



MARK OF AMBER

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MARK OF AMBER

by Aaron Allston,
Jeff Grubb, & John D. Rateliff



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1992



MARK OF AMBER

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Part I:

Chateau Sylaire

The Castle Grounds

Le Chateau Sylaire consists of a single circuit of walls and guard-towers that surround a huge mansion, a set of soldiers' barracks, quarters and workshops for craftsmen, a stables, and a rather unusual garden. The layout of the castle complex can be found on the back of **Handout VI**.

The castle is built atop a low hill. Though it is not surrounded by a traditional moat, the steep thirty-foot climb offers at least as much extra defense as would a water hazard. The top of the hill has been magically levelled, so the main grounds of the mansion are flat as a table.

I: Maison Sylaire

The mansion is described below, under "The Mansion and the Tower."

II: The Well

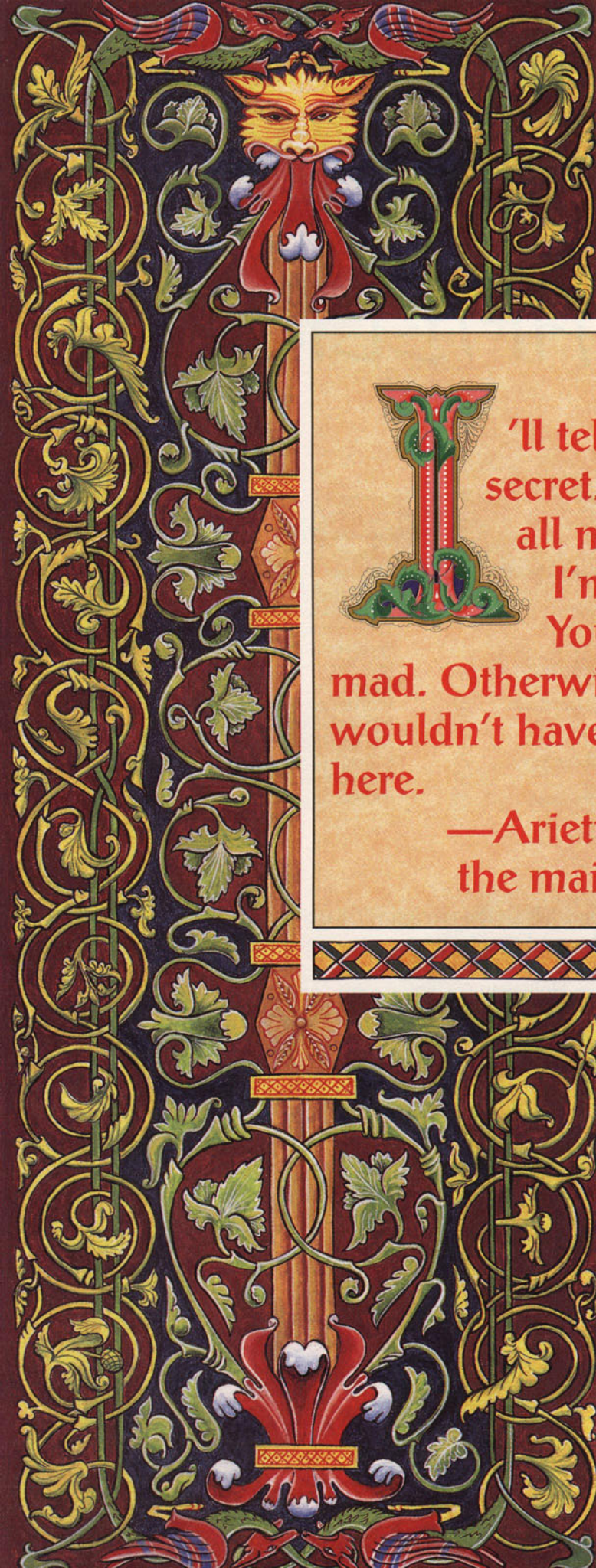
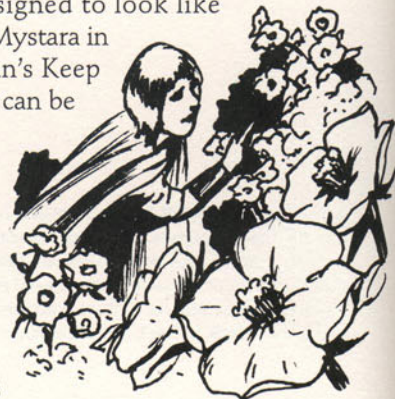
Most of the castle's water is drawn from this well, a broad brick-lined shaft capped by a winch mechanism.

III: The Living Garden

This is not so much a garden for growing interesting plants and animals as one to demonstrate unusual magical tricks. On these grounds, the casual wanderer will find the following:


- Statues that change their poses when they're not being looked at or that sing for the pleasure of visitors;
- Streams where crystal-clear water

- runs uphill and goes leaping up into fountain spigots;
- Prize Flytraps, a type of plant much like a Venus flytrap that, instead of eating bugs, open to offer bypassers charming little presents. The presents are usually pretty but valueless—trinkets, lesser coins of foreign lands, polished rocks and marbles, keys that fit no locks, uncut semiprecious stones, and the like;
- Exquisite play-houses designed to look like famous homes and castles of Mystara in miniature (such as King Stefan's Keep in Mirros). These play-houses can be withdraw under the ground, so at any given time only a few of them are in evidence (these are sometimes used as places of trysting and never disappear into the ground when occupied);
- Intricate mechanical carts that roll along the pathways



I'll tell you a secret. We're all mad here. I'm mad. You're mad. Otherwise, you wouldn't have come here.

—Ariette the maid



on their own, stopping to offer snacks to family members and visitors; and

- Hammocks, benches, and even one large four-poster covered bed with good views of the garden or the mansion.

IV: Craftsmen's Quarter

This building houses a score of various types of craftsmen (woodworkers, leatherworkers, smiths, jewelers, etc.) and their workshops.

V: Barracks

This building houses the fifty-two guards permanently assigned to the defense of the castle. The 40 guards and 12 elite guards are all under the command of Bernard de Castellane, Captain of the Guard. See the NPC Appendix for the guards' stats.

Though this looks like a small force to defend such a large place, in times of invasion all the citizens of the nearby village and surrounding farmlands would crowd into the castle for protection and help defend it. And of course the d'Ambrevilles themselves and their magic is the chateau's main defense.

VI: Stables

The stables are home to thirty horses, of which twenty belong to family members and the other ten are used by the guard garrison. All the horses here are descended from sires the d'Ambrevilles brought with them from Old Averoine. Three are heavy war horses belonging to Richard, Magdalène, and Marie-Hélène. Ten more are medium war horses, the rest ordinary, if spirited, riding horses.

VII: Carriage House

This is where horse-drawn vehicles (coaches, wagons, and carts) are stored when not in use. The family owns one ceremonial coach (a large, extravagant construct made up of burgundy-colored wood, gold inlay, and big glass windows) for parades and processions, two practical coaches capable of carrying six passengers at a time (plus the coachman and a footman), and four wagons suitable for heavy cargo hauling.

VIII: The Pit

Inside a large shack is a 20'-diameter shaft leading into the earth. Foul smells waft up from below. The shaft is at least a thousand feet deep, and into it family servants throw kitchen garbage, night soil, and other refuse. It is an unpleasant place where only servants go; there is always speculation that there may be some sort of horrible monster thriving at the bottom of the pit.

IX: The Wall

The castle wall is uniformly twenty feet thick and forty high, capped with battlements. Its foundation extends ten feet beneath the ground.

Though it is uniform in dimension, it isn't straight; in typically chaotic d'Ambreville fashion, it follows the contours of the hill and so wanders all over the place, giving the castle an irregular and distinctive shape. Seventy-foot-high guard towers dot the wall at unpredictable intervals.

X: Main Gate

The main entrance into the castle is made up of a gatehouse with a drawbridge at the exterior end, gates and a portcullis at either end, and guard-towers to either side. The drawbridge is 50' wide.

XI: Postern Gate

The secondary entrance into the castle is a gatehouse-and-towers arrangement like the main gate, but the drawbridge is only 20' wide.

We Have Always Lived In The Castle

Mark of Amber is the story of the battle for the soul of an Immortal being, Étienne d'Ambreville. The heroes are summoned to mighty Chateau Sylaire (formerly Chateau d'Ambreville) on the eve of a major family wedding by the matriarch of the clan. Here through a series of dreams they relive key events in Étienne's life. The PCs' actions in those dreams determine Étienne's fate.

To make their task more difficult, the black sheep of the family, Henri, has chosen this opportunity when his relatives are all gathered together to begin killing them off one by one. Henri and his paramour Doña Carmina have kidnapped his brother Richard and sister-in-law Isidore, disguised themselves as their victims, and taken their place on the throne. Their task is made easier by the fact that everyone believes Henri to be dead; thus no one suspects him to be impersonating his brother.

Mark of Amber is divided into three major sections. First comes a room-by-room description of Chateau Sylaire. Then comes the adventure itself, designed for use by a DM and two to eight players with characters from 4th to 6th level. Lastly, an Appendix details all the d'Ambrevilles along with other important NPCs. The handouts include a history of the d'Ambrevilles, a family tree, and a large poster map of Chateau Sylaire for the PCs as well as the DM's maps of the castle and a summary list of all CD tracks.

The Mansion and Tower

Maison Sylaire is a strange-looking building when viewed from the outside.

The structure is about a thousand feet long, built on a massive scale. Most of the mansion is two stories high, except for the domes on the huge octagon at the junction of the three wings, which rise to the equivalent of three stories in height. From the octagon's center protrudes a massive stone tower twice the height of the rest of the mansion.

The exterior of the mansion is an veined amber-colored marble, an entire quarry's worth, given its color through magical spells. The tower emerging from the center, however, is of pure, unstained white marble. The roof of the octagon has six domes surrounding the spot where the tower emerges, each made up of gold-tinted glass enchanted to the strength of steel.

The vastness of scale is reflected on the inside. Most of the rooms inside are far larger than they need to be, and their ceilings are very high. This gives the mansion a sense of grandeur. It also makes it very hard to heat in the winter; the place is as cold as a meat-locker during the late months.

The Dungeon Master's map of the mansion appears on **Handouts VI** and **VII**; the fold-out mapsheet included with this adventure is the players' map of the mansion.

Ground Floor, West Wing (Family Functions)

This is the wing of the house where the d'Ambrevilles conduct official business within the family, dine, hold intimate receptions, etc.

This wing has ceilings 25' high. Most walls are covered with exquisitely woven tapestries showing details from the lives of the ancestral d'Ambrevilles. There used also to be tapestries showing the heroic activities of Étienne and the other siblings during Glantri's Forty Years War, but "Richard" recently ordered those removed and burned (actually, the servants assigned that task stowed them in the attic levels, but Henri doesn't know this).

1: Foyer

This is a large reception chamber. Visitors to the estate are directed to enter the mansion through the exterior door here or the one at room 39.

The walls are gold-tinted wood paneling, and the floor is covered with a spotless amber-colored carpet. Forty delicate-looking bow-legged chairs with embroidered seats and backs line the walls; immense brass candelabras flank the two doorways leading from the room.

The exterior door is normally kept bolted (not locked) from the inside; an Open Locks skill roll cannot unbolt it from the outside, though a *knock* spell will. The door leading into room 2, the Hall of Paintings, is normally open.

There is always a family servant on duty in the room; during most waking hours, it is Old Emile, the Doorwarden.

2: Hall of Paintings

This is a gallery leading from the Foyer to the Hall of Mir-

rors. The west wall features many high windows looking out over the lawn west of the mansion; on the east wall are portraits of deceased members of the d'Ambreville family (including Michel and Marcel and their ancestors). The floor and walls are a somber, dark wood.

Recently "Richard" ordered Gaston to paint an unflattering painting of Étienne, which he intends to hang here once it is completed, the better to reinforce the idea that Étienne is dead and gone.

3: Hall of Mirrors

This is a preposterously broad hallway running east to west. The floor is polished white marble; a 10' wide red carpet runs down the center of the hall, from the Hall of Paintings to the exit at the far (east) end, with sideline strips leading to the stairways (area 4) and to the doorways to rooms 5, 6, 7, and 8. The walls are set from floor to ceiling with thousands of one-foot-square glass mirrors inset in an irregular pattern. The entire ceiling is one huge mirror.

The hall is lit by globes of gilded glass set in various places along the wall and enchanted with *continual light* spells. The result is that this hallway is a glittering work of chaotic art. Family members sometimes collect up handfuls of dust to throw up into the air here, so as to see the beams of light crisscrossing the hallway from mirror to mirror.

4: Staircases

These broad, sweeping staircases are made of the finest marble, their steps covered with continuations of the red carpet from the Hall of Mirrors. The banisters are long and sweeping, made of polished hardwood, and entirely suited for sliding down.

5: Grand Salon

This is the mansion's drawing-room, set up to entertain the family and its guests. Its furnishings include many plush chairs and sofas, polished wood tables and ornate rugs, standing suits of armor and displays of weapons. In addition, the cabinets built into the wall hold decks of cards, chess sets (magical and otherwise), racks of tobacco of different flavors, musical instruments, and other adult toys.

The walls are decorated with the heads of forest animals hunted and killed by Sire Richard d'Ambreville.

A suit of plate armor stands in each corner; these are actually occupied by magens—a precaution meant to protect family members from guests who get unruly. It can be very disconcerting for a visitor to the mansion who lifts the visor on one of these "decorative" suits of armor to find a face staring back. The weapons on display on the walls are tied to their plaques by heavy wire cunningly painted the same color as the weapon; someone trying to seize an axe from the wall in order to attack one of the d'Ambrevilles will be very disappointed.

Magen, Demos (4): AC 0 (full plate and shield); MV 11; HD 3+2; hp 18; THAC0 17; #AT 1; Dmg 1d10 (halberd); SD immune to *charm* and *fear*; SZ M (6' tall); ML fearless (20); Int average (10); AL N; XP 175.

6: Study

Calm relaxation is the order of the day in this subdued, quiet chamber. The room is panelled in polished mahogany; the large marble-faced fireplace on the south wall adds a cheerful note. Two plush armchairs are drawn up before the fire; others are arranged around the room, as are two writing-desks, two small sofas, and several low tables. The lofty ceiling is not visible; two beams cross the room 15' up, and from them hangs a chandelier enchanted with a *continual light* spell; someone staring up will be dazzled by the chandelier's light and not be able to make out what goes on in the ten feet of open space above the rafters. This makes it easy for someone to spy on conversations in the study if he or she can get up into the rafters before anyone else enters the room.

7: Dining Room

Large enough for a small army to sit to table, the dining room is well-suited to large public gatherings. Unfortunately, it's not well-suited to dining—it's far too large and impersonal for any sort of intimate family meal. Consequently, it's only used for public spectacles.

The room has a floor of white marble and walls inlaid with panels of amber-colored wood. Two glorious crystal chandeliers hang from the ceiling; like the one in the study, these are enchanted with *continual light* spells. The chains that suspend them are attached to overhead pulleys; family servants can raise them into cylinder-shaped containers in the ceiling and then pull panels across the bottoms of those cylinders to plunge the room into darkness. A bank of four enormous windows gives diners a view of the lawn before the mansion. Doors provide access into the study and into the hall.

A false wall has been built on the east end of the room; behind it are the many pipes through which water is pumped from the underground cistern in room 124 for the bath-chambers on the second floor. A secret door allows easy access into this chamber, but there are no secrets or treasures to be found here. However, it's a good place for characters to hide and watch events in the dining room via peep-holes.

The dining room's chandeliers are worth 10,000 gp each; part of this is due to the value of the crystal pieces, the rest to the skill with which they were assembled.

8: Kitchen

This huge room is the mansion's kitchen. Against the north wall is a fireplace large enough to cook three oxen spitted nose to tail; in addition, many of the numerous oaken tables set up throughout the room have wood-burning stoves attached to them. Flues rising from the stoves vent as much smoke as possible into the top of the fireplace.

Around the room are many large wooden storage boxes containing produce brought daily from the surrounding farms, grain, and other food. The kitchen has its own outside door on the north wall, to allow for these deliveries; this back door can be barred (in times of emergency) but is usually left open for easy access to the nearby well.

Dozens of cooks can work here at once, more than are normally on duty in the mansion; for large feasts (like the banquet described in the adventure), the family hires the services

of cooks from the nearby village and outlying communities. Over them all is Anatoile the Chef, whose word is law here.

9: Cold Storage

The west wall of this room is covered by a 5'-thick coating of hard ice—an application of the *wall of ice* spell made *permanent*. The other walls, ceiling, and floor are bare stone. Descending from the ceiling are large, nasty-looking meat hooks. Normally, two-thirds of the hooks have meat hanging on them, usually bull and swine carcasses.

10: Servants' Dining Room

This comparatively small chamber features only a large central table, numerous side tables, and many chairs; most of the furniture is old, broken once but well-repaired. It is here that the servants dine. Since not all the servants can come to eat at regular hours, one table is usually laid out with bread, cheese, and sliced meats.

11: Laundry

This large room has painfully white walls and floor. Against the recessed east wall is a set of two huge wood-fired water boilers and water tanks; these have sluices that can pour hot water into the many huge washtubs set around the room. During daytime hours, this chamber is always full of steam and hard-working, hard-complaining maids.

12: Servants' Quarters

This is a series of (comparatively) small rooms where the downstairs servants live. Unlike other sections of the mansion, this little quarter has ceilings a mere 12' high, and so fits two stories between the mansion's ground floor and second floor; this intermediate floor is shown as an inset on the map.

12a: Butler's Bedroom

This chamber belongs to Philippe and Georgette Amson, the butler in charge of the downstairs staff and his wife, the mansion's chief seamstress.

The room is decorated with bright wall-tapestries and many small throw-rugs with intricate pattern embroidery on them. On the east wall is a chimney. In the center of the room is a large four-poster bed. Against the walls are numerous chests and armoires containing bolts of cloth, clothing (some of it brand-new and very stylish), and personal effects. In a small secret panel in the headboard of the bed is a bag holding 30 gold ducats. Otherwise there is nothing here of worth.

12b: Majordomo's Bedroom

This is the bedchamber of Roger Trombert, the Majordomo of Maison Sylaire—the person in charge of most administrative details for the mansion.

Here, the furniture is very costly, much of it covered in fine leathers or velvet. The floors are covered with equally luxurious carpets. The armoires hold stylish clothing, much of it in silk and velvet. On the north wall is a window, the Majordomo being the only below-stairs servant who rates one.

Beside the window on the north wall is a large mirror. A secret catch allows it to swing out from the wall; behind is a

heavy iron safe embedded in the stone wall. The safe is trapped; if the trap is not successfully detected and removed, it will spray noxious gas out on everyone in the 10' x 10' x 10' area in front of it. Characters hit by the gas and not making their saving throws vs. paralysis will keel over, nauseated, and not be able to walk or keep food down for 2d8 hours. Inside the safe is a box holding 5,000 gold ducats.

12c: Anatoile's Room

Anatoile the chef can be found here on those rare occasions when he is not in the kitchen. The chamber is strewn with dozens of cookbooks, many of them written by Anatoile himself, and sketches for elaborate pastries and ice-carvings. Nearby is the small staircase leading up to the intermediate level and then to the second floor.

12d: Men's Dormitory

This room is laid out as a barracks for the male servants of the mansion—porters and handymen especially (servants such as grooms and gardeners live elsewhere on the estate). Eight servants live here in close quarters. The room holds four double-decker beds and a chest for each servant; the stone walls are lined with old, cast-off tapestries (dulled by age and smoke, frayed with age) and the floor is cheap wood planks.

12e: Bath-Chamber

In this bare stone-lined chamber is a wood-fired boiler and water-tank, a large porcelain bathtub, and a sink with running water.

12f: Headmistress' Quarters

This is the bedroom of the feared Headmistress, Anne Challott, who is in charge of the chateau's maids. It is a small, bare chamber with a bed of good quality, chests full of plain clothing (and one bag with 20 silver sovereigns in it), and a wall full of small shelves containing the thousands of knickknacks Anne has accumulated over the years. The door to this room is always open, even when Mistress Challott is not here, which is seldom.

12g-m: Maids' and Cooks' Quarters

In each of these rooms live four maids or cooks. Their job is to clean the mansion, feed the family, operate the laundry, and perform ordinary domestic services for the d'Ambrevilles. The maids are all selected from young village women of Nouvelle Averoine and are all quite grateful for the jobs. Within four or five years, most become alarmed by the d'Ambrevilles' eccentricities and allow themselves to be hired away by other noble families. So the average d'Ambreville maid is young, enthusiastic, full of gossip and energy, and probably starting to become a little worried by her employers.

Recently, maids have started disappearing at infrequent intervals; these unfortunates are victims of Henri, and most wind up in his torture chamber (room 118).

In room 12m is a small peep-hole that one of the maids has drilled so that she can spy on the laundry room below. Since not much goes on in the laundry but laundering, this is seldom much fun for her.

Ground Floor, Octagon (Atrium & Tower)

The Octagon, the great eight-sided hub of the mansion, is an atrium 360' across and 50' high—essentially a huge, roofed-over open space.

13: The Park

This area is a carefully cultivated park. It is thickly grown with trees, especially oaks, though there are numerous secluded glades among them—perfect for trysting lovers. In the center of the area stands le Tour Sylaire, a tall tower of white marble that rises all the way to the ceiling of the atrium and beyond. Inside the atrium everything, including the marble of the tower, looks a little gold due to the golden glass of the skylights.

A footpath of flat, circular stones set into the earth circles the tower and provides side-paths leading to the four exits from the park. Looking up through the trees, visitors can see the atrium's ceiling 50' up, inset with six domes of reinforced golden glass that allow light, slightly gold-tinted, to shine into the park. There is no artificial light of any sort here; when it becomes dark outside, it's even darker in the park.

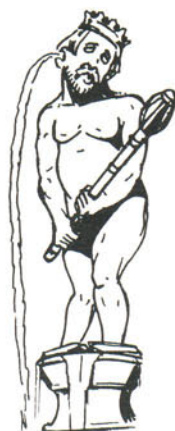
14: Stairways

These two circular stairways curve up from the ground floor to provide access to the second-stories of the east and west wings. The stairways are not enclosed in any way.

15: Fountain

This is a broad, low, white marble fountain. The centerpiece of it is an ingeniously-engineered statue. It is a caricature of the last king of Old Averoine, King Húber "the Kind," whose persecutions drove the d'Ambrevilles to flee Laterre. The statue resembles him only superficially; the king is shown as even more overweight and foolish-looking than he ever appeared in life. He is also nude.

Water can be diverted to pour out of the statue. By turning knobs cunningly concealed at the foot of the statue, operators can choose whether the water emerges from out of Húber's ears, mouth, nose, or the top of his head.



16: Tour Sylaire, Ground Floor

The original Tour Sylaire had stories every 12'. After the new Chateau Sylaire was constructed around it, Geneviève and Étienne decided to remove every other floor, so that each tower floor would be about the same height as the mansion floors. Access between stories is via a very broad circular staircase which has wedge-shaped landings facing south. The staircase has rails but is not enclosed except on certain floors.

The ground floor now has a natural earth floor and acts as a sort of continuation of the Park outside. In fact, it is a combination of animal pen and veterinary hospital. In this spacious chamber are kennels for the family hounds, feed-

ing troughs for whitetail deer and peccaries (small wild pigs), feeders for exotic birds, and so on. Behind the staircase are the tables of veterinary tools and medicines, and the tent that serves as home to Lucien Talvard, the ranger/veterinarian who cares for all the animals.

Ground Floor, North Wing (Temple)

Back when the d'Ambrevilles lived in Old Averoine, this portion of the mansion was a temple. It was not dedicated to any one god of Laterre but could be used for rituals devoted to any Immortals of the land. The d'Ambrevilles, not traditionally a religious clan, seldom had a cleric as part of their retinue.

In the early days of the family's stay in Braejr, however, Simon d'Ambreville found faith in the cult of Razud and converted the old temple to honor that Immortal. Eventually, though, he felt obliged to leave the nation and the temple fell into disrepair.

Simon occupied the temple during the years the family was imprisoned in the Land of Mists. After the original chateau crumbled into ruin, the temple was re-created, once again stripped of its associations with Razud and decorated with statuary and artwork that mocks the clerical profession (the better to keep the anti-clerical factions of present-day Glantri at bay). It is usually kept locked and is seldom used for anything but large family events such as coronations and weddings.

17: The Main Chapel

The door into this chamber is kept locked with a standard mechanical lock.

This cross-shaped room has a brightly-colored parquet wooden floor and expensive pews made of rich, dark wood with padded seats and backs. It is arranged so that all eyes are drawn to the raised altar.

Lining much of the chapel are decorative columns that rise all the way to the high, vaulted ceiling 50' overhead. The columns are made of white veined marble and are mostly smooth cylinders except for the bottom six feet or so, which are each carved as a life-sized statue of a man or woman wearing an expression of fear or dismay. All wear strange clothes, including tights for men and high conical caps for women, which have never been the style in Glantri. The southernmost section of the room has a ceiling only 25' high, with the choir loft (room 86) immediately above it. The east and west walls are set with beautiful stained glass; see area 88 for the description of The Glory Windows.

Where the walls are not blocked by columns or interrupted by doors, they are covered with tapestries. These beautifully embroidered works of art show scenes of clerics and priests in very unflattering circumstances: fleecing their flocks to fill their treasure-chests, fulfilling their clerical functions while inebriated, mocking the dictates of the Immortals they serve, and in general appearing comical, amusing, and very, very human.

At the time of the adventure, the temple is in good repair and has recently been cleaned in preparation for the coming

wedding. At other times of the year, it is far more likely to be dusty, unlit, and unused.

18: Stairs

These narrow stairs lead up to the Choir Loft (area 86).

19: The Altar

This is a large, low, massive wooden rise that can be used for normal clerical religious functions. Typically it is covered with a white lace cover. During functions to which other Glantrian nobles are invited, the d'Ambrevilles often use the altar as a podium for people to speak from.

The top of the altar is actually a door with a cunning hinge; it is sealed with a *wizard lock* cast at the 9th level (by Charles). It opens onto a set of stairs leading down to room 119 in the dungeon. The altar is thick and well-built enough that casual investigation will not reveal its purpose; it requires the same roll as detection of a secret door.

20: Meditation Cells

In the original Chateau d'Ambreville, these chambers were clerics' cells—small, cramped rooms in which monks could live. When the mansion was rebuilt, the number of rooms was reduced and their size enlarged; now they serve as meditation chambers for clerics. Each one is furnished with a floor-mat large enough to accommodate several clerics, a comfortable chair, a low table, and numerous candles and sticks of incense.

21: Bedroom

This was a room for the second-ranking cleric assigned to the temple. It is currently used as a storeroom and is piled high with old furniture. In the east wall is a secret door allowing access to room 25.

22: Consultation Room

This chamber holds ten chairs arranged around a large desk; it was here that the temple clerics would hold meetings and private dinners.

23: Chapel Library

The door into this chamber is sealed with a *wizard lock* cast at 9th level (by Charles).

The room is the library of the clerics who once tended the temple, back in Old Averoine. It contains hundreds of large bound volumes, most of them written in the languages of Laterre and some in languages not known to anyone but certain members of the d'Ambrevilles. These tracts describe the proper ceremonies to honor the gods of Laterre and are dull as the dust that has accumulated atop them.

The d'Ambrevilles explain that this is a large library of proscribed texts, maintained with the permission of the Council of Princes as a research tool to use against clerics. As far as the Council of Princes knows it, this is the truth. In actuality, the library is still used by Simon d'Ambreville to ferret out knowledge about the Immortals through comparison of their faiths with those of the gods of Laterre.

A secret door built into the back of a swing-out bookcase leads to room 25.



24: Vestry

The door to this chamber is sealed with an ordinary mechanical lock. Listening at the door will allow a character to hear a faint, rhythmic shuffling sound.

Inside, in the dark, things are dancing. They are empty sets of clerical vestments (decorative official garments). They swirl around in a circular pattern that looks like a ritual dance rather than a social dance. They will not react to actions of player characters, and if the dancing sets of garments are destroyed (AC 10, 4 hp damage per set), they will collapse to the floor as tatters.

These magically-animated robes are reenacting an ancient d'Ambreville family ritual; the first set to do so was created by Camille three centuries ago. All family members know about them, but player characters sneaking around the old temple might find themselves quite startled by them.

On the walls of the chamber are pegs on which ordinary clerical garments, now decaying into rags, hang. None of these is enchanted. In the west wall of the room is a secret door providing access to room 25.

25: Bolt-Hole

This bare, uncomfortable hidden room was built by Étienne at the request of Simon, who felt that clerics (and other renegades) attached to the family ought to have a means to escape if found out by the Glantrian authorities. In this chamber are a cot, blankets, a set of chain mail armor, two sets of leather armor, two war hammers, one bastard sword, a pouch holding 100 gold ducats, and a rucksack containing enough food for one person for four days.

Secret doors lead into three surrounding rooms. A hatch in the floor at the east end of the room leads to a ladder which descends to room 119 in the dungeon. At the west end of the room, a ladder ascends to a hatch in the ceiling that opens into room 93.

All family members know about this bolt-hole, but family employees and servants do not.

Ground Floor, East Wing (Official Functions)

In this wing, the d'Ambrevilles conduct business relating to the rest of Glantri. It is here that balls are held, that the princes of Nouvelle Averogne hear supplicants and dispense justice, and so on.

Like the west wing, this wing has ceilings 25' high. The walls here are covered with tapestries celebrating the victories of the nation of Glantri; the feats of the d'Ambrevilles are not prominent in these works of art (the family considers this a demonstration of modesty on their part).

26: East Wing Hallway

This broad hall provides access throughout the east wing. Stairs opposite the Black Room (room 34) allow access to the second floor.

27: Waiting Room

This is where visitors to the court wait before being summoned into the presence of the Prince and Princess. The room has an amber carpet on the floor; its walls are lined by a velvety plush. Furnishings include several delicate-looking chairs and benches; visitors cannot become comfortable in any of them.

