine with a loud squeaking and rumbling sound.

Working the cranks requires two characters with a combined strength of 20 or more.

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Each shaft is also equipped with a metal ladder, mounted to the rocky face of the wall itself.

These ladders are extremely rusty; there is a 10% chance (cumulative for each person on the ladder at the same time) that they will break or tear away from the wall, causing all those who do not make a successful Dexterity check to fall and suffer serious injury.

Mine Tunnels: *Each of the tunnels is roughly 8 feet high. The walls and ceilings are shored up with planks and beams that appear to be rotten. The ceilings creak and groan under the weight of earth above them, and the floors are strewn with rusted pieces of mining equipment. At a junction off the main shaft there is a pile of rubble, the result of a cave-in.*

At the point where Tunnel A joins the main shaft, Adam has deliberately caused a cave-in. From the main shaft, it looks as if this tunnel is impassable—in fact, it is just possible to squeeze through the rubble. Only by listening very carefully will the PCs be able to hear the faint thrumming of machinery coming from behind the cave-in.

Adam has hidden Elise in Tunnel B. She lies on an elaborate four-poster bed with a comfortable mattress. A curtain of cloth, draped around the bed like a mosquito net, protects her from the occasional drops of water that fall from the ceiling. Her life-support equipment is intact, and fills the tunnel with a mechanical murmur. The bed is surrounded by brightly burning torches and braziers. These serve the dual purpose of illuminating and warming the area—and of keeping at bay any of the Children who might venture down here to see what their creator is doing.

Adam's Children have been at work in Tunnel C, gradually extending it as they mine the great seams of diamonds. Brand-new picks and shovels lie scattered about the end of the tunnel. Since Adam hid Elise in the mine, he has forbidden any of the flesh golems to enter it. They are complying with this request, since they

have more than enough diamonds to meet their needs at present.

At the end of Tunnel D lie the mortal remains of a treasure hunter who snuck past Adam's Children and into the mine two years ago. The body of the woman is partially skeletal, her equipment is rusted and her clothing has rotted away. Her moldering backpack contains a new-looking *rope of climbing* and a *wand of metal and mineral detection*. Anyone disturbing the body will uncover a nest of giant centipedes.

Giant Centipedes (12): Int non (0); AL N; AC 9; MV 15; HD 1-1; hp 2 each; THAC0 20; #AT 1; Dmg nil; SA poison; SD nil; MR nil; SZ T (1'); ML unsteady (6); XP 35 each.

The Cave

The workers who dug this mine were in the process of opening its fourth shaft when they broke through into this large cave. The shaft leading into the cavern has neither an elevator nor a metal ladder.

The original entrance to the cave is a 15-foot-high tunnel that winds its way under the Sleeping Beast Mountains to emerge on a hillside overlooking Neufurchtenburg.

The Sleeping Beast

The cave is the reluctant lair of Baltoi, a marilith whose tactics were responsible for a major tanar'ri defeat in the Blood War against the baatezu. As a result, Baltoi was banished to this cave by a Guardian of extraordinary power.

Her magical abilities were divested from her and she was even stripped of the power to *gate* in other tanar'ri. Baltoi still retains her natural magic resistance (70%), and is a formidable foe. Nor has Baltoi been unaffected by the forces that play on the Demiplane of Dread; she has grown in size and is now fully 20 feet in length, almost filling the chamber of her cavernous prison.

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When miners discovered the marilith's lair, a wizard was called in. She used a *wish* spell to put Baltoi to sleep. Priests then sealed off all known exits from the cave and built the monastery to protect the mine entrance. But now the wizard's spell is starting to wane, and soon Baltoi will awaken.

The DM should time the awakening of Baltoi to add maximum tension to the adventure. If the PCs explore the cave and discover the marilith, she might partially awaken, attack for a few rounds, then lapse back into slumber. Or she may rouse herself as the PCs are attempting to remove Elise from the mine. In the resulting panic, the PCs may accidentally disconnect one or more of Elise's life support systems, nearly killing her.

The marilith is capable of climbing up the mine shafts and slithering through the short tunnels that connect them. (This slows down her Movement rate to 3.) While she is burrowing, the ground trembles and dirt and rocks rain down from the ceilings of the mine tunnels, and a rumbling growl fills the mine.

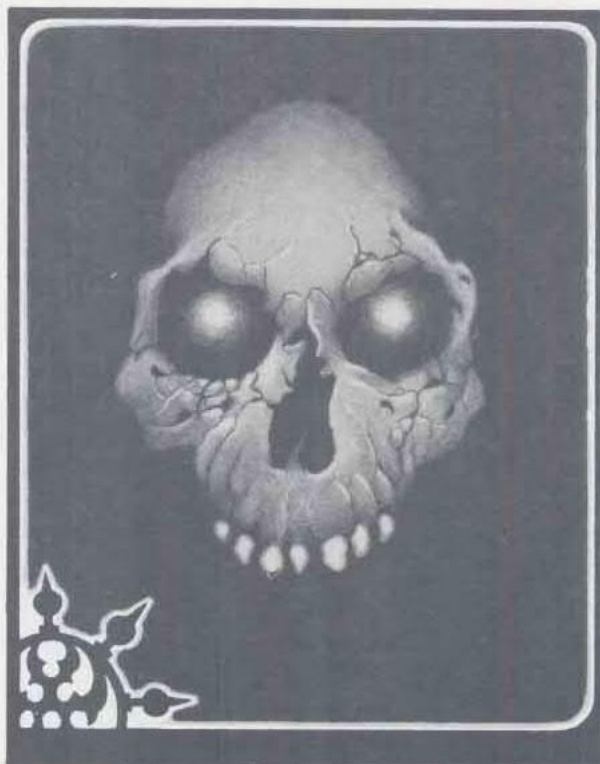
PCs should be led to believe that death is imminent—that the beast is an unstoppable monster that will pursue them without pause. But although the marilith will chase the PCs for a short time, it will ultimately reach the limits of its confinement in the mine's narrow tunnels, and stop.

Baltoi (True Tanar'ri—Marilith): Genius (18); AL CE; AC -9; MV 15; HD 24; THAC0 9; #AT 7; Dmg 4-24 (tail) and 6 by weapon; SA +2 or better weapon to hit, never surprised, spell immunity; MR 70%; SZ H (20' long); ML fanatic (18); XP 45,000.

Baltoi has six arms and holds a different weapon in each of her hands. She cannot be fooled by illusions and she is immune to mind affecting spells. Weapons of +1 (or less) magical enchantment cannot harm her.

Just as the PCs locate Elise, Adam returns. Entering the mine, he catches them in the act of trying to rescue her and demands that they stop hurting her. "You will do her no harm. Leave, now," he says. If the PCs explain they are taking Elise back to Victor, Adam screams, "No! He will only continue to torment her. She is better off here with me. I would never hurt her."

If the PCs can't be persuaded to leave Elise in the mine, Adam attacks. The battle must take place out of sight of Adam's Children (or the PCs will be hopelessly outnumbered). Even so, the PCs will probably need some assistance in "killing" Adam. The best candidate is the marilith, Baltoi. If the PCs can force Adam into her tunnel, she can emerge from her lair to crush him with her tail. (Adam, of course, does not die. Within 1d6 days his soul will take over the body of one of his Children, reshaping it to his old form. He will then set out in pursuit of the PCs.)





D

*Death stands above
me, whispering
low
I know not what into
my ear;
Of his strange
language all I
know
Is, there is not a
word of fear.*
—Walter Savage Landor

The journey back to Schloss Mordenheim will be made difficult by the bitter cold of winter and the season's sudden blizzards. While

the cold will certainly affect the PCs, it will cause even more difficulty for Elise. Somehow the PCs must keep her warm and dry on the long journey. In addition, they must ensure that the tubes that provide her with nutrients and circulate her blood do not freeze up, and that the electrical devices that sustain her continue to function properly.

The best way to transport Elise back safely is to locate some sort of sleigh. (The carriage Adam used to transport Elise here is nearby, but its wheels are useless in the snow. The horses have been butchered and eaten by Adam's Children.) There are, however, solitary trappers and miners living in the Sleeping Beast Mountains. For each day that the PCs actively search, there is an 80% chance that they will find one of the tiny cabins of these hardy souls. There is a further 25% chance that there will be a sleigh nearby.

When at last the PCs reach Schloss Mordenheim, Victor rushes out to greet them. For the first few minutes, he ignores them completely, not even bothering to with thanks as he hurriedly checks Elise's pulse and temperature and adjusts her life-support devices. Only after Elise is safely back in her room does he speak to the PCs.

Narrative

At last Doctor Mordenheim turns his attention to you. His eyes gleaming, he leads you to his laboratory and flings open the door, ushering you inside. He moves straight to the shelves that hold your hearts.

"Aren't your bodies magnificent!" Victor looks at you with obvious pride. "At last, I have perfected the technique of cellular reproduction. My first few attempts were always flawed; the subjects, when they reached maturity, still bore the injuries and imperfections of the original body. But no longer! Do you know what this means?"

Victor's eyes hold a wild, joyful light. You stare at him, uncomprehending, and he snorts at your ignorance. "It means that, at long last, I can regenerate a new body for my beloved Elise! I can have her back again."

He pauses. "If only. . ." He stands for a moment, wringing his hands. "If only my associates from the academy were here to witness my accomplishment." Then he shakes his head, muttering, "No matter, no matter."

Victor lets his eyes wander over you. "Which of you will be the first to undergo the operation that will restore your heart to the magnificent new body I have given you?"

The PCs are sure to be full of questions at this point. Victor will answer them, playing down the dangers. He will avoid mentioning that this will be the first time he has transplanted human hearts into living bodies. (Transplanting the brains of the PCs from their flesh golem bodies was a much simpler procedure.)

A Mother's Nightmare

Victor performs the heart transplant operations one after another, not resting until he has completed his part of the bargain. He then keeps a close watch over the

THE RETURN

PCs to see if the operations have caused any ill effects, subjecting them to numerous physical tests. If they protest, he convinces them to stay on at Schloss Mordenheim by telling them that continued “treatments” are necessary to ensure the success of the operations. All the while, he secretly keeps the PCs mildly sedated; they feel slightly dizzy and disoriented. (They are only able to move at half speed, and are unable to perform any action requiring strength, or to think clearly.) Victor tells them this is a lingering weakness caused by blood loss during the operation.

Once he is satisfied with the PCs' progress Victor will transplant Elise's brain into a body he cloned for her from a tissue sample he had taken previously. He will put Elise through the same physical tests he had used on the PCs earlier, with the same amount of clinical detachment. (It will quickly become obvious that the doctor cares more for his scientific achievement than he does for the happiness of his wife.)

Unfortunately, the trauma of what happened that dark night that Adam disappeared and the

physical agony she has endured since then have tipped Elise over the edge of madness. Wild emotional outbursts alternate with sullen silences. Elise's madness fixates upon two things: her wish that she were dead (she is suicidal and must be physically restrained from killing herself) and the events of April 3, '17. In her rambling, she provides clues as to what really happened that night.

Eventually, after a nearly successful attempt to kill herself by drinking iodine, Elise is restrained in a straightjacket. A metal cage is clamped around her neck to prevent her from dashing her head against the wall. Victor assigns two of his flesh golem servants to watch her at all times, and then retires to his library to study texts on madness and its cures.

Back to the Island

When Victor feels that the PCs are ready to travel again, he summons them back to the lab.