There are always two elite guards on duty before the door to room 29; when the prince is in the throne room, the butler (Philippe Amson) is also present. The guards do not speak to visitors unless the butler is absent. The butler's job is to convey news of the presence of visitors to the prince and to inform visitors when they may be admitted to the throne room. The guards are there to prevent people from entering before being called. All three are unwaveringly polite, even if forced to fight a visitor.

Family members may enter the throne room, and conduct visitors past the guards and butler, without permission of the prince (though they might be reprimanded for it later).

Guards, Elite (2): see NPC Appendix.

28: Ballroom

This large room is where dances are held. The floor is highly polished wood parquet; the walls are decorated with banners (flying the crest of the d'Ambrevilles and related families) hung between the oversized windows. The room is two stories (50') tall, and the ceiling is angled so as to provide better acoustics. The south wall holds a balcony for musicians at the second story level (area 98). The room is lit by a pair of chandeliers similar to those in room 7.

29: Throne Room

This enormous chamber is where the Prince or Princess of Nouvelle Averogne receives guests and performs official functions. It is designed to be impressive rather than comfortable.

The walls are all of creamy white marble (this is all new, a false wall built over the original, which were inlaid with mosaics depicting Prince Étienne performing courtly duties). In contrast, the pillars lining the sides of the room are shafts of smooth black onyx. The floor is marble enchanted to a rich amber color. The room is two stories (50') tall, with a balcony (area 95) lining the north, east, and south walls. The chamber is lit by two chandeliers like those in room 7.

Though Prince Étienne and Princess Catharine had nice, unremarkable thrones set at floor level, Henri and Doña Carmina (in their guise as Richard and Isidore) have indulged their love of spectacle and had an enormous dais built for their throne. Steps lead up from the floor of the throne chamber to the dais 20' above; the double throne itself is black onyx matching the columns. A red carpet runs from the top of the stairs to the east wall, then bends south to end before the door to the waiting room (room 27).

No windows look in on the throne room; Prince Étienne didn't care for the idea of someone being able to spy on him while he sat on the throne, and his successors have agreed with him on this one point.

There are two pairs of special guards always on duty here.

The first are a pair of stone golems shaped like rakasta. The rakasta-golems stand at attention on either side of the stairs; their orders are to throw themselves in the path of attacks made against the prince. At the prince's command, they will also attack the attempted assassin; should the prince fall, they are instructed to bear him to the presence of Father Simon for healing. Atop the platform on either side of the throne itself is an amber statue of a lion; these are amber golems which will animate and attack only on the prince's express command.

Rakasta-Shaped Stone Golems (2): AC 5; MV 6; HD 14; hp 60 each; THAC0 7; #AT 1; Dmg 3d8 (fist); SA once every other round, can cast a *slow* spell on any opponent within 10'; SD immune to weapons of less than +2 enchantment, healed fully by *mud to rock*, ignores all other spells except as noted; SW *slowed* for 2d6 rounds by *rock to mud*, made vulnerable to damage-inflicting attacks for one round by *stone to flesh*, SZ L (9½' tall); ML fearless (20); Int non- (0); AL N; XP 8,000 each.

Amber Golems (2): AC 6; MV 18; HD 10; hp 50 each; THAC0 11; #AT 3; Dmg 2d6/2d6/2d10 (claw/claw/bite); SD detect invisible (60' radius), immune to nonmagical weapons and all spells not listed under SW; SW fire-based spells inflict half-damage, *shatter* inflicts 1d6 points of damage per level of caster; SZ L (12' long); ML fearless (20); Int non- (0); AL N; XP 6,000 each.

30: The Prince's Gallery

This is a long "secret" room behind the throne room. Actually, it is no secret. Étienne never concealed the fact that he had this chamber built and often openly used the secret door before family members. It is a study to which the reigning prince (or princess) can retreat when the demands of his or her reign get too much.

The walls are decorated with restful landscape paintings and city portraits done by some of the most famous artists of Glantri. There are 16 such paintings; each shows a different view of the nation or of Glantri City, and each is worth 3d6 x 100 gp.

In the chamber are three desks, all of them piled with the paperwork that goes hand-in-hand with ruling a principality (decrees of lesser enfeoffment, warrants for arrest, warrants for execution, pardons, articles of banishment, correspondence with other princes, reports from subordinate administrators, etc.). Brigitte Magnan, the family's scribe, spends much of her time in this room, drafting letters or pronouncements for the current prince or princess and generally helping with the paperwork; the current backlog is largely due to Henri and Carmina's self-indulgence and lack of interest in dull but necessary tasks. Also in the chamber are several comfortable divans and a large stone block in the south end at which Étienne might throw damaging spells when he felt the need to destroy something. The stone, a massive block of granite twelve feet tall, is chipped and charred from years of battering.

Though the chamber's existence and entrance is an open secret, this room does hold one secret known only to Étienne. In the north end of the room is a secret hatch in the floor leading to a shaft to dungeon room 134 below. Beneath the hatch,

floating in mid-air, is a variant form of *Tenser's floating disk* (more properly called *Étienne's floating disk*, in this case, since the spell was cast and made *permanent* by Prince Étienne). This disk is capable of lifting 3,600 pounds, but instead of traveling horizontally it can only move up and down along the shaft. When stepped upon, it will sink until it comes to rest atop a similar disk at the bottom of the shaft; once released of its burden or when stamped upon three times, it again ascends to the upper end of the shaft. If this floating disk is in position when the one below rises, this one will rise a few feet to let the other one come up all the way to floor level.

31-35: Color Rooms

This is a gallery of meeting rooms. Each one is decorated in a different color and furnished with oval tables, many chairs, thick carpets, and sound-muffling tapestries; each has access to the main hall and to the adjoining color rooms. Each, by tradition, is suffused with scents from incense. It is here that the d'Ambrevilles conduct negotiations (on a comfortable and informal basis) with important dignitaries.

31: Blue Room.

32: White Room.

33: Green Room.

34: Black Room. This is the most depressing of the color rooms and is where conspirators traditionally meet to discuss unpleasant plans for the future. Under the carpet in the northeast corner is a trap door that leads to a narrow staircase heading down; this eventually leads to the dungeon via room 133. All family members and most of the important family employees know about it.

35: Red Room. It was in this room that Etienne forged the first pact between Flaems, Thyatians, Traladarans, and Erewan elves against the Alphatians; a large painting on the wall commemorates the event.

36: Tavern Room

For the entertainment of themselves and their guests, the d'Ambrevilles set up this room to look like any peasant inn to be found on the roads of Mystara. It holds many rude log tables; at one end is a massive bar. Some of the family members (Jean-Louis and Young Michel in particular) like to relax here rather than in one of the more civilized rooms. The Tavern Room is heavily occupied during any visits to Chateau Sylaire by large parties of diplomats or adventurers.

37: Retiring Room

This room is carpeted in a soothing brown and has rich wood panelling on the walls; the furnishings are heavy and comfortable. Persons attending dances in the ballroom can retire here if the heat or noise become too much for them. Should someone faint—or just decide to swoon for effect—he or she would be brought here to be revived; a sideboard contains smelling salts and "restorative spirits" (expensive liqueurs).

38: Guardroom

This room is a combination bunkroom and armory for guards. They can stop in here to drop off equipment, socialize with their fellows, or catch a nap between shifts with-

out having to trudge all the way back to the barracks. Prince Étienne encouraged this so that there will be more than the bare minimum number of necessary guards on hand at any given time, and so far his successors have allowed the policy to continue.

The room contains six bunk beds. On the walls are weapon racks holding ten long swords, six halberds, and four sets of chain mail armor. In the center of the room is a table where the off-duty guards can play cards or dice. These guards keep their weapons sheathed but readily to hand.

Guards (0 or 2 or 4): see NPC Appendix.

39: Foyer

Visitors to the mansion are directed to enter either through the exterior door here or the one at the other foyer, room 1. This chamber is nearly identical to the other foyer.

The door leading into the main hallway (area 26) is normally closed and guarded by a pair of halberd-wielding fighters.

Guards (2): see NPC Appendix.

Second Floor, West Wing (Family Quarters)

Unlike the floor below it, this floor is only 15' high (the 10' of attic space immediately above it make it appear from the outside that the second floor is the same height as the first floor; i.e., 25').

Although it can't be said that any part of Chateau Sylaire is "cozy," this wing is cozier than most. Herein are the quarters of family members and a few special retainers and long-time servants. Furnishings are more comfortable and decorations less garish than elsewhere in the mansion. Many rooms have ceiling accesses to a secret passageway overhead (area 107); each such room has a piece of furniture near the ceiling hatch that allows easy access to it—usually a tall armoire that is easy to climb.

Light Globes and Air Tables

All rooms and hallways here are lit by light-globes set in the walls 7' up or suspended by chains from the ceiling. Each light-globe is a crystal sphere enchanted with a *continual light* spell, then encased in a spherical brass case with a folding lid. When the lid is slid fully open, the globe shines at full strength; a room lit by several globes can be as bright as daylight. Lids can be slid partially shut to modulate the amount of light falling on a room. At night, most hallway globes are slid three-quarters shut, though stairway globes remain fully open. Each light-globe is worth 200 gp.

The individual rooms are heated or cooled by similar arrangements called *air-tables*. Each air-table is a low piece of furniture with two globe-and-brass-lid arrangements inset in the top. A symbol in red is enamelled on the left globe lid, and a similar symbol in blue is enamelled on the right. When the red lid is slid open, warmth radiates out from the globe. When the blue is opened, warmth is slowly leeched from the room, gradually cooling the chamber. When both are

opened, even a little bit, neither one functions. Each air-table is worth 500 gp, and every room in this wing has one.

40: Hallway

This hall has honey-colored floorboards and is decorated with statuary set into wall niches; most of the statues are Caurenzan marble sculpted to resemble animals and the sorts of monsters the d'Ambrevilles find appealing (werewolves, gargoyles, satyrs, nymphs, golems, unicorns, dragons, centaurs, minotaurs, pegasi, and griffons). Near the center of the hallway are the upper ends of the staircases leading up from the level below. At the east end of the hall is a doorway into the Octagon.

41: Guard-Stations

Guards are stationed at these three points in the main hallway. Two human guards stand at the east end of the hall and two at the west; in the center of the hall is an iron golem standing on a short (2' tall) pedestal.

The human guards have a loose set of orders: they are to investigate suspicious behavior by guests (for example, guests who sneak around listening at doors and attempting to pick locks), to keep the entrances to this wing secure from intruders (an intruder being anyone not approved by the family for access to this residential wing), and to help any family member who is in danger. In general, the on-duty guards are helpful rather than menacing; they are chosen for cordiality as much as for fighting ability.

The golem's orders are more specific: stay where it is, unmoving, unless otherwise ordered by a family member, guard on duty, or guest. It will obey almost any order given it, but will not (a) attack a family member, (b) attack a guest unless so ordered by a family member, or (c) leave the hallway unless it observes or is informed of someone under attack. It has a priority for whose orders it must obey; orders from Étienne come first (though Henri doesn't know this); the ruling prince (Henri, in his disguise as Richard) comes second; other family members come third; mansion guards come fourth; and family guests come fifth.

Guards (4): see NPC Appendix.

Golem, Iron: AC 3; MV 6; HD 18; hp 80; THAC0 3; #AT 1; Dmg 4d10 (fist); SA once per seven rounds, breathes 10' x 10' x 10' gas cloud (save vs. poison or die); SD immune to weapons under +3, to spells (except electrical—see SW), and *fire* (which heals 1 hp per die of damage it would have done); SW electrical attacks *slow* the golem for three rounds; SZ L (12' tall); ML fearless (20); Int non- (0); AL N; XP 13,000.

42: Hall to Servants' Stairs

This long, narrow hallway leads to stairs that descend to room 12 (the servants' quarters) and ascend to room 106 (the west attic).

43: Access to Secret Hallway

This secret door provides access to a tiny, closet-sized chamber containing only a wooden ladder leading upward to area 108.

44–59: Family Suites

Each of these areas is a three-room set of living quarters for one or two family members. In each suite, the room with the door leading to the hallway is a parlor or living room. The larger of the two other rooms is the bed-chamber. The smaller of the two other rooms is perhaps the most remarkable thing of all: a bath-chamber with hot and cold running water. Each bath-chamber includes a bathtub, a washbasin, and enclosed toilet facilities. Comparable bath-chambers are extremely rare in Glantri (and all Mystara), making Chateau Sylaire the envy of the nation.

44: Catharine's Room

These are the largest quarters on the second floor, and once belonged to both Étienne and Catharine. The living chamber is decorated with very large, comfortable, old furnishings, and every foot of floor space not needed for furnishings or walkway is filled with shelving stacked with books and scrolls (all research, none actively magical); many palaces would consider just this one room to be a more-than-adequate library.

The bedchamber over the foyer is not so full. It contains a large, curtained four-poster bed, four armoires full of clothes (three Catharine's, one Étienne's), and a brass-bound chest containing ancient toys and knickknacks from Catharine's past, including about 20,000 gp worth of Catharine's jewelry.

After the incident when Catharine conspired with Henri to murder Étienne, the couple unofficially separated; this suite became Catharine's quarters, while Étienne moved into the topmost level of the tower (room 118). Catharine now makes her home in Thyatis City but is currently staying here while home for Magdalène's wedding. Her bodyguard, Sebastien Moncrieff, sleeps here as well, having set up his headquarters in the living area ("the better to protect you, m'lady").

45: Gaston's Room

The bedchamber here holds a cot, a chest full of paints, and twenty or more easels holding half-finished paintings. The combined value for these unfinished works is about 500 gp; a completed and signed Gaston d'Ambreville is worth about 100 gp (if Gaston is killed in the course of this adventure, all these prices automatically triple). There are also a number of sketchbooks; characters searching among these will find several very amusing caricatures of various family members. One of the unfinished portraits is a rather poor painting of Étienne that makes him look quite foolish (Gaston is painting this under orders from "Richard"; it's not going well because his heart's not really in it).

46: Marie-Hélène's Room

These chambers are very light on furniture; the living chamber contains a table and several upright chairs, while the bedroom features one large, low bed, one armoire, a weapons rack on the wall, and a pair of chests for storage of off-season clothes. A portrait of a handsome, dark-haired man with a twinkle in his eye (Marcel) hangs on the wall.

Much of Marie-Hélène's floor space is taken up by the Glantrian version of exercise equipment. In her room are a fighting circle and a fencing lane, plus many strange objects

such as large stone blocks with handles on them for lifting (crude freeweights). There is no jewelry or money to be found here (Marie-Hélène has little use for such fripperies).

In the ceiling near the bedroom window is a secret trap door leading up to the secret passage (room 107). The trap door is locked, as Marie-Hélène never uses the secret hatch (she would do so only to escape extreme danger) and does not allow others to use it to gain access to her quarters.

47: Richard and Isidore's Old Room

This suite is thickly furnished with a double bed, tables, chairs, shelves holding volumes about werewolves, and chests holding clothes and werewolf-hunting gear. All this is now covered with sheets and dust (Richard and Isidore shifted their quarters to the tower after Étienne's disappearance and Henri's defeat). The door to the hallway is locked; the secret trap door in the ceiling leading up to the secret passage (area 107) is unlocked.

48: Claude's Room

Unoccupied for years, this suite has recently been reoccupied by Claude. He threw out all his old furnishings and bought new ones, often of low or average quality, from Sylaire Village and other towns. The suite now holds stuffed chairs covered in night-blue hide, a canopied bed with a dirt-filled mattress, tables and chairs of dark wood, a chest holding Claude's armor and weapons, a mostly-empty armoire holding a few changes of clothes, and a carpet so dark and blue it is nearly black.

This suite is draped with dark tapestries embroidered with languid, enervating scenes of depressed lovers longing for the moon and lonely goatherds staring wistfully down at the village at the foot of the mountain. These artistic choices are a little unsettling; someone searching the room might come to the conclusion that Claude is not a happy man.

49: Guillaume and Janette's Room

This suite is bright and clean—spotless, in fact. The living chamber has a plank floor and panelled wall, both of light wood. The walls are uncontaminated by art, and the hardwood table and chairs, although antiques, look like new. The bedroom has a pristine amber-colored carpet and matching canopied bed, armoires for clothes, and a small shelf of bound volumes concerning clerical heresies. A small box in one armoire holds the jewelry of both Guillaume and Janette; the jeweled items total in value to 850 gp.

The secret trap door overhead leading to the secret passage at 107 is locked.

50: Young Michel's Room

This suite is a riot of confusion and disarray. Not one piece of furniture matches any other, and there are enough chairs and tables in the two main chambers to seat dozens of people—which Young Michel does on the occasions that he hosts bardic gatherings. The door between the two rooms has been removed (the better to accommodate a crowd of visitors). Musical score scrolls litter the floor, and numerous musical instruments are hung from the walls. Michel's bed

is an oversized, low thing with a patchwork quilt on it. The whole suite is badly in need of a cleaning.

Beneath the mattress is a pouch holding 500 ducats.

51: Monique's Room

Monique abandoned this room in her youth when she went off to study at the Great School of Magic; she only recently returned to it and has not redecorated. Therefore someone visiting it would conclude that its occupant was a young girl. The walls are painted in bright, primary colors, and in the bedroom hangs a tapestry showing a maiden with a unicorn (actually an old portrait of Veronique Gaudin and Holiancer that once belonged to Magdalène; see the NPC section). The bed is too small for most grown women (and thus is almost too small for Monique); it is certainly not suitable for double occupancy. Furniture in the living chamber is short and delicate, with spindly legs.

The new, heavy oaken desk in the bed-chamber provides a discordant note. On it are piled papers relating to Monique's studies; a careful search will turn up a page covered with notes regarding Richard and Isidore's activities over the past few months.

The armoire contains jewelry and magical material components worth a total of 325 gp.

52: Jean-Louis and Tariana's Room

In the living chamber of this suite is a genuine boxing ring on a platform 3' off the ground and surrounded by seating (wooden benches).

The bed-chamber's walls are crusted thick with racks and cases holding trophies and mementos of Jean-Louis' career in adventure and sports. There are weapons here (nets and tridents, swords, boar-spears, etc., none of them magical), bits of monsters (horns, teeth, and claws especially), medals awarded by the rulers of many different dominions, boxing gloves worn in famous matches, and commemorative paintings showing Jean-Louis on the hard-ball field, wrestling, boxing, and adventuring.

Tariana has lived here a much shorter time, and her influence on the rooms is less; it consists of the presence of a large, airy armoire carved with bas-relief images of elves and forests, as well as the recent arrival of potted plants all around the suite.

53: Camille's Room

This suite is decorated in an airy fashion, draped with white lace from Erewan and lost Caurenze, furnished with chairs and divans of light and timeless design. One table in the living chamber features a *crystal ball* and a deck of prophesying cards; a nearby cage holds her pet canary, Pierre. A painting of long-dead Michel d'Ambreville ("Old Michel") hangs beside the window in the bedroom. The bed is a canopied four-poster draped with veils of pastel silk. Though Camille suffered years of diminished mental capacity, the household's maids have kept her chambers scrupulously clean and neat.

Some 2,500 gp worth of jewelry is to be found in one place or another throughout the room.

The secret trap door in the ceiling leading to the secret

passage above (room 107) is unlocked—Camille, having now recovered her senses, would prefer to keep it locked but knows that such a change in her routine might alert others to her changed status.

54: Georges's Room

This suite is a disaster. It is hard to find the original furnishings under the mound of refuse and rubbish that fills the rooms from wall to wall. Dirty clothes litter the floor, and the stench from spoiled uneaten food is hard to bear.

55: Simon's Quarters

This suite is decorated with anonymous furniture and looks like a set of guest rooms instead of chambers belonging to a family member; this is because Simon seldom visits his old home and cares little about decor in any case. One armoire holds all the clothes, armor, and weapons he can carry on his wanderings. These quarters are sometimes assigned temporarily to important guests.

The secret trap door overhead leading to the secret passage (area 107) is unlocked.

56: Charles and Isabelle's Room

Due to Charles' pathological distaste for any strong sensation (especially loud sounds and bright colors), this suite is dimly lit (by candlelight, which Charles prefers to the glare of the light globes). All the furniture is well-padded, from the bed to the wingback chairs; the floors are covered with deep carpets and the walls with dark paneling. There are books everywhere, mostly melancholy poetry, drama, and works of fiction.

Charles and Isabelle live in Glantri City as the family's representatives to the Parliament; these quarters are maintained for their convenience when they visit the family mansion. These quarters, like Simon's, are sometimes assigned temporarily to important guests; at the moment they are occupied by the estranged couple, although Charles divides most of his time between the Quiet Room (room 105) and the libraries (rooms 23 and 103).

57: Unused (Formerly Henri's Room)

This chamber once belonged to Henri d'Ambreville but is currently unused. It is filled with the same sort of anonymous furniture that characterizes room 55; Henri's old furniture was removed to the East Attic after his death, from whence he has reclaimed a few favorite pieces on the sly for his current quarters (room 118). Occasionally used as a guest suite, it is rumored among the servants to be haunted by Henri's ghost.

58: Geneviève de Sephora's room

There's a dramatic sense of style to this suite. Visitors entering the suite have to ascend a short flight of two steps, since Geneviève's suite is built on a raised floor.

In the living chamber, the south wall is painted with a beautiful fresco of the Glantrian Alps, and the furnishings—table, stuffed chairs, and lounging couches—follow the fresco's blue and white color scheme. On the floor as a throw rug lies the skin of a silver-haired werewolf. Actually, it's a fake, the hide of an unusually large wolf that has been care-

fully doctored to resemble the shape of a wolfman. As a forgery, it's a work of art, and an unmistakable statement about Geneviève's dislike of lycanthropes.

The large bed-chamber is decorated like a Caurenzan pleasure palace, with benches, columns, and a working fountain in white marble. The bed itself is sunken, not raised, as is the 10' diameter bathtub in the bath-chamber.

Geneviève does not live in Maison Sylaire but visits often.

59: Magdalène's Quarters

The quarters of Étienne's only sister reflect her fascination with woods . . . and woodsmen. The tables, chairs, armoires, chests, and bed are all crafted with bent, lacquered timbers, often with the bark still on them; between this unusual design and the brown and green coverings on them, they are certainly evocative of the forest. The walls are painted in green oak-leaf patterns, and the floor is of very dark wood planking.

In Magdalène's room, the secret trap door leading up to room 107 is *wizard locked* (at 11th level); most of the time, the trap door is also mechanically locked. Occasionally Magdalène uses the trap door and secret passage to visit André-David's chamber (their affair is no secret, but the subterfuge adds a welcome sense of danger); at such times, the mechanical lock is not used.

Soon enough, Magdalène and André-David will wed and he, too, will move into these quarters.

60: Attic Stairs

These stairs, out of sight behind a broad doorway, lead up to the west-wing attic.

61: Linen Closet

Bedsheets, pillows, and other necessities are stored here.

62–66: Retainer Quarters

In these chambers live the favorite family servants and retainers. Though these rooms may look small on the map, they are quite spacious (the smallest is 20' by 20') and comfortable.

The furnishings here are good but not as sumptuous as in the chambers of family members. Each has, at the very least, a large bed, a table, two or three chairs, one or two armoires, and one or two storage-chests, all made of good, well-crafted wood. But these rooms don't have running water; their inhabitants must make do with water-pitchers, wash-basins, and chamber-pots. The retainers do have access to the bath-chambers (rooms 67 and 68).

62: Brigitte Magnan

The quarters of the chief scribe are a riot of paper and parchment. In addition to the bed, there are three desks here—one work-desk, one reading-desk, and one desk whose top is bare and whose drawers are filled with blank paper, uncut writing-quills, and unopened bottles of ink.

63: André-David de Forêt

The Hunter's chamber is not the showcase of animal trophies it could be. One lion-skin on the floor and the skull of a hill giant on a shelf are the only testimony to his prowess.

The chamber is otherwise decorated with dark, quiet furniture. There is a small, understated but stunning painting (by Gaston) of Magdalène on the wall adjacent to the bed. Other than that, there is not much interesting here; it is obvious that André-David uses the chamber to sleep in but spends most of his time elsewhere.

André-David keeps the secret trap door in the ceiling locked.

64: Petit-Singe

Little-Ape's room is filled with bookshelves; many of the bound volumes deal with the process of teaching. His writing-desk holds sheaves of correspondence with teachers at the Great School of Magic; they exchange ideas on how to drum ideas into stubbornly resistant young minds.

In a glass case in one corner is a life-sized wooden statue of Petit-Singe, painted to resemble him and clothed in the gaudy garments he wore when he was Étienne's favorite jester. Petit-Singe leaves the secret trap door to the secret passage overhead (room 107) unlocked.

65: Emile Revenu

Old Emile's room is thick with tables littered with whittled statuary and knickknacks in various stages of completion; it is obvious that whittling is his chief hobby (and that arthritis must not have afflicted him even at his very great age).

66: Wilton Wyatt

This room is uncannily neat. Its furnishings are few but comfortable: a small bed, a comfortable armchair, an end table holding a lamp, a pipe and tinderbox, and a book (a treatise on philosophy). A small armoire holds Wilton's spare uniforms, all immaculately pressed.

67: Women's Bath-Chamber

This chamber has running water in washbasins and a large (10' diameter) copper bathtub, all for use by guests and retainers who do not have bath-chambers of their own. The chamber is brightly painted.

68: Men's Bath-Chamber

This chamber is functionally identical to room 67 but lined with darker-colored wood panelling.

69: Privy

This chamber is broken down by partitions into several enclosed privies for use by guests and retainers.

70–78: Guest Quarters

These chambers are similar to the retainers' quarters but not permanently assigned to anyone; they are assigned to guests as need arises. Currently, two of the wedding guests are staying in this area: room 73 is occupied by Sire Gilles Grenier and his daughter and room 78 by Dian de Moriamis. The player characters are most likely to be assigned rooms 74 through 77 (two characters per room).

There are secret trap doors in the ceiling of rooms 70, 75, and 76, each leading up to the secret passage (area 107); currently they are not locked.



Second Floor, Octagon (Atrium & Tower)

79: Open Air

The Octagon doesn't actually have a second story; most of this portion of the map is open air above the floor level of the atrium.

80–84: Tower Storerooms

These storage rooms are filled to a height of about 15' with crates containing durable foods. These rooms serve as a back-up to the stores in room 127. There are a thousand man-days worth of food and water in barrels apportioned among these five chambers (in other words, ten people could eat for a hundred days on what is stored here, or fifty people could eat for twenty days, etc.).

Arrow-slits allow people in these chambers to look out over (and perhaps fire upon) people outside in the atrium; the crates are always arranged to leave paths between them, allowing easy access to these slits.

85: Choir Balcony

French doors provide access from the Choir Loft (room 86) to this balcony, which looks out over the indoor forest. Here family members may enjoy both organ music from the chapel (at a reduced volume) and the atrium's atmosphere.

Second Floor, North Wing (Temple)

86: The Choir Loft

Essentially a huge balcony dominating the southern end of the chapel, most of the loft is taken up with 88 statues facing the open air above the chapel itself. The statues are of men and women wearing the quaint garments of Old Averroigne and do not resemble members of the d'Ambreville family.

In the northeast corner of the loft, against the east wall, is a smallish organ. As might be expected, this is no ordinary

musical instrument; when a key is pressed, a pure musical notes emerges from the open mouth of one of the 88 statues. By playing the keyboard, an organist can make this macabre stone choir "sing" rich, vibrating organ music.

87: Open Air

This is not an actual room, but the open air above room 17. The columns east and west extend all the way up to the 50'-high ceiling.

88: The Glory Windows.

These two areas are empty lofts above the monks' cells (area 20). There is no permanent access up to them; servants reach them via ladders in order to clean the Glory Windows. The lofts are railed off, to lessen the danger of an accident.

The Glory Windows are broad, high windows of stained glass inset into the east and west walls. Each is translucent and multi-colored, looking something like a shimmering rainbow most of the time. But for ten minutes at sunrise, light shining in through the east window casts strange images, effectively *illusions*, on the floor and altar of the temple (areas 17 and 19). Light coming through the west window does the same thing at sunset.

The images are random and different every day. Sometimes viewers will see unicorns running across a hazy forest floor. Sometimes it will be cities burning. Often it will appear to be ghosts of long-dead d'Ambrevilles. Observers sometimes feel that the windows are trying to tell them stories, but their meaning always remains elusive.

The windows were created by a long-dead genius of Old Averroigne, and the means of their making is a mystery. They crumbled into shards with the rest of Chateau d'Ambreville after the episode in the Land of Mists, but Étienne was so fond of them that he *wished* them back into existence once construction began on Maison Sylaire.

89: Hallway/Stairs

This area holds the hallway providing access to the upper

story of the priests' chambers and the stairway leading down to the first floor.

90: Reliquary Storage

This chamber is locked; it holds only a few empty shelves. Once upon a time it held reliquaries and other items of clerical importance but has lain empty for the last several decades.

91: Safe Chamber

This room is sealed with a *wizard lock*. It appears to be a continuation of the Reliquary Storage, only not entirely empty. On its shelves, explorers can find a *wand of fear* (gold-plated, with a ruby at its tip, holding eight charges) and a *book of vile darkness* that is bound shut within a small iron cage fashioned precisely to its dimensions. Both these items were owned by Simon d'Ambreville during the years the family was trapped in the Land of Mists.

Also in the chamber is a gargoyle. Captured long ago by Simon and enchanted by Étienne to render it statue-still, it broken free of the enchantment some time ago. Now, confused and angry, it will be happy to attack anyone entering the room it has been unable to leave.

Gargoyle: AC 5; MV 9, Fly 15 (C); HD 4+4; hp 24; THAC0 15; #AT 4; Dmg 1d3/1d3/1d6/1d4 (claw/claw/bite/horn); SD immune to nonmagical weapons; SZ M (6' tall); ML steady (11); Int low (5); AL CE; XP 420.

92: Head Priest's Antechamber

This was once the outer chamber of the personal quarters of the temple's head priest. Now it is empty of everything but decaying furniture (a tapestry so damaged its original scene cannot be puzzled out, a divan, a table, and pieces of chairs).

93: Head Priest's Bed-Chamber

This was once the bedroom of the temple's head priest. It has been unused for so long that the furniture falls apart if touched. Ten feet in from the southwest corner is a hidden trap door in the floor, leading to the bolt-hole (room 25) on the floor below.

Second Floor, East Wing (Official Functions)

Like the second floor of the west wing, rooms on this wing have ceilings only 15' high (with a 10' high attic directly above). It has the same purpose as the ground floor below, and the same grandiose decorating scheme.

94: Hallway

Guards are stationed at the west end of the hall (before the door to room 95) and at the center of the hall (at the head of the stairs). The first pair is there to search those who are not family members or important guests before they enter room 95; the second pair is there to keep an eye on persons coming up from the ground floor.

Guards (4): see NPC Appendix.

95: Throne Room Balcony

This balcony overlooks the throne room (area 29). The dotted lines on the map represent rails; the solid line is a wall. Prince Étienne did not care to have people looking down on his throne from behind, so to see down into the room one must be along the north, south, or east walls.

The balcony floor is amber-colored tile; the wider west balcony is furnished with many divans and chairs grouped in clusters of three or four each, providing places for visitors to converse.

96: Open Air

This is the open air above the throne room (area 29).

97: Open Air

This is open air above the ballroom (area 28).

98: Musicians' Balcony

On this balcony are stands from which orchestral musicians play. A narrow hallway provides access to the floor's main hall.

99: Musicians' Storeroom

In this chamber, the musicians among the d'Ambreville family store musical instruments; visiting musicians may store their belongings here while performing.

100: Attic Stairs

These stairs, out of sight behind a broad doorway, lead up to the east attic.

101: Privy

This chamber is broken down by partitions into several enclosed privies for use by anyone visiting the east wing.

102: Steam Room/Bath-Chamber

This chamber is divided by a light partition into two areas, one smaller and one larger. The smaller (20' x 20') area is a steam room furnished with benches around the walls and a brazier full of heated rocks in the middle; to create steam, one ladles water from a nearby bucket over the rocks.

The larger area, taking up the rest of the chamber, is a bath-chamber. There are three sunken marble bathtubs, each 15' in diameter, and many folding portable partitions standing against the walls. The precise nature of the company decides how the baths are used; when only the d'Ambrevilles and close family friends are present, bathers choose whichever tub suits them, regardless of the gender of who might already be in it; when there are strangers present, the folding partitions are usually placed between the tubs, with women in one tub, men in the second, and young children and their nurses in the third.

103: Library

This long chamber is the famous library of the d'Ambrevilles. It is divided by many lengthy, massive bookcases that rise a

full 15' to the ceiling; rolling ladders attached to rails along the bookcases provide easy access to the upper tiers of volumes.

Most of the volumes in the library are dusty reference works rather than spell-books or magic items. The only magical reading to be found here are three scrolls and one magical manual. The first scroll holds three wizard spells (*animate dead*, *invisible stalker*, *monster summoning IV*), the second holds two wizard spells (*stoneskin* and *alter self*), and the third scroll holds two priest spells (*speak with dead*, *speak with plants*); the manual is a *manual of iron golems*. Considering how large and disorganized the library is, it will take 3d6 man-hours of searching to yield each magical item (or 12d6 man-hours of searching to find all four).

104: Reading Rooms

Family members and guests may retire to these smaller chambers in order to study the library's volumes without undue interruption or distraction.

105: Quiet Room

This large chamber is furnished with many comfortable stuffed chairs and divans. Each seat has a small table with a light-globe lamp beside it. Three pairs of seats have chess tables set up between them. And over the whole room is cast a series of overlapping *silence*, 15' radius spells made *permanent*.

The room is used by anyone—family member, retainer, or guest—who wants to go somewhere absolutely quiet. Charles d'Ambreville can often be found here, while more dynamic members of the family rarely grace it with their presence.

Attics, Atrium Roof, Remaining Tower Floors

106: West Attic

This is a gloomy, flat-roofed place, 10' high, with inadequate lighting (one light-globe every 60'). It is piled high with musty-smelling stored goods (and things that should have been thrown away decades ago): great rolls of worn carpet, chests full of out-of-fashion clothes, boxes of childhood toys, old or broken or simply unwanted furniture, neglected statuary and paintings, and so forth. It might prove instructive to a historian to spend days rummaging through all these goods but will be no help to player characters.

Recently, Marie-Hélène cleared a 10' by 20' space in the center of the attic as a place for exercise and combat practice, to replace the area in room 109 that Richard (actually Henri) asked her to vacate.

107: Secret Passage

The outer wall of the west attic is actually a double wall concealing a secret passage. The passage was built by Étienne to facilitate escapes in case of an assault on the mansion. All family members are aware of all the secret doors leading into and out of the secret passage.

The secret trap doors leading down into bed-chambers on the second floor below are obvious from this side. They may be locked, through use of mechanical locks, from below (i.e.,

the bed-chambers) but not from above (i.e., the secret passage). Thus occupants of the bed-chambers are protected from unauthorized visits if they do not want them.

One-way secret doors in the northeast and southeast ends of the secret passage allow access to the mansion exterior and to the octagon roof, while normal secret doors connect the passage to the attic itself. Beside the secret doors to the exterior are rope ladders anchored by giant steel staples to the wooden floor; should a family member without wizardly powers need to escape, he or she can roll out the rope ladder and climb down. The rope ladders are enchanted to roll themselves back up after weight no longer hangs from them; once they have rolled up, the one-way secret doors close themselves automatically.

108: Access to Second Floor

A trap door in the secret passage at this point leads to the shaft and ladder down to area 43.

109: Tower Third Floor: The Flying Carriage House

The third floor of le Tour Sylaire is a large, echoing empty chamber. Marie-Hélène used to use this chamber for exercise and combat practice but recently ceased doing so at her nephew Richard's request. Since family members with *fly* spells (or *brooms of flying* or similar contrivances) often prefer a little bit of privacy when they arrive or depart, the chamber is set up to accommodate them; here one will find chests containing blankets, towels and dry clothes (in case the flying weather was rainy), cloaks (for the departing), etc.

110: Octagon Roof

The roof is characterized by the six glass domes rising from it (much more impressive in person). There is a rail around the outside edge. Otherwise it is not notable.

111: East Attic

This attic holds much the same sort of items as the attic over the west wing but lacks a secret passageway; it does, however, have one-way secret doors to the exterior and the octagon roof in the northwest and southwest corners.

112: Tower Fourth Floor: Antechamber

The tower's fourth floor is given over to the personal quarters of Isidore d'Ambreville—in reality Henri's paramour, the elven lady Doña Carmina de Belcadiz. This chamber is a receiving room; the stairs open directly onto it. It is furnished with massive, uncomfortable-looking furniture (Carmina takes guests she likes into rooms 113 and 114 and leaves those she doesn't out in the antechamber).

The armoire standing in this chamber is the counterpart for the one in room 128 (see area 128b for its effects). There is nothing in it except two ordinary cloaks; however, it is locked with a *wizard lock* spell cast by a 15th-level wizard (Henri). Henri and Carmina know what the armoire is for; the guards know that there is something odd about it (why else would Richard sometimes step out of it when he'd never stepped in first?) but have been threatened with death by "Richard" if they speak of it.

There are always two guards on duty here—men chosen by Doña Carmina for good looks, muscular bodies, and fighting-prowess rather than sharp wits.

Guards, Elite (2): see NPC Appendix.

113: Tower Fourth Floor: Parlor

In this ostentatious chamber, Carmina entertains guests; it is lavishly decorated with the most expensive tapestries, plushest carpets, costliest furniture, and rarest works of art she could find. The statuary alone, mostly in rare marbles by Caurenzan sculptors, is worth 30,000 gp to collectors who know something about art.

114: Tower Fourth Floor: Carmina's Bed-Chamber

Carmina's bed-chamber is dark, for it is festooned with drapes and veils made of the extremely expensive black lace of Belcadiz; every piece of furniture is hung with the stuff. In the room is a massive bed with an oaken frame, intricately carved by the best elven woodworkers of Erewan; four matching armoires stuffed with costly gowns; and chests of personal possessions, including wind-up mechanical toys and jewels valued at 25,000 gp.

It is important to note that Carmina's suite does not have an attached bath-chamber with running water like the family suites in the west wing, something that piques her no end.

115: Tower Fourth Floor: Maid's Room

This large room belongs to Carmina's maid of the month. Each maid hired to serve the elven lady upsets her within a few weeks and is summarily dismissed (if she's lucky—otherwise, she winds up in Henri's torture chamber and is never heard from again). The furniture is common, and there is nothing of value here.

116: Tower Fifth Floor

This chamber is bare, except for the iron golem stationed on the landing of the stairs. It is ordered to warn off unauthorized persons trying to ascend the stairs to the sixth floor; it does so by extending an arm to block the way and shaking its massive head. Should the person in question persist, it is ordered to kill him or her. Authorized persons include Richard (i.e., Henri), Isidore (i.e., Doña Carmina), and anyone accompanying either of them. This golem, built especially by and for Henri, is unlike the other constructs in the castle in that it *will* kill d'Ambrevilles. The golem will not pursue someone who flees downstairs but does its best to kill anyone who stays around to fight or continues to try to get up the stairs.

Iron Golem: AC 3; MV 6; HD 18; hp 80; THAC0 3; #AT 1; Dmg 4d10 (fist); SA once per seven rounds, breathes 10'x10'x10' gas cloud (save vs. poison or die), Str 24; SD immune to weapons under +3, to spells (except electrical—see SW), and to magical fire (repairs 1 hp per die of "damage"); SW electrical attacks *slow* the golem for three rounds; SZ L (12' tall); ML fearless (20); Int non- (0); AL N; XP 13,000.

117: Tower Sixth Floor: Antechamber

This chamber is bare of furniture or any sign of comfort; the floor is the tower's original rough wood flooring with no fine planking, tiles, or carpet laid upon it. The walls are rough stone, and there is no shutter over the window to the south.

118: Tower Sixth Floor: Henri's Quarters

The door into this chamber is sealed with a *wizard lock* (15th level), as are the shuttered windows. The walls are quite thick. This chamber cannot be scryed. This is officially Richard's quarters, and none are admitted to it save "Isidore" (Carmina) and Georges, who know of Henri's true identity.

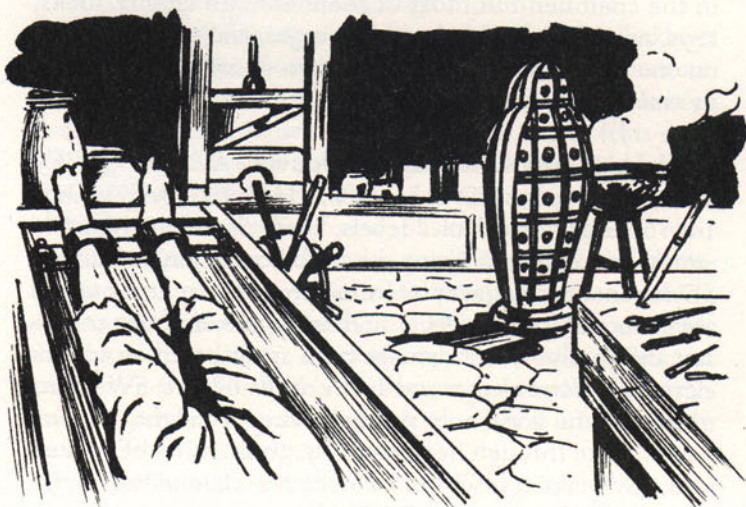
Henri's simple four-poster bed, clothing armoire, and chest of possessions are set up in the southeast branch of the horseshoe-shaped room. The rest of the chamber is given over to torture implements.

In this room, visitors will find a proper medieval rack (1d3 hit points per hour to anyone being stretched on it), an iron maiden (3d6 damage per round to anyone trapped inside), braziers with branding irons, hanging cages, winches and chains for hoisting up a victim by the wrists (especially painful when tied behind rather than before), racks of knives, scalpels, and drills, shelves of poisons, and other items of horror.

Nor is it simply for show. There is crusted blood on many of the devices, particularly inside the iron maiden.

Henri has at last been allowed to indulge his tastes, and they run to the very evil. This room is where he extracts information useful to his status as a prince (or simply amuses himself). After successful sessions, he usually takes the bodies via magic down to dungeon room 122 for disposal in the tank of caustic fluid. Because of the thickness of the walls of this chamber, the screams of the doomed do not carry to the rest of the mansion, or even to the rooms of Carmina below.

All these foul instruments are new; Étienne was no torturer. In his day, this floor was his bedroom and a laboratory for the testing of aerial magics. Now it serves a more sinister purpose.



The Dungeon

The dungeon level roughly divides into three sections: Storage (west), Alchemical Laboratory (center), and The Unwilling (east). The ceiling here is about 20' high; though the floor and walls are finished in dark, heavy hardwood planks, the ceiling is unfinished natural stone.

119: Temple Access

This chamber lies directly beneath the temple altar (area 19). The stairs to the south lead to the altar, while a ladder bolted to the wall leads to the temple bolt-hole (room 25).

120: Dungeon Anteroom

People arriving in the dungeon from the northern tunnel will reach this room first. It is a bare chamber with doors to the east, west, and south. There is a sign on the west door reading "Stores," one on the south door reading "Researches," and one on the east reading "Awakenings."

121: Storage: Dangerous Creatures

This is a storage chamber in which dangerous creatures, especially of the extra-planar or unliving sort, are stored when not being studied. The door is locked. The chamber currently holds the following "specimens":

- A crate containing a vampire with an ash stake through her heart. Pulling the stake free will permit the vampire to revive, probably spelling doom for the party—unless the player-characters can fast-talk her into leaving them alone out of gratitude (roll a standard reaction check for this), in which case she takes gaseous form and departs to return to her native Boldavia.
- An aerial servant trapped in a large stoppered glass jar. It appears as though the jar is empty, but characters looking at it will sense motion inside. Pulling off the stopper or breaking the jar allows the aerial servant to fly away; it will not attack the heroes, but screams "Free! Free!" all the way out.
- The fossilized egg of a gold dragon (valueless to anyone but a researcher and worth only 100 gp to such people).

There are many other crates, jars, pots, boxes, and chests in the chamber, but most of them contain chains, locks, keys, nets, disassembled portable cages, and the like. A box on one shelf holds five potions—two of *animal control*, two of *vitality*, and one of *invulnerability*.

Vampire (Sasha Orlovski of Boldavia): AC 1; MV 12, Fly 18 (B) in bat form; HD 8+3; hp 35; THAC0 11; #AT 1; Dmg 1d4+6; SA touch drains 2 levels, 18/76 Strength (+2/+4 to attacks and damage), *charm person* ability, summon animals; SD regeneration, gaseous form, immune to nonmagical weapons and to *sleep*, *charm*, and *hold* spells, immune to poison and paralysis, half damage from spells based on cold or electricity, *shape change* and *spider climb* abilities; SW garlic, mirror, lawful good holy symbols, direct sunlight, running water, stake through heart, holy symbols, must be invited into new buildings; SZ M (5'2" tall); ML champion (16); Int exceptional (15); AL CE; XP 8,000.

Aerial Servant (Jahassan): AC 3; MV Fly 24 (A); HD 16; hp 64; THAC0 5; #AT 1; Dmg 8d4 (throttle); SA surprises with -5 modifier, Str 23; SD immune to nonmagical weapons; SW must feed on the winds of home plane or suffer 1d8 damage per day after the 30th day, repelled by *protection from evil/good*; SZ L (8' tall); ML elite (14); Int semi- (4); AL N; XP 9,000.

122: Storage: Caustic Fluids

In this chamber are the means by which the d'Ambrevilles can dispose of things that should never see the light of day. The door is kept locked.

In the northeast corner is a large (coffin-sized) glasslike tank that contains a transparent green, nasty-looking liquid. Anything put into the liquid (such as a human finger) will take 1d3 damage per round (1 point of damage if the victim makes a saving throw vs. breath weapon).

In the center of the east wall is a large glass case containing a gray ooze. The case is shut tight, and on top is a mechanism by which objects can be put into a hopper before being dropped onto the ooze; this keeps the creature from lashing out at whoever is feeding it. In the southeast corner is a similar case containing an ochre jelly.

The two creatures are trapped unless the player characters decide to shatter their cases; it would take 20 hit points of damage to shatter the glass.

Gray Ooze: AC 8; MV 1; HD 3+3; hp 15; THAC0 17; #AT 1; Dmg 2d8; SA corrodes metal; SD immune to spells, fire-based, and cold-based attacks; SW electricity and weapons have normal effects; SZ M (10' wide pool); ML average (10); Int animal (1); AL N; XP 270.

Ochre Jelly: AC 8; MV 3; HD 6; hp 27; THAC0 15; #AT 1; Dmg 3d4; SD *lightning bolt* divides it into two smaller jellies doing one-half listed damage; SW fire- and cold-based attacks inflict normal damage; SZ M (5' wide pool); ML average (10); Int non- (0); AL N; XP 270.

123: Wine Cellar

This storage area is filled with wine racks and caskets of aging liquor. The door is not locked.

A character with the Brewing or Etiquette nonweapon proficiency could find literally dozens of bottles of old, valuable vintages here (each worth 100 gp), but other characters will not be able to determine the good stuff from the ordinary.

In the southwest corner, under one of the caskets of liquor, is a trap door in the floor. The door is made of stone with a big brass ring on it; it can be pulled open with a successful Open Doors roll to reveal winding steps cut into living rock, leading deep into the earth (to room 124).

124: Golem's Cave

This small cave can be reached only via the winding stairs from room 123. An underground river flows through the cave, providing the mansion with an uninterrupted supply of good water, even in times of siege or calamity. Pumps and pipes draw water up to the level of the house; power-

ing the pump is a tireless flesh golem walking endlessly around in a circular rig that looks like an oversized hamster's wheel. The flesh golem will not react to characters in any way, not even to defend itself if attacked.



Flesh Golem in Hamster

Wheel: AC 9; MV 8; HD 9; hp 40; THAC0 11; #AT 2; Dmg 2d8/2d8 (fists); SD immune to nonmagical weapons, electrical attacks restore 1 hp per each die of "damage", immune to most spells (see SW); SW fire- and cold-based spells *slow* for 2d6 rounds, 1% chance per round of combat of breaking free of original control and going on a mindless rampage; SZ L (7½' tall); ML fearless (20); Int semi- (3); AL N; XP 0.

125: Storage: Treasure

The door into this chamber is sealed with a *wizard lock* spell cast by Henri d'Ambreville (at 15th level).

Inside are many chests full of the family's spending treasure. A thorough ransacking would yield 200,000 gp value in mixed coins (mostly Glantrian ducats) and precious gems and jewels worth another 45,000 gp. Note that the money here is just a fraction of the family's wealth; most of it is held in banks in Glantri City and elsewhere, and individual family members have squirreled even more away in hiding-places all over Nouvelle Averoine.

Characters tempted to ransack this room may be dissuaded by the fact that the family has posted a guardian here—an iron golem shaped like a giant mountain gorilla. Only the reigning prince (currently, Henri) is authorized to be in the room; the golem obeys his every word when he is present. If any other family member enters, the golem will point for him or her to leave; if he or she does not, it will attempt to bar entry further into the room; if he or she does not desist, the golem rings a magical gong that is attuned to a cloak-clasp that Henri always wears, alerting him that there is a problem. The golem will never attack a d'Ambrevilles (those who have married true d'Ambrevilles count as family).

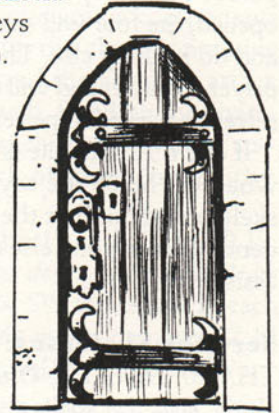
If anyone not a member of the family enters the room, the golem points for the visitor to leave; if he or she does not do so within two rounds, the golem rings the gong twice (alerting Henri that there is serious trouble) and then attacks. It does not pursue intruders out beyond the doorway.

Gorilla-Shaped Iron Golem: AC 3; MV 6; HD 18; hp 80; THAC0 3; #AT 1; Dmg 4d10 (fist); SA once per seven rounds, breathes 10'x10'x10' gas cloud (save vs. poison or die), Str 24; SD immune to weapons under +3, to spells (except electrical—see SW), and to magical fire (repairs 1 hp per die of "damage"); SW electrical attacks *slow* the golem for three rounds; SZ L (12' tall); ML fearless (20); Int non-(0); AL N; XP 13,000.

In the center of the west wall is a strange object. It looks like a large gate-like doorway that appears to be made of pure silver. In it are three keyholes. This is a magical *gate* leading back to the other-dimensional realm of Old Averoine. It requires three identical special silver keys to unlock.

Henri currently has three such keys (his own, Richard's, and Isidore's).

Étienne had three when he disappeared. Each member of the first and second generations of the d'Ambrevilles owns a key, although some (e.g., Camille or Gaston) may be hard put to remember where they put them. When three keys are inserted in the door and turned simultaneously, the gate will open, revealing a multicolored mist beyond; characters entering the mist will appear in a roadside clearing in Old Averoine (though this is outside the scope of this adventure). This is a one-way gate; there is no similar gate in that clearing to allow return. The companion gate is in a hidden cave on the old d'Ambreville property in Old Averoine and may be entered the same way; it brings characters to a wooded spot just outside Chateau Sylaire.



126: Storage: Records

This room is filled to overflowing with stored records—parchments containing old family histories, crop records, herd records, taxation records from Old Averoine, etc. There is nothing here to help the player characters. The door is kept locked.

127: Storage: Food

This room is stacked high with crates containing durable foods: smoked meat, beef jerky, iron rations, boxed grain (kept dry). There are a thousand man-days worth of food here.

128: Alchemical Laboratory

This is the old alchemy lab begun by Camille d'Ambreville and maintained by Étienne through most of his life.

The chamber is thick with tables, each of them piled high with various sorts of equipment: little braziers and burners, autoclaves, distillation apparatus, kilns, strange arrays designed to focus light through different lenses (this does nothing to a character the light is shone upon), odd whirligigs with test tubes at the ends of the spinning arms, boxes of steel marbles, flasks of acid, flasks of oil, flasks of foul-smelling jellies, boxes of lead ingots, pots of ground herbs, boxes of ground semiprecious and precious stones, etching devices with diamonds at the tip, bone saws, hammers (of the carpentry variety), black gooey stuff that bubbles and boils even though there's no heat on it (no effect on anything it touches except to glue it to what it subsequently touches for 1d6 hours), and so on.

A careful search of the chamber will yield some 150 gp value in precious minerals, and the contents of 128a and 128b.

128a: Smiling Skeletons

This armoire is not locked. A character opening it will discover that it contains four skeletons. These skeletons are dressed in black-and-white servants' livery (identical to that worn by the palace servants) of very good quality. When the door is opened, the four will snap to attention and salute smartly . . . and do nothing else. They will not obey orders issued by a player character and will not resist if attacked; they'll let themselves be hacked to pieces if the PCs try to destroy them.

If any d'Ambreville is with the PCs, the skeletons will do whatever he or she says. All d'Ambrevilles can order the skeletons about, but the reigning prince's orders take precedence over anyone else's. The skeletons serve as laboratory assistants.

Servitor-Skeletons: AC 7; MV 12; HD 1; hp 6 each; THAC0 19; #AT 1; Dmg 1d4 (bite); SD immune to *sleep*, *charm*, *hold*, *fear* spells and cold-based attacks, take half damage from edged/piercing weapons; SW full damage from blunt weapons, holy water inflicts 2d4 damage; SZ M (5½' tall); ML fearless (0); Int non- (0); AL N; XP 0.

128b: Sudden Dislocation

This armoire looks just like the other in this room, but empty. If a character steps in and closes the door, he or she will be *teleported* and reappear in the identical armoire in room 112 . . . and will, unless he or she possesses a *knock* spell, probably be trapped there, as the door to that armoire is *wizard locked* (see the description of room 112). Each armoire can hold four adults at a time; if more than four appear within the other armoire, each occupant takes 2d6 hit points of damage (from crushing) each time a new person appears.

129: Morgue/Reanimation Chamber

The chamber is very cold and is now covered with about half an inch of dust. The doors into this chamber are locked with a *wizard lock* (9th level).

A long time ago, the d'Ambrevilles made extensive use of undead assistants; this was while they were in Old Averroigne (animated skeletons and zombies don't blab to the authorities) and before the family magicians were skilled enough to create magen and golems instead. Into this chamber the family magicians took the bodies they wished to treat; then they made the corpses into servitor-undead with *animate dead* spells. In more modern times and in magic-accepting Glantri, the d'Ambrevilles have not had these servant problems and this practice has fallen into disuse. Thus this chamber has not been used in many years.

The chamber is long and narrow. The north and south walls are lined with vaults—each 10' section of wall holds nine such vaults (three across and three high). Unlike modern mortuary vaults, these do not have sliding trays for the bodies. In the middle part of the room are many tables on which more bodies could be laid.

Currently, there are no bodies in any of the vaults. But one vault—northeast corner, top—was *always* kept empty anyway, because of a liking Étienne d'Ambreville expressed for

the skeleton-servant who had once occupied it. Actually, this was a ruse: in the east wall of that vault is a secret door leading to room 134, and Étienne wanted to never have to climb across a corpse when using this special access.

130: Cells

This small prison is the actual "dungeon" of Maison Sylaire. The d'Ambrevilles never kept prisoners very long, either freeing, ransoming, or executing them swiftly; consequently, they never needed very many cells.

The door to this room is sealed with a *wizard lock* (15th level); the door between the outer chamber and the cell block is mechanically locked. The outer chamber holds a desk and a chair. Also in it is the current guard, a flesh golem that obeys only Henri (in either his natural form or as Richard). It has orders identical to the one given the golem in room 125 and access to a similar gong (Henri can tell which gong rings his cloak-clasp).

Cell Guard (Flesh Golem): AC 9; MV 8; HD 9; hp 40; THAC0 11; #AT 2; Dmg 2d8/2d8 (fists); SD immune to nonmagical weapons, electrical attacks restore 1 hp per each die of "damage," immune to most spells (see SW); SW fire- and cold-based spells *slow* for 2d6 rounds, 1% chance per round of combat of breaking free of original control and going on a mindless rampage; SZ L (7½' tall); ML fearless (20); Int semi- (3); AL N; XP 2,000.

A hallway from the outer chamber goes between two banks of three cells each. Most of these cells are empty. Two are occupied, but this is not readily apparent, as every cell has two spells cast upon it and made *permanent: hallucinatory terrain* (to make the cells appear empty) and *silence, 15' radius* (to make it impossible for anyone to hear the prisoners when they speak). Even prisoners in adjacent cells cannot see or hear each other.

Cell **130b** holds Sire Richard and Dame Isidore, who battled with Henri for control of Nouvelle Averroigne after Prince Étienne disappeared on the last day of the war with Alphatia. Isidore defeated and killed Henri, but the mysterious Princess Dolores of Fenswick had Henri *resurrected*; with the advantage of surprise on his side, Henri was able to capture both Isidore and Richard. Now he masquerades as Richard (and his lady Doña Carmina as Isidore) and rules Nouvelle Averroigne in their place, while Richard and Isidore are trapped here, unable to cast spells or change into wolves; dependent on the generosity of another prisoner, a dwarf, a *dwarf priest*, merely to be fed . . . a circumstance that Henri richly enjoys.

Richard and Isidore are helpless. The *bracelet of negation* Isidore wears (new magic item; see below) prevents her from casting any spell, and their fetters would strangle them were they to change into wolf-form. They have no skills to get them free; no one knows that they are held here; they are certain that they will suffer long and then be put to death. If freed, they have neither weapons nor spells (though Isidore knows of the scroll in room 132 and could cast spells from it were her *bracelet* somehow removed).

Bracelet of negation: this plain gold bracelet prevents

the wearer from casting any spell or using any magical item. Once donned, it cannot be removed unless the command word is known; even then, someone other than the wearer must speak it. This item, developed by Étienne, is extremely useful for restraining spellcasters of all types. XP value: 2,000.

Cell **130c** holds Raknorr, a dwarven fighter-cleric from the nation of Rockhome. Raknorr came to Glantri soon after the Council of Princes voted to let clerics enter their nation to combat a plague; he hoped to set an example of goodwill that would help normalize relations between the two nations. However, a couple of years ago, Prince Henri kidnapped him because of a unique magical item Raknorr owned, a *ring of create food & drink*, which could duplicate the priest spell of the same name once per day.

Henri keeps Raknorr here so that the dwarf will feed his other prisoners, doing away with the need for cooks or other helpers who might leak out his secret. Once Henri decides to dispose of his other prisoners, he'll kill Raknorr as well. When Isidore and Richard overthrew Henri, they decided to keep Raknorr a prisoner here; now, by poetic justice, they share his fate.

Raknorr of Rockhome: dwarf male, 2nd-level Fighter/2nd-level Cleric of Kagyar; AC 10; MV 12; hp 10; THAC0 19; #AT 1; Dmg 1d2 (bare-handed); SW weaponless when first found; AL LG; S 11; D 9; C 16; I 13; W 17; Ch 10; ML elite (13); SZ S (4'8" tall).

Spells:

1st level—*cure light wounds* (x2), *detect evil*, *detect poison*.

Possessions: *ring of create food & water*.

131: Golemworks

This is the laboratory where the d'Ambrevilles fabricate their golems and magen. Over the centuries, they've accumulated enough knowledge that they can make any sort of golem or magen—in fact, the family is widely credited with creating the first magen, although they have since spread throughout Glantri. The d'Ambrevilles can even vary the shapes of these constructs, though in the case of golems the golem-type will still be obvious to any observer; thus the iron golem shaped like a gorilla in room 125 is obviously made of iron.

In this room are large tables and vats where the ingredients to create golems are assembled, and chests full of the physical components, money to spend on the assembly process, etc. At any given time, one golem will be undergoing assembly here; currently Henri is putting together another iron golem, this time shaped like a knight in armor.

In the northeast corner of the room, under a laboratory table, is a big iron-bound chest sealed with a key-lock and a *wizard lock* spell that any d'Ambreville can open. It contains 10,000 gp in gold ducats and another 20,000 gp worth of precious stones.