“You have done me a great service, returning my beloved Elise to me. I know not where you came from originally, but I may know how you can return. Rumors, which my investigations have shown to be true, tell of a marvelous gate on the Isle of Agony. The gate is said to have the power to send those who step through it to someplace that is not this place, perhaps even to a place of origin. It is said to lie deep within the caves at the very end of the island.”

The PCs may either remain at Schloss Mordenheim as Victor's guests, or they may decide to return to the Isle of Agony. The DM may decide how much time goes by—it can be as little as a day or two, or as long as a few weeks. But eventually, the PCs should be subtly steered in the direction of the Isle of Agony. When this happens, refer to Map 6: Lamordia (found on the poster map).



THE PORTAL OF FEAR



*shiver, spirit fierce and bold,
As thought of what I now behold:
As vapors breathed from dungeons cold
Strike pleasure dead.*
—William Wordsworth

It is still winter when the PCs set out again, this time for the Isle of Agony. The island is connected to the mainland by jutting slabs of ice. Reaching it involves first crossing

one mile of ice to the island known as The Finger, then crossing an additional five miles of ice to the Isle of Agony itself. The trip requires mountaineering skills, as well as picks, ropes and other specialized gear. (The PCs will have to pay exorbitant salaries to anyone hired as guides or mountaineers; Lamordians know the Isle of Agony as “the devil’s domicile” and will be extremely unwilling to explore the island.) It will be a slow journey and blizzards will plague the party all the way.

Wolves of the Sea

The ice floes leading to the Isle of Agony touch its shores at one end of a wide bay. This bay is the home of a colony of lycanthropic seawolves. (This is the village that the PCs were originally heading for when they were rescued by Hans.) These creatures prey upon any ships foolish enough to seek shelter in the bay, looting their cargos and killing or infecting sailors with lycanthropy (and thus adding to the seawolf population). This area is shown on Map 7: Baytown.

The seawolves are friendly with Adam and serve as his eyes and ears, warning him when strangers come to the island. Occasionally,

small groups of them swim to Ludendorf to spend an evening drinking at the inns near its docks. Otherwise, they remain here, in the settlement simply known as Baytown, where they are free to assume animal or human form, away from the prying eyes of humankind.

Read the following text when the PCs see the ice floes.

Narrative

The natural bridge of ice you have been crossing joins the island near a wide bay whose waters are choked with ice. Projecting out of the sea are the masts of many sunken ships—one of them may be the very ship that brought you to this terrible place. The ragged remnants of their sails flutter from the disintegrating yards like the banners of some long dead army.

Splashing in the water, just off shore, are creatures that resemble seals.

On the shore of the bay itself are several large cabins, and you may have a vague recollection of having been here before. The size of the settlement seems to indicate a population of about 25 people. What keeps them here, on this bleak coast, is not apparent.

The seawolves approach the PCs cautiously, trying to gauge their strength. Their ultimate goal is to kill the party and steal anything of value, but they are under orders from Adam, who is seeking revenge for the rescue of Elise, to first learn who the PCs are and what they are doing on the island.

The seawolves greet the PCs in human form. They pretend to be shipwrecked sailors who have survived by hunting and fishing. The lycanthropes will invite the PCs into their homes, trying, if possible, to split up the party.

The seawolves look like normal men and women. Careful observers will notice, however,

THE PORTAL OF FEAR

Treasure of the Winter Wolf

When the PCs were first shipwrecked on the island, Hans told them a tall tale of hidden treasure—the fabled Horde of Black Bertha. The most likely cave (the only one Hans knew of) is located on the western face of the hill at the center of the island. It is shown on Map 8: Winter Wolf Lair (located on the poster map).

The cave is 30 feet deep and 40 feet wide, with a 5-foot-high ceiling. In summer, it is the lair of a pack of normal wolves. In winter, these are joined by a small pack of winter wolves that migrate to the island across the ice floes.

As the PCs near the cave, they will encounter 1d4 normal wolves. These should be easy enough to kill, but Hans (if he is with the PCs) will warn that the more dangerous wolves are those with white pelts. An additional warning of the dangers posed by winter wolves comes when the PCs stumble across a bear that has been killed by a blast of frost. It stands in knee-deep snow, frozen solid in the act of rearing up to issue a challenge, its teeth still bared in a snarl. Wolf tracks lead away from the body.

Once the PCs reach the cave itself, they will be able to make a rough estimate of the size of the pack. By keeping downwind of the wolves, they may be able to launch a surprise attack.

Should the PCs defeat the wolves (or should a thief be able to sneak inside the cave) they will be in for a disappointment. The only “treasures” here are the wolves’ white pelts, which, if undamaged, will fetch 5,000 gp each.

Wolves (2d10): Int semi (3); AL N; AC 7; MV 18; HD 2+2; hp 10 each; THAC0 19; #AT 1; Dmg 1d4+1; SA nil; SD nil; MR nil; SZ S (3' high); ML average (10); XP 65 each.

Winter Wolves (1d4): Int avg (9); AL NE; AC 5; MV 18; HD 6; hp 26 each; THAC0 15; #AT 1; Dmg 2d4; SA frost; SD nil; MR nil; SZ L (9' high); ML elite (13); XP 975 each.

The Frozen Fens

The river that flows out of the hillside that conceals Adam’s lair continues down across a wide peninsula on the northeast corner of the island, and eventually empties into the sea. In summer, the peninsula is a marshy swamp that is home to giant leeches, poisonous frogs, and yellow musk creepers. Anyone trying to wade across it sinks into clinging, waist-deep mud. If they survive attacks by leeches and frogs, they fall victim to the yellow musk creepers, which slowly turn them into zombies.

In winter, the marsh freezes over, the yellow musk creepers die back, the frogs and leeches go into hibernation, and the zombies that serve the yellow musk creepers wander away to die. The roots that have burrowed into their brains lie dormant through the winter months, warmed by the rotting zombie bodies, then sprout from the corpses in spring.

This year, winter came early. The zombies, formerly a team of botanists from Martira Bay in Darkon, were frozen in place where they stood. Their ship (abandoned when they became zombies) rests a short distance away, also frozen in the ice.

The area is shown on Map 9: The Frozen Fens (on the poster map). When the PCs approach the fens, read or paraphrase the following text:

Narrative

The wide peninsula of land that lies before you is obviously a marsh during the summer months. Tufts of swamp grass rise from its frozen surface and low hummocks of higher ground rise above the ice.

Some distance away, closer to the spot where the ice covering the marsh begins to break apart under pounding ocean waves, you see a ship frozen into the ice. It is a small vessel, a coastal sailing ship half the size of the merchant ship that brought you to Lamordia.

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The ship appears to have been abandoned for several months—long shreds of sail hang from the yard where the mainsail was once furled, and the cabin shows signs of damage. Ice coats the masts, the spars, and the decking.

Just ahead of the ship you see half a dozen humanoid figures. At first, they appear to be sitting on the ice, but then you realize they have been frozen waist-deep in the ice. None of them show any signs of movement.

The PCs will easily be able to venture out onto the ice to investigate. The ice is slippery, but solid enough to support even the weight of the heaviest member of the party. (The water of the marsh is 3 feet deep and frozen solid.)

There are a total of five humans frozen into the ice—all look ghastly. They have yellow skin, gaping eyes, and wear only tattered rags. Yellow creeper musk roots have grown into their skulls

and now hang from their heads in dead, brown strands. The corpses smell faintly of musk, and the arm of one has been partially gnawed away. There are no clues as to the identity of the five. Any tools or equipment they were holding at the time the yellow musk creeper attacked are frozen under the ice.

The plant that turned these men and women into zombies has died back; all that remains is a root, buried deep under the ice in the frozen soil of the marsh. But, while the yellow musk creeper is no longer able to attack, the PCs still face danger from a giant lynx that occasionally feeds here. There is a 50% chance the lynx will return while they are exploring the frozen dead.

Giant Lynx (Cat, Great): Int very (12); AL N; AC 6; MV 12; HD 2+2; hp 12; THAC0 19; #AT 3; Dmg 1d2/1d2/1d2; SA rear claws (2d4 each), surprise; SD avoid detection, detect traps; MR nil; SZ M (4'6" long); ML average (9); XP 270.

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The ship frozen into the ice beyond the corpses is the *Water Lily*, a small sailing craft about 30 feet long and 10 feet wide. The ice that grips it has partially ruptured its hull, but anyone with a proficiency in carpentry or shipbuilding will be able to repair it and make it seaworthy again. The next task would be to replace the rotted sails and lines.

The *Water Lily* features a mainmast at the mid-point of the ship with a square sail, plus a smaller mast on the bow for a jib sail. The ship's wheel is on the open deck at the stern.

The bow of the ship is taken up with a 15-foot-long, 8-foot-wide cabin. Here, the five crew members slept in hammocks strung over boxes and crates containing their scientific gear, stoppered bottles, and jars holding botanical specimens.

The hammocks still hang in the cabin, but they are rotted and tear easily. Most of the samples in the jars and bottles are reduced to no more than a frozen mass of decayed plant fiber. Those jars containing samples that were stored in water have long since burst when the water inside them turned to ice.

Inside two of the jars (floating in alcohol) are blossoms from the yellow musk creeper. Anyone who opens these jars and smells the contents (even accidentally) must save vs spell or be entranced by the flower and become utterly unwilling to part with it. (If more than one person smells the flower's musky pollen, a fight will erupt over "ownership" of the blossom.)

Other jars contain samples of strangeweed (the section of frond still twitches, even in its bath of alcohol) and other mundane ocean seaweeds and plants.

The boxes and crates contain a variety of scientific equipment. There is a crude brass microscope, surgical instruments for dissection, a magnifying glass, collapsible metal poles with hooked ends for gathering samples, corked test-tubes containing stains of various colors (most of them frozen), heavy leather gloves and aprons, heavy-duty scissors for cutting through stems, and saws and axes.

The bitter irony of the loss of the *Water Lily* lies in the fact that these primitive scientists were on the first leg of an exploratory journey that would have taken them to many of the Domains of Ravenloft. Their next stop would have been Ludendorf, where they would surely have attracted the attention of Doctor Victor Mordenheim. Victor would have welcomed them with open arms and conversed with them long into the night. (Perhaps those mysterious forces that shape events in Ravenloft deliberately planned the demise of these Darkon scientists, to ensure Victor's continuing torment.)

The five scientists who crewed the *Water Lily* were diligent record keepers. One of their record books lies face down on the floor. Its pages are moldy, but some of the writing can still be made out. The last page contains the following text.

... Jacob has spotted an interesting plant in the marshy waters of the peninsular swamp we are currently anchored in. It is a large vine whose bright green stalks grow out of the water and onto a nearby hummock. The stalks are thick with a musky smelling orchid that is a bright yellow with splashes of purple. This evening, he returned with two samples of its blossom.

Tomorrow we plan on examining the marsh-orchid in detail. We have loaded our collecting gear into the rowboat and will set out at dawn. If the plant is a new and uncatalogued specimen, we plan on naming it *Orchis jacobii*, after our learned associate.

The ship is well stocked with maps of the coastal areas of the Ravenloft domains that border the Sea of Sorrows (Darkon, Lamordia, Dementlieu, and Mordent.) On the map showing Lamordia's coast, the Isle of Agony is only charted in detail on the side closest to the mainland. Its northwesternmost corner is quite vague. The two islands that lay off its coast, in the Sea of Sorrows, are mere ovals with question marks superimposed upon them.

THE PORTAL OF FEAR

Adam's Lair

When Adam fled to the Isle of Agony, he at first intended only to hide there temporarily, until Victor's anger had cooled. He scorned the island as a permanent home, the only companionship it offered was that of the seawolves and Kadra, the sea hag who reports to Victor.

Over the years, Adam made regular trips to the mainland of Lamordia, but always received a hostile reaction from its human residents. On one occasion, he was hunted down and "killed" like a common beast. He has no desire to repeat that experience.

Now, Adam spends most of his time on the Isle of Agony, only occasionally venturing onto the mainland. He makes his home in a series of interconnected caves near the center of the island. These were carved by an underground river that eventually emerges from the hillside about 200 feet above sea level, then flows down a gentle slope and into the sea. In these gloomy caverns, which are nearly inaccessible to anyone without his strength and fortitude, Adam sits and broods.

The entrance is a natural chimney of rock, approximately 8 feet wide near the surface, and leads downward 200 feet to the first cave. (PCs may discover it by spotting bats flying into it one evening. Alternatively, they may hear the sound of the underground river while climbing the hillside.)

The chimney is difficult to climb; its walls gradually grow further apart, providing an inward slope. In winter, the walls of the chimney are icy, making it very slippery.

Another way to enter Adam's lair is to swim underwater, and against the current, from the point where the river emerges from the hillside. The distance is 425 feet—a difficult swim.

Characters swimming under water against the current can swim half their movement rates in tens of feet per round. In other words, an unencumbered human with a base movement rate of 12, and who is proficient in swimming,

could swim 60 feet per round. (This rate can be doubled if a successful Strength check is rolled on a 1d20.) The DM should remember that characters can only hold their breath for a number of rounds equal to one-third their Constitution scores, rounded up. An average human (Constitution 12), even after making a Strength check, runs out of air after swimming 480 feet under water, and so will just be able to make it to Cavern 1—but will have to leave any encumbering equipment, armor, and weapons behind! (Adam swims the distance easily.)

Swimming in the opposite direction (with the current) increases the movement rate. PCs are able to move at their movement rate in tens of feet per round. (Adam can swim the distance in 3 rounds; if the PCs escape by climbing the chimney, he will swim to the river's exit, climb the hillside, and wait for them to emerge.)

Swimming in utter darkness through an underground river cold enough to numb human flesh should be a terrifying experience. Characters will have to feel their way along, periodically swimming up toward a "surface" that doesn't exist. Their hands will encounter only hard, unyielding stone. (A merciful DM may choose to have characters about to drown encounter a pocket of air—just enough to allow a panicked swim back to the safety of their starting point. Conversely, a DM who wants to make life more difficult for the characters can deduct one round of breath for every unsuccessful attempt to check for air pockets.)

Characters swimming the river will need some sort of protection against its icy chill (bear grease or animal fat will work well), otherwise they will suffer 1d4 points of damage per round submerged. (A successful Constitution check in any given round halves the damage for that round.) Once out of the water, the PCs will need to dry off and warm up, or they will continue to suffer 2d4 hit points of damage per *turn*.

The following area descriptions should be read or paraphrased for players as they explore the caverns. See Map 10: Adam's Lair (found on the poster map).

THE PORTAL OF FEAR

Cavern 1: *The chimney gradually widens, ending in a cavern approximately 100 feet wide. The floor of the cave is uneven and littered with broken bits of rock. It slopes down to the north and south toward deep pools of black water. The slope of the south wall suggests that the river is flowing out of an underground tunnel. The cavern is gloomy, barely illuminated by hazy light from above.*

A rusted iron spike has been hammered into the stone (found at the spot marked "A" on the map). Tied to it is a badly rotted rope that disappears into the water.

Careful observation of the water will reveal that it is flowing to the north. The iron spike and the rope were put here by an adventurer who tied the rope to himself before swimming upriver in an attempt to reach the next cavern. His decomposed body is submerged at the end of the 100-foot-long rope—a ghastly sight. His now-colorless flesh has been nibbled away by fish and his eyes are but gaping sockets. A *ring of warmth* encircles one of the man's fingers.

(The DM might choose to have the rope break, just as the ring is spotted, forcing PCs to make a frantic grab for the body before it sinks to the bottom of the underground river. To add tension, one of the skeletal hands of the corpse might tangle in a character's belt, giving the impression that the body has come alive and is trying to pull the PC down with it into the river.)

If the PCs descend into the cavern via the chimney, or use a light source, they disturb the bats that cling to its walls. The bats fly in wild circles around the cavern, squeaking madly and getting in the way, but they only attack those who directly threaten them.

Traveling underwater to Cavern 2 involves a swim of 75 feet.

Bats (10d10): Int animal (1); AL N; AC 8; MV 1, Fl 24 (B); HD 1/2; hp 2 each; THAC0 20; #AT 1; Dmg 1d2 (bite); SA nil; SD nil; MR nil; SZ T (1'); ML unreliable (4); XP 15 each.

Cavern 2: *This 150-foot-long cavern is about 80 feet wide at its broadest point. The high ceiling reaches above for 25 feet; it is thick with stalactites, and broken bits of stone litter the floor. There is a pool of flowing water at either end where the floor slopes down to the river.*

At the south end of the cavern, a narrow fissure has been widened into a rough passage. The walls and ceiling—but not the floor—of the tunnel are covered with a fibrous fungus that glows with a soft violet light. The fungus extends into the cavern to a depth of 10 feet on the walls and ceiling immediately beside the tunnel entrance. It is made up of millions of tiny, quivering hairs, each about 6 inches long.

The fungus continues on through Caverns 3, 4, 5, 6, and their connecting tunnels. (It has not yet fully spread into Cavern 2.) It is harmless, but has one interesting property. If any portion of it is touched, the entire fungus growth of both caverns instantly blinks out, ceasing to glow for 1d4 rounds. This not only leaves the tunnels in utter darkness but also warns Adam that intruders have entered his lair. (PCs walking through a tunnel or near a wall must specifically state that they are avoiding the fungus, and in areas that narrow to 4 feet or less must make a Dexterity check to avoid it.)

Adam will make good use of the light-emitting fungus when attacking the PCs. Just before launching an attack, he will touch the fungus, then attack in utter darkness. Since he knows every inch of these caverns by heart, he suffers only a -2 penalty when attacking in darkness. (PCs suffer a -4 penalty.)

Note: If no other light source is available except the faint light emitted by the fungus, Adam has an 80% chance of hiding in shadows anywhere within these caverns. He will use his ability to move silently to sneak up on the PCs, attacking when they least expect it.

Traveling underwater to Cavern 3 involves a swim of 275 feet and may result in an encounter with the spider in Cavern 7.

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Sentient Snow

Several years ago, a merchant ship on its way from Port-a-Lucine to Martira Bay was shipwrecked off the southernmost point of the Isle of Agony. Only one member of the crew survived. She did so by swimming to a piece of floating wreckage barely large enough to keep one person afloat—and then using her dagger to stab to death the crew member who was clinging to it.

The dark governors of the demiplane took notice of this evil deed and rewarded the shipwrecked survivor accordingly. When the currents carried her to this desolate point of land, a flesh golem was waiting for her. As she struggled out of the crashing surf, the golem attacked without warning, ripping off one of the sailor's arms. It then lurched away into the interior of the island, to take the bloody "present" back to Adam for use in his infernal experiments.

The sailor died a short time later from blood loss and shock, and her skeletal body still rests on the ground where it fell. But her spirit lives on in the form of a poltergeist who jealously protects that which remains. Anyone approaching within 100 feet of the remains (which are currently covered by a thick layer of snow) will be pelted with a hail of snowballs. (These do no real damage, but should present a mystery that the PCs will want to solve.)

When the PCs approach the coast, read or paraphrase the following text:

Narrative

The waters off this coast are gray and malevolent in appearance, capped with angry white breakers; the surf booms against the shore. No wonder this island is shunned by shipping—the rocks loom just under the surface like angry sharks, ready to tear the belly out of any ship that passes by.

As you approach the coast, trudging

through the knee-deep snow, you catch a flicker of movement out of the corner of your eye. Something round and white just hurtled by. Then another round object flies past, and another.

Several of the objects hit you, stinging as they strike your bare skin. If you look more closely, you see that the missiles are nothing more than snowballs—a shower of the things, landing all around you in a steady hail. Whoever is throwing them is very strong—and has a very accurate eye!

Try as you might, you can't see the person throwing the snowballs. They seem to be originating from one place, as if some invisible creature were throwing them. But the snow in that spot is utterly trackless. You watch in amazement as a chunk of snow lifts from the ground and forms itself into a smooth round ball. Has the snow itself come to life?

Poltergeist: Int low (6); AL LE; AC 10; MV 6; HD ½; hp 4; THAC0 15; #AT 1; Dmg nil; SA nil; SD invisibility, silver or magical weapons to hit; MR nil; SZ M (5' tall); ML average (10); XP 65.

If the PCs reach the body, they will antagonize the poltergeist still further. In order to "defend" what remains of her body from further thievery of its parts, the poltergeist scoops massive amounts of snow up into the air and dumps it on the PCs' heads.

After killing or driving away the poltergeist, the PCs will be able to uncover the skeleton. When they do, they will experience a *phantom shift*—an illusionary jump back in time to the moment of the woman's death. They will see a flesh golem attack the shipwrecked sailor. Then the flesh golem turns toward the PCs, the bloody arm still in its hands. The PCs must make a fear check or flee in terror. The illusion disappears in the next round.

Cavern 3: *This cavern is about 50 feet wide and has a high ceiling that gradually narrows, near the 50-foot mark, into a chimney like that in Cavern 1. But where that one is open to the sky, this cavern's chimney has collapsed, and precariously balanced rubble now chokes the narrow fissure. Everything is coated with the glowing fungus.*

Disturbing the rubble will cause a rain of jagged boulders that will do 6d10 damage to everyone in the cavern and will fill it to a depth of 4 feet, partially blocking the tunnels that lead from it.

Some of the debris from above has spilled onto the floor at the center of the cave to form a pile of rock about 5 feet high. Barely visible through gaps in the pile, you can see two badly damaged chests. A few gold coins have spilled through cracks in their sides.

The chests were placed here several years ago by pirates who stopped at the Isle of Agony to hide their treasure. They lowered the chests by rope into the cave, then sailed away. A short time later, a mild earthquake blocked the chimney and spilled rock down onto the chests.

The PCs are likely to be attracted by the prospect of easy plunder. (Carrying the heavy chests out through the water-filled tunnels, however, is sure to be a challenge!)

It will take about 20 minutes of labor to remove the stones from the chests. (Adam is sure to hear this activity.) PCs may expect a monster to spring up from inside the pile of stones (or the chest itself), but there are no encounters here (unless Adam attacks). The DM should play upon the characters' fears, requiring them to make a number of checks to learn if they see or hear anything unusual.

The chests contain a fortune in gold and jewelry, although most of the latter was crushed by the weight of the stones that fell upon the chests. In all, they contain 6,000 gp, 10,000 sp, and 8 pieces of badly damaged jewelry. (The gold and gems in the jewelry give each piece a value of 1d10 × 1,000 gp.)

Cavern 4: *This 110-foot-long cavern averages 45 feet in width and has a large pool in the center, where the floor slopes down to meet the underground river. Ledges on either side of the river provide access to the opposite end of the cavern, neither is more than 4 feet wide. The ledge on the west side opens onto a smaller cave. There is a plank across the center of the pool. It looks old, but it is thick enough that it might still be sound. The familiar glowing fungus coats all but the plank.*

Using either of the ledges to cross the cavern requires a Dexterity check to avoid causing the glowing fungus that lights this room to blink out. The wooden plank is sound, but also requires a Dexterity check on 1d20 to see if the PC slips on the wet wood and falls in the river.