The room is guarded by a crew of three zombie laboratory assistants. These zombies wear fine clothing (the black and white livery of the d'Ambreville household staff), are

perfumed (to hide that enchanting carrion odor), and wear masks to disguise their features. The zombies will appear (at first) as relatively slow humans, puttering about and tidying up the place.

The zombies will not interfere with characters searching the room unless the characters remove golem components from the assembly tables or open up the chest containing the money. Should that occur, two of the zombies attack while the last pulls a lever on the wall, flooding the chamber with fine black knockout dust (each character must successfully save vs. paralysis on each of three consecutive rounds or fall asleep for 2d8 hours).

Zombies (3): AC 8; MV 6; HD 2; hp 12 each; THAC0 19; #AT 1; Dmg 1d8 (fist); SD Immune to *sleep*, *charm*, *hold*, *death magic*, poisons, and cold-based spells; SW attack last in each combat round, holy water inflicts 2d4 points damage; SZ M (6' tall); ML fearless (20); Int non- (0); AL N; XP 65 each.

132: Summoning Laboratory

This is one of the smallest but most sophisticated laboratories in the mansion. Here, the most experienced of the d'Ambreville wizards study spells that summon creatures and spirits from other planes of reality. Since this is dangerous scholarship, the walls have been reinforced and the door into the chamber walled over; the chamber is accessible only through *teleport*, *dimension door*, and similar spells. The room's air is kept fresh through magical means. The chamber used to have a doorway into it, though, so all family members (and longtime retainers like Petit-Singe) know of its existence.

The chamber walls are lined with shelves that hold books and scrolls pertaining to the summoning of monsters. Characters ransacking the room will find one scroll with the following wizard spells: 1st level—*unseen servant*; 2nd level—*rope trick*, *summon swarm*; 3rd level—*monster summoning I*, *phantom steed*; 4th level—*monster summoning II*; 5th level—*conjure elemental*, *contact other plane*, *monster summoning III*.

133: East Wing Access

A secret door here leads from the hallway between rooms 129 and 131 to a small, dark passage that leads to a trap door up into the Black Room (room 34).

134: Access to the Prince's Gallery

This is a small (10' x 10') room with a 5'-diameter hole in the ceiling. Beyond the hole lies a shaft leading up to a secret hatch into room 30, the Prince's Gallery. A secret door some 6' up in the west wall leads into a mortuary vault in room 129.

On the floor beneath the hole in the ceiling is a variant form of *Tenser's floating disk* exactly like that described in room 30. When stepped upon, it rises until it is just below the secret hatch giving access to room 30; if stamped upon three times, or released of its burden, it descends again to the dungeon level.

In spite of Henri's desire to out-do Étienne at everything, he has failed to find the secret door and is unaware of the shaft.

Part II:

In Search of Étienne

The adventure begins with the player characters in the city or town where they ended their last adventure.

The characters are walking down a busy market street. There is a bottleneck as foot-traffic has to go around a wagon that is stopped in the middle of the street; a woman

atop the wagon is unloading bags of grain into the hands of workers, who carry the bags into a nearby shop. They're all very merry and agile, showing off for the crowd by swinging the bags around, hurling them to one another, and so on.

As the player-characters pass by, the woman on the wagon is swinging yet another bag of wheat around . . . and it bursts, raining its contents down upon them. The people on the street mock the worker and the PCs good-naturedly for the accident. If the PCs looks angry, the worker will apologize, though she's obviously amused and hard-put to keep from laughing.

But the characters with wheat in their hair have just fulfilled a prophecy.

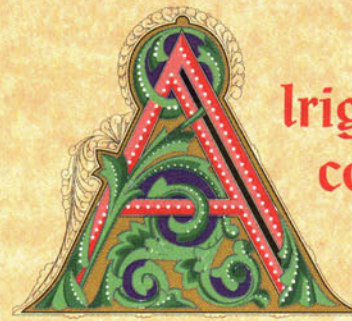
"My Dinner with Petit-Singe"

As soon as the laughter has died down, the group is approached by two strange-looking individuals.

The first man stands about four and a half feet tall but is clearly human, not a dwarf. His legs are short, his arms are long, his shoulders are broad. His body is covered with short, bristly white hair, though his bearded face looks normal (that is, his cheeks, nose, and forehead are not covered with hair). He walks with a curious, loping gait. As he passes, people notice him . . . and point and laugh. However, while his appearance is comical and slightly grotesque, sharp-eyed PCs may notice that the man wears Glantrian garments of velvet and lace that look both expensive and elegant, if a little travel-worn. The second man stands deferentially a few feet behind the first. He is tall, thin, and bald except for a dignified fringe of silver hair. He is dressed like a butler, immaculately neat despite the dust on the street.

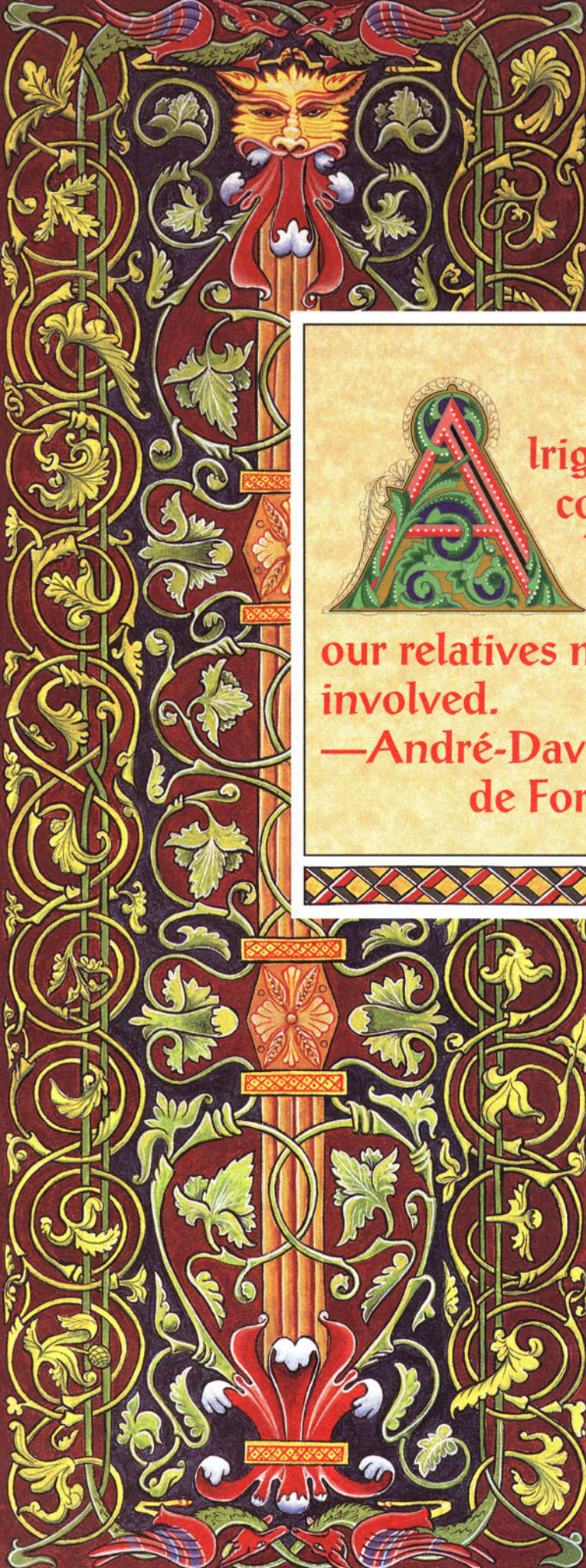
The first man stares at the characters with wide eyes, as though he's just witnessed the sudden arrival of an Immortal. He rushes over to the player characters, calmly followed by the second man, and speaks to them in a voice with a pronounced Sylaire accent—which will sound strange to the PCs, unless they're from Glantri or have somehow been exposed to the language and culture of Nouvelle Averoine.

Play Track 2.



Right, I'm
confused.
That
means
our relatives must be
involved.

—André-David
de Forêt





TRACK 2

Petit-Singe promises the characters a fine dinner if they will agree to listen to his proposal.

If the characters refuse him, he'll keep trying. He will follow them until they force him away; then, for days afterwards, he will continue to bedevil them, popping up in odd places (during meals, waking them from a sound sleep, interrupting while they're having their baths or are in the middle of a romantic interlude, etc.), until they finally listen to him. Even killing him will not bring them relief, as this faithful retainer will continue to bedevil them as a revenant. Slaying the revenant forces him to haunt them in ghost form. However, player characters worth their salt shouldn't be this obstinate about adventure opportunities in the first place.

Once the PCs agree to give him a hearing, Petit-Singe will escort them back to his lodgings (a sumptuous suite at the finest local establishment). While Wilton is setting the table for a gourmet meal, Petit-Singe reveals why he wants to talk to them: *play Track 3.*

TRACK 3

Petit-Singe claims that the rain of wheat incident marks the PCs as the ones singled out by a prophecy.

Within a very short time, Wilton will clear his throat and announce that "Dinner is served." Petit-Singe will then ask the characters to be seated. During the meal, *play Track 4.*

TRACK 4

Petit-Singe explains that he has been sent by Dame Camille d'Ambreville to find heroes who could locate and free her missing son, the great wizard Étienne d'Ambreville, "Le Prince-Magicien," from whatever spell or prison holds him. He is convinced that the PCs are the prophesied ones that "showers of gold rained down upon" in Dame Camille's vision. He wants the PCs to return with him to Chateau Sylaire in the guise of paid companions to the old lady. He offers to pay all their travel expenses while on the road, 10 gold ducats a day apiece once they reach the chateau, and 24,000 ducats for Etienne's safe return. He also warns them not to endanger their mission (and themselves) by thieving from the d'Ambrevilles.

If a player-character points out that the incident Petit-Singe recently witnessed is only a pale version of the prophecy Dame Camille described, Petit-Singe will point out that he's been out looking now for a *year* and nobody else has even come close. When he saw what he saw, he just *knew* that the player-characters were the chosen ones. If the heroes balk at taking the role of servants, he'll stress that this will arouse less suspicion and allow them to move about the mansion much more freely than would otherwise be possible.

The rewards Petit-Singe promises the characters are quite generous; nevertheless, player characters being what they are, the group may attempt to bargain with him for an even more substantial reward. He will balk at haggling, but a smooth-tongued negotiator can persuade him to offer them as much as 32,000 ducats for the group and a per-diem of 15

A Word to the Wise

This adventure takes the player characters into Nouvelle Averoine and into the web of the d'Ambreville family. The adventure itself has its grim moments, but there's some humor to be found in the eccentric behavior of the NPCs.

It's important to remember that the player characters will often be in the company of NPCs much more powerful than they are. They can't afford to swing a sword at everybody who annoys them. Make sure your players are the sorts who can role-play their way out of some sticky situations instead of just having their characters attack everything in their way. Also, if they sometimes become restless as various d'Ambrevilles drone on and on, remind them that this is how nobles often behave toward their "social inferiors." Interrupting a lord or lady is a definite breach of etiquette that may get PCs trying to pass themselves off as servants into serious trouble. Finally, make sure they understand that casting a spell against an unknown or unwilling target is considered an act of aggression in Glantri and will meet with a prompt, vigorous, and possibly lethal response. Glantrians are very aware of even the slightest body motions that can be interpreted as spell-casting, making it *very* difficult to cast spells surreptitiously.

gp. He won't go any higher, although he'll say that there's always the possibility that Dame Camille will reward them still further if they recover Etienne; he just isn't authorized to guarantee it.

Petit-Singe could be persuaded to provide advances to the characters, particularly if they owe money to dangerous NPCs. The advance will not be for more than ten days' worth of the daily payments, nor may they borrow against the reward for anticipated success. He'll provide the smallest advance he can manage—he's not cheap, but the characters haven't proven themselves to him yet (something he thinks to himself but refrains from saying out loud).

He says the party of "paid companions" can be up to eight in number. If there are more than eight player characters, he'll set the extras up in other positions within the household (guards, maids, cooks, waiters, etc.). If there are fewer than eight and the PCs have non-player character allies they want to accompany them on this adventure, they can have them (subject to DM approval, of course), but the party size must not exceed eight . . . and the reward for success will not be increased (it must be divided among the party members, however many there are).

Getting to New Averoine

It's best to gloss over the trip to Glantri and Nouvelle Averoine, unless you want to run road adventures and sideline encounters. Once the characters have assembled their gear and made their departures from friends and family, tell them that they leave their campaign city and that their trip to the Glantrian border (however many days it takes) is uneventful.

The night before the party reaches the Glantrian border, Wilton will take aside any player-character priest and extend the following warning; *play Track 5:*

TRACK 5

Wilton takes the liberty of warning the PC about Glantrian attitudes regarding clerics. He offers the PC the choice of registering as a licensed priest or hiding his or her character class.

The player can choose whichever approach he or she wants. Remember that some, but not all, of the d'Ambrevilles would be happy to turn in a rogue cleric; fanatic anti-clericists like Guillaume and Janette will do so automatically, while snakes like Georges, Carmina, or Henri will use the information to blackmail or (in Henri's case) frame the PC. D'Ambrevilles with clerical powers or allies, like Simon, Tariana, Jean-Louis, and Claude, will naturally be more sympathetic. The rest will largely take the character's belonging to a proscribed class as a charming eccentricity; most remember the years of prosecution in Old Averoine too well to betray them to the authorities so long as the character is discreet.

If the subject comes up earlier, the priest PC and Wilton can have this conversation well before they reach Glantri; if the PCs are native Glantrians, they should already know about these restrictions, although a reminder might not be amiss.

The First Day

Once past the border, the trip to Nouvelle Averoine is similarly uneventful. Petit-Singe will not go to Glantri City; he takes the party on the road straight to Nouvelle Averoine and hence directly to Sylaire. The road is heavily-travelled with carters, soldiers, and travellers; as the party gets further into Nouvelle Averoine, the majority of these people are Sylaire-speaking subjects of the d'Ambrevilles.

The castle's description is provided in Part I; describe it to the players as their characters top the last rolling hill between them and the site. The

party will continue on down the road, passing through the prosperous village of Sylaire, until they reach the castle gates; play *Track 6*

TRACK 6

The party is hailed by two guards at the gate, who demand the password. After a confused exchange, they allow Petit-Singe and the PCs to pass.

It is a short ride from the gate to the mansion itself; as they go, Petit-Singe will point out various features of the grounds (see the back of **Handout VI**): the guards' barracks, the craftsmen's quarters, the carriage house and stables, the living garden, and of course the house itself. On the way, they pass a small group of men-at-arms heading the other way—clearly the escort for another party that arrived just before they did. Eager stablehands rush up to take their horses as soon as they stop before the portico. Upon Petit-Singe's knock, the grand double doors are opened by Old Emile; play *Track 7*.

TRACK 7

Old Emile the Doorwarden welcomes them to Chateau Sylaire.

The heroes are indeed arriving on the heels of another party; the foyer is crowded with servants handling baggage and family members greeting the entourage of the recent arrival—a stunningly beautiful noblewoman with long brown hair in a flowing dress of deep blue silk (Geneviève de Sephora). An imposing, handsome dark-haired man (Henri, in his guise as Richard) is kissing her hand formally while the two converse in Sylaire; play *Track 8*.

TRACK 8

Speaking in Sylaire (French), "Richard" welcomes Geneviève and says the happy couple are currently in the garden; they'll be glad she's come. If any PC understands Sylaire or has a comprehend language

ability, he or she gets to hear the following translation: play Track 9 for that character alone.

TRACK 9

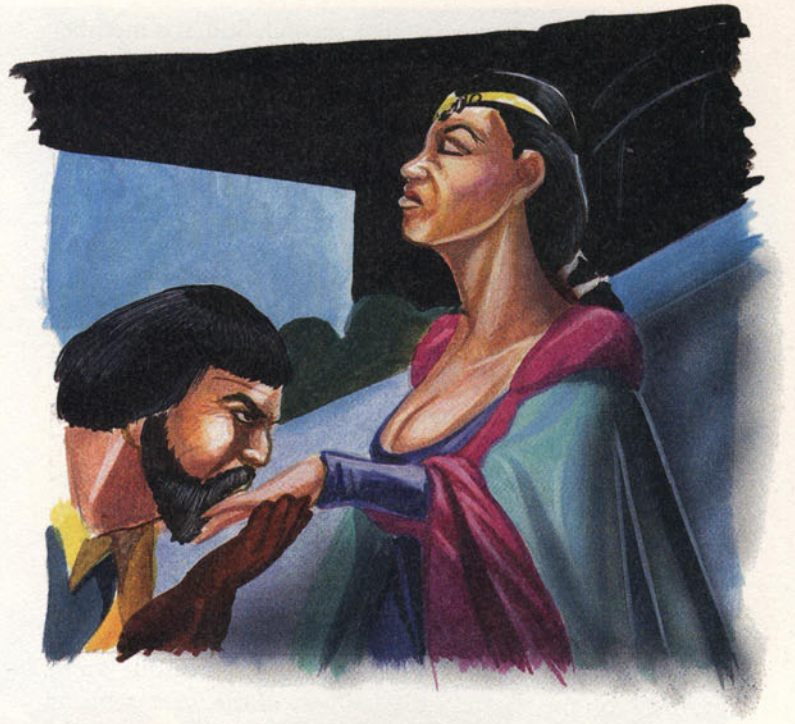
Translation of Track 8 into Thyatian Common (i.e., English). If no PC speaks Sylaire, Petit-Singe or Wilton will be glad to translate for the PCs once they're clear of the crowd.

At this point, Richard notices the PC group and switches his attention to them, dropping into Thyatian Common; play *Track 10*:

TRACK 10

Richard expresses surprise and regret that Petit-Singe isn't dead yet; he asks who are these strangers. Petit-Singe tells Richard that the PCs are companions for Dame Camille.

Hearing her name, the grand lady, Camille, shuffles her way to the front of the crowd, looking a little dazed, her makeup applied just wrong (her nose and her right cheek are rouged instead of both cheeks, and only the left side of her face is powdered). She smiles and extends her arms toward the player characters as though they were old friends, embracing each in turn while Petit-Singe asks them to introduce themselves to her. By now the servants have long since departed with the luggage, and most of the family members drift away as well while this is going on, though Geneviève will linger for a long, evaluative look at the party before heading on into the mansion.



A Tea Party

Describe the portions of the mansion's west wing the PCs see as they travel from the downstairs foyer (room 1) to Camille's suite (room 53). Camille will chat in disjointed, non-sequitur fashion as they walk, Wilton and Petit-Singe bringing up the rear in respectful silence.

Once the group is safely in Camille's living chamber, her vagueness will vanish instantly. While Wilton prepares tea, she turns to Petit-Singe, nods, and together they cast *detect magic* spells with overlapping areas of effect aimed at one another, enabling them to detect any attempt to spy on the party via *wizard eye*, *clairaudience*, or some similar magic. Then she sits down, gestures for the PCs to be seated themselves, and speaks: play *Track 11*:

TRACK 11

Camille relates her latest dream, in which a PC (the DM should pick which one) rescued a childlike Étienne from danger. She is sure that the PCs are the Chosen Ones appointed by the Immortals to rescue Étienne from whatever curse, spell, or prison holds him.

During the tea party that follows, Dame Camille will answer most questions put to her by the PCs. The following are some of the questions they might ask, along with the gist of her response.

- *What's all this about a "happy couple"? What's with the festivities?* Her only daughter, Magdalène, is going to marry André-David de Forêt tomorrow evening. Camille seems quite happy about it. All of the family, as well as many of their friends and allies, have gathered for the occasion.
- *What's our status here?* They're a rank above the servants who do physical labor—cooking, cleaning, waiting on tables, laundry, and the like. As "paid companions," they're

her servants first and the family's second. Still, if a member of the family gives a player character a direct order, it would be wise to obey it. Otherwise, the heroes are free to wander the mansion as they wish; she'll have the golems and guards instructed that the player characters are her retainers. If anyone stops them, they can always claim that she sent them on some odd errand (an excuse likely to be readily believed, given her well-known mental state of the last century or so). Some areas are guarded, and PCs are not to enter them by force—the d'Ambreville family guards are not villains to be slaughtered just because they're doing their jobs!

- *Guards and golems?* There are always human guards on duty in the waiting room before the throne room (room 27 on the map), in the east-wing foyer (room 39), in the second-story west wing hallway (at area 41), in the second-story east wing hallway (area 94), and the fourth floor of the tower (room 112); there are usually a few off-duty guards in the guardroom (room 38). There are golem guards in the treasure room of the dungeon (room 125), in the unused jail of the dungeon (area 130), in the throne room (room 29), in the second story hallway of the west wing (at area 41), and on the fifth floor of the tower (room 116). None of these guards are likely to attack PCs who do not try to force their way past their stations.

- *Where do we sleep?* The PCs have been set up in some of the second story guest rooms (rooms 74 to 77). As the d'Ambrevilles are hosting several guests for the wedding—Dian de Moriamis and Sire Gilles Grenier and his daughter, among others—the PCs have been placed two to a room, segregated by gender. To help them find their way around the mansion, she has Petit-Singe give them a map of the mansion; *give the players the mapsheet.*

When the PCs are done asking their questions, Camille will summon a maid (Ariette) to show them where to find their rooms. Once safely out in the hallway, Ariette shares her opinion of the d'Ambrevilles with the PCs; *play Track 12.*

TRACK 12

Ariette the maid warns the PCs that all the d'Ambrevilles are mad. After showing them their rooms, the privy, and the baths, Ariette will leave them to settle in.

The Reception

Once Ariette has left them, let the PCs wander the mansion as they want and meet people according to their own role-playing preferences and instincts. Player characters who hang around and do nothing will quickly get drafted to help in the preparations—setting tables, carrying food, scrubbing out rooms, and the like. There are a lot of opportunities for role-playing scenes; the heroes can be attracted to some of the d'Ambrevilles, offended by others.

The d'Ambrevilles and their retainers are out in force today. There's a lot of pre-wedding celebration going on—family members wandering the halls with bottles of expensive liqueurs in hand (Georges, Gilles Grenier, Isabelle), singing (Young Michel is the ringleader here), engaging in spontaneous demonstrations of magic and fireworks out on

the lawn (Geneviève, Isidore, Catharine, Claudette), dicing and playing other games of chance in some of the public rooms (Jean-Louis, Georges again), boxing and dueling in Jean-Louis' living quarters (Jean-Louis, Marie-Hélène, André-David, Sebastien Moncrief), and so on.

Most of the d'Ambrevilles seem friendly toward the PCs, particularly toward magic-users. Tariana, happy to see other non-Glantrians, will gladly give them a tour of the mansion. Gaston will inevitably find one of the PCs a fascinating subject for art and ask him or her to pose for a painting sometime soon; this need not be a character with a high Charisma but one whom he believes has an "interesting" face. Marie-Hélène will try to arrange a friendly duel (to first blood only) with a fighter PC "to see what you're made of"; Jean-Louis will also ask if any PC is interested in a bout of boxing. Simon, Guillaume, and Janette will all sound out the PCs' views on religion, the Immortals, and clerics (Simon is looking for a philosophical chat with a kindred spirit; Guillaume and Janette are trying to entrap new victims for their Inquisition).

Eventually, it will be time for the reception in the ballroom (room 28), a grand event where sumptuous buffet tables await the hungry while skilled musicians perform dance music from the balcony above; *play Track 13* (the Amber theme) repeatedly throughout this section of the adventure. Most of the family and guests wander about the ballroom, chatting with friends and relations, returning to the buffet from time to time for a light snack or to freshen their drink, and taking an occasional turn on the dance floor. The guests of honor, Magdalène and André-David, spend the entire evening dancing together.

During the dance, the PCs may overhear bits of several interesting conversations between Guillaume and Janette (*Track 14*), between Claude and Father Simon (*Track 15*), and between Marie-Hélène, Jean-Louis, and Isidore (*Track 16*). Both Young Michel (*Track 17*) and Dian de Moriamis (*Track 18*) will openly flirt with attractive PCs of the opposite sex; "Isidore" (Carmina) may also forget herself far enough to flirt with an attractive male PC, much to "Richard's" displeasure (and no doubt to the PC's dismay once they realize that Isidore is both married and the reigning princess). Anyone who approaches the buffet will be ordered around like a lackey by the boorish Georges (*Track 19*).

Eventually Monique will shyly ask one of the PCs to dance. At some point during the dance when no one is near enough to overhear, she leans forward and whispers in her partner's ear: *play Track 20.*

TRACK 20

Monique warns her dance partner, in a whisper, that "something's terribly wrong." She makes an appointment for the PC to come to her room in half an hour.

Once she's delivered her message, Monique will say no more for fear of being overheard. Shortly after the dance is over, she slips away and unobtrusively make her way to her room to await the PC and his friends. Should the PC try to accompany her, she openly discourages him (going so far as to give him a very public slap if necessary).





Monique's message is not an appointment for an assignation but the result of a case of mistaken identity. Concerned about her parents' increasingly erratic behavior, and thinking it due to some malady brought on by their lycanthropy, she smuggled a message to Prince Malachie du Marais, an experienced werewolf friendly with the family, asking for his help (normally she would ask her aunt Magdalène, another werewolf, but doesn't like to disturb her aunt's long-anticipated wedding). Now that the player characters have arrived, Monique has mistaking them for Malachite's agents and wants the chance to talk to them away from prying eyes and eavesdropping ears to find out what medicines or advice they have brought for her.

If Monique's dance partner keeps his appointment, proceed to "The Death of Monique." If the PC misunderstands or chooses to ignore Monique's message, the reception continues as before. Eventually, the hour grows late, and the d'Ambrevilles and their guests retire to their respective rooms for sleep (and other activities); proceed to the first dream.

The Death of Monique

Once Monique's dance partner arrives at her room (either by consulting Petit-Singe's map or through some discreet questions), he finds no answer to his knock. Opening the unlocked door reveals the room in disarray and, in the center of it, Monique entrapped in large (10'x10') piece of amber. She is quite dead, apparently from suffocation, a look of horror upon her face. On the floor lies a piece of paper.

Closer examination reveals that Monique is indeed dead, the victim of a *cursed* scroll slipped under her door minutes before. When she read the scroll, she activated the *amber death* spell inscribed on it (a lethal variant of *sepia snake sigil* created by Étienne; Henri found it on a scroll used as a bookmark) and was engulfed. The paper is blank, now that its sole spell has been activated, and harmless.

It is possible that a PC may have followed Monique to her room or that her dance partner may simply decide to arrive early. A character watching the room from outside sees a figure stop in front of Monique's door, knock, slip something under the door, and then disappear. This is Henri, disguising his features through the use of a *blur* spell and using *dimension door* to retreat to his room in the tower once his work is done. A PC actually in the room when the cursed scroll is slipped under the door might read it in place of the intended victim; allow the character a saving throw vs. spell. Success means the character is not fully entrapped and may be able to force his or her head to the surface as the amber hardens around him or her, but if (and only if) he or she makes a successful Strength check.

A character in the room with Monique when she triggers the curse has a slim chance to save her in the five rounds before she suffocates to death. The amber encasing her is very tough (AC0) but can be chipped away by weapons or magic (the victim herself cannot, of course, cast any spells from within the amber). Inflicting a total of 25 hp of damage on the amber will cause it to shatter, but the victim receives one point of damage for every point done to the amber. *Dispel magic* is another option; consider the spell cast by a 15th-level wizard. Finally, a variety of magical items may, at the DM's discretion, prove life-saving (such as a *portable hole*). Even if rescued, Monique will be weak and distraught, obviously in no condition to be questioned.

The character who discovers Monique's corpse has the choice between raising the alarm by reporting her death (in which case he will have to answer some stern questions from Richard and Isidore about what he was doing there in the first place, and had better have good answers) or closing the door and quietly slinking away (in which case he had better hope nobody sees him entering, or leaving, the room). If he holds his tongue, her death will not be discovered until a maid finds the body in the morning (at which time *play Track 42* for the maid's scream). If he raises the alarm, the reception will break up at once as Simon retires to meditate and pray for a *raise dead* spell while "Richard" and "Isidore" begin an impromptu investigation that lasts into the small hours of the morning. Together they grill their relatives, guests, and the player characters severely to find out what they know. After their interrogation, they tell the PCs to wait in an antechamber until they are called for in case they want to question them again; go to The First Dream.

The First Dream: Young Étienne

At 2 o'clock in the morning, the player characters awaken suddenly as if from a deep sleep; *play Track 21* (the Dream

Theme). This is even if they were awake until just a few moments ago; those who stayed up late carousing, keeping watch, or engaging in—ahem—other nocturnal activities become uneasily aware that they must have dropped off to sleep without knowing it.

Oddly enough, they are not where they were when they fell asleep. Instead, they're lying in the exact middle of the upstairs hallway of the west wing (area 40). All the PCs are fully clothed and equipped as they were when they arrived at the mansion.

But things are *different* now. Read "On Laterre," below, to be able to describe the characters' surroundings.

From the stairway to either side of them the characters can hear a distant voice: *play Track 22.*

TRACK 22

"Concentrate. Concentrate. Concentrate." This monotonous command repeats endlessly. If the heroes investigate, following the sound will lead them down the stairs, to the first-floor west wing hallway (room 3). The voice issues from the open door into the Study (room 6).

Inside, the heroes will see a strange scene. The study is now set up like a classroom, with several small desks. Through the window, the front lawn of the mansion looks different, as described under "On Laterre."

In the study, a lamp is burning on one of the desks; a sad-looking blond boy of perhaps nine years is bent over a book, making notes with quill-pen on a nearby scroll. Standing over him is a large, handsome man with dark hair. Both are wearing strange, antiquated garments. As the PCs see the scene, the man speaks: *play Track 23.*

TRACK 23

A father urges his son to study hard and "make me proud," then disappears. The boy promises to study rather than play or make friends.

If the heroes enter the chamber, young Étienne will not notice them for two rounds unless they address him directly. When he does notice them, he'll reluctantly break from his work to talk to them. He's not curious about who they are; he seems to assume that they have the right to be here questioning him, which helps lend an unreal, dream-like quality to the encounter. *Play Track 24.*

TRACK 24

The boy says he has to study so his father will be proud of him; his magical gifts may mean the difference between life and death for the whole family someday. He can't afford to waste time playing like his brothers.