The danger in this cavern comes from beneath the surface of the pool, where a giant water spider has made its lair in a hidden cavern. If the fungus blinks out, there is a 30% chance the spider will come to the surface to search for prey. If bright lights are brought into the cavern (torches or lanterns), there is a 20% chance it will attack. And if someone falls in the water, there is a 50% chance of attack. (All results are cumulative.)

The giant water spider attacks by dragging its victims under the surface of the water. (Those grabbed by the spider may break free by making a Strength check on 1d20.) It then swims to its lair with its prey (Cavern 7), where it cocoons the victim to eat later, at its leisure. If attacked, the spider retaliates by injecting its opponents with a deadly venom.

Traveling underwater to Cavern 6 involves a swim of 150 feet and may result in an attack by the spider.

Spider, Giant Water: Int semi (3); AL N; AC 5; MV 15; HD 3+3; hp 18; THAC0 17; #AT 1; Dmg 1d4; SA poison; SD nil; MR nil; SZ M (8' diameter); ML steady (12); XP 420.

Cavern 5: *This small cave is furnished with a comfortable cot and a battered looking sea chest.*

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The chest is locked. The same violet, glowing fungus permeates this cave.

This is where Adam sleeps when he is spending time in the caverns. The sea chest is locked and trapped. Adam carries the key with him. If tested, the chest will radiate a strong aura of magic. The trap on the chest combines the wizard spells *trap the soul*, *reduce*, and *deeppockets*. The lock may be picked normally, but once the chest is opened (even a crack) it draws the person who opened it into itself, shrinks them to one-tenth their size and seals them inside. (This effect occurs even if the person opening the chest is not directly touching it. Any items used in an attempt to prop the lid open and stop it from closing are neatly snipped in half by the lid.) The chest's built-in closure then re-locks with a loud click.

There are only two ways to safely open the chest. One is to use Adam's key. The other is to cast *dispel magic* on it or use a magical item to negate the magic of the chest. (It then becomes a normal, nonmagical chest.) If someone is trapped inside the chest when its magic is dispelled, they immediately regain their normal size. (If there is more than one person trapped inside the chest, each of them takes 1d8 points of damage times the total number of people trapped.) Those freed by the proper key regain their normal size 1d4 rounds after being removed from the chest.

The items inside the chest are of normal size. (Only intruders and their equipment are shrunk by the chest.) Inside the chest is a *mirror of sending* that matches the magical mirror held by the seawolves and a pouch containing 1d6+2 pinches of *dust of tracelessness* (Adam uses it to conceal his trail on his trips to the mainland). In addition, there are a number of items pilfered from Elise, including a signet ring, two of her gowns, a lock of her hair tied with a red ribbon, and a locket with two portraits inside (one of Elise and one of Victor—the latter has been scratched with the point of a needle and nearly obliterated).

Cavern 6: *The tunnel leading into this cavern passes yet another pool opening onto the underground river. The ledge beside the river averages 5 feet wide. On benches and tables there is a wide array of laboratory equipment. At the center of this cavern is a strange apparatus, constructed from blackened metal bars. These have been formed into a star-shaped platform about 3 feet high. From the leather straps positioned on the points of the star and at its midpoint, it is clearly designed to hold a human body. The three legs that support the platform rest on wide blocks of rubber. The fungus here is thicker than in the other caverns.*

Inside this cavern, Adam performs his own "scientific" experiments. It was here that he first restored life to dead animals (the skeletal bats that now accompany him on his travels to the mainland). Here too, he restored life to the sewn-together bodies he stole from Victor Mordenheim's lab. In time, he learned the secrets of reanimating dead flesh, but Adam lacks Victor's training as a doctor. The flesh golems Adam sews together from pieces of dead tissue are very crudely made, and they are even more hideous to behold than those created by Doctor Mordenheim.

Where Victor turned to science to find his answers, Adam turned to magic. Each of the legs of the central apparatus is hollow—anyone tapping on a leg will quickly discover this. Inside each is hidden a *wand of lightning*. When the correct command words are spoken ("fulmine ictus") the wands each expend a charge and lightning arcs around the frame.

Anyone touching the platform when it is activated takes 6d6 hit points of damage *per wand*. (If the person is completely on the platform, with nothing to create a "ground" between the body and the earth, there is no damage. Instead, the PC's hair rises from the scalp, and tiny sparks leap into the air.) Each wand has only 2d4 charges left.

The tiny cave that forms an alcove on the east wall contains a rusted metal table and battered surgical instruments. Bloody rags are

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piled in a heap on the floor.

At the south end of the cavern, behind a barred door, a staircase leads up into the darkness. The stairs have been cut into the rock, and climb for 550 feet. They go directly to an ancient graveyard—the graveyard that is the portal out of the Domain of Lamordia.

Cavern 7: *Although you have reached this cavern underwater, you find it contains a pocket of stale air. There is a dry section in the cave about 20 feet wide, the ceiling is 20 feet high. In one corner you see a large mass of sticky, white spheres. Glowing fungus grows on the walls and ceiling, filling the tiny area with a dim, purple light. On the floor of this small cavern lie the remains of three creatures securely cocooned in spider webs—two are human and one is a dead flesh golem.*

A giant water spider makes its lair in this cavern. Although the entrance is under the surface of the river, the cave itself contains a

pocket of air, sufficient to sustain a single human for 1d4 hours. The mass in the corner of the room is a collection of spider eggs, each about the size of an apple. (For an added touch of horror, 10d10 eggs can hatch while a PC is being held captive by the spider. The tiny hatchlings are harmless, but will swarm over the PC. The character must make a horror check or develop permanent arachnophobia.)

The spider's treasure consists of the coins and magical items once carried by its victims. It includes 18 cp, 12 sp, 5 gp, 11 pp, and 2 gems, one of which is a *gem of insight*.

The spider, having secured its victim in a cocoonlike web, waits 1d6 turns before beginning to devour its victim. During this time, the PC's companions may attempt to come to the rescue—this would involve swimming 70 feet underwater, each way. (The spider swims this distance in half a round.)

When the player characters begin exploring Adam's lair, Adam will be in Cavern 5. As soon



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as he is alerted by the blinking out of the glowing fungus, Adam begins stealing through the cave.

The Gate

As foretold by rumors and the investigations of Dr. Victor Mordenheim, the Isle of Agony does indeed contain a dimensional gate. But few have ever used it, for the only way to reach it is by passing through the caverns that are the lair of the true Lord of Lamordia—Adam.

The gate is reached by climbing the stairs from Cavern 6 of Adam's lair. The stairway is filled with an obscuring, swirling mist.

The area containing the portal is shown on Map 11: The Portal of Fear (on the poster map). Read or paraphrase the following text to the players when they near the top.

As you reach the top of the stairs, the mist clears. You find yourself looking through an archway that leads outside of the caverns. You see that you are standing at one side of a deep, well-like crater about 100 feet wide, completely enclosed by high cliffs that seem to stretch on forever. Looking up, you see a dark, starry sky, far overhead.

The ground is dimly illuminated by twinkling starlight. Gradually, as your eyes adjust, you see a slab of stone about the size of a grave marker at the center of the open area. A dark hole gapes before it.

The ground is covered in sickly tufts of grass. Mist floats in patches near the gravestone—if that is indeed what it is. The mist is following a distinct pattern. It seems to be slowly spiraling toward the gravestone, disappearing down into the hole before it as if it were being drawn by some unseen force.

The graveyard exists in its own tiny pocket of the Demiplane of Dread, completely isolated from all other domains. Those leaving

it by the stairs will find themselves back in Adam's lair. The only other way out is through the open grave—a dimensional gateway. (PCs able to fly or climb find the walls just keep on extending, the PCs can never reach the "top" of the cliffs.)

The open grave is filled with thick mist that has a slight, sweet smell. On the gravestone itself are the following words:

Here lies [name of PC], forever lost to this world. May [he or she] rest in peace.

The PCs may escape Lamordia by stepping into the open grave. They will briefly experience a sensation of falling through space and must make a fear check. (The only result of failing is that they scream—any companions who have yet to enter the grave may have second thoughts when they hear it.) At the DM's discretion, the grave may lead to the PCs' home world, or to any other Ravenloft domain.

The great irony of the portal's location is that it will not work for Adam. It will only accept creatures that are fully alive. (Adam, like all other flesh golems, was created from dead tissue and still has the taint of death. He is, however, able to enter the crater.)

There is nothing in the crater to sustain a living creature. If the PCs remain here, they will slowly starve to death. But there are more pressing threats. The crater is home to a fearsome zombie golem. The golem emerges as the PCs investigate the open grave. The first warning is an overpowering stench.

Golem, Zombie: Int non (0); AL N; AC 2; MV 6; HD 18; hp 60; THAC0 4; #AT 2; Dmg 3d6/3d6; SA stench; SD immunities to magic; MR nil; SZ M (6' tall); ML fearless (20); XP 17,000.

The Baron's Letter to Captain Furschten

Captain Furschten—

I beg you, bring your men with all haste to the castle. Bring whatever aid is available; rat catchers and priests would be most appropriate.

A plague of strange creatures besieges us. It started with the dancing mice. Now my hound has a gleeful look in his eye and a great grin on his lips. I caught him smoking my best pipe the other night, and now he is wearing my waistcoat!

There is something dark at work here. All measures to stop it prove futile. Yet I laugh! I laugh, I tell you. It all seems so jolly, somehow.

The carrier pigeons fly in circles, or hang from the eaves like bats. I have no way of knowing if my previous epistles ever reached you. I pray that my son Hendrik can make it through winter's icy grip.

Remember, beware the mice, lest they steal your swords!

Yours,

Baron Vilhelm Von Aubreckier



Klaus's Letter to Doctor Mordenheim

Doctor Mordenheim—

I write in reference to the carriage I spotted—the one bearing the corpse you seek. It has only just occurred to me what its destination must have been. Ten miles to the south of the Aubreckier estate, near the headwaters of one of the tributaries of the Musarde River, lies an abandoned monastery. The carriage driver must have sheltered there—the winter snows began the day after I spotted the coach and he would never have made it through the mountains.

I must warn you, however, that the monastery is filled with ghastly creatures whose limbs are out of proportion and whose bodies are covered with a crimson of horrid scars. They shamble about inside it, chanting in a horrible mockery of priestly ritual. When they leave it, they hide their deformities under voluminous brown robes.

While observing the monastery, I heard horrible screams from within. Thank whatever gods you worship that the woman you seek is already dead. . . .

Your servant,

K

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Infestation
ACTIVITY CYCLE:	Any
DIET:	Blood
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	Hundreds
ARMOR CLASS:	Nil
MOVEMENT:	3
HIT DICE:	None
THACO:	See below
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Madness
SPECIAL DEFENSES:	Nil
MAGICAL RESISTANCE:	Nil
SIZE:	Tiny
MORALE:	Nil
XP VALUE:	270 per infestation

Fleas of madness resemble any other flea: tiny (smaller than a grain of rice), black, and difficult to get rid of once an infestation has occurred. Like normal fleas, they feed on blood, and usually reside within the fur or hair of mammals and humans. They transfer themselves from one creature to the next by leaping to any new host who touches the fur or hair of the original host. They also lurk in carpets and bedding, where they can go without food for several days while waiting for a new host to infest.

Combat: The bite of a flea of madness is almost insignificant. The victim may feel a slight sting and afterward develop a small red welt, but otherwise takes no real damage. The danger lies not in the bite, but in the magical disease these fleas carry.

For each hour (or portion) spent in an infested area (or in the company of an infested creature), there is a 75% chance of suffering 1d4 flea bites. Each bite has a 25% chance of immediately causing the victim to experience effects similar to either the 2nd-level wizard spell *Tasha's uncontrollable hideous laughter* or the 8th-level wizard spell *Otto's irresistible dance*.

In addition, the victim must make a saving throw vs poison for each bite suffered. Failure of any saving throw means the victim slips into madness over a period of 1d4 days.

If the victim is an animal (or is only semi-intelligent), the madness takes the form of simple delusions. The animal believes itself to be some other creature with which it is already familiar. Alternatively, an animal may believe itself to be human and may attempt to walk about on its hind legs and perform many of the activities humans do.

If the victim is a human, hallucinations result. A victim might see a setting different than the one which actually exists (for example, a jungle as opposed to a stone corridor), might see fellow humans as monsters, or might see creatures or items that do not actually exist. Erratic, inexplicable behavior results.

Note: Once madness has set in, the victim no longer needs to make additional saving throws vs poison, as no intensification of the madness takes place. The victim is, however, still susceptible to the effects of *Tasha's uncontrollable hideous laughter* and *Otto's irresistible dance* with subsequent flea bites.

The madness caused by the fleas can be cured by magical



means. Effective wizard spells include *limited wish* and *wish*; effective priest spells include *cure disease*, *heal*, *heroes' feast*, and *restoration*. The psionic science *Psychic Surgery* can also be used to cure madness.

Once the victim is cured, however, there is a good chance that the madness will reoccur with further flea bites. The only way to ensure safety is to deal with the infestation itself. Wizards might act as exterminators, using such spells as *stinking cloud*, *cloudkill*, or *deathfog* to fumigate a building. Priests can use the spells *anti-vermin barrier* or *repel insects* to cleanse an individual. Psionics can offer similar protection with an *Inertial Barrier* devotion. The spell-like effects of the flea bites (magical laughter and dancing) can be eliminated with a *dispel magic* spell.

Habitat/Society: Fleas of madness are insects that are unique to the Demiplane of Dread. They appear in scattered locations throughout the Ravenloft world, infesting one area for a summer, then dying out in the winter months and reappearing somewhere else the next summer. On occasion, they are carried indoors during winter by household pets or vermin. When this happens, individual households or towns might be afflicted with the madness the fleas carry, while neighbors are not.

Ecology: There is much speculation as to how fleas of madness originated. Those who study science say these are ordinary fleas that carry a disease and believe there might be a natural plant or chemical substance that can counteract the madness the fleas induce. Others point to the fact that two of the effects produced by the fleas resemble wizard spells, and believe the fleas of madness have a magical origin. They speculate that the fleas may be the result of a wizard whose curse tainted a *summon swarm* spell. Still other sages speculate that the fleas might be the work of an evil priest who combined a *summon insects* or an *insect plague* spell with the madness-inducing spell *mindshatter*.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Average
TREASURE:	Nil
ALIGNMENT:	Chaotic Neutral
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	9 (40 hp)
THACO:	11
NO. OF ATTACKS:	2 (fists)
DAMAGE/ATTACK:	2d8/2d8
SPECIAL ATTACKS:	Strangulation
SPECIAL DEFENSES:	See below
MAGICAL RESISTANCE:	Special
SIZE:	Large (7–8' tall)
MORALE:	Fearless (19)
XP VALUE:	5,000

Stitched together from the collected body parts of various corpses, flesh golems have a horrific appearance. Contrary to old movies, they are not flat headed, nor do they have bolts in the side of their necks. Since they are composed of the body parts of many different people, they can have a variety of appearances. All are gruesome and ghastly.

Combat: The Ravenloft flesh golems are immune to cold and electricity in any form. Cold or electrical attacks do half damage, none if the golem makes its saving throw. Electricity does *not* regenerate hit points. Spells may do damage to a flesh golem, but all other types of spell effects are ignored. This only applies to spells cast directly upon the golem, including area effect spells. It does not include the side effects of spells, such as a *wall of stone* falling on it. The golem does not eliminate the wall with its touch, and is still required to deal with it. However, spells like *charm person*, *sleep*, and *teleport other* will fail on golems. The golem does not see through illusions, unless directly cast on it, as in *phantasmal killer*, nor can it automatically see invisible creatures.

If the golem hits with both fists in the same round, it can begin strangling its victim on the next round. This is an optional attack, not required of the creature. Strangulation does 3d8 damage each round automatically. Of course, the victim is unable to escape unless it has a strength of 19 or greater. It is possible for two people to break the grip (one on each arm) so long as they each have at least a 17 Strength.

Although flesh golems are immune to normal weapons and physical attacks, they can be harmed by magical weapons (+1 enchantment or better) and attacks from monsters of sufficient hit dice (4+1 or more, PCs don't qualify!) can harm them. Lesser attacks will not penetrate their skin.

In its own way, the flesh of the golem is alive. It is vulnerable to poison, level draining, gasses and other things that attack the flesh. It has a high resistance, reflected in the +4 saving throw bonus it receives. The exception to this rule is that flesh golems are completely immune to disease.

The flesh golems of Ravenloft have unique regenerative powers. A normal human heals 1 hit point for every day of full rest. The flesh golem recovers 1 point an hour, whether or not it is resting. If it is brought below zero hit points, it does not heal at all—the body is incapacitated, but not dead. Its



mind is dormant, unconscious. Its wounds must be stitched up and repaired—it then takes a bolt of electricity to reawaken life in the monster.

Fire does normal damage to golems, as does acid. Only fire or acid can permanently destroy the body of a flesh golem. Anything less and it can be reanimated at a later date.

Habitat/Society: Made to serve the selfish purposes of their mad scientist-creators, flesh golems rarely possess either a habitat or a society. They long to be accepted as people. The inevitable rejection they suffer causes most of them to develop a deep hatred of living creatures, especially humans and demihumans.

Normal flesh golems are mindless automatons, Ravenloft flesh golems are not. The spirit that kindles life in the flesh of the golems is keenly aware of its existence and frequently filled with hate. The spirit belongs to the brain used to make the golem, or that of another creature transferred into it. This spirit is usually damaged by the process of transference or reanimation and is a lot more primitive and childlike than the original.

The flesh golem has is one inherent weakness: its fear of fire. It will flee from any source of fire, even one as small as a match. It must remain at least 10 feet from small flames (torches, cooking fires, etc.) and at least 25 feet from larger flames (bonfires, a large collection of torches, etc.). In the case of a small flame, a golem may attempt to move past the fire or knock it from its holder, but only if a successful fear check is made (save vs paralyzation). The fear check for flesh golems is normally an 8 (they are relatively fearless), but they have a -4 penalty for fire, making the save 12 or better on a 20-sided die. If forced too close to a flame, roll on the failed fear check table to see how the creature reacts.

Ecology: Flesh golems are not living creatures, and have no ecology.



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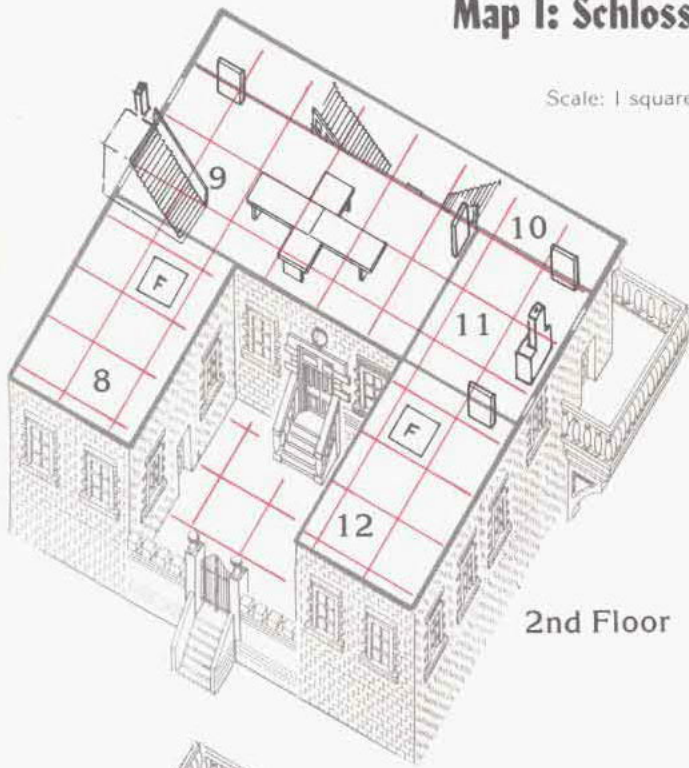
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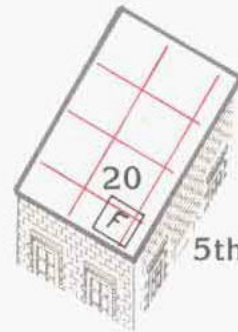
Map I: Schloss Mordenheim

Scale: 1 square = 5 Feet

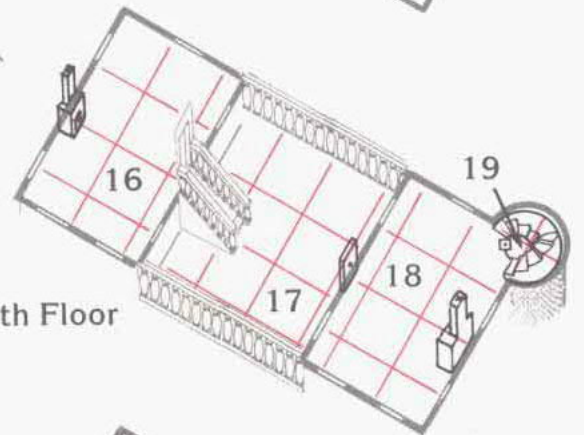
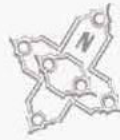
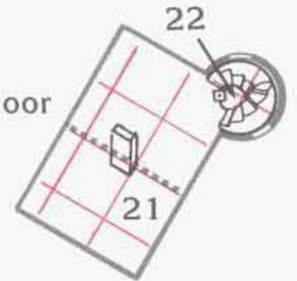
6th Floor