Heroes with a sense of mischief will probably try to persuade the boy that he should be playing instead of studying. Heroes with a sense of proportion will probably tell him that there should be room in his life for play as well as study. More stern heroes will probably applaud his dedication, in spite of his obvious loneliness.

The father-figure soon returns. If the heroes have argued with little Étienne on behalf of a little more fun in his life, "Michel" will return as soon as their arguments start to sound convincing. He eventually returns whatever they do, as he represents the guilt young Étienne feels for interrupting his studies to speak to them. He'll roar at them in a voice that is louder than his size should allow: *play Track 25.*

TRACK 25

"Michel" accuses the characters of trying to corrupt his son by tempting him to set aside his studies. "I'll teach you to interfere!" he threatens. With that, the man suddenly transforms into a 16-foot-tall hill giant holding a huge club in one hand and a cat-o'-nine-tails in the other. Oddly enough, the giant still wears the man's elegant garments (now giant-sized, of course), although otherwise it looks and acts like any other hill giant. He immediately attacks the player characters.

Giant-Michel gets two attacks per round instead of one, and one of the attacks is always a cat-o'-nine-tails attack on young Étienne. Though the boy tries to huddle under a desk or in a corner, the whip-like weapon always finds him—unless a player character gets in the way and shields the child with his or her own body (i.e., the blow intended for the boy hits the PC instead).

The fight ends when the giant is killed (*Track 26* contains the giant's death cry), when the PCs are killed, or when one side or the other flees. Once the fight is done, little Étienne staggers back to his desk and stoically resumes his studies, then fades away and disappears, as does the body of the giant, if it was killed.

Giant-Michel: AC 3; MV 12; HD 12+2; hp 48; THAC0 9; #AT 2; Dmg 2d8/1d3 (club/cat-o'-nine-tails); SA 2 attacks/rd; SZ H (16' tall); ML elite (13); Int very (12); AL CE; XP 3,000.

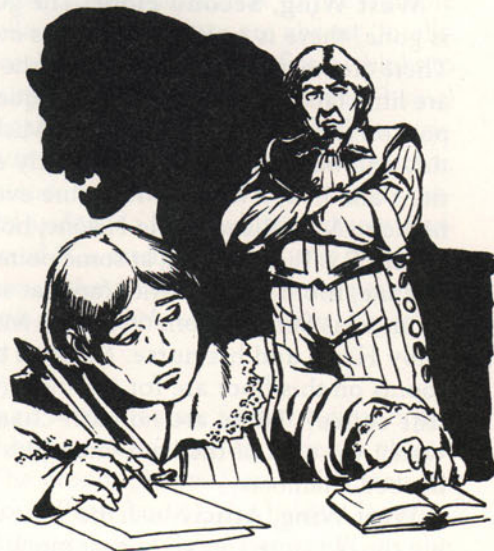
Awarding Success Points

Once the combat is over, take a minute to turn to the score-sheet on **Handout VIII** and record how well the PCs did in this first encounter. Remember that you're awarding Success Points to the group as a whole, not to individual characters.

On Laterre

In the dream-world version of the mansion, things are as they were when the d'Ambrevilles were still on Laterre. However, everything is a little odd because this is a dream dimension instead of the real world. PCs who survived the fight with the giant will no doubt want to explore this strange version of the mansion they find themselves in, seeking to find out what's going on.

Little patches of amber fog cling to the baseboards along the walls and swirl their way around the grounds. This is not the way the castle was in the real world; it has to do with the mistiness of Étienne's memories.



Everywhere on the ground and second floors, the floor is covered by softwood planking that is dark with age (but well-scrubbed). There are no vast expanses of marble or other expensive stone anywhere. The floor creaks occasionally (-5% penalty to thieves' Move Silently rolls). Instead of light-globes, all rooms and hallways are lit by candles in wall brackets or chandeliers, and it's consequently much darker (+15% bonus to thieves' Hide in Shadows rolls). There are no air-tables, but fireplaces are much more common. There are no magical enchantments anywhere.

Grounds: The mansion is the centerpiece of a smaller castle complex, surrounded by two octagonal curtain walls. The inner wall holds about half the area of the current walls and is 30' tall; the outer wall, thirty yards further out, is 20' tall; each has towers at the eight compass points, plus two towers on the south walls flanking gate-houses. The outer wall and inner walls are surrounded by moats fed by water diverted from a nearby river. From the outside, the mansion itself is not gold but a rosy granite. There is no garden, and behind the mansion is a long shack of a latrine.

West Wing, Ground Floor: The hallway is hung with tapestries showing hunting scenes instead of being inlaid with mirrors; there is no red carpet. Room 2 is still a portrait gallery, but all the paintings are different, none of them recognizable to PCs (although all bear characteristic d'Ambreville features). There are several fireplaces in the dining room (room 7), and gnawed animal bones scattered on the floor; there are friendly hounds in the chamber who will beg for food from but not attack PCs. There is no false wall to the east hiding plumbing equipment (there is none to hide). The Cold Storage room (room 9) is still a meat locker, but not so cool . . . and reeks of salt, spices, and meat that's a little rotted. The plate armor in the grand salon (room 5) is of a strange, archaic style, and is just armor—there are no mages inside.



West Wing, Second Floor: The golem on the pedestal is gone; there is no sign there was ever a pedestal there. There are no statuary niches along the walls; instead, there are little tables with expensive antique porcelain vases and pots on them. Suite 44 belongs to Michel and Camille; it is tidy and uncluttered, with brilliantly embroidered decorations and heavy wooden furniture everywhere. Room 59, home to Marcel and Marie-Hélène, holds militaristic decor. Room 62 is Richard (and, at some point, Isidore), room 63 is Étienne, room 64 is Charles (and, at some point, Isabelle), room 65 is Simon, room 66 is little Magdalène, room 67 is baby Henri and his nurse. Most of the other suites and rooms on this floor are for retainers (68 to 78) and guests (the suites). There are no bath-chambers with running water; the area of the bath-chambers is incorporated into the bed-chambers.

West Wing, Attic: Much the same as in the modern day, but the old stored goods appear much more archaic.

Octagon: The Octagon is now an indoor park, neatly laid out like a garden with picturesque groves of trees, flower beds, etc. In the center is a large bandstand, a circular dais 10' high and 60' in diameter. The ceiling is 70' high instead of 50' but not capped with domes; instead, there are large wooden panels like storm-doors that can be levered open on clear, pretty nights. There is no fountain and *no tower*.

North Wing, Ground Floor: The temple area is very plain, with poor-quality tapestries showing standard devotional scenes of bland-faced priests praying to and exhorting the gods. There is a faint layer of dust on everything (it is cleaned once a week, and seldom used). In the bolt-hole (room 25) are stacked the statues of d'Ambreville enemies who have been turned to stone; these will later end up in the temple's choir loft. The eight meditation cells (area 20) have been subdivided into sixteen cells for monks; none show any signs of occupancy.

North Wing, Second Floor: The choir loft contains a large working organ, complete with foot-pedals and banks of high metal pipes. There is no sign of the d'Ambreville's bizarre "choir." The Glory Windows (area 88), however, are the same, as these are ancient. There are no magical items in the reliquary (room 91).

East Wing, Ground Floor: The Prince's Gallery (room 30) is a true secret room; the hatch in the floor leads down to the dungeon as well as to a crude escape tunnel leading far outside the castle walls. The room is stacked high with weapons, sets of armor, treasure (10,000 copper pieces and 1,000 silver pieces, a fortune in Laterre), and preserved rations. The Throne Room (room 29) has pillars of rosy granite and wood-paneled walls covered with tapestries showing the military career of old Edoard d'Ambreville, founder of the domain. There are no thrones or guards here—this room is the "Little Throne Room" for use by the king of Averoine when he visits; for the d'Ambrevilles to set up thrones here would be tantamount to treason. Rooms 36 to 38 are all one long room, a retiring room.

East Wing, Second Floor: The balcony above the throne room (area 95) is open from all four sides. The bath chamber (room 102) has a bank of stoves for the heating of water, and no steam-room. Room 101 is a dressing room, not a privy; instead, each bed-chamber has its own chamber pot. The library has no magical books but is full of volumes of religious writing, travel narratives, and legends of Averoine; all written in the Sylaire tongue.

East Wing, Attic: Same as the West Wing attic.

Dungeon: The dungeon on Laterre is accessed from room 30. It is much smaller, the size of rooms 129 to 132 plus a connecting hallway. Room 132 is just additional cells; room 131 is Camille's sorcerous laboratory (a primitive thing easily surpassed by the laboratory of any journeyman mage today), accessed only by a secret door; room 129 is a long-unused torture chamber.

The Lady and the Unicorn

At some point, when it's becoming quite clear to the PCs that they're not in Kansas anymore and after they've had a

chance to explore for a bit, they encounter a lady and her unicorn. At first they'll catch a glimpse of her standing at the end of the hall, only to discover as they draw closer that they've mistaken a tapestry on the wall for a person. Later they might think they see her around the corner of the path in the garden, only to have her vanish before they reach the spot. Eventually, once she's observed them and is satisfied that they're not part of the dreamscape or figments of Étienne's imagination, they'll round a corner and find her calmly waiting for them.

She's a very fair blonde, tall and willowy, wearing a full-length gown of cloth-of-gold. Her unicorn, incongruous standing inside a mansion hallway, is as large as a warhorse, with a golden horn. Both the woman and the unicorn look slightly transparent; PCs who try to touch them find their hands or weapons passing right through them. She looks the PCs over with a critical but not unfriendly eye, before speaking: *play Track 27.*

TRACK 27

Veronique greets "the chosen ones" and comments that they don't look nearly as empty-headed as she'd been expecting.

The PCs will no doubt have a lot of questions for this lady. If they ask who she is or what's going on, *play Track 28.* If the heroes ask about Monique's murder or any other topic not related to Étienne's return, she'll shake her head and say, "That does not matter now," or "I have no answer for you yet."

TRACK 28

Veronique introduces herself as an old friend of Magdalène's. She tells them that Étienne is reliving his life through a series of dreams. The PCs are here to intervene in those dreams to help him become more humane when he returns. She warns them that enemies of Étienne's are here as well, seeking to corrupt him.

Then she and her unicorn fade into amber fog . . . and a moment later the mansion does, too. See Veronique's character description in the Appendix for more on her personality, abilities, and motives.

The Second Day

Once the fog envelops them, the characters will awaken in the real Maison Sylaire. It is now dawn. They are dressed once again in whatever they were wearing at the time they fell asleep but still suffer any damage sustained while in the dream—lost hit points, expended spells, etc. Any characters who were killed are still dead.

If asked, Simon d'Ambreville will promise to pray for a *raise dead* spells to revive the dead character. None of the d'Ambrevilles save Étienne is powerful enough to cast a *wish* (Geneviève de Sephora is but prefers to keep this ability secret). Furthermore, any death among Camille's retainers will raise a lot of questions the PCs will not want to answer; in order to keep things quiet, Camille is forced to reveal to Simon or Geneviève that she has regained her senses, bringing one or both of those two into the conspiracy to return Étienne to the world.

A Family Breakfast: Catharine Accused

The PCs will have no sooner returned to the real world than they will be swept up, along with the rest of the household, to the family breakfast: by Richard and Isidore's express order, all those staying at the castle are commanded to attend. The meal is held in the Dining Room (room 7); all the d'Ambrevilles are present (except Monique and those already dead, missing, or captive).

Monique's death casts a pale over the festivities; if the PCs did not discover or report her murder last night, assume that her body was found by a maid earlier this morning. *Play Track 29.*

TRACK 29

Richard and Isidore announce the success of Simon's raise dead spell and say that for safety's sake they've moved Monique to their own chambers until she fully recovers. They accuse Catharine of the attack on Monique and place her under house arrest, despite her protestations of innocence.

After Catharine is led out, followed by her faithful Sebastien, Richard and Isidore try to lighten the mood for Magdalène and André-David's big day, now that Monique is safe and the likely suspect detained; *play Track 30.*

TRACK 30

Isidore tells Magdalène she'll have to pick a new maid of honor to replace Monique; at Richard's command Charles offers a toast to the soon-to-be-wed couple.

After this grim breakfast is over, the PCs will be on their own again, as the family scatters to consider events and dress for the wedding. If the heroes ask a d'Ambreville about Veronique Gaudin, her story will turn out to be true. However, she has not been seen since before the castle returned from the Land of Mists, and everyone assumed that she was dead (Étienne tried to bring her back to life, too, but his spell failed, and he never knew why). Anyone the PCs ask about this will be at least mildly curious as to where they heard Veronique's name—Magdalène especially; even after thirty years she misses her old friend.

The Wedding and the Death of Simon

At mid-day, the household and all their retainers and guests, dressed in their finest clothes, assemble in the Temple (room 17); only Guillaume and Janette are absent (Intelligence checks to notice, but only if a PC specifically thinks to ask if anyone is missing). *Play Track 31* (the Chapel Theme) as background music throughout this scene. While everyone is taking up position and waiting for the bride to arrive, Father Simon—resplendent in his finest ceremonial vestments—takes Richard aside for a brief, whispered conversation; should sharp-eared PCs catch a bit of it, *play Track 32.*

TRACK 32

Simon warns Richard that someone tried to poison the priest that morning; Richard asks Simon to keep the news quiet for now.

The ceremony begins with a fanfare from the great organ in area 86, followed by a wedding march, expertly played by Young Michel. The groom (André-David), his man-at-arms for the ceremony (Jean-Louis), the bride's lady-in-waiting (Dian de Moriamis, who winks at her PC as she

passes), and the officiating priest (Simon) stand at the head of the chamber while Magdalène, in an extravagant tiered wedding dress in white and blue, makes the long walk down the aisle. *Play Track 33.*

TRACK 33 *The wedding ceremony.* The ceremony itself is swift; Simon knows better than to load a d'Ambreville marriage with stern reminders about virtuous lives. The happy couple kisses; the audience rises in applause; Michel punctuates the end of the ceremony with a final flourish on the organ; and then everybody adjourns to the ballroom for the reception.

There, musicians on the balcony serenade away while the guests dance and consume the food piled so heavily on the tables that they creak under the load. Once the reception is well underway, *play Track 34.*

TRACK 34 *"Is it hot in here or . . . ?"* Without warning, Simon's vestments begin to smolder, then burst into flames, the robes sticking to his flesh like burning tar. Most of the onlookers stand dumbfounded with horror; before the player characters can rush forward to help, strangeness descends upon them again and they are once more transported into the world of dreams.

The Second Dream: Michel's Last Battle

Since all of the PCs are awake, this transition to the land of dreams is more dramatic than the last. The noise and confu-

sion caused by Simon's agony and the crowd's reaction fades before the characters' eyes. Then the PCs suddenly reappear in exactly the same positions relative to each other as before, but everything else has changed.

Now each PC is on the back of a restive warhorse armored with chain barding. Player characters who brought plate mail or better armor to le Chateau Sylaire find themselves in their own armor, armed with their preferred weapons; those who had lesser or no armor find themselves armed in plate mail and carrying shields and lances, with long swords in saddle sheathes—even the mages!

Through patches of gray fog, the PCs can see that they're on a slight hill overlooking a broad plain. The plain lies at the foot of a castle with octagonal walls (PCs might or might not recognize these as the outside walls of the castle they were within during the previous night's dream). Simon's agonized cry becomes that of a soldier who falls dying at their feet, shot through the eye with an arrow. They are in a company of twenty armed and armored knights . . . and with them is Étienne d'Ambreville, a young man of about 17, gloriously handsome and blond. He is not armored.

On the plain before them, a battle is waging between two armies of cavalry and foot-soldiers. It looks very bloody and brutal. A wounded, battle-weary soldier rides up: *play Track 35.*



A messenger brings Étienne word that his father's line is failing; Étienne and his reserves ride off to rescue Michel before it is too late.

The PCs and the Battle

The PCs don't have to ride into battle, but they are obviously part of Étienne's force and are expected to (if they don't go, it's not likely that they'll be awarded any Success Points for this encounter).

Player-character spellcasters will discover that their spells do not work. Instead, each spellcaster and rogue PC now fights as a warrior of the same experience level. In other words, everybody has been transformed into a warrior—with commensurate hit points—although PCs who totally avoid the upcoming fight might not discover this.

Étienne's unit plows straight into the enemy force and plunges through, seeking to reinforce Sire Michel's unit. Michel, looking as he did at the start of last night's encounter, can be seen at the head of his army—his head bloodied, his helmet gone, his aide holding his banner beside him, having a horseback longsword duel with some huge knight of the enemy army. Farther off, desperately fighting to hold their own units together, the player characters can see Marie-Hélène, Marcel, and a young Richard (age about 25).

The PCs are cut off from Étienne and the rest of his unit by terrain and traffic before they get to Michel, and on the

way encounter an enemy force bent on killing them. The enemy force is three times as numerous as the PC unit, with one cavalryman and two foot-soldiers for each PC (that doesn't mean that each PC will be individually faced by one cavalryman and two footmen—the entire enemy unit will attack the entire PC unit).

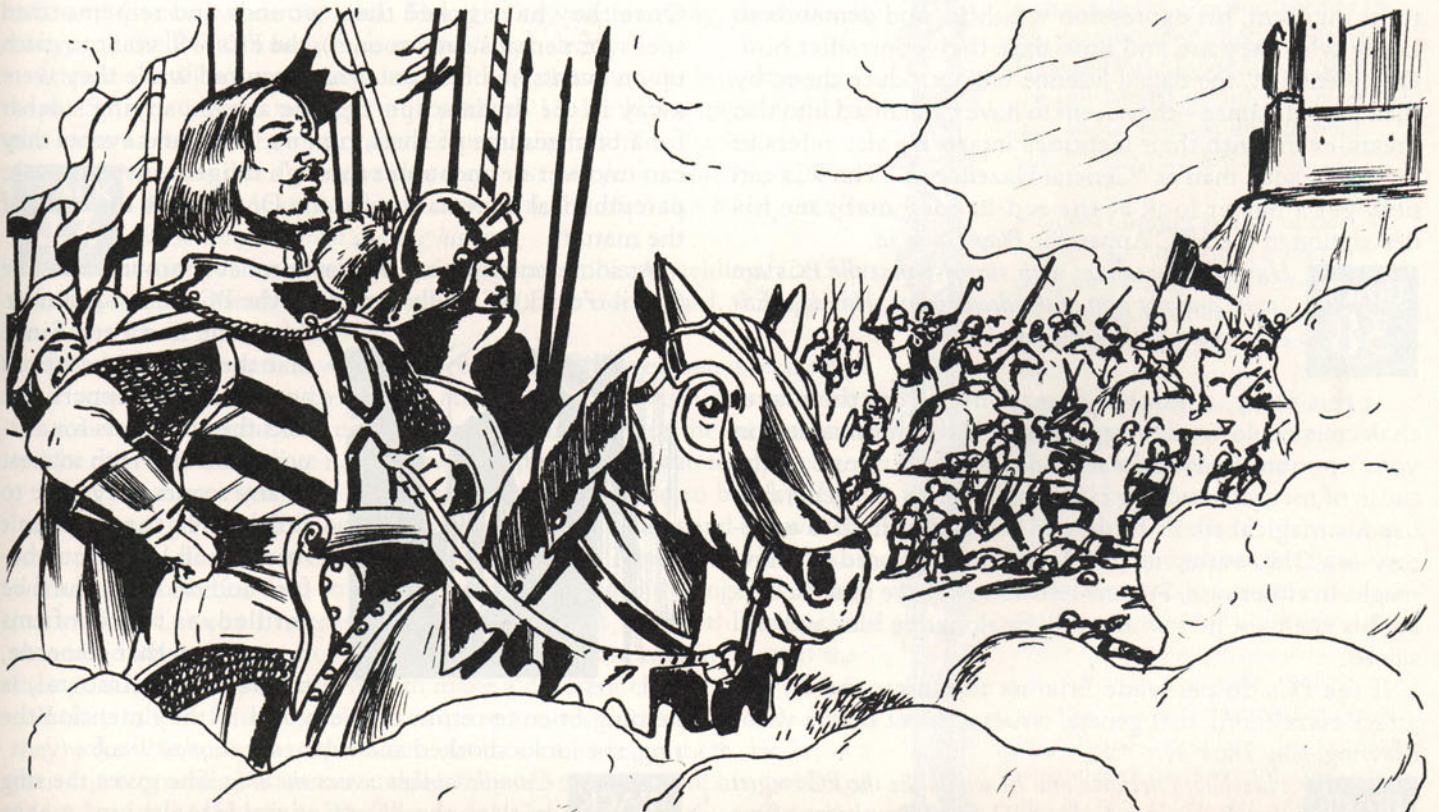
Enemy Cavalrymen: 3rd-level human warriors; AC 2 (plate mail and shield); MV 18 (on horseback) or 8 (afoot); hp 16 each; THAC0 18; #AT 1; Dmg 1d8+1 (lance) or 1d8 (long sword); SZ M (6' tall); ML elite (13); Int very (11); AL N; XP 65 each.

Enemy Footmen: 1st-level human warriors; AC 7 (leather armor and shield); MV 12; hp 6 each; THAC0 20; #AT 1; Dmg 1d6 (spear); SZ M (5½' tall); ML average (9); Int average (8); AL N; XP 15 each.

Medium War-Horses (PC and Enemy): AC 5 (chain barding); MV 18; HD 3+3; hp 20 each; THAC0 17; #AT 3; Dmg 1d6/1d6/1d6 (hoof/hoof/bite); SZ L; ML unsteady (7); Int animal (1); AL N; XP 65 each.

A Hero Falls

Regardless of how successful the heroes and Étienne's force are, they arrive too late; Étienne's father Michel is dead by the time they get to him. The attack by the PCs and Étienne will, however, have driven the enemy into retreat in this



part of the battlefield. Elsewhere, Marie-Hélène and Marcel rally their forces and begin to scatter the foe. The surviving members of Étienne's escort surround and protect the young nobleman as he cradles his father's bloody body. Étienne is distraught, trying to persuade his father to get up and resume leadership of the army. One of his generals—a large, intelligent-looking man with red hair—rides up to confront the grieving Étienne: *play Track 36.*

TRACK 36

General Hazelthorn counsels Étienne to execute all the captives—including wounded, women, and children—in revenge for Michel's death.

Étienne, reluctantly accepting the fact that his father is dead, will seriously consider the words of this man for a long minute. Ask the players what their characters wish to do at this point. If there is no objection from a PC, the grim young nobleman nods and agrees: *play Track 37.*

TRACK 37

Étienne agrees to execute the prisoners.

It is here that the PCs must intervene if they're to save anything from this situation. Executing the helpless dependents of the enemy is an evil act and will not contribute to the salvation of Étienne's nobler qualities. If they have any heroic inclinations, the PCs will protest and argue on behalf of mercy. If they choose not to, they've lost this encounter.

Methinks This Lord Doth Protest Too Much

If any player characters do protest, the red-headed general turns on them, his expression wrathful, and demands to know who they are and how dare they contradict him. Oddly enough, the dazed Étienne will introduce them, by their proper names—they seem to have been fitted into this dream-event with their identities intact. He also refers to the red-headed man as "General Hazelthorn." The PCs can now get a better look at the red-headed man; see his description in the NPC Appendix. *Play Track 38.*

TRACK 38

Hazelthorn realizes with surprise that the PCs are "real" and not part of the dreamscape. He urges Étienne again to show no mercy.

At this point, a number of responses from the player characters could work. Arguing with Hazelthorn, unless in your opinion the PCs do so badly, sways Étienne to the cause of mercy. Attacking Hazelthorn forces the general to use his magical spells to defend himself, which is a victory—in Old Averogne, people are not supposed to know magic. In either case, Étienne refuses to believe that the PCs are his enemies; he saw them fight alongside him and will say so.

If the PCs do persuade Étienne to mercy and do not attack Hazelthorn, that general issues a threat before withdrawing: *play Track 39.*

TRACK 39

Hazelthorn declares that he will make the PCs regret that they ever crossed him. Then he'll make an effort to move into the surrounding ranks of men. Unless the PCs immediately attack, he'll get away.

If the PCs do attack him at any point, Hazelthorn will be forced to use his magic to defend himself. He'll trade licks with the PCs for a round or two, but as soon as he begins to grow low in hit points he'll *teleport* away.

Rewards

If the PCs successfully swayed Étienne to the cause of mercy, once Hazelthorn is gone the nobleman takes them aside and thanks them for their intervention; *play Track 40.*

TRACK 40

Étienne thanks the PCs for their intervention and gives one of them "a token of his thanks." From his finger he takes a magnificent ring decorated with a huge sapphire and gives it to the character who did the most (or best) talking on behalf of mercy.

Then fog thickens again; when it disperses, the characters are back to the real world, appearing in the ballroom once more—but now the chamber is empty and dark, with only a scorched spot to mark when Simon d'Ambreville met his grisly end. The PCs are once again in the clothes they were wearing at the reception, but the character Étienne gave the ring to *still has it*. It's a heavy thing of gold with a large perfect stone, easily worth 1,000 gp.

Awarding Success Points

Before going on, don't forget to record any success points earned during tonight's dream on **Handout VIII**.

The Third Day

Once they have licked their wounds and rememorized spells (or perhaps even sooner), the PCs will want to catch up on events and find out what occurred while they were away in the dreamscape. See the accompanying sidebar for a brief resume of clues, rumors, facts, and events they can uncover or encounter through diligent investigation; parenthetical information for the DM reveals the truth of the matter.

At some point during the day, probably around tea-time (i.e., 4 o'clock), Camille summons the PCs to her chamber.



After she and Petit-Singe take their usual precautions against eavesdroppers, she asks the characters for a report, listening with interest to any stories they have to tell her. If they haven't mentioned Veronique before and do now, she'll be thrilled, as this confirms her opinion that someone, perhaps an Immortal, is

helping Etienne return to the world. If they mention the ring, she looks shocked and ask to see it; *play Track 41.*

TRACK 41

Camille authenticates the ring. She gives the ring back to the PC. "General Hazelthorn" means nothing to her; she knows that neither Michel nor Étienne ever had an advisor named Hazelthorn.

Misplaced Revenge

After Catharine's arrest, her faithful bodyguard Sebastien, although disarmed, was permitted to keep watch outside her door to make sure no one entered or left without Richard or Isidore's permission. When her death is discovered, the distraught man is questioned by Richard and Isidore and then released, as he had been in full view of the hallway guards at the time of her death. During the interview, Henri slips him an *elixir of madness* that has been modified to have a delayed onset; roughly an hour later the potion takes effect, sending Sebastien into a killing frenzy.

Unfortunately for the PCs, they will be nearby at the time. First they hear the screams of the servants who are Sebastien's first victims (*play Track 42*), then the cries of the guards who attempt to come to the servants' rescue, only to fall themselves. By the time the PCs reach the scene, they will be confronted by a werewolf standing over the fallen guards, blood dripping from his muzzle. With a howl, the maddened werewolf springs. Sebastien fights to the death; even if they somehow subdue and restrain him, the *elixir's* effects are permanent until negated by a *heal*, *restoration*, or *wish* spell.

Sebastien the werewolf: see NPC Appendix.

The Third Dream: Love's Labours Lost

That evening, the fog comes for the PCs again, claiming them at some time when they are not otherwise occupied. When the mists part a moment later, the PCs find themselves all together, wearing the same clothes and carrying the same equipment they had with them in the real world. They're in the Octagon (area 13), but it's as it was before the mansion was transported from Laterre; see "On Laterre" (page 30). They stand next to the south wall; up on the bandstand in the center stand Étienne d'Ambreville and Geneviève de Sephora. Though they are far away, their words carry, and the PCs can hear their conversation clearly.

Étienne is still young, though a trifle older than he was last time—perhaps 25. Geneviève is younger still, perhaps 18. He looks tragic and lost; she looks as though she's just received painful news. *Play Track 43.*

**TRACK
43**

Étienne tells Geneviève that they must part forever; she begs to know the reason why; he says he cannot say, but she'll thank him someday for sparing her from sharing his fate.

Geneviève takes one last, long look at his unyielding face. Her own expression dissolves into tears and she flees northward, through the door into the Temple (room 17).

If the PCs try to interfere while this scene is being played out, it seems that their words do not carry to Étienne and Geneviève. Neither Étienne nor Geneviève can hear the PCs until they are within 10'; thus the conversation will be over and Geneviève running away before the PCs can reach them.

What has happened here is that Étienne has decided to break off his informal engagement to Geneviève because he is a sorcerer and knows that someday he will come in conflict with the rulers of Averoigne. He doesn't want her to suffer for that, so he's doing the noble, stupid thing and casting her aside. PCs won't necessarily guess why he's taking this step, but should be able to figure out that he must have some reason . . . and that their goal here is to persuade him to make a different choice.

If they talk to Étienne, he'll be surprised to see them and startled that they were able to "sneak up on him" without his seeing them. He knows their correct names but seems to think they are old friends of his, nobles of Old Averoigne. He can't be convinced of the inaccuracy of this impression.

He will not tell them why he's breaking off with Geneviève but is willing to listen to their arguments. Not many arguments will sway him; he's

The Plot Thickens:

Rumors and Events, Day Three

- Monique is still very weak but recovering; Richard and Isidore are keeping a close eye on her to make sure no one tries to harm her again (*in truth, she is a prisoner in room 114, kept too weak to move through starvation and neglect*).
- Simon was murdered by someone who treated his vestments with a chemical that spontaneously ignited after a few hours' exposure to body heat. Jean-Louis heroically tried to smother the flames with a tablecloth, burning his hands to the bones in the process, but was unable to save his uncle (*true*). Simon's grisly remains are now in the chapel, lying in state on the altar. Tariana has managed to cure some of the damage to Jean-Louis's hands but he is still in agony; PCs who sacrifice healing potions or spells to cure him will win the undying gratitude of both Tariana and Jean-Louis).
- Guillaume and Janette have disappeared; Richard and Isidore suspect them of complacency in Simon's murder, though Marie-Hélène heatedly denies it (*in fact, they are Henri's prisoners in room 118 and, unless rescued, will die from torture before the day is out*).
- Gilles Grenier is also under suspicion, since he is a known poisoner and a talented alchemist; he has not yet been arrested, since there is no tangible proof (*the unhappy man is innocent; Henri extended him an invitation to the wedding for the express purpose of having a handy scapegoat*).
- Rumor has it that Catharine has confessed but refuses to name any of her accomplices (*untrue; she has been murdered while under house arrest in her room, although this may not be discovered for some time—indeed, it may be the PCs who discover her. Henri simply used dimension door combined with silence and invisibility to surprise and overpower her, then hanged her from the chandelier to make it look as if she'd been overcome with remorse*).

convinced of the utter rightness of this course of action. But some have very high probabilities of success:

- *Guessing that Étienne is doing this because he's a mage.* It's not likely that the PCs can do this unless they've researched the family history enough to realize that Étienne and the others concealed their magical powers while on Laterre. But if a character realizes this or leaps to this conclusion, it convinces Étienne. He'll be shocked that his "old friend," the PC, has known about Étienne's sorcerous activities all along and asks why his old friend hasn't turned him in to the Crown. The fact that the PC hasn't done so convinces Étienne that not everyone necessarily loathes a spellcaster.
- *Informing Étienne that Geneviève is a mage.* Player characters are more likely to do this by accident than design; however, accidental or not, this approach does the job, by making Étienne realize that he has far more in common with Geneviève than he'd realized.
- *Discovering the danger Geneviève is in, and forcing Étienne to act on it.* If the heroes split up early, with some going after Geneviève and the rest staying with Étienne, those pursuing the young woman quickly discover that she is in serious trouble, as described below under "The Confessor Strikes."
- *Persuading Étienne with skill and reason.* This is the hardest way to accomplish the task. The players, on behalf of their characters, have to role-play out an impassioned argument on behalf of true love conquering all obstacles. The DM must decide whether the argument used by the PCs is persuasive or not.



The Confessor Strikes

If the PCs persuade Étienne to give his engagement to Geneviève another chance, he'll ask them to accompany him to speak with her again. He says it is obvious that he desperately needs their continued guidance.

When PCs enter the Temple in search of Geneviève, with or without Étienne, they'll see her sprawled atop the altar (area 19), sobbing her heart out and speaking in broken tones to another figure who stand beside her—a tall man in a priestly robe, his face hooded. *Play Track 44.*

TRACK 44 *The Confessor strikes. The hooded figure comforting Geneviève suddenly grabs her and puts a hand over her mouth and a dagger to her throat. Figures shuffle from the shadows to attack the PCs.*

The Confessor throws back his hood . . . and it's General Hazelthorn again. His minions emerging from the shadows are zombies provided by his Entropic masters; there are 22 of them, one behind every column in the Temple. Incongruously, they wear tattered Alpathian robes under their monkish cloaks (this is the PCs' first elusive clue to Hazelthorn's identity). The zombies move to intercept Étienne and the PCs; their goal is to prevent them from reaching Hazelthorn or rescuing Geneviève.

Étienne, if he is with the PCs in the Temple, fights alongside them, using his magic to save his lady-love. If he is still outside, he hears Geneviève's muffled scream and rushes in, arriving in the doorway at the start of the third round of combat.

Hazelthorn does not engage his enemies in combat, magical or otherwise, but flees the moment he considers himself in danger. But first he kills Geneviève, stabbing her in the throat with his dagger. Saving her should be difficult, but not impossible, requiring clever strategy on the part of the PCs rather than a direct assault. Remember that Geneviève is both brave and resourceful and may bite her captor's hand or otherwise try to distract him at a crucial moment rather than simply wait for him to kill her.

Étienne (Year 718): 8th-level mage; AC 10; MV 12; hp 24; THAC0 18; #AT 1; Dmg by spell; SA spells; SD spells; AL NG. S 9, D 13, C 12, I 18, W 16, Ch 11. *Spells:* 1st level—*detect magic, magic missile (x2), protection from evil.* 2nd level—*continual light, detect evil, wizard lock.* 3rd level—*dispel magic, fireball, fly.* 4th level—*charm monster, polymorph self.*

Geneviève (Year 718): 1st-level mage; AC 10; MV 12; hp 4; THAC0 20; #AT 1; Dmg 1d2 (bite or kick); AL NG. S 11, D 10, C 13, I 17, W 15, Ch 18. *Spells:* 1st level—*charm person.*

Hazelthorn: see NPC Appendix.

Zombies (22): AC 8; MV 6; HD 2; hp 12 each; THAC0 19; #AT 1; Dmg 1d8 (throttle); SD immune to *sleep, charm, hold, death magic*, poison, and cold-based spells; SW attack last in each combat round, can be Turned, holy water inflicts 2d4 damage per vial; SZ M (5½' tall); ML fearless (20); Int non-(0); AL N; XP 65 each.

Veronique Again

This fight ends when Hazelthorn is forced to flee (whether or not he's managed to kill Geneviève) or when the last of the zombies is destroyed. Either Étienne and Geneviève are in each other's arms, oblivious to the world, or a desolate Étienne cradles the body of his murdered love, ignoring all that goes on around him. At this point Veronique and her unicorn companion appear in the PCs' midst as if they were luminous projections cast by the Glory Windows (area 88).

If Étienne was convinced to give his love for Geneviève another try, and then Geneviève was saved, she'll congratulate them for doing very, very well. This event, she says, causes Étienne not to reject his emotions. If Étienne was not convinced by their arguments but Geneviève was saved anyway, that's also good; since Étienne had to reveal his



powers during the fight, in this dream-dimension he has made up with her. If Geneviève died, Veronique is grave. She says this is a blow for Étienne, something that will make him distance himself from love and affection—which is just what the followers of Entropy want.

The PCs can ask her a question or two before the dream ends—specifically, she might give the PCs some idea of how they're doing. Add the new success points earned in this most recent encounter to the tally on **Handout VIII**. If they've earned 0 to 3 points so far, she says things are very bad; Étienne is slipping away from them. If the total is 4 to 8 points, things are promising, but they still have far to go. If they've earned 9 to 12 points, she says things look very bright, but victory can still be snatched from them.

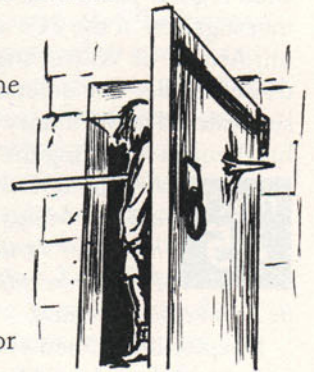
Other questions should be handled as the DM sees fit. If asked, she'll say that she can't return to the real world until this mission is accomplished. She has no message to send to Magdalène (for the excellent reason that Magdalène is already dead; see the next section). After the second or third question, she and Holiancer vanish; a few seconds later Étienne and Geneviève are gone as well and the PCs are back to the real world, alone in the empty chapel.

The Fourth Day

Once again, the PCs probably need to rest and regain hit points and spells. The next day brings with it a fresh crop of victims: play *Track 42: maid screams* whenever another murdered d'Ambreville's body is found (unless, of course, it is the PCs who discover the victim). Henri's plot is now rushing toward fruition; today represents the PCs' last real

chance to solve the mystery before the point becomes moot.

The first casualty of the day is Claude, whose lifeless corpse is found dangling from the inside of a closet door, pinned like a butterfly by a large spear. However, after the spear has been removed and his body is being laid out for decent burial, he suddenly sits up and announces that he feels "much better." Once they recover from their surprise at this unexpected turn of events, the family decides that Étienne must have placed some sort of contingency spell upon his sons to protect them from violent death (in fact, Claude's vampiric regeneration healed the damage once the "stake" of the spear shaft was removed). Unfortunately, he can provide few clues; claiming (truthfully) to have neither seen nor heard his attacker.



This discovery causes Richard and Isidore to summon another family council, where they announce that Isidore has been the target of an attempted poisoning and order the hapless Gilles Grenier detained (unless rescued, Gilles dies that evening in the torture chamber, room 118). As an additional safeguard, Richard orders a magen-guard to accompany each surviving family member. Isidore advances the theory that the whole string of events is a plot to discredit her reign (*our* reign, she hastens to add) and expresses concern over her brother.

It soon become apparent that no one has seen André-David or his new bride since they left the reception, shortly before Simon's immolation, a day and a half ago. No one thought it

odd that the newlyweds should want some privacy, but now, receiving no answer to her urgent knock, Isidore has their locked chambers broken into, revealing a gruesome sight.

Both Magdalène and André-David lie dead. The Huntsman has been savaged by a large predator, while Magdalène has been run through with her husband's sword. It looks as if Magdalène attacked and killed André-David while in werewolf form but was mortally wounded in the process. Isidore faints at the sight and is carried off by a concerned Richard.

All of this has been carefully staged by Henri and Carmina, of course: yesterday morning he used *change self* to assume André-David's form and invisibly entered the newlyweds' suite. Then, waiting until they were in separate rooms, he appeared before Magdalène, using his disguise to enable him to get close enough to stab her with a poisoned sword. Then, when André-David came running in response to her cry, Henri changed into his werewolf form and attacked. After a bitter fight, he overcame the Huntsman, largely because he had taken the precaution of earlier removing André-David's *bastard sword +1, +3 vs. werewolves* and substituting a normal sword in its place. Even so, he was badly hurt in the battle and had to expend his entire stock of *potions of healing* to cure his wounds. He also left behind one important clue that all is not as it seems: careful examination of the sword may reveal faint traces of poison still clinging to the blade.

After Richard and Isidore's departure, the dispirited d'Ambrevilles disperse, leaving the PCs free to pursue their investigations. From this point on, most surviving family members retreat into paranoid isolation, keeping to their rooms and trusting their magen-guards to protect them from the killer. Bernard de Castellane, the Guard Captain, adds regular patrols to walk the halls and begins his own investigation. If the PCs are still clueless as to what is going on, Ariette or Wilton suggests they pay a visit to Charles d'Ambreville, "the quiet one." They can eventually find him sequestered in the library (room 103) and hear him expound his theories regarding the murderer's identity; *play Track 45*.

TRACK 45 Charles d'Ambreville claims that he, Isidore, Magdalène, Monique, Gaston, and Guillaume are the murderer's true targets and that his dead brother Henri is the culprit, seeking revenge on the whole family from beyond the grave.

Despite his addled state (Magdalène is a fighter, not a mage, and thus should have been left off Charles' little list), Charles is essentially correct, although PCs may not take his theories seriously. Actually Charles' bizarre behavior is not the result of incipient madness; he has been poisoned by a special candle set alongside his favorite chair by Henri. When lit, the candle releases a poison into the air that causes the victim's mind and speech to become increasingly erratic; death follows a few hours later. Thus if the PCs delay too long, they miss the valuable clues in Charles' garbled speech and find him sitting quietly in his chair, dead.

At the DM's option, PCs who are doing very well should, after visiting Charles, be forcing to each roll a saving throw vs. poison; those who fail will, a few hours later, start to

exhibit the same bizarre patterns of speech as the late Charles d'Ambreville. Lethargy, then death, follows in 1d8 hours unless *neutralize poison* or a similar remedy helps avert this fate.

Let the PCs pursue their investigations throughout the day. The only other event of note is the murder of Marie-Hélène, found drowned in her bath; this takes place in mid-afternoon and can be discovered whenever dramatically appropriate. Investigation shows that she was held under the water



by someone strong enough to keep her from reaching the long sword propped up only a short distance away. Her magen-guard has vanished (after killing her on Henri's orders, the magen escaped via the secret passage overhead).

Then, that night, in the late hours when they should be asleep, the fog comes for them again.



The Fourth Dream: Gifts of the Dead

The characters find themselves in the Temple (room 17) once again. It looks much as it does in the real world. Cold moonlight shines through the windows. The PCs are wearing their usual adventuring gear.

On the altar sits a coffin, its lid open. Inside lies Étienne d'Ambreville—an old, tired-looking, white-bearded Étienne. But, though he otherwise appears dead, his eyes are open . . . and he speaks to the characters. Creepily enough, his eyes and mouth do not move, but the voice issues from his mouth anyway; *play Track 46*.

TRACK 46 Étienne expresses his shame that his "old friends" should see him like this—murdered by his own wife and brother. He expresses his horror at being dead but awake, unable to move but sensing all that goes on around him, even his own body's decay. He vows revenge on Henri and Catharine.

In the air high above the casket forms a bright globe of amber light. It looks like a miniature sun, complete with solar flares, and blindingly bright. Then it moves, flying south and disappearing into the choir loft. An intangible thing, it passes through the closed door to the Octagon, leaving it unharmed, and continues on its way. A moment later, there is a distant, agonized scream that is cut off halfway through.

Étienne's corpse chuckles . . . then speaks again. Now, he's beginning to sound quite crazy; *play Track 47*.

TRACK 47 Étienne plans his revenge, vowing that his whole family should suffer. The light outside the windows abruptly changes. The moonlight goes away, and all the heroes feel momentarily sick to their

stomachs. The mansion, and all within it, have now been transported to the Land of Mists.

Étienne continues: *play Track 48.*

TRACK 48

Now that they are all in "a place of no escape," Étienne summons his power to curse his family. Dozens more globes like the first one, but much smaller, appear in the air above the coffin. They fly around, staying in the Temple for now, while Étienne, still unmoving, cackles madly.

What will the PCs do?

Heroism demands that they try to persuade Étienne not to take vengeance on people who are innocent. If they do, he taunts them for their noble words; *play Track 49.*

TRACK 49

Étienne offers the PCs the chance to translate their words into deeds by taking the curse onto themselves.

If any of the heroes agree to this, *play Track 50.*

TRACK 50

Étienne asks with wonder how many of the PCs are willing to suffer in the place of others who are not their kin.

After the heroes who are willing to do this announce themselves, each willing victim among the PCs is struck by one of the whirling globes (*play Track 51: zap!*). Roll 1d20 for each character hit by a globe and consult the chart on the sidebar: that character takes on the outward form rolled on the chart. Transformed characters retain their own personalities, alignments, experience levels, and character class abilities. The heroes gain the weaknesses of these monster-types as well; thus a hero-zombie can be Turned, for instance. Any additional changes are described in the chart in the sidebar.

Once this is done, or it becomes obvious that the heroes are not going to be taking some of Étienne's vengeance on themselves, *play Track 52.*

TRACK 52

His sanity returning, Étienne sinks into "true death," leaving behind his curse to do its work. Étienne and his casket disappear (anything that was set on or in it by the PCs remains behind and drops to the floor). The remaining sunlike things flying overhead abruptly wheel and fly out in all directions, vanishing from the Temple.

Veronique Gaudin appears in the choir loft. She'll comment sympathetically on the changes to any characters altered by the glowing globes; then *play Track 53:*

TRACK 53

Veronique claims that Étienne is not really dead but trapped in a state between life and death. The heroes must find him before his enemies succeed in poisoning his mind.

With that, she withdraws into the choir loft and disappears.

In the Mansion of Mists

The heroes are on their own to explore the new, changed mansion as they please. The mansion resembles the real-world mansion more than the 8th-century version did, but there have still been many changes. *Play Track 54* (the Land of Mists theme) as background music while the PCs explore this sinister dreamscape.

The mansion is surrounded by a thick, dank, nasty mist. Anyone wandering into the mist suffers bite attacks (one per round for 1d6 damage each, THAC0 4) until he or she is killed or retreats back into the mansion; he or she cannot fight back, and spells to determine the nature of the menace automatically fail. A PC who wanders far enough out into the mist can determine that

Étienne's Curse

d20

Roll Form and Effect

- 1-2 Ghoul. Gains infravision and a continual (easily-controlled) craving for dead flesh.
- 3-4 Goat-Man. Gains -2 bonus to AC (thus a 10 becomes an 8) and +6 to MV score.
- 5-7 Hobgoblin. Gains infravision.
- 8-9 Magen. Gains +4 to Strength ability.
- 10 Nosferatu. Gains infravision, ability to change between nosferatu and bat form at will, and a continual (easily-controlled) craving for blood.
- 11-13 Ogre. Gains +6 to Strength ability but loses 4 from Intelligence ability.
- 14-15 Rakasta. Gains ability to do 1d3/1d3 damage with claws and +6 to MV score.
- 16 Weretiger. Gains ability to do 1d6/1d6 damage with claws.
- 17-18 Werewolf. Gains ability to do 2d4 damage with bite; gains 2 points to Strength and 1 to Constitution, loses 2 points from Wisdom and 1 from Charisma. *Important note:* even after the heroes are restored to normal and return to the real world, this character is infected with Glantrian werewolf lycanthropy, though he or she may not realize it until the next full moon.
- 19-20 Zombie. Lose 6 from MV score; gain ability to do 1d8 damage with fists.

the curtain walls and other outbuildings are simply not there: the mansion seems surrounded by a flat, stony plain that extends in all directions. The mansion exterior is now gold-tinted granite, pockmarked everywhere from the corrosive effects of the mist. Time has passed rapidly since the PCs spoke to Étienne in his coffin; the upper story of the west wing has crumbled and collapsed, as has the attic of the east wing. The family members have now spread out into the other portions of the mansion to live.

D'Ambrevilles encountered in this dream will not believe that they are dream-figures, or that the PCs are from some strange future time. But unless it's in their nature already they're not especially antagonistic, and some of them (André-David, Jean-Louis, Magdalène) can be convinced to help or even accompany the PCs.

Many of the rooms of the mansion are quite changed from their real-world equivalents. The following descriptions detail important changes to the individual rooms.

5: Grand Salon

Jean-Louis now lives in the Grand Salon. He has set up a boxing ring there and is interested only in arranging boxing matches with his favorite fighting magen.

Magen, Demos: AC 7; MV 12; HD 3+2; hp 18; THAC0 17; #AT 1; Dmg 1d3 (boxing: damage is temporary and non-fatal, wears off within one hour) or 1d8+1 (fighting to kill); SZ M (6' tall); ML fearless (20); Int average (9); AL N; XP 175. The magen is unarmed and unarmored.

6: Study

This chamber is now a lair holding ten rakasta; they were once d'Ambreville servants but don't remember that. Also in the chamber is their treasure, a box containing goods looted from various rooms in the mansion, worth a total of 6,000 gp.

Rakasta (10): AC 6; MV 18; HD 2+1; hp 12 each; THAC0 19; #AT 3; Dmg 1d4/1d4/1d4 (war claws/war claws/bite); SA rake with rear claws for 1d3/1d3 (can only use if both front claws hit in same combat round); SZ M (5' tall); ML elite (14); Int very (12); AL N; XP 65 each.

7: Dining Room

This chamber is frequented by haunts, harmless ghosts of adventurers who became trapped in the mansion long ago. They wear archaic Glantrian clothes, dine on ghostly, intangible food, and ignore any actions by the player characters.

8: Kitchen

The kitchen is inhabited by hobgoblin ghost cooks (something the PCs are not likely to see anywhere else). They are intangible, harmless spirits that prepare ghostly food for the diners in room 7. They will not react to player-character intrusions in any way.

12a: Butler's Bedroom

This room is now home to Janette d'Ambreville—or, rather, the ogre who killed her and took her place. Now insane and

repentant, it has taken her identity, wearing her clothes and pursuing her hobbies. It tries to be a gracious host to visiting PCs but, increasingly agitated by its inability to act in a proper human fashion, eventually becomes enraged and attacks.

Ogre Janette: AC 5; MV 9; HD 4+1; hp 20; THAC0 17; #AT 1; Dmg 2d4 (fist); SW insane; SZ L (9' tall); ML steady (12); Int very (11); AL CE; XP 175.

12b: Majordomo's Bedroom

This chamber is now home to Richard and Isidore d'Ambreville. Richard now has the outward form of a rakasta and leads the pack in room 6. However, if one of the PCs was struck by a globe and took on the form of a rakasta, Richard is normal in appearance.

Richard: see NPC Appendix.

Isidore: 6th-level human mage; AC 10; MV 12; hp 16; THAC0 19; #AT 1; Dmg by spell; SA spells; SD spells; AL CN. S 10, D 11, C 14, I 17, W 11, Ch 15. *Spells:* 1st level—*charm person, detect magic, read magic, sleep.* 2nd level—*strength, wizard lock.* 3rd level—*dispel magic, fly.*

13: The Indoor Forest

There is no tower in the Octagon. The tame park of the real world has now become a wild forest, with taller trees, thick underbrush, and its own meandering brook. It is the province of André-David de Forêt, who has been transformed into a goat-headed, goat-legged being with black hair over all his body (note that if one of the PCs was transformed into a goat-thing, André-David is his normal self). André-David leads a hunting party of two rakasta; each of them rides a sabertoothed tiger. He protects his forest but is not unfriendly to peaceable visitors. The forest is home to deer, wolves, and other normal animals.

Also in the park, but seldom associating with the others, are the young Veronique Gaudin and Holiancer. The PCs may mistake them for the "real" Veronique and unicorn, but these are the dream-versions, as hopelessly confused and trapped in the mansion as anyone else. They will not leave the Octagon for fear of the mist and the crawling chaos that inhabits the mansion.

André-David: see NPC Appendix.

Rakasta (2): AC 6; MV 18; HD 2+1; hp 16, 17; THAC0 19; #AT 3; Dmg 1d4/1d4/1d4 (war claws/war claws/bite); SA rake with rear claws for 1d3/1d3 (can only use if both front claws hit in same combat round); SZ M (5' tall); ML elite (14); Int very (12); AL N; XP 65 each.

Sabertoothed Tigers (2): AC 6; MV 12; HD 7+2; hp 35; THAC0 13 (11); #AT 3; Dmg 1d4+1/1d4+1/2d6 (claw/claw/bite); SA rake with rear claws for 2d4/2d4 (can only use if both foreclaws hit in same combat round); SZ L (10' long); ML steady (10); Int animal (1); AL N; XP 1,400 each.

Veronique (as human woman): AC 10; MV 12; HD 12; hp 24; THAC0 9; #AT 1; Dmg 1d4 (dagger); SD immune to fire and gas; SZ M (5'1" tall); ML fanatic (17); AL LG. S 10, D 12, Con 9, I 18, W 15, Ch 16. *Special Abilities:* water breathing and speak with animals at will, polymorph self 3x/day.

Veronique (as very young gold dragon): AC -2; MV 12, fly 40 (C), sw 12; HD 12; hp 24; THAC0 9; #AT 3; Dmg 1d10+2/1d10+2/6d6+2 (claw/claw/bite) or 4d12+2 (breath weapon); SA breathe fire (90' x 5 to 30' cone) or chlorine gas (50'x40'x30' cube); SD immune to fire and gas; SZ H (20' long plus 20' tail); ML fanatic (17); Int genius (18); AL LG; XP 9,000. *Special Abilities:* water breathing and speak with animals at will, polymorph self 3x/day.

Holiancer: see NPC Appendix.

17: The Main Chapel

Magdalène, who fell long ago into a cataleptic trance, lies in a hollow space underneath one of the floor-stones in the chapel, next to the west row of columns (fifth column from the south)—placed there by Charles, who thought her dead. She has recently recovered from her coma but cannot break free of her tomb. Mad with fear and rage, she scratches at the stone over her and moans faintly; the heroes can hear her if they walk past. She gratefully befriends anyone who releases her but attacks Charles on sight.

Magdalène: see NPC Appendix.

20: Meditation Cells

Each of the cells holds a zombie dressed as a priest. If someone walks into one of the cells, the zombie in it attacks the intruder, and the other seven also emerge to join in the attack.

Priest Zombies (8): AC 8; MV 6; HD 2; hp 10 each; THAC0 19; #AT 1; Dmg 1d8 (fist); SD immune to *sleep*, *charm*, *hold*, *death magic*, poison, and cold-based spells; SW attack last in each combat round, can be Turned, holy water inflicts 2d4 damage per vial; SZ M (5½' tall); ML fearless (20); Int non- (0); AL N; XP 65 each.

22: Consultation Room

Ten skeletons dressed as monks occupy the consultation room. They attack anyone entering the chamber. If PCs wait outside the door, the skeletons ignore them, instead conducting some sort of jaw-clacking conversation only they can understand.

Monk Skeletons (10): AC 7; MV 12; HD 1; hp 6 each; THAC0 19; #AT 1; Dmg 1d4 (bite); SD immune to *sleep*, *charm*, *hold*, *fear* spells and cold-based attacks, take half damage from edged/piercing weapons; SW can be Turned, full damage from blunt weapons, holy water inflicts 2d4 points of damage per vial; SZ M (5' tall); ML fearless (20); Int non- (0); AL N; XP 65 each.

23: Chapel Library

Charles d'Ambreville now occupies this chamber. He hears but ignores Magdalène's screams, thinking that his guilt and imagination are at work on him and that he's going mad.

Charles d'Ambreville: see NPC Appendix.



25: Bolt-Hole

This chamber is home to Simon d'Ambreville. Because of Étienne's vengeance, his alignment has been transformed to neutral evil. However, he pretends friendliness so he can attack the PCs when they least expect it. He doesn't necessarily want to kill them; he just wants to beat them bloody for entering the Chapel without his permission.

Simon: 5th-level human cleric; AC 2 (gilded plate mail +1); MV 9; hp 20; THAC0 18; #AT 1; Dmg 1d6 (staff) or by spell; SA spells; SD spells; AL LE. S 12, D 11, C 9, I 16, W 18, Ch 13. *Spells:* 1st level—*curse*, *cause light wounds* (x2). 2nd level—*hold person* (x2), *silence 15' radius*. 3rd level—*create food and water*.

28: Ballroom

Petit-Singe, his mind reduced to that of an ape, lives in this room and does a lot of chandelier-swinging. He cannot speak. He controls three white apes that used to be Marie-Hélène's retainers. He will be cautious but curious about the PCs unless they mention that they're friends of the d'Ambrevilles. Then he orders his pet apes to attack them. He breaks off any attack if they claim to be helping Étienne.

Petit-Singe: as per NPC Appendix, except that due to his lowered Intelligence (6) he currently cannot cast spells.

White Carnivorous Apes (3): AC 6; MV 12; HD 5; hp 25 each; THAC0 15; #AT 3; Dmg 1d4/1d4/1d8 (fist/fist/bite); SZ L (7' tall); ML steady (12); Int low (6); AL N; XP 175 each.

29: Throne Room

This eerie chamber is occupied by the skeletons of Henri, Catharine, and their favorite servants. Each skeleton still stands or sits in the position the person held at the instant of death, fused by tremendous heat into something like stone. Catharine's mind occupies one of the thrones; she used a *magic jar* to escape destruction just as Étienne's

revenge struck. She will try to use her spell to occupy the body of one of the PCs. After decades of being trapped in her disembodied prison, she is quite mad.

There are no golems here.

Catharine: as per NPC Appendix, but only 10th level.

30: The Prince's Gallery

This room is now home for Isabelle, who has left Charles for the time being. She's currently drawn up into a ball and sits rocking among the blankets along the southern wall that serve as her bed. Her mind has fled; her expression of terror and her constant shaking are clues that she's encountered something terrifying.

Patient, gentle treatment calms her somewhat. She cannot talk about what she has seen, but she points to the far corner of the room, where the secret hatch to room 134 lies. A careful search of the room may also turn up the secret hatch.

What has happened is that Isabelle found the hatch not long ago, descended, and peered from the small connected crypt to see the mind flayer. The experience has shattered her mind, but with help from the PCs she should manage a quick, though only partial, recovery.

Isabelle knows not to walk near the throne in the throne room; Catharine tried to *magic jar* into her once, but Isabelle successfully resisted (i.e., made her saving throw).

Isabelle: 4th-level human mage; AC 10; MV 12; hp 12; THAC0 19; #AT 1; Dmg by spell. SA spells; SD spells; AL CN. S 12, D 9, C 10, I 17, W 11, Ch 15. Currently she is incapable of casting spells; if cured, her 1st-level spells are *comprehend languages*, *identify*, and *read magic* and her 2nd-level spells are *knock* and *web*.

31: Blue Room

Some time ago (after the death of his wife Janette), Guillaume took up residence here. But more recently, a flock of urds (flying kobolds with red, scaly skin) has moved in and taken over. The urds, transformed servants of the d'Ambrevilles, amuse themselves by tormenting Guillaume, their new prisoner. They force him to sew up artificial wings, put them on, and try to flap around the room. They have his head muzzled so he cannot speak and have taken away all his spell components; he is utterly without magic now.

Urds (10): AC 8; MV 6, Fly 15 (C); HD 2; hp 8; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA rock bomb (dropped from overhead, 2d4 damage); SZ S (3' tall); ML unsteady (7); Int low (7); AL NE; XP 35.

Guillaume: 4th-level human mage; AC 10; MV 12; hp 15; THAC0 19; #AT 1; Dmg 1d2 (fist). SW cannot speak or cast spells; AL CG. S 13, D 12, C 16, I 17, W 9, Ch 10. *Spells:* none currently available (all discharged).

33: Green Room

A green-colored hill giant, very unfriendly to visitors, lives here now. He will attack anyone who enters his lair.

Not-So-Jolly Green Giant: AC 3; MV 12; HD 12+2; hp 42; THAC0 9; #AT 1; Dmg 2d6+7 (giant-sized sword); SZ H (16' tall); ML elite (13); Int low (5); AL CE; XP 2,000.

37: Retiring Room

Camille now lives here, continually using her prophetic cards to try to read the future. She is senile.

Camille: as per NPC Appendix but now senile in truth (80% of all spells misfire—i.e., randomly substitute another of her known spells).

38: Guardroom

This chamber is now the home of Marie-Hélène. She has set it up as a practice room decorated with target dummies bearing the marks of many a blow from spear and sword. Nearly out of her mind with sheer boredom, she challenges each and every PC to a duel to first blood or to some sort of athletic competition. She is glad to help the PCs if one will duel with her but very disappointed if all refuse. As with most family members, she knows where most of the secret doors are.

Marie-Hélène: 8th-level human warrior; AC 3 (*chain mail* +1 and shield); MV 12; hp 40; THAC0 13 (11 with *long sword* +1 and Strength bonus); #AT 3/2; Dmg 1d8+2 (*long sword* +1, Strength bonus); AL CN. S 17, D 14, C 13, I 10, W 11, Ch 12.

40–78: West Wing, Second Floor

The entire floor is a crumbled ruin; the stairs leading up to it open onto a decayed surface littered of rubble. The mist hovers some 5' overhead. The one thing that has survived is the iron golem on the pedestal between the stairs—but all it does now is juggle three skulls. It ignores player characters; even if they steal its skulls it merely begins wandering to find three more roundish objects to juggle, then returns to its pedestal.