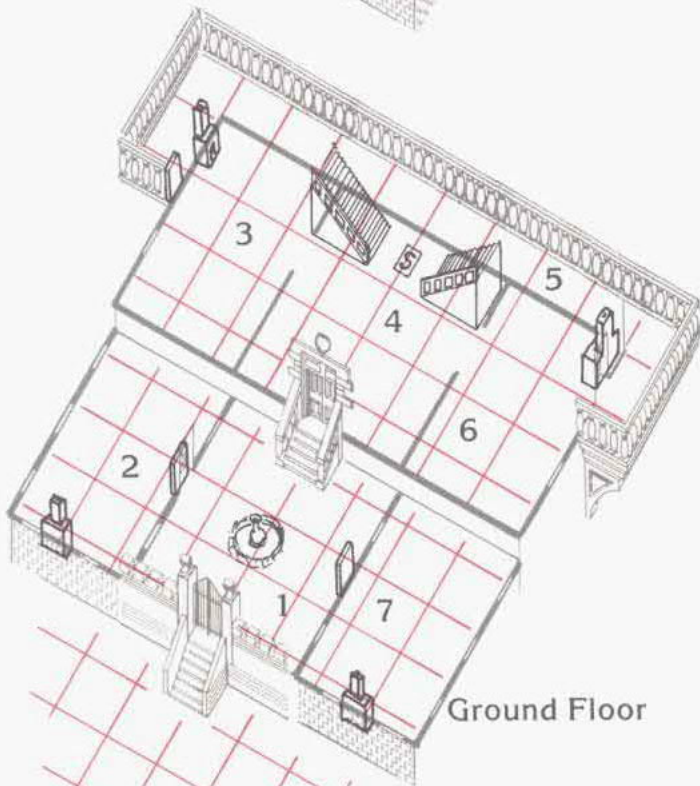
2nd Floor



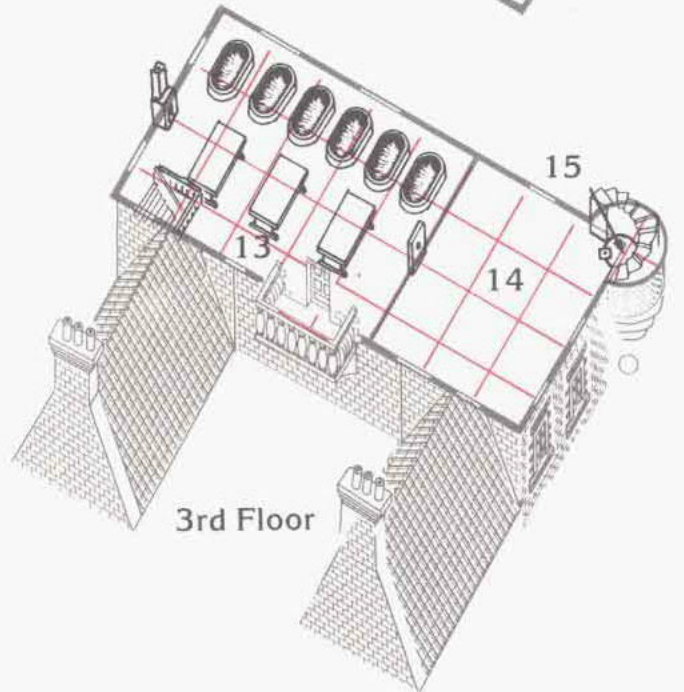
5th Floor



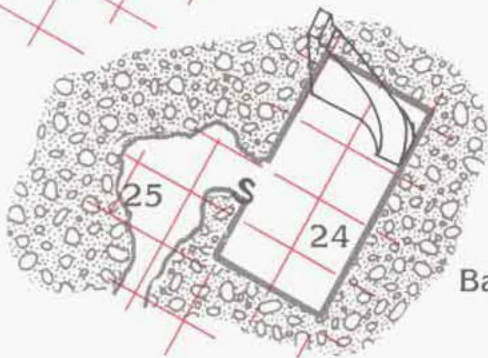
4th Floor



Ground Floor



3rd Floor



Basement

Map 2: Schloss Von Aubrecker

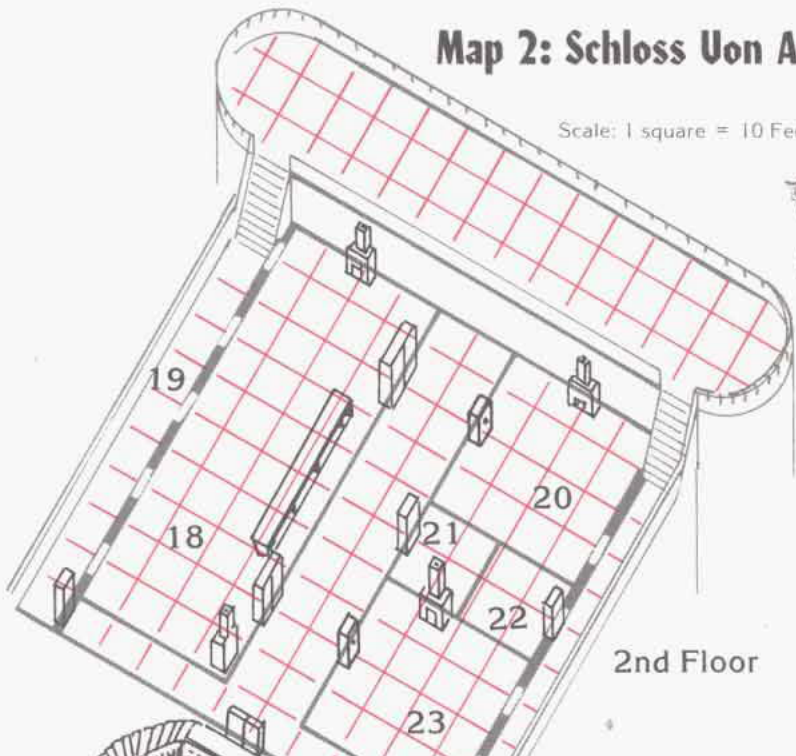
Scale: 1 square = 10 Feet















-  Door
-  Double Door