103: Library

Claude d'Ambreville, a noble warrior whose mind is unaffected by the Land of Mists, now lives in the library. Not yet a vampire, he is very lawful and helpful.

Claude: see NPC Appendix.

106–108: West Wing, Attic

The attic crumbled when the second floor did; it is gone.

111: East Wing, Attic

Gone; it has crumbled. Characters going up the steps from the second floor emerge onto a decayed floor open to the mists overhead.

121: Storage: Dangerous Creatures

There is no vampire in here.

122: Storage: Caustic Fluids

At the bottom of the glass tank with the green liquid lies a silver key—one of the keys to the gate in room 125. Alas, the gray ooze is loose and attacks anyone who enters.

123: Storage: Wine

There is no underground tunnel leading out of this room.

125: Storage: Treasure

This chamber is now protected by a slime worm—not a servant of the family but just a Land of Mists monster that has nested here. The iron golem is gone. The treasure remains.

The gate in the west wall sends those who pass through it straight to Étienne in Room 129. It still requires three silver keys to open; Camille, Marie-Hélène, Richard, Simon, Charles, and Magdalène each have one key, and there is another hidden in room 122.

Slime Worm: AC 5; MV 6; HD 10; hp 63; THAC0 11; #AT 1; Dmg 2d6 (bite); SA swallows victim whole on unmodified attack roll of 18 or better; SZ G (30' long); ML average (10); Int non- (0); AL N; XP 2,000.

129: Morgue/Reanimation Chamber

This chamber's mortuary tables are nearly all occupied by corpses with the tops of their heads neatly removed. However, one table, in the southeast corner, is not; upon it rests the coffin of Étienne d'Ambreville. Beside it stand two minions of Entropy: Hazelthorn and M'hyllthrykk, his mind flayer ally. Hazelthorn is taunting Étienne through the coffin lid; *play Track 55.*

TRACK 55 *Halzunthram the Betrayed gloats that his old enemy is in his power at last. He tells Étienne that everyone was happy to see him die. Now Étienne will be trapped in his coffin forever, alert but unable to move, while his body rots away and he slowly goes mad.*

If player-characters enter the chamber or attempt to interfere, the mind slayer moves against them, seeking to destroy them all. Meanwhile, Hazelthorn throws open the coffin lid and snatches up a bone saw; *play Track 56.*

TRACK 56 *Hazelthorn shouts "Visitors are here; it's time to give them a piece of your mind!" He begins to saw away at the top of Étienne's skull, talking soothingly to Étienne about how ugly he is making the Prince-Magician, while Étienne, mouth still unmoving, begs for mercy.*

Hazelthorn does not act against the PCs until the mind flayer is destroyed or unless some of them bypass the mind flayer to attack him directly; then he too attacks the PCs and tries to kill them. He will not flee this time.

M'hyllthrykk the Mind Slayer: AC 5; MV 12; HD 8+4; hp 28; THAC0 11; #AT 4 tentacles or Mind Blast or 1 spell; Dmg special (tentacle reaches brain in 1d4 rounds, killing the victim) or by spell; SA Mind Blast (cone 60' x 5' to 20', all within effect save at -4 or are stunned for 3d4 rounds), spell-like powers (*suggestion, charm person, charm monster*) as 7th-level wizard; SD spell-like powers (*ESP, levitate, plane shift, astral projection*) as 7th-level wizard; MR 90%; SZ M (6½' tall); ML champion (15); Int genius (18); AL LE; XP 8,000.

Hazelthorn: see NPC Appendix.

If the PCs succeed here, go straight to "The Endgame" (below).

130: Cells

Gaston d'Ambreville, raving with lunacy, lives and paints in cell 130b.

The Endgame

Once Étienne retrieved from room 129, it's time to find out how successful the player characters were; record success points earned in the final encounter on **Handout VIII.**

Étienne in his coffin thanks the heroes for trying to help him. He asks them to bury him so that he can be put out of this misery, which seems so familiar to him.

Once the coffin lid is closed, the fog rises up to claim the PCs one final time

Petit-Singe's Trial

Through the fog, the PCs can dimly see the throne room (room 29). Everything is transparent and ghostlike to begin with, slowly becoming more solid as the fog dissipates and the following scene shimmers into view. The characters still have in their possession anything they picked up on the Land of Mists, and Étienne's coffin has accompanied them as well.

They've returned in the middle of a trial. Richard and Isidore sit enthroned in judgment; Petit-Singe stands before the throne in chains, surrounded by guards. All the surviving family members are there as well. *Play Track 57.*

TRACK 57 *Richard pronounces Petit-Singe guilty of smuggling hired assassins (the PCs) into the mansion and then abetting in their escape. Isidore promises to appoint some muscular matrons to keep Dame Camille out of trouble. When the last of the fog fades, revealing the PCs and the coffin, Richard sentences them all to death for their crimes and orders the guards and golems to attack.*

At Richard's command, the guards close on the PCs; all golems in the room animate and attack as well. Most of the d'Ambrevilles hang back, trying to figure out what's actually going on here; they defend themselves if attacked. However, the heroes are not entirely on their own; Petit-Singe has lost none of his agility despite being shackled and soon trips several guards with his chains. More surprisingly, Geneviève enters the battle on their behalf, directing her magic to restrain the golems. In addition, any alliances made earlier now come into play—thus if they helped cure Jean-Louis's burns, he and Tariana assist them now.

It should still be a desperate battle, and one which the player characters seem fated to lose, as more guards arrive from elsewhere in the mansion and "Isidore" begins casting her spells against the party. If the PCs seem to be winning, Richard sighs something about not being able to get good help nowadays and doing something yourself if you want it done right, then strikes down Geneviève with *magic missiles*—to the astonishment of all present, as the true Richard has no spell-casting ability.

At the climactic moment in the fight, Étienne's coffin begins to radiate a bluish light that grows stronger by the second; the lid, however, remains stubbornly closed (Immortal magic keeps it sealed while Étienne, inside, is being transformed). The blue light reveals all items as they



truly are—invisible items are made visible, illusions are dispelled, and the sham-Richard and faux-Isidore are revealed as Henri and Carmina. *Play Track 58.*

TRACK 58

Crying “En garde!” an irate Dame Camille denounces Henri and leaps into the fray on the PCs’ side.

Even with this welcome aid, the PCs should still be hard pressed—an angry 15th-level mage is no joke, and Henri is both skilled and ruthless. He begins summoning monsters, ordering them to kill not just the PCs but all his remaining relatives. Carmina will stick around as long as he seems to be winning but bolts for the nearest exit at the first sign that the tide might be turning.

At the most dramatically appropriate moment, the coffin opens and Étienne leaps out. He’s alive again; though he has the beard and hair of an old man, he has the physique and grace of his younger self. The d’Ambrevilles recoil in surprise (though not shock—none of them was sure that he was dead, after all). He casually casts *stone to flesh* on whichever golem is currently in better shape; *play Track 59.*

TRACK 59

Étienne says their mother is right; it’s time for Henri to step down as prince. With a casual gesture, he freezes all the golems in place.

Enraged by the reappearance of his rival, Henri attacks Étienne with his spells; they will duel for three rounds. Meanwhile, the guards break off the fight with the PCs,

while any summoned monsters fight on. If Carmina has not attempted flight before, she does so now.

After three rounds, if he is still alive, Henri realizes that he’s outclassed; *play Track 60.*

TRACK 60

Curses, foiled again! As Henri is uttering his parting threat, he suddenly realizes that by attacking Étienne he’s broken the *geas* and no doubt called down some terrible curse upon himself. He *teleports* to room 125 and passes through the Silver Gate to Old Averogne, hoping thereby to escape the curse and plot his revenge.

Henri, Carmina, Geneviève, Petit-Singe, Camille, Étienne, Guards: see NPC Appendix.

Stone Golems and Amber Golems: see Castle description for room 29.

Rewards

With Henri out of the way, Étienne dismisses any remaining summoned monsters, sending them back whence they came. Then he gathers his family to tell them of his adventures; *play Track 61.*

TRACK 61

Étienne announces “I have returned!” He tells his family that he was trapped in a distant dream dimension until these bold adventurers saved him. As he mourns the death of Geneviève, his old love, he discovers that the body is a simulacrum . . .

At this point the maid Ariette steps forward; *play Track 62.*

**TRACK
62**

"Ariette" reveals herself to be the real Geneviève in disguise. After she explains the reason for her imposture, Étienne says it is good to see her again, and the two embrace.

Then Dame Camille interrupts this happy reunion to ask Étienne a favor; *play Track 63.*

**TRACK
63**

Camille asks Étienne to bring their murdered relatives back from the dead; he reluctantly agrees but says it's the last time.

Étienne then uses his *wish* spell to bring all the victims of Henri's plot back to life. In the confusion that follows, he calls the PCs over and Camille introduces them in their true identities and professions, not concealing the professions of any clerics or priests—the time for secrets such as those is long past. As his revived kin clamor for some sort of explanation of what's been going on, he speaks briefly to his rescuers before going over to satisfy their curiosity; *play Track 64.*

**TRACK
64**

Étienne says he owes the PCs a great debt and asks them to stay as his honored guests for a few days while he thinks of "some suitable reward."

While the family's attention is centered on Étienne, Veronique enters the throne room behind the PCs to congratulate them. Around her neck, she wears a small unicorn-charm. She'll give them a general idea of how they did, based on the Success Points they earned:

Utter Failure: *play Track 65.*

Partial Success: *play Track 66.*

Complete Success: *play Track 67.*

Unfortunately, she won't offer much more than these cryptic comments and soon goes over to join Magdalène, who is delighted and amazed to see her again after all these years; they have a joyful reunion.

In the next couple of days, the mansion is visited by many Princes of Glantri, come at Étienne's request to see that he is still alive and that Henri has fled. They promise to re-confirm Étienne as the Prince of Nouvelle Averoigne. Richard and Isidore (and Raknorr) are found and freed; Monique and any other captives are also found and nursed back to health. The PCs are very much the "men of the hour," feted and made much of by the grateful d'Ambrevilles.

Three days after the fight in the throne room, Etienne finally finds time to give the PCs their rewards. First, he arranges a riding expedition down to nearby Sylaire Village, using horses from the family stables—just the PCs, Geneviève, and himself. Together they ride to a fine, large two-story house there. *Play Track 68.*

**TRACK
68**

Étienne asks the heroes to do him the honor of accepting this modest domicile, to keep or sell as they wish. The horses they ride are theirs as well.

The house, including furnishings, is worth 50,000 gp, and has been loaded up with complete wardrobes of clothes for all the party members. The house has a staff of four servants (butler, maid, cook, and gardener). The horses are well-trained medium war-horses, two years old.

What Comes After?

In the ongoing campaign, it's up to you, the DM, what events result from this adventure.

If the PCs achieved partial or complete success, Étienne could reunite with Catharine and try to make another go at their marriage. Or he might part from her as kindly as he can and wed his old flame Geneviève, who never ceased to love him.

The PCs could become friends and allies of the d'Ambrevilles or might leave and never see them again.

Going Home

There's one last, cruel thing you can (optionally) do to your player characters.

Petit-Singe, who brought them into this adventure, will be in the company of the PCs at some point. Perhaps he is visiting them in Sylaire Village; perhaps he is conducting them to Glantri City to see them off on their next adventure or on their return home.

While they're walking the streets of the city or village, they'll see an interesting event. A noble-looking hero and his entourage have stopped before an inn and are haggling genially with the innkeeper out on the street.

Suddenly, the clouds overhead part and a shaft of sunlight escapes. It descends like a column of gold to strike the hero, illuminating him far more brilliantly than any normal sunbeam should. Everyone within a quarter-mile sees this unusual, prophetic sign. The sunbeam lasts for a full minute, and follows the surprised hero around when he moves.

The PCs may realize that this is the actual omen that Petit-Singe should have seen, and that the hero so illuminated is the one who should have broken the spell on Étienne. Petit-Singe looks sheepish; *play Track 69.*

**TRACK
69**

Petit-Singe says that perhaps he should have waited a bit longer. No matter, the PCs did very well. He'll let that gentleman know that he should go home.

And he does.

The End



Appendix:

D'Ambrevilles and Others

This chapter provides detailed descriptions on the many NPCs involved with this adventure.

The d'Ambrevilles are an eccentric clan: four of their number are werewolves and another a vampire. These individuals are unique characters in their own right, above and beyond their monstrous curses, and should be treated accordingly. Most members of the family are centuries old, preserving their more or less youthful appearance by *potions of longevity* or other magical means. Each character is described in terms of his or her apparent age as well as his or her real one.

Only magic items the NPC typically carries on his or her person are included in the following character descriptions; while each d'Ambreville has more magic and treasure hidden in private caches, for the most part these are located off the estate, away from the prying eyes of relatives, and thus play no part in this adventure.

The Family Tree

Handout IV is a genealogical chart showing the relationships between members of the d'Ambreville family. All dates are given in the Thyatian fashion, since this is the official calendar of Glantri, even though many of the events took place on the world of Laterre.



So many relatives,
so little
poison."

—Henri
d'Ambreville



The First Generation

The oldest living members of the d'Ambreville family are a pair of sisters who married into the d'Ambreville line. Their mates have long-since perished, but they remain the family matriarchs, though most of the power in the family has passed to the second generation.

Camille d'Ambreville

History: Much of Dame Camille's history is the history of the d'Ambrevilles themselves. She was born in 665 AC on the world of Laterre, younger daughter of the noble de Montagnevert family. Though outwardly an obedient child, she learned to read against her family's wishes and eventually discovered that she was able to understand the strange things written in some of her great-grandfather's locked-away books. By the time she was 19 and married off to that dashing young Michel d'Ambreville, she was a journeyman magic-user . . . and was very happy to learn that her new husband did not bear Averogne's dread of witchcraft. Though he could not learn the art himself, he encouraged her to do so, and she tried to teach each of their children as they grew old enough to learn.

When she was 44, her husband died in a war serving the king of Averogne, Húber the Kind. She resisted the political scheming of



the surviving family and kept control of the d'Ambrevilles herself, even with their transplanting into this new world.

For the last many decades, Camille has happily wandered the mansion, increasingly distant from reality, often calling her descendants by the names of men and women who died hundreds of years earlier. Then a year ago she suddenly had a prophetic vision foretelling the return of her son Étienne; this snapped her out of her advanced senility. While taking the steps necessary to return Étienne to the world of the living, she has continued to pretend to be feeble-minded.

Personality: Dame Camille appears as a pleasant, dotty old woman, whose mind has been worn smooth by the long passage of years. Though this was once the simple truth, her absent-minded behavior is now just an act. When demonstrating her true personality, she is calm, gentle, and stubborn in a very polite way.

Part of her act involves pretending to be surprised (in a quiet, genteel way) by everything she sees: each person met for the first time each day, new garments, furniture she's sat in for two hundred years, etc.

Camille is very kind to children and does not have the bias against non-wizards that many Glantrians (including many of her own descendants) have.

What she says: "Ooohh, what's this?"—standard reaction to anything in public.

What others say: "Tis a horrible thing when the magically powerful fall into their dotage. That's why they have children, to carry on in their stead"—Henri d'Ambreville.

Appearance: Camille is a small woman with a vacant smile and (in public) an evident inability to concentrate on any person or subject for more than a few seconds. She stands about 5' tall and has striking blue eyes and snowy-white hair. Her face belies the age her hair betrays; she looks like a woman of forty and has been described on many occasions as "ageless." Though now somewhat faded, it is easy to see that in her youth she must have been a rare beauty.

She wears ball-gowns of ancient fashion. Though they are kept clean by the household staff, she often dons them incorrectly or (when dressed by her maids) manages to get them in disarray while wandering the house.

Using Camille: Camille is the player's strongest ally in this adventure. Her sanity has returned, and she is very concerned about the fate of her son Étienne. However, when among the other d'Ambrevilles she plays her part of being the slightly-crazed matriarch to the hilt. PCs who deal with her should be prepared for non-linear discussions.

Camille carries a deck of prophesying cards wherever she goes. Occasionally she appears to remember them and what they're for; at such times, she'll give whichever person is closest to her an impromptu reading, describing in great detail what the future holds in store for that character. Her readings are inevitably wrong, so the DM should have fun in wild descriptions to the players.

Allies: Petite-Singe, Étienne when and if he returns.

Combat: Dame Camille has all the powers of a magic-user at her level of experience. She is not, however, fond of combat and would use her magic to get herself and other noncombatants to safety. In her muddled state, she had great difficulty in casting spells accurately (80% chance of failure). Now that she is returned to reason, she'll *pretend* to miscast spells: for instance, "You squeak squeak squeak so, Sire Flagorneur, that I think I will turn you into a mouse!" followed by *teleporting* her target to a safe haven.

Camille: 15th-level human mage; AC 10; MV 12; hp 30; THAC0 16; #AT 1; Dmg by spell; SA spells; SD spells; SW pretends to miscast spells; AL CN. S 8, D 11, C 12, I 17, W 13, Ch 12.

Spells:

1st level—*comprehend languages, detect magic, magic missile, protection from evil, sleep.*

2nd level—*continual light, ESP, invisibility, web, wizard lock.*

3rd level—*clairvoyance, fireball, fly, protection from evil 10' radius, protection from normal missiles.*

4th level—*charm monster, confusion, dimension door, polymorph other, wizard eye.*

5th level—*animate dead, conjure elemental, monster summoning III, teleport, wall of stone.*

6th level—*geas, invisible stalker.*

7th level—*power word stun.*

Known Proficiencies: Alchemy, Ancient History, Dancing, Etiquette, Language/Elvish, Language/Flaemish, Language/Thyatian, Riding/Land-based, Spellcraft. Native language: Sylaire.

Possessions: None (all except her spell book, clothes, and deck of cards were lost during the years she was befuddled).

Marie-Hélène d'Ambreville

History: Marie-Hélène, born in 662 in Old Averogne, is another daughter of the de Montagnevert clan and Camille's older sister. She was just as rebellious a child, but nowhere near so good as Camille at concealing it. Through indomitable will,

Werewolves & Vampires & d'Ambrevilles, Oh My

The following is a brief checklist of the d'Ambrevilles for the DM, to help keep straight who is who.

- **Camille**—Family Matriarch (M15, CN), until recently afflicted with senility. The PCs' chief ally among the d'Ambrevilles; her children are *Richard, Étienne, Charles, Simon, Magdalène, and Henri.*
- **Michel the Elder**—Camille's late husband and Étienne's father; appears in this adventure only in a dream sequence.
- **Marie-Hélène**—Camille's older sister, the widow of Michel's younger brother Marcel. The family's terrible "warrior-aunt" (F15, CN). *Gaston* and *Guillaume* are her sons.
- **Richard**—Camille's eldest son (F12, N), married to the official ruler of Sylaire, *Isidore* (M11, CN). Both he and his wife are werewolves. Their children are *Monique* and *Georges.*
- **Étienne**—The most powerful mage in Glantri (M20, N) and secretly an Immortal. Removed from this sphere by the Old Ones following the Immortals' War; the actions of the player characters in this adventure will determine his fate. *Geneviève de Sephora* (M20, NG) was his first love and is still his strongest ally. He is married to *Catharine* (M13, N), but the two separated years ago; their children are *Jean-Louis* and *Claude.*
- **Charles**—Brilliant and rather spooky, Charles (M9, CN) is introverted and solipsistic to the point of being positively eerie. He is married to *Isabelle* (M12, CN), but the two are, not surprisingly, currently estranged.
- **Simon**—The white sheep of the family; a priest (C20, NG) and, when sane, the kindest of the d'Ambrevilles.

- *Magdalène*—Camille's only daughter and a talented swordswoman in her own right (F11, CG). Her wedding to *André-David de Forêt* (R12, CG) is the cause for the current family gathering.
- *Henri*—The villain of the piece. Believed to be dead, Henri (M15, LE) has secretly replaced Richard and taken over the family. His partner in malice is the elven wizardess *Carmina de Belcadiz* (M7, CN), who currently impersonates Isidore.
- *Gaston*—Marie-Hélène's elder son (M9, NG). A thoughtful, dreamy, artistic type.
- *Guillaume*—Marie-Hélène's younger son, a proud, righteous, intolerant d'Ambreville (M10, LN) with a legendary hatred of priests (including his cousin Simon). He is married to the even more fanatical *Janette* (I9, LN); their only child is *Young Michel*.
- *Jean-Louis*—Étienne and Catharine's eldest son, a good-natured swashbuckler (F12, CG) married to the half-elven adventurer *Tariana* (F6/C6, CG).
- *Claude*—Étienne and Catharine's younger son. A former paladin (Pal10, LG) currently fighting a vampiric curse.
- *Michel (Young Michel)*—Only son of Guillaume and Janet; a timid bard (B5, NG).
- *Monique*—Richard and Isidore's daughter, recently returned from her magical studies in Glantri City (M5, NG).
- *Georges*—Richard and Isidore's son and the family wastrel. Georges is an absolute weasel who acts as Henri's lackey and spy (zero-level, NE).

she got whatever she wanted and trained as a soldier instead of as a pampered noblewoman. Her family despaired of her marrying, for in Old Ave-roigne women were expected to fulfill certain restricted roles in society, and "soldier" was not one of them. So it surprised everybody in her family when Marcel d'Ambreville, younger brother of Michel, fell in love with her and contracted for her hand. The two made an interesting pair—Marcel ever-cheerful and mischievous, Marie-Hélène stern and serious—clearly a case of "opposites attract."



Marie-Hélène and Marcel were content to be the enforcers of the d'Ambrevilles for many years, fighting side by side in many battles. Marie-Hélène did retire the field twice, in 725 and 727 AC, to give birth to their sons, Gaston and Guillaume. Both she and her husband were enthusiastic about the move to Mystara, since it meant their magical relatives could practice openly and make the family even more powerful.

But during the final days of the transfer of goods through the magical *gate*, disaster struck. The forces of King Hüber the Kind attacked soon than expected, and Marcel was killed while valiantly protecting the rearguard. Marie-Hélène, although badly injured, survived but became very bitter about Marcel's death, putting all the blame on Étienne's plan to escape to Mystara.

She never remarried, raising her sons alone. Guillaume turned out just fine in her opinion (i.e., he's thinks just as she does), but Gaston . . . well, he was a disappointment—a magic-user with a dreamy disposition. Marie-Hélène forgot how like his father Gaston was and concluded that he was weak-willed and impractical . . . but since only magic-users can rule in Glantri, she has recognized the usefulness of keeping him under her thumb.

For years she sought to wrest power in the family away from Étienne. For years afterwards she would hire mercenaries to assassinate him while he was away on his adventures (with less-than-spectacular results). Now that he is missing, she has hired clever rogues to ferret out information about his whereabouts; she is afraid that, since his body was never found, he is alive out there, planning another grand return to Chateau Sylaire.

Personality: Marie-Hélène is very outspoken and often harshly critical of other peoples' mistakes. On the other hand, she is just as free with praise. Whether criticizing or praising, she punctuates her words by pointing a forefinger and shaking it under the nose of the person she's talking to. She is always in motion—training, pacing, or just fidgeting. A fanatic for fitness, when not otherwise engaged she might wander over to a low chandelier and casually do fifty pull-ups.

What She Says: "Let's fence while we talk"—a common interruption to conversation.

What Others Say: "Don't worry about doing something wrong—Aunt Marie-Hélène will be there to tell you if you do"—Isidore d'Ambreville.

Allies: Sons Gaston and Guillaume, particularly the latter, and her grandson Young Michel. She likes Richard and blames the apparent cooling of their relationship on Isidore. She respects Jean-Louis and Claude's fighting ability but finds them both hopelessly frivolous (i.e., they have other interests outside combat). Magdalène was once her protege but the two are no longer close. Relationships with the rest of the family are fairly chilly.

Appearance: Marie-Hélène is a tall woman (5'7"). She is lean and in incredible shape, with well-developed muscles and broad shoulders. Attractive in a brisk, non-nonsense sort of way, she looks like a woman of forty, with only a few streaks of gray in her red-brown hair; her eyes are blue. Whatever the occasion, she wears warrior's garments (pants, tunic, swordbelt, boots) in blacks and amber-golds; the tunics tend to be silk, and the leather of the boots and belt decorated with gold leaf.

Combat: Marie-Hélène is a front-line fighter with a genuine love of melee and no sense of tactics. Though she does not wear her armor in social settings, her favorite sword never leaves her side.

Marie-Hélène: 15th-level human warrior; AC 1 (*chain mail* +2 and *ring of protection*) or 9 (unarmored, *ring of protection*); MV 12; hp 75; THAC0 6 (4 with *long sword* +1 and Strength bonus); #AT 2; Dmg 1d8+2 (*long sword* +1, Strength bonus); AL CN. S 17, D 14, C 13, I 10, W 11, Ch 12.

Known Proficiencies: Animal Handling, Animal Training, Heraldry, Language/Flaemish, Language/Thyatian, Riding/Airborne, Riding/Land-based. Native language: Sylaire.

Possessions: *long sword* +1, *chain mail* +2, *ring of protection* +1

The Second Generation

The children of Camille and Marie-Hélène are the primary players in the opera which is d'Ambreville life. Their numbers include an outcast Immortal, four werewolves, and some extremely deadly spellcasters. Most of the ongoing power struggle over the years has revolved around which of Camille's children will rule the family—Étienne (missing and believed dead); Richard and Isidore (believed to be in charge but currently in the dungeon), or Henri (believed dead but secretly ruling the family).

Richard d'Ambreville

History: Richard was born in 684 AC on Laterre, the eldest child of Michel and Camille d'Ambreville. Strong, ambitious, and well-liked by the nobles of Old Averoine, he was well-suited to succeed his father on the dominion throne. He married Isidore de Forêt, daughter of Averoine's largest land-owner, and a woman whose ambition and pride matched his own (see Isidore d'Ambreville)

Then disaster struck. Against his wishes, the family decided to flee Laterre and come to Mystara. Worse, when they settled in this land, Richard was treated like a peasant by the magic-wielding Flaems. For all his bravery, skill with arms, and noble history, he was a second-class citizen in Braejr . . . and so his younger brother Étienne became leader of the family instead of Richard. Richard resented Étienne after that, plotting incessantly against him, diverting family funds so that he and Isidore didn't have to rely on Étienne's money, spreading malicious rumors about his brother throughout the courts of Glantri.

In 845 AC, Étienne appointed Richard and Isidore the Werewolf Executioners of Nouvelle Averoine. It was their job to hunt down and kill the lycanthropes that had become so numerous in the land. But five years later they were ambushed by a band of smart werewolves (rumored to be agents of Malachie du Marais) who, instead of killing them, bit them and let them live. After an initial period of shock, Richard and Isidore recognized the advantages of their new situation and began organizing groups of lycanthropes to perform missions helpful to their plans.

Upon re-emergence from the Land of the Mists, Richard and Isidore continued to build their power base among the lycanthropes of Glantri. When Étienne disappeared during the War with Alphatia, Richard and Isidore disputed Henri's claim to the principality's throne. After a very public magical duel between Isidore and Henri in which Henri was slain, their hold on the family was secured.

Or so they thought. Henri has returned from the dead and surreptitiously replaced Richard on the throne, casting Richard and Isidore in the dungeon, where they now languish.

Personality: Richard is short-tempered and confrontational, easily the least subtle d'Ambreville. He admires skill with arms and political savvy, and he is quick to curry favor with people who have power. However, he's no toady and won't do anything humiliating in order to ingratiate himself, which makes him appear more noble than many of his relatives.

When agitated, which is much of the time, Richard unconsciously clenches and unclenches his fists—clenching when making a point, unclenching when gesturing for someone to speak or to agree with him.

What He Says: "Sacrificing one's ideals for any goal, no matter how noble, negates the worth of that goal."

What Others Say: "If he had magical talent he'd be dangerous. As it is, he has to hop to his wife's whims"—Henri d'Ambreville.

Allies: Richard's genuinely loves and admires his wife, Isidore.



He is much closer to his aunt Marie-Hélène than to his mother. Henri and Étienne are sworn enemies. Of all the 2nd Generation, he has the most popular support of the lower classes (one reason Henri maintains the illusion of Richard's form to rule).

Appearance: Richard is a ramrod-straight warrior. He is of average height (5'9") and lean, not a physically threatening man . . . but with his black hair (with close-trimmed mustache and beard), striking blue eyes, and brooding expression, he's still imposing. He appears to be about 45; his outer clothes are all dark leathers and made from things he's killed on his hunts. He bears numerous scars on his body, especially on his arms, from a career of soldiering. On occasions when he plans to dress up to fight someone, he wears plate mail armor washed with gold-amber color.

Using Richard: For most of the main adventure, Richard and Isidore are locked in the dungeon, the victims of Henri's plot. Once free, Richard proves himself honest and noble—at least as honest and noble as one can be in Glantri and still be successful.

Richard makes no secret about his lycanthropic nature, as his long years of experience has gotten the matter under control. He does not mention it to newcomers, as it sometimes makes them nervous.

Combat: Richard is a specialist with the lance; if challenged to a duel, he will choose the joust over any other sort of combat. He has two attacks per round with the lance (on those rare occasions when he can attack two successive targets during a single charge, +1 to hit and +2 to damage regardless). Richard is a well-rounded nobleman warrior in any case; he can use most weapons and has a number of skills suited to the military leader.

Richard: 12th-level human warrior; AC 10 (unarmored) or -1 (plate mail and shield +3); MV 12; hp 61; THAC0 9 (8 with lance, 7 with long sword +2); #AT 3/2 (long sword) or 2 (lance); Dmg 1d4 (unarmed) or 1d6+3 (medium horse lance, specialist bonus) or 1d8+2 (long sword +2); SA werewolf form; AL N. S 14, D 11, C 13, I 12, W 13, Ch 12.

Richard (as Werewolf): AC 5; MV 15; HD 12; hp 61; THAC0 9; #AT 1; Dmg 2d4 (bite); SD Hit only by silver or magical weapons; SZ M; Int very (12); AL CN.

Known Proficiencies: Blind-fighting, Hunting, Language/Flaemish, Language/Thyatian Common, Tracking. Native language: Sylaire.