-  Secret Door

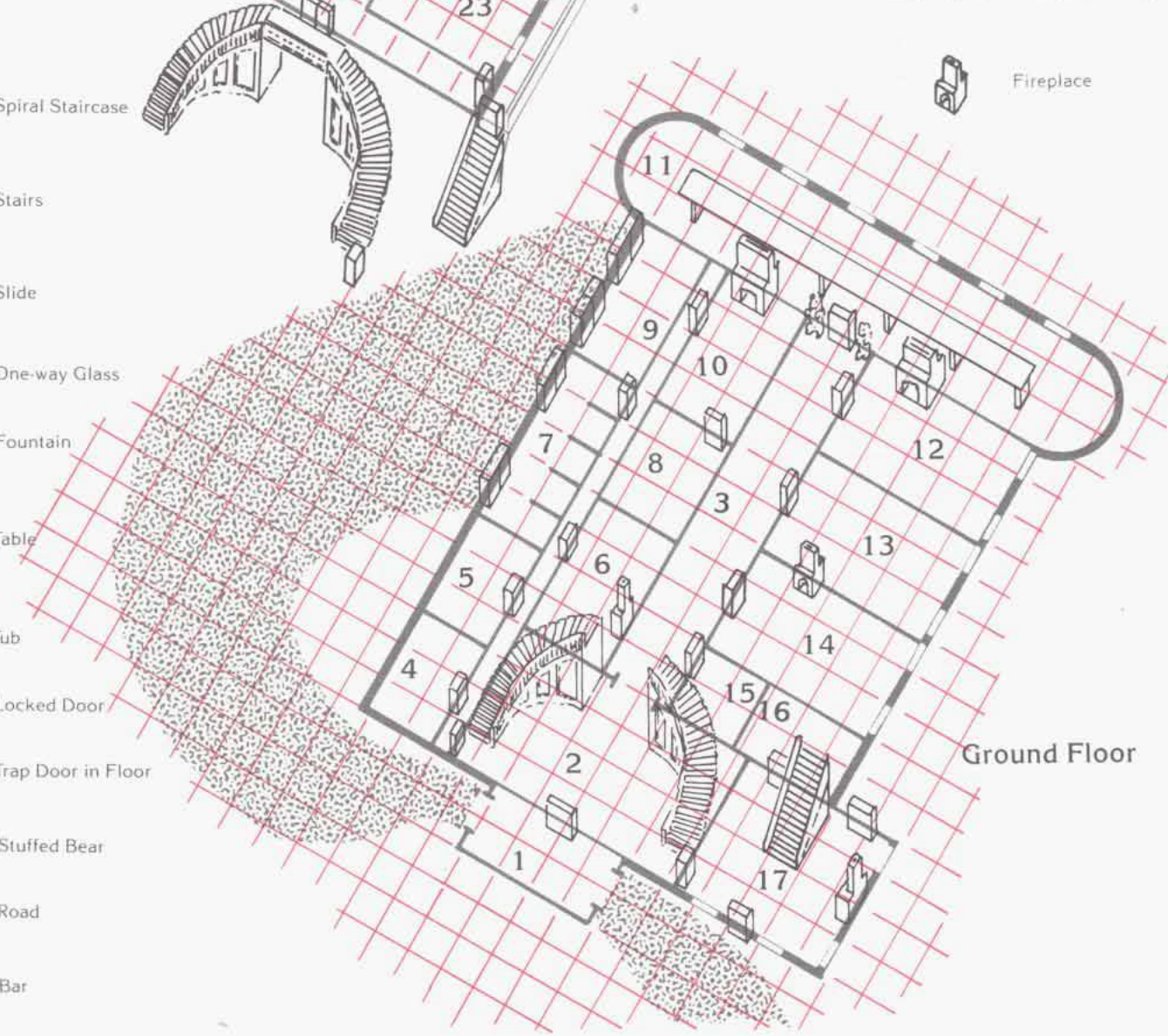


-  Window
-  Arched Entrance



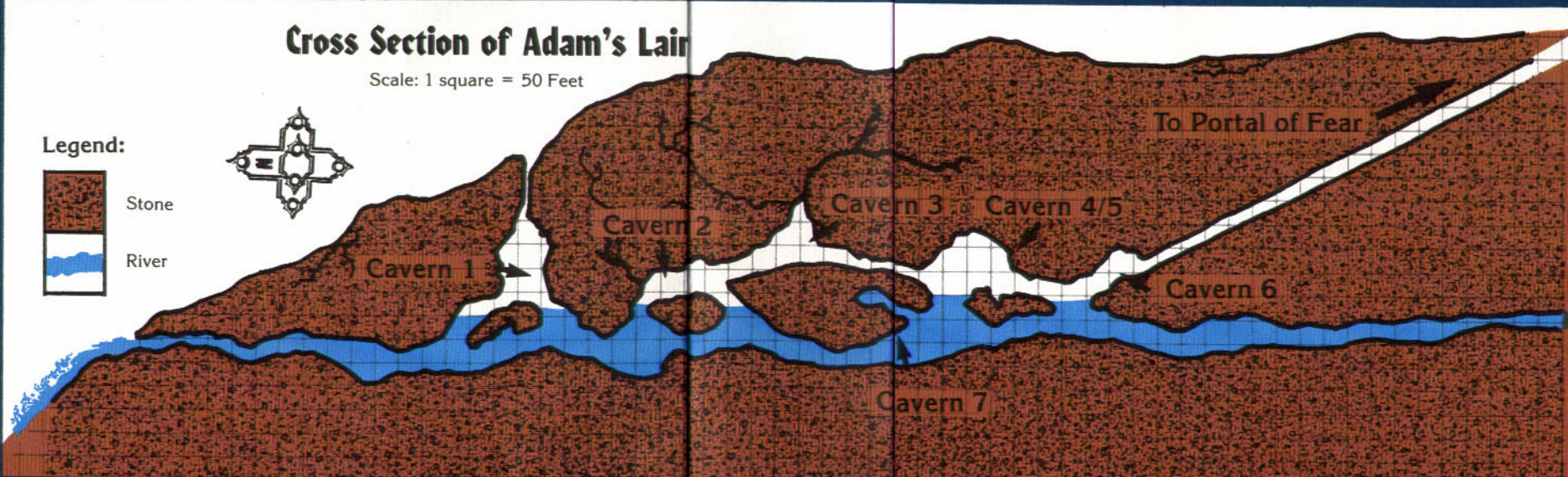
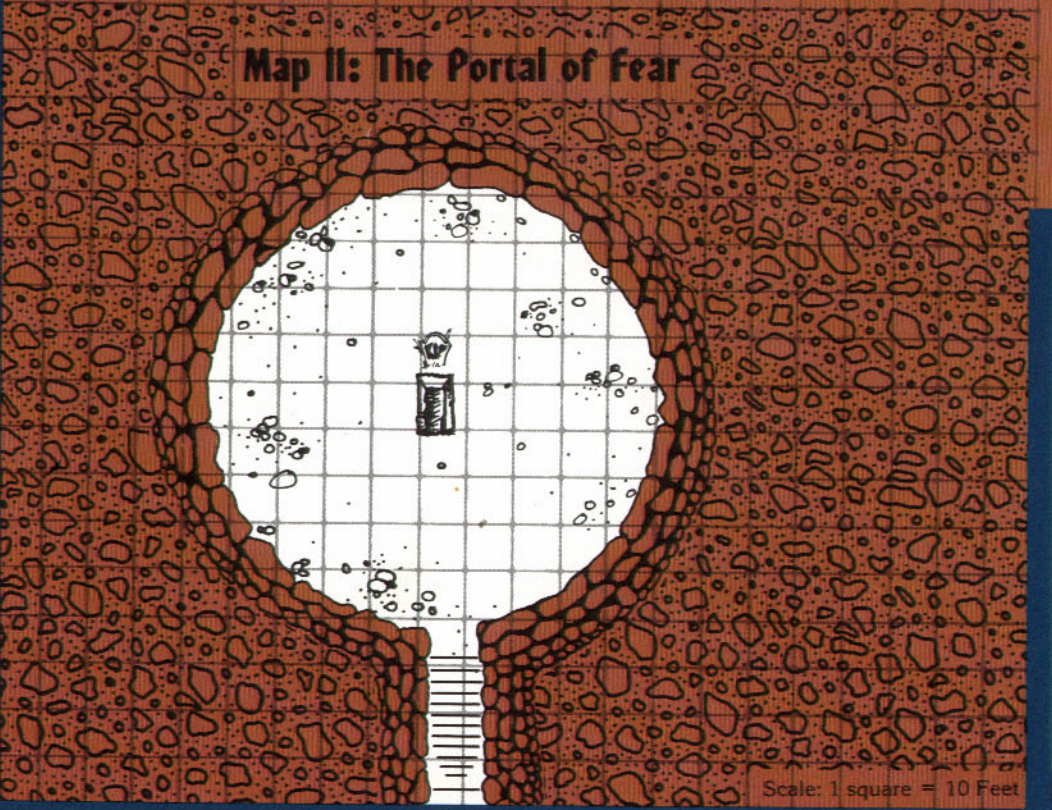
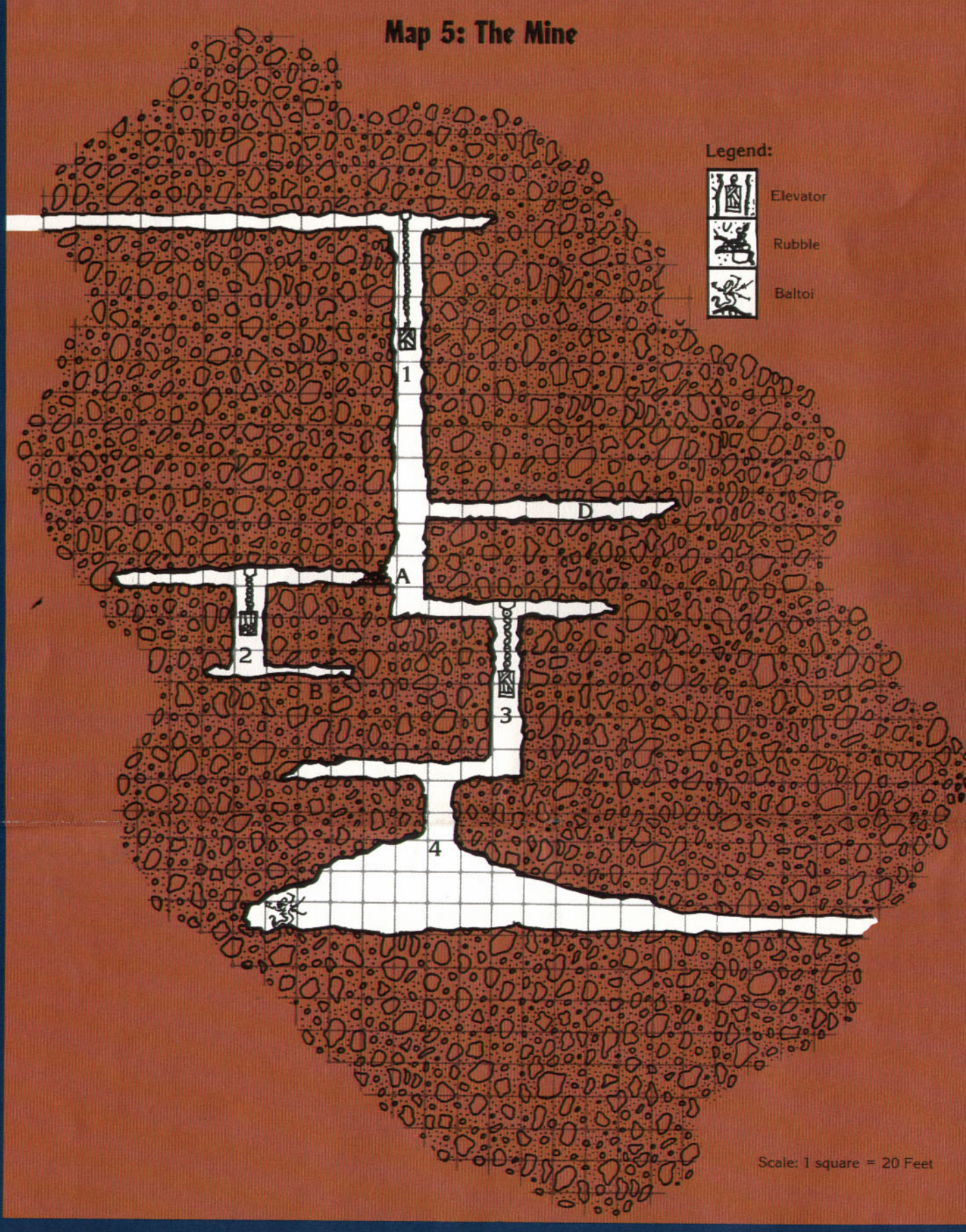
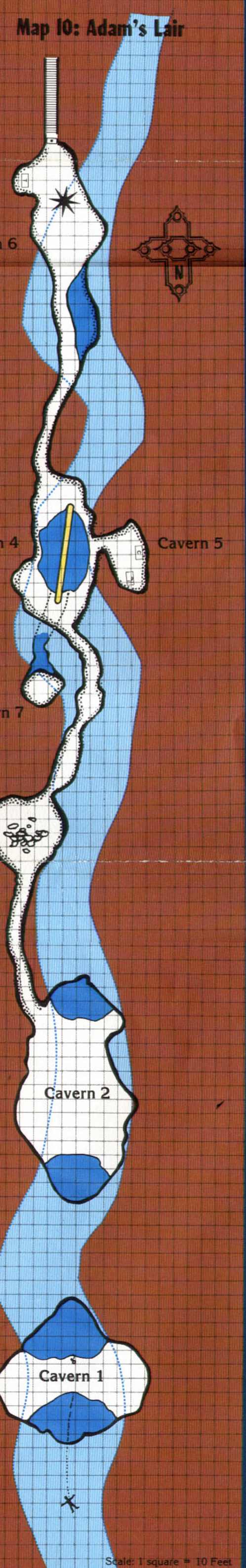
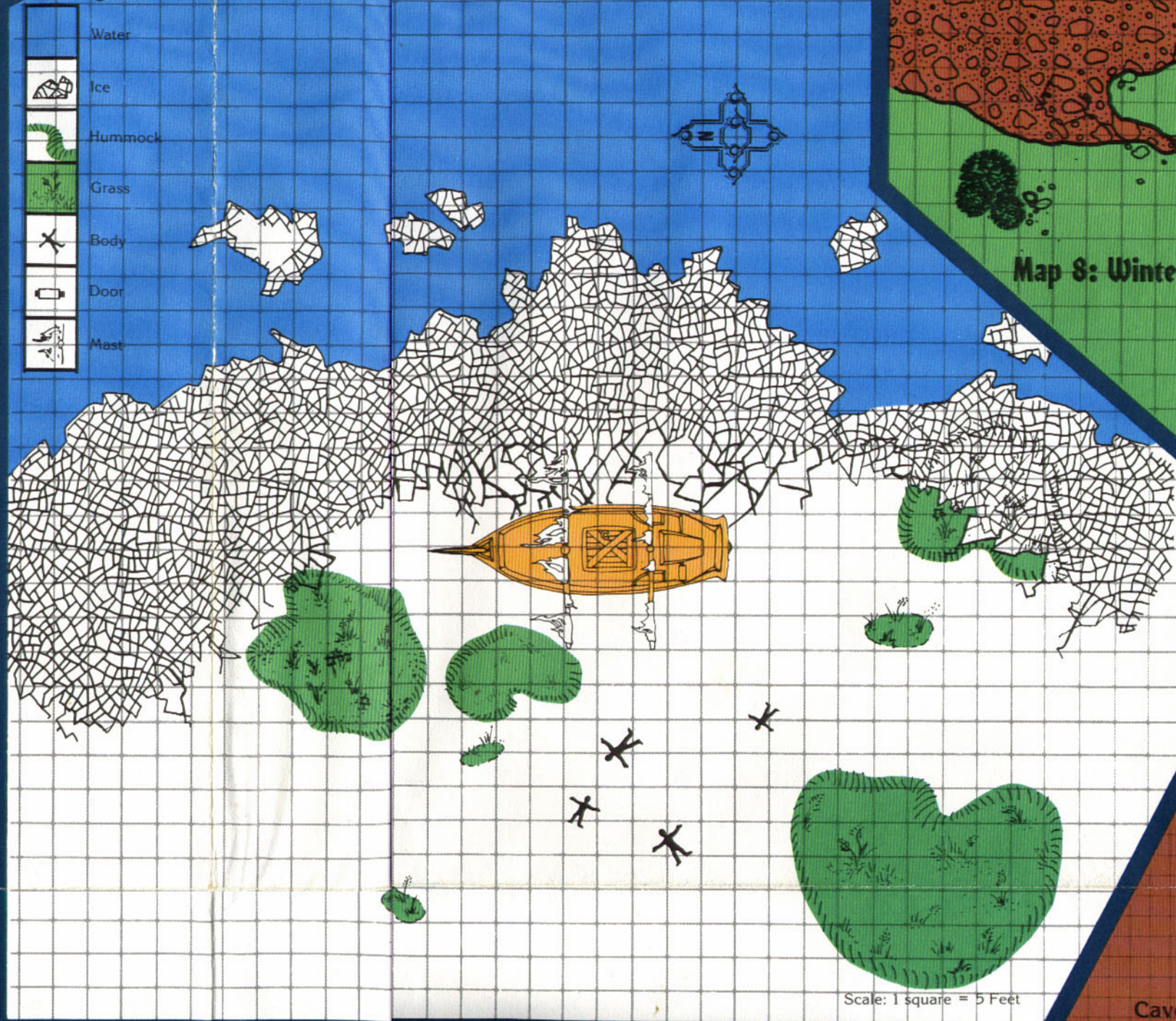
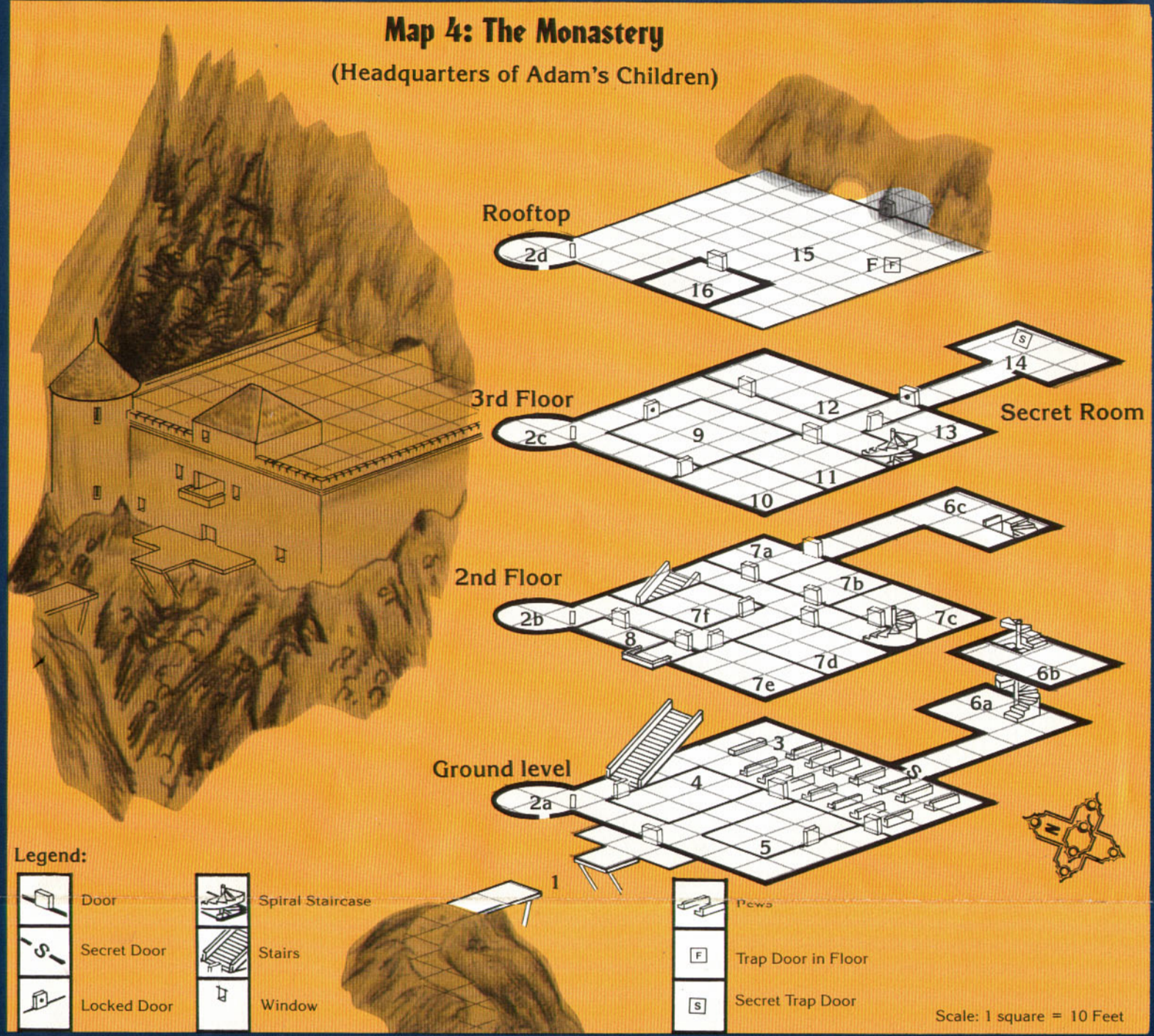