Possessions: long sword +2, shield +3 (both now in a chest in Prince Henri's quarters)

Isidore d'Ambreville

History: Isidore, born 707 AC, is the older sister of André-David de Forêt (Magdalène's betrothed). When still years short of twenty, Isidore herself picked Richard d'Ambreville as the best match for her, then spent a couple of years leading him around until he believed he'd sought her out and won her love under his own initiative. The two of them proved to be well-suited and were equally offended when the move to Mystara resulted in Richard being passed over as head of the family.

Infected with lycanthropy along with her husband, she realized that she was now part of a dark, strange world she could use to her advantage. She and Richard use their station as Executioners of Werewolves to kill rogue werewolves but ally themselves with reasonable, thinking lycanthropes. They now possess quite a bit of power in the pecking order of Glantrian werewolves.

The pair engaged in a power struggle with Henri over who would rule Nouvelle Averoine after Étienne's disappearance, a bitter quarrel that only ended when Isidore defeated and killed Henri in a formal duel. Isidore is now the official princess, with Richard as her consort (under Glantrian law Richard, lacking magical ability, cannot hold the title himself). Henri has since turned the tables on his dear brother and sister-in-law, and Isidore and Richard now languish in the dungeons beneath Chateau Sylaire.

Personality: Isidore is an ultimate operator and plotter, very good at convincing others of her interest and openness, all the while advancing her own agenda. She has the habit of running up to people and embracing them, regardless of how well she knows them or how little they like it, and of listening intently regardless

of her own knowledge on a particular subject. Off-putting to some, this habit often convinces the newly-arrived that they have at least one ally in the Amber household.

What She Says: "How interesting, do go on."

What Others Say: "And then she hugged you? Did you check to see your spine was still there afterwards?" —Marie-Hélène d'Ambreville.

Allies: Richard, of course, and younger brother André-David, but few others. Both Camille and Marie-Hélène resent the idea that an outsider effectively is the ruler of Nouvelle Averoine (neither of them sees the irony in this). As a result of long experience, most of the family members see everything she does as being manipulative (even when it is not). The servants, however, are aware that something is currently out of joint with Isidore (as befits the fact she is currently being imitated by another).

Appearance: Isidore is a small, delicate-looking woman (5'2" tall and under one hundred pounds in weight) with elegant, sophisticated features and a predatory smile. She has brown hair streaked with gray and brown eyes; she appears to be about 45. She prefers elaborate robes in silver, blue, white, and gray.

Using Isidore: Like Richard, Isidore will spend the bulk of the adventure in the dungeon, her place on the throne taken by Doña Carmina. Upon her release, she will quickly assess the player characters in terms of what threat they pose to her and Richard and how they may best be used to her advantage. While naturally well-disposed to her rescuers, she will not hesitate to sacrifice them, smiling all the while.

Combat: Isidore, faced with combat, will pretend to collapse and be helpless. At some opportune time, and when it's least expected, she'll use her magic to devastating effect (such as by blasting the leader of the opposition) and then will *teleport* herself and Richard to safety if menaced further.

Isidore: 11th-level human mage; AC 10; MV 12; hp 26; THAC0 17; #AT 1; Dmg by spell; SA spells; SD spells; SW currently spell-less due to *bracelet of negation*; AL CN. S 10, D 11, C 14, I 17, W 11, Ch 15.

Isidore (as Werewolf): AC 5; MV 15; HD 11; hp 26; THAC0 9; #AT 1; Dmg 2d4 (bite); SD hit only by silver or magical weapons; SZ M; Int genius (17); AL CN.

Known Proficiencies: Dancing, Etiquette, Language/Elvish, Language/Flaemish, Language/Thyatian Common, Reading/Writing, Religion. Native language: Sylaire.

Spells:

1st level—*charm person, detect magic, read magic, sleep.*

2nd level—*detect invisible, ESP, strength, wizard lock.*

3rd level—*dispel magic, fly, invisibility, lightning bolt.*

4th level—*charm monster, hallucinatory terrain, plant growth.*

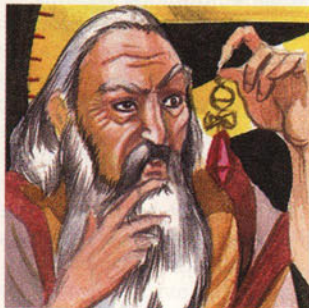
5th level—*cloudkill, feblemind, hold monster.*

Possessions: *wand of paralyzation, wand of polymorphing, meditation of ESP 90' range, potion of animal control, ring of human influence* (all now in a chest in Prince Henri's quarters).

Étienne d'Ambreville, le Prince-Magicien

History: Étienne was born in 692 AC in Old Averoine, second child of Michel and Camille, younger than his brother Richard by eight years. However, once the family emigrated to Glantri, he found his magical abilities made him Richard's social superior, and he took control of the family as the Prince of Nouvelle Averoine. Étienne's success was resented by other members of his family, and his unshakable self-confidence and attitude of superiority only made things worse. In the end, Étienne's estranged wife Catharine and his brother Henri poisoned him, with the result that the entire family was placed in a magical limbo for decades.

Upon their return, Étienne regained control of the family, while researching further into the nature of the Radiance. This research



led him to attaining Immortality without the sponsorship of any existing Immortal, an extraordinary feat. Étienne took the Immortal title of Rad when he grew this powerful, and for many years maintained a dual life of mortal and Immortal.

At the end of the War with Alphatia (a war provoked, though mortals are not aware of this, by other Immortals offended at Rad's unorthodox path to Immortality and worried about the result of his researches), Étienne/Rad was spirited away by an Old One, a being as far above the Immortals as they are above mere mortals. After learning all they could of the strange path Étienne took to Immortality, the Old Ones decided to profit from his genius and his fierce protectiveness of Glantri . . . but not if the result would be another quarrel between the Immortals. So they have concocted a plan by which he can be returned to Glantri to study and to fight the dark forces menacing that realm. The player characters are a vital part of that plan.

Personality: Powerful and eccentric, Étienne could be very patient with a promising student at the Great School of Magic and very impatient with anyone trying to manipulate him for their own ends. Once he made a decision, he was stubborn and hard-headed in its implementation. Although he proved a good ruler of the domain, his true love was for magical research, and he devoted all the time he could to it (his absorption in his work was one reason for the failure of his marriage to Catharine). Only those who knew him best, like Geneviève and Dame Camille, saw the mischievous side of his nature and his warped sense of humor—after the events in the Land of Mists he resurrected his entire clan (including the ones who'd killed him) chiefly for their amusement value.

What He Says: "The only difference between fools and family is that you feel guilty after throwing fireballs at fools."

What Others Say: "Who died and made him an Immortal?"—Richard, not realizing the truth in his words.

Allies: Few and far between—after all, Étienne's first tenure as prince resulted in his poisoning and a curse settling on the entire family, and upon his return (and attaining Immortality) his attitude was little better. When he disappeared again, few tears were shed. Most of the family are neutral toward him, a few (Henri, Richard and Isidore, Marie-Hélène) actively hostile. Only Dame Camille (his mother), Geneviève de Sephora (his first love), and Petite-Singe (his favorite jester) could be considered truly allies.

Appearance: When last seen, Étienne d'Ambreville looked like a very hale man of about 60, with his pure-white hair and flowing beard very thick and well-kept. Étienne tended to wear expensive but simple robes suited to a wizard of his experience and dignity. He stood about 5'10" and had dark, quizzical blue eyes.

Using Étienne: Étienne is at the center of the adventure in the dream sequences, and the player characters will encounter him in various stages of his growth. As a result of their actions, Étienne may return as a wiser, more humane being of great power or as just one more political insider in Glantrian politics.

Combat: The character stats presented below are for Étienne in his mortal identity; his Immortal statistics as Rad are beyond the scope of this adventure.

In combat, Étienne is wise enough to rely heavily on his comrades and judiciously use his magic where it is most needed. He is not given to big, flashy duels with other wizards. When forced to fight, he protects himself with magic first, then hits his enemy as hard as possible with damaging spells. If he becomes dangerously injured, he will typically summon monsters to continue fighting for him, and flee—with his comrades—if the fight looks lost.

Étienne: 20th-level human mage; AC 10; MV 12; hp 48; THAC0 14; #AT 1; Dmg by spell; SA spells; SD spells; SW currently helpless; AL N. S 9, D 13, C 12, I 18, W 16, Ch 11.

Known Proficiencies: Ancient History, Etiquette, Language/Alphatian, Language/Elvish, Language/Flaemish, Language/Thyatian, Language/Traladaran, Reading/Writing, Riding/Land-based, Spellcraft. Native language: Sylaire.

Spells:

1st level—*comprehend languages, detect magic, magic missile, protection from evil, read magic.*

- 2nd level—*continual light, detect evil, ESP, knock, wizard lock.*
 3rd level—*dispel magic, fireball, fly, hold person, protection from normal missiles.*
 4th level—*charm monster, dimension door, ice storm, polymorph other, polymorph self.*
 5th level—*animate dead, feblemind, telekinesis, teleport (x2).*
 6th level—*anti-magic shell, disintegrate, legend lore, stone to flesh.*
 7th level—*banishment, delayed blast fireball, limited wish.*
 8th level—*mass charm, Otto's irresistible dance, Serten's spell immunity.*
 9th level—*shape change, wish.*

Possessions: None (all such items were lost when he was taken away by the Old One).

Geneviève de Sephora, Comtesse de Touraine

History: Geneviève was born in 700 AC in Old Averoine, the only child of the rulers of Touraine. When she was a child, she accompanied her father on a trip to the Averoine's capital, but en route he was attacked and killed by a werewolf (she believes this to have been Malachie du Marais, The White Wolf, in the uncontrollable first days of his lycanthropy, although he denies it). Since then she has been an implacable enemy of lycanthropes in general and Malachie in particular. Not commonly known is the fact that she was also the young Étienne's first love, and that he drove her from him by concentrating on his studies to the exclusion of her emotional needs. Ironically, she concealed from the d'Ambrevilles (and the rest of Averoine) the fact that she was a mage, and didn't know that Étienne and his family were sorcerers until the day they disappeared.



In the long years after the d'Ambrevilles fled Laterre, she extended her life with magic and ensured that she maintained had two or more separate identities at the same time; this way she could transfer her own power to herself under another name and let the older identity "die" so that the Averoine would not suspect that she was a long-lived heretic/mage. Life in Averoine was growing dull when Étienne returned, and she was more than anxious to accompany him to this new world of Mystara.

Since then, she has forged herself a new dominion and kept close ties with the d'Ambrevilles; she is considered a member of the family. Her old tower of Sylaire remains as the centerpiece of Chateau Sylaire.

Personality: Gracious, learned, and alert, Geneviève has proved herself time and again a capable ruler. Her manner is sweet but strong and often inflexible, like a layer of candy wrapped around an iron bar.

What She Says: "There is no point bemoaning the past; instead one needs to plan for the future."

What Others Say: "There goes a very powerful might-have-been. What would have been all our fates if she had remained with Étienne?"—Catharine d'Ambreville.

Allies: Geneviève has sworn fealty to Isidore and Richard, and to the throne of Nouvelle Averoine. She is polite to all members of the family, who in turn value their lives sufficiently not to irritate a powerful wizard.

Appearance: Geneviève is a striking-looking woman. Well under average height, she is full-figured; in the seasons when thin looks are out and voluptuous looks are in, Geneviève is held up as the example for other women to aspire to. She has thick chestnut-brown hair that she wears long, often bound by a silver filigree. Her eyes are a deep brown; her mouth is full and her features beautiful, but just irregular enough to come short of perfect.

She wears long gowns of deep, rich colors, especially blues and reds. They are usually cumbersome, and when not being observed by guests she often hikes the skirts up to knee-length, ties them off with her belt, and runs around with an improved sense of freedom.

Using Geneviève: Throughout most of the adventure, Geneviève will be disguised as Ariette the maid, gathering information while her simulacrum distracts attention. She is an unknown element the DM should use as he or she sees fit, either as a secret ally of the PCs or as a red herring. Most PCs will never suspect her presence until she chooses to reveal herself.

Geneviève is a very subtle player, but her games involve more in the nature of magic than in political power. Let the d'Ambrevilles squabble in their ancestral manse—there is more to do in spell-casting. She is willing to aid those who ask but does not volunteer her services and always expects some repayment. In the case of the player characters, her aid will be repaid by seeking out some powerful artifact in some far-off and perilous land.

Combat: Geneviève is dangerous and subtle as only a master sorcerer can be. In combat, she spends the first couple of rounds casting spells to protect and hide herself, then uses devious spells (delayed-effect magic, summoning spells, and the like) to attack her foes while not revealing her true position. When possible, she fights in times and places of her own choosing.

Geneviève: 20th-level human mage; AC 10; MV 12; hp 38; THAC0 14; #AT 1; Dmg 1d4 (dagger) or 1d6 (staff) or by spell; SA *charm person* power that can be cast once per day on any male, spells; SD spells; SW hatred of lycanthropes; AL NG. S 11, D 10, C 13, I 17, W 15, Ch 18.

Spells:

- 1st level—*change self, *charm person, *detect magic, *phantasmal force, *sleep.*
 2nd level—**ESP, *invisibility, locate object, *mirror image, *wizard lock.*
 3rd level—*clairvoyance, *dispel magic, *fireball, *hold person, lightning bolt.*
 4th level—**hallucinatory terrain, ice storm, massmorph, *polymorph other, polymorph self.*
 5th level—*conjure elemental, contact outer plane, hold monster, magic jar, teleport.*
 6th level—*disintegrate, eyebite, invisible stalker, reincarnation.*
 7th level—*delayed blast fireball, monster summoning V, simulacrum.*
 8th level—*mind blank, polymorph any object, sink.*
 9th level—*weird, wish.*

Known Proficiencies: Alchemy, Etiquette, Language/Elvish, Language/Thyatian Common, Reading/Writing, Spellcraft. Native language: Sylaire.

Possessions: *ring of invisibility, ring of spell turning, staff of power.*

Geneviève's Simulacrum: 8th-level mage; AC 10; MV 12; hp 20; THAC0 18; #AT 1; Dmg 1d6 (staff) or by spell; SA spells; SD spells; SW double damage from fire- and heat-based attacks; AL NG. S 11, D 10, C 13, I 17, W 15, Ch 18. *Spells:* all spells marked with an asterisk (*) on Geneviève's spell-list are usable by her simulacrum.

Catharine d'Ambreville

History: Catharine was born in 770 AC to the du Marchand family, retainers of the d'Ambrevilles who accompanied the family to Mystara. Unlike her father (Master of the Stables) and mother (a horse-trainer), Catharine was adept at magic and thus was accorded noble status in Glantri. Because of her intelligence and quiet competence, she caught the eye of Étienne just at the time when he felt he should settle down and continue his family line, and they married.

Engrossed first in politics and then in his researches, Étienne spent little time with her during the Forty Years of War and not much more after his return. Paranoid that she had lost whatever attractiveness had first brought Étienne to her, she began an affair with Henri . . . and was later won over to the position that she should help him kill his brother. During the long stay in the Land of Mists, her life-force was trapped in the princess's throne she'd used as a *magic jar* to save her life.

After the family's return to Nouvelle Averoine, she left Étienne



to become Glantri's ambassador to Thyatis; they were divorced in all but name. After Étienne's more recent disappearance, she has returned to Chateau Sylaire, called by haunting visions that Étienne might be alive after all.

Personality: Catharine is extremely serious at all times. She blames herself for the failure of her marriage (although she sees the assassination as merely a cry for help on her part). She feels out of place with the cultured, educated elite, a feeling that has refused to diminish even as she herself established herself as a prized Thyatian ambassador. Such feelings come to the fore when among the other d'Ambrevilles, who remember when she was merely the daughter of the Master of Stables.

What She Says: "That was humor, wasn't it?" (a common response to anything funny, delivered with a steely, unsmiling expression).

What Others Say: "I fail to understand why Étienne brought her back to life. It's as if he wanted to bring along his own personal punishment."—Marie-Hélène d'Ambreville.

Allies: Most of the minor family (lesser powers in the 2nd and most of the 3rd and 4th generations) treat Catharine with the respect due to the widow of the clan leader. Her closest ally in the family is Charles, who holds a position in Glantri City similar to hers in Thyatis. She is on good terms with her sons (Jean-Louis and Claude) and is almost a surrogate mother to Monique. The matriarchs never approved of her fully, and Henri has other pawns he can use and needs her not. Her bodyguard (and secret lover), Sebastien Moncrief, would lay down his life to protect her; he accompanies her everywhere she goes.

Appearance: Catharine is a robust woman with a moon-shaped face that could be comical if she ever experienced a humorous thought (which she hasn't), flashing black eyes, and raven-black hair. She dresses in understated silken robes but wears pounds of rich jewelry. She appears to be about 50 but lets no sign of gray into her hair.

Using Catharine: Catharine is not a major player in d'Ambreville family politics, as she has cut off all relations with Étienne. She is, however, an informative source of Thyatian information and can be used by the DM as a tool to send players in that direction. Indeed, should the player characters prove to aid the d'Ambrevilles, she will think of them again when she needs aid in advancing Glantri's cause in the Dying Empire.

Combat: Catharine uses her powers subtly; she avoids combat if at all possible.

Catharine: 13th-level human mage; AC 10; MV 12; hp 28; THAC0 16; #AT 1; Dmg 1d4 (dagger) or by spell; SA spells; SD spells; AL N. S 9, D 12, C 11, I 17, W 9, Ch 13.

Spells:

1st level—*charm person, detect magic, hold portal, light, read magic.*

2nd level—*detect invisible, ESP, knock, levitate, locate object.*

3rd level—*haste, hold person, infravision, invisibility 10' radius, protection from normal missiles.*

4th level—*confusion, dimension door, polymorph other, wizard eye.*

5th level—*contact other plane, hold monster, magic jar, teleport.*

6th level—*death spell, invisible stalker.*

Known Proficiencies: Animal Handling, Animal Training, Etiquette, Heraldry, Language/Flaemish, Language/Thyatian Common, Reading/Writing, Riding/Land-based. Native language: Sylaire

Possessions: *cloak of poisonousness* (she knows its properties and might use it as a gift to someone she hates—Henri would be suitable, if she knew he was alive), *eyes of charming.*

Charles d'Ambreville

History: Charles was born in 695 AC on the world of Laterre. He was sickly as a child and kept mostly confined to his quarters and the quiet rooms of le Chateau d'Ambreville; he grew up introverted and shy. When he reached adulthood, he went through a brief rebellion against his nature and did some adventuring. It was then, while he was forcing himself every day to interact with people, that he met and married Isabelle Gravelotte, a fellow adventure.

After returning home, though, he reverted to his original, dull self . . . getting worse as the years wore on.

Since the events of the Land of Mists, Charles and Isabelle have moved to Glantri City, where they work at the Parliament building, handling paperwork of the Prince of Nouvelle Averoigne. Charles' life was not at all affected by the changing of the guard when Étienne disappeared; he looks after the family's interests whoever the reigning prince might be.

Personality: Charles suffers from over-acute senses. He finds almost all sensations unpleasant—loud noises, bright lights, and physical impacts upset him beyond words. Hence, he constantly shrinks away from contact with things—handshakes and demonstrations of physical affection especially—retreating into a quiet little world of his own.

Charles' mind works in a logical, ordered, even Lawful fashion, but he reacts with such distress to sensations and distractions that he's usually in a state of emotional chaos—hence his Chaotic alignment. He is probably the most brilliant of the d'Ambrevilles, but few of his kin remember the fact.

What He Says: "So. Ah. Have we met before?"

What Others Say: "It only seems like he left most of his courage back on Laterre. Actually, he was a coward, then as well."—Richard d'Ambreville.

Allies: Charles is married to Isabelle, and is considered to be (generally) harmless by his relatives. He does have an insiders' knowledge of Glantrian politics and would prove to be a useful ally in understanding the various factions and rivalries. He and Simon get along well together (the two consider themselves battle-scarred survivors of d'Ambreville family politics).

Appearance: Charles d'Ambreville is a man of average height, weight, and features. He appears to be about 50. His hair and beard are a mousy brown, his eyes an unremarkable brown. He wears modest clothing (trousers, tunics, and slippers of silk—mostly brown).

Using Charles: Charles is one of the "quiet" d'Ambrevilles; a brilliant but unstable and rather creepy individual whom the players can use as a source of information and little else. And heaven help those who try to go adventuring with him!

Combat: Combat is a nasty, noisy, upsetting business. As such, Charles avoids it at all costs, even to the extent of running away, abandoning all friends and relatives. If cornered to the extent that not even magic could get him clear, he would go berserk, attacking friend and foe indiscriminately with his spells, and then have a nervous breakdown.

Charles: 9th-level human mage; AC 10; MV 12; hp 18; THAC0 18; #AT 1; Dmg by spell; SA spells; SD spells; SW hypersensitive senses; AL CN. S 9, D 10, C 7, I 18, W 10, Ch 11.

Known Proficiencies: Ancient History, Languages/Ancient, Language/Thyatian Common, Reading/Writing, Religion, Riding/Land-based, Spellcraft. Native language: Sylaire.

Spells:

1st level—*hold portal, read magic, shield, sleep.*

2nd level—*detect invisible, invisibility, knock.*

3rd level—*dispel magic, hold person, wraithform.*

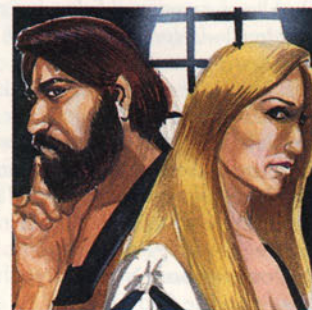
4th level—*wall of ice, wizard eye.*

5th level—*animate dead.*

Possessions: *ring of spell turning.*

Isabelle d'Ambreville

History: Born in 701 AC, Isabelle was the eldest daughter of the Gravelotte beer-brewing family of Old Averoigne. Touched with old family magic, she left home and took up the life of an adventurer. There she met and fell in love with Charles d'Ambreville, who, despite his lofty station in life, returned her affection . . . at least briefly. They returned home and he reverted to his previous bland personality. Isabelle remained faithful to him for many years, but



after the events in the Land of Mists she decided that life was too short to waste on such an uncaring man. She has become the lover of Don Diego de Belcadiz, a dashing hero of one of Glantri's elvish principalities.

Isabelle lives with Charles in Glantri City, where they handle paperwork for the reigning prince of Nouvelle Averoine. Neither she nor Don Diego particularly cares who that prince is nor wants that title.

Personality: Ignored and shut out from most of the family intrigues, Isabelle is extremely apathetic about the d'Ambreville clan, and thinks that Henri, Richard, Étienne, and the whole rotten lot of them could be swallowed by the earth with no one noticing or caring. Still, she goes through the motions at family gatherings, making little effort to cover her rising disgust with Charles and his relatives. She and Charles are effectively separated, although they still share the same abode.

What She Says: "How..... Nice" (Typical reaction to the latest d'Ambreville atrocity).

What Others Say: "She's the closest thing we have in this family to an innocent bystander—and considering her own morals, that's a pretty biting condemnation of us all"—Simon d'Ambreville.

Allies: None—well, maybe Charles. No real enemies, either.

Appearance: Isabelle is of average height and weight; though it has been many years since she was an adventurer on the road, she keeps herself in good condition. Her face is pleasantly pretty but not beautiful; she is blonde, with green eyes, and appears to be about 20 (she keeps her appearance younger than some of the d'Ambreville women).

Using Isabelle: Isabelle is an outsider to both the family and the politics of Nouvelle Averoine and can often be used as a sounding board for those frustrated with the entire clan. She will not betray any confidences, unless they threaten Charles himself.

Combat: Isabelle is an avowed noncombatant; her most common tactic is to summon up an *invisible stalker* and then flee while it covers her retreat.

Isabelle: 12th-level human mage; AC 10; MV 12; hp 28; THAC0 17; #AT 1; Dmg by spell; SA spells; SD spells; AL CN. S 12, D 9, C 10, I 17, W 11, Ch 15.

Known Proficiencies: Brewing, Fire-building, Language/Elvish (Belcadiz dialect), Language/Flaemish, Language/Thyatian Common, Language/Traladaran, Reading/Writing, Weather Sense. Native language: Sylaire.

Spells:

1st level—*charm person, comprehend languages, identify, read magic.*

2nd level—*continual light, knock, web, whispering wind.*

3rd level—*clairvoyance, dispel magic, fly, tongues.*

4th level—*confusion, hallucinatory terrain, polymorph self, wizard eye.*

5th level—*feblemind, magic jar, passwall, wall of iron.*

6th level—*invisible stalker.*

Possessions: *potion of speed.*

Simon d'Ambreville

History: Simon, fourth child of Michel and Camille, was born in 699 AC in Old Averoine. He lacked interests or motivations as a child, but all that changed after the family came to Mystara. He made friends with the Flaems in Braejr and eventually discovered the Temple of Razud, an ancient Flaemish clerical order. Simon found his calling with the temple and became a cleric, though priests of all sorts were frowned on in Braejr. Later, when priests were outlawed, Simon left the nation and became a famous adventurer throughout Mystara.

Simon visited his family at the time of Étienne's first crowning and was trapped in the Land of Mists with the rest of the family. There, Étienne's revenge-magic drove him insane, making him neutral evil for



many years. He curried favor with Charles so that brother would supply him with zombie and skeleton servants; in return, he provided food to the other family members but otherwise kept to himself. Once he was restored to life on Mystara, though, Simon's original alignment returned. He remains haunted by this experience, however—both by remorse for the evil deeds he did while mad and by fear that he might one day suffer a relapse.

In recent years, having accomplished all he felt he could in the outer world, Simon has returned to the vicinity of Glantri, becoming a hermit in the high Glantrian Alps. During the war with Alphatia, he returned to the lowlands to fight humanoids and heal the wounded and sick; eventually he was given a license to do so by the Glantrian Council of Princes. Today, he can come and go as he pleases in Glantri, though being a priest he is still viewed with suspicion by some.

Personality: Simon is a kindly, thoughtful man who comes off as more than a little sanctimonious and holier-than-thou around his relations, or anyone else who professes the values of Glantrian nobility or even expresses admiration of his relatives. Much of this is a cover for his own fears—when trapped in the Land of Mists, he became just as petty and venal as the rest of his brood. He tries to mitigate some of the damage they inflict on each other but feels he is often reduced to just patching up the wounded and raising the dead.

Simon has seen so much lunacy in his family that he determined long ago not to have children who might inherit that madness. He genuinely repents the evil deeds he did in the Land of Mists; though he long since *atoned* for them, his conscience is still uneasy.

What He Says: "Suffer the fool, the scold, the greedy, and the violent, for you will never know when you will need them," (favorite quote from the teachings of Razud, used whenever one of the other d'Ambrevilles is behaving badly).

What Others Say: "Blab, blab, blab—they must have banned clerics in the old days just to protect us from sermons like this!"—Georges d'Ambreville.

Allies: Simon is fairly close to his brother Charles (the two share a constant concern over incipient madness). He is quite close to his nephew Claude and recently has warmed to Jean-Louis's half-elven bride, Tariana. Richard and Isidore have long been friends of Simon's (as members of hunted minorities, they had much in common). However, that relationship has cooled off in recent months, and Simon is curious about what the pair are up to. His other great concern is Dame Camille, the family matriarch, and he will be suspicious of those who endanger her. He is a sworn enemy of his cousin Guillaume, and the two are kept apart on all family occasions.

Appearance: Simon is a tall (6'4"), haunted-looking man. He looks like a d'Ambreville, with thick black hair, a long ragged black beard, blue eyes, and noble features, but unlike his siblings he appears careworn and burdened by troubles. He is quite handsome and appears to be about 40. His gaunt good looks are made all the more striking by his habit of dressing in hairshirts and other rough, simple clothing. While adventuring, he wears plain gray plate mail and carries a shield with the same granite-tree symbol on it.

Using Simon: Simon's primary use to the players is as a source of healing and (if need be) raising of the dead. Alas, those very talents have marked him as one of Henri's earliest victims.

Combat: Simon is an accomplished melee fighter and does not shirk from combat. He uses his spells only in the gravest extreme; most of them are devoted to healing arts.

Simon: 20th-level human cleric of Razud; AC 1 (plate mail, shield, *ring of protection*) or 9 (unarmored, *ring of protection*); MV 12; hp 65; THAC0 8 (6 with *flail* +2); #AT 1; Dmg 1d6+3 (*footman's flail* +2); SA spells; SD spells, Turn undead; AL NG. S 12, D 11, C 9, I 16, W 18, Ch 13.

Known Proficiencies: Direction Sense, Fire-building, Fishing, Language/Thyatian Common, Language/Flaemish, Language/Traladaran, Weather Sense, Herbalism, Reading/Writing. Native language: Sylaire.

Spells:

1st level—*bless, cure light wounds (x2), detect poison, endure cold, light,*

protection from evil, purify food and drink, remove fear.

2nd level—*aid, find traps, hold person, know alignment, resist cold, silence 15' radius, slow poison (x2), speak with animals.*

3rd level—*continual light, create food and water, cure blindness or deafness, cure disease (x2), dispel magic (x2), locate object, remove curse.*

4th level—*cure serious wounds (x3), neutralize poison (x2), protection from evil 10' radius, spell immunity, tongues.*

5th level—*atonement, commune, cure critical wounds (x3), dispel evil, raise dead.*

6th level—*blade barrier, conjure animals, heal, speak with monsters, word of recall.*

7th level—*regeneration, restoration.*

Possessions: *footman's flail +2, ring of protection +1, staff of the serpent (python).*

Magdalène d'Ambreville

History: Magdalène, fifth child of Michel and Camille d'Ambreville, was born in 707 AC in Old Averogne. From the start, she was good at getting her own way, and yet she did not turn into a tyrannical, spoiled child; she did most of what her parents bade her do, and then did everything she wanted to in addition. She learned all the skills of a lady of Old Averogne, yet persuaded her relatives to teach her fencing, horsemanship, and other active skills. At the age of eighteen, she left home rather than wed an Averognese nobleman-idiot chosen for her by the family; she lived the life of an adventurer