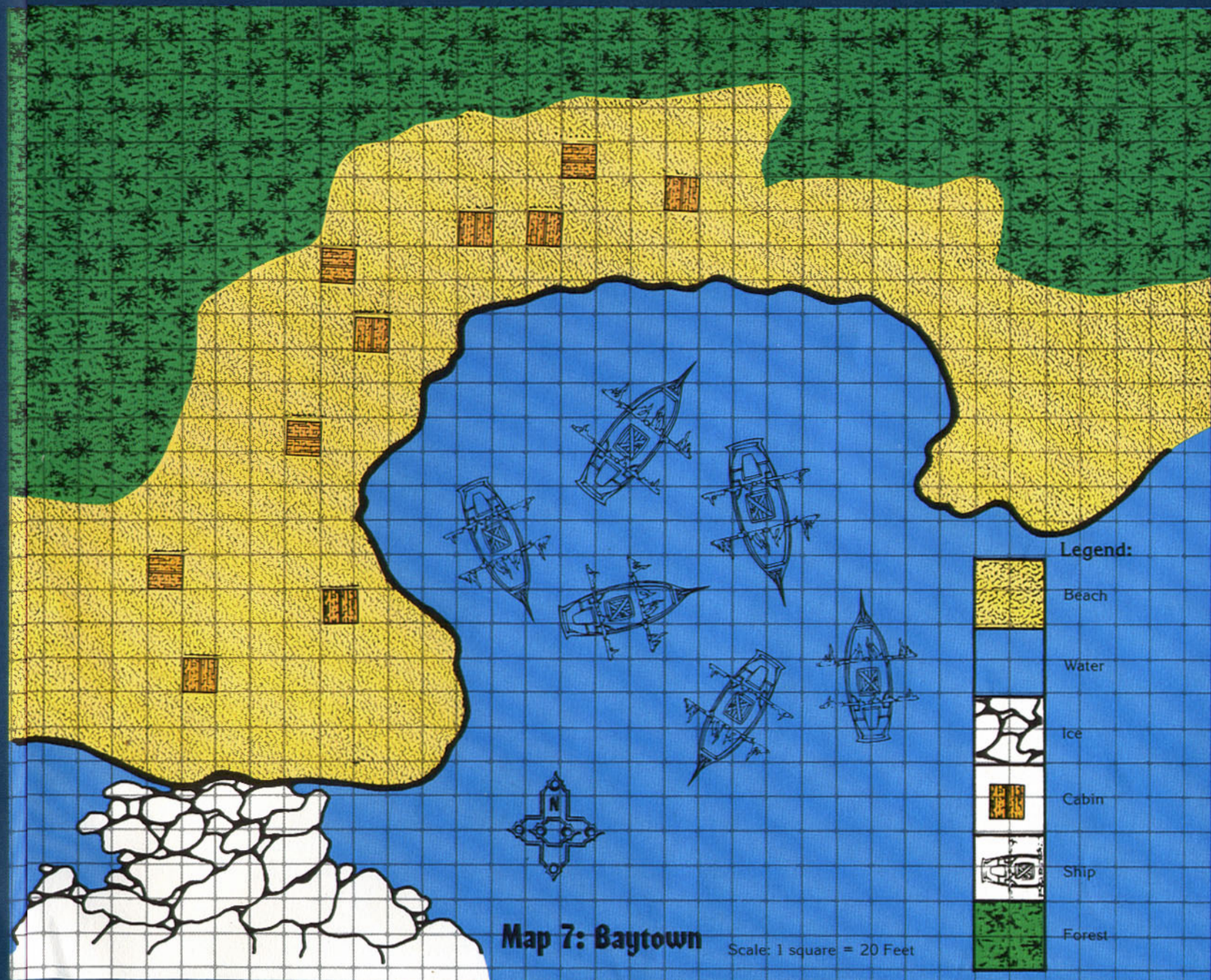
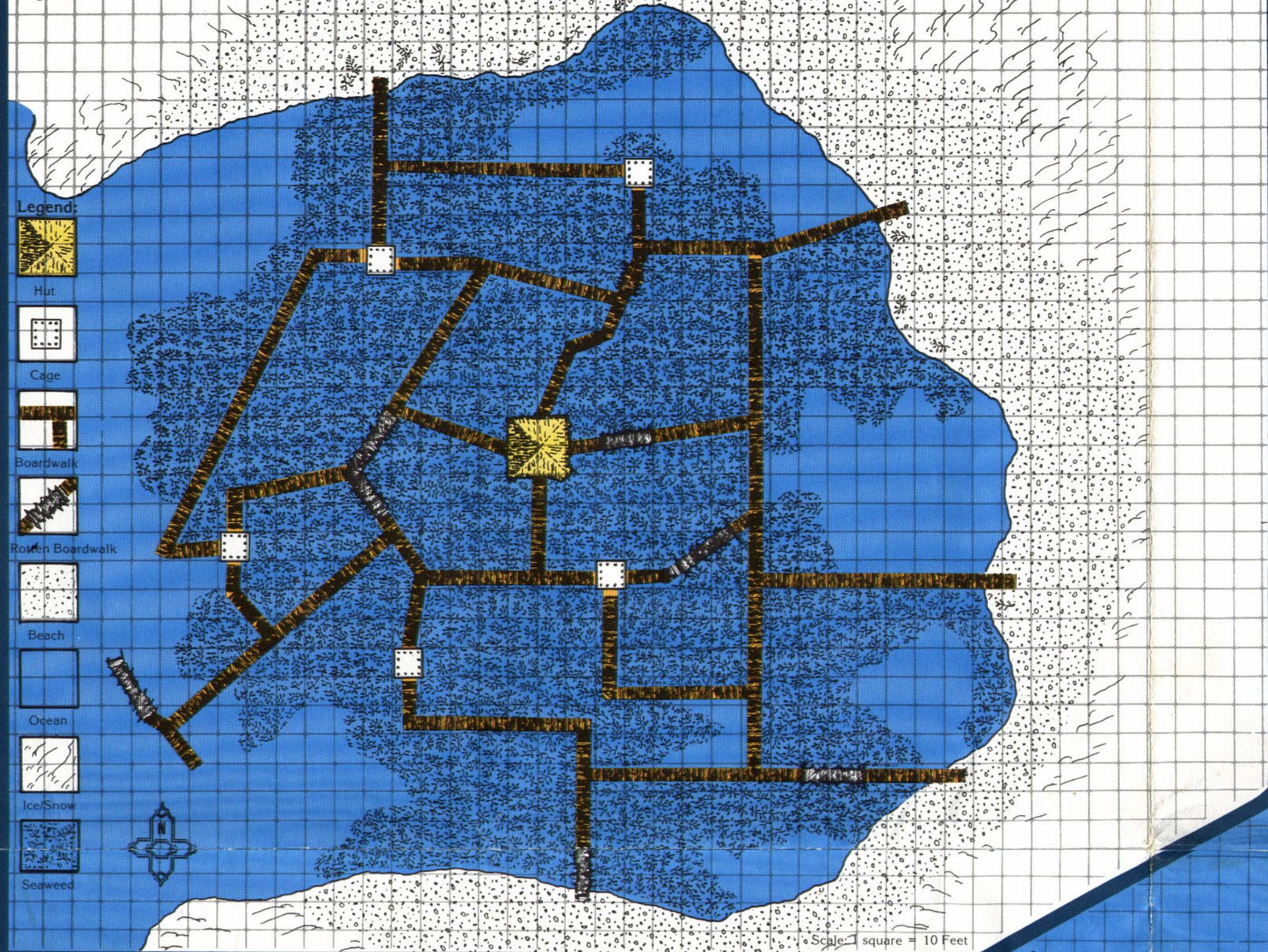
2nd Floor

-  Spiral Staircase
-  Stairs
-  Slide
-  One-way Glass
-  Fountain
-  Table
-  Tub
-  Locked Door
-  Trap Door in Floor
-  Stuffed Bear
-  Road
-  Bar



Ground Floor

Map 3: Home of the Sea Hag



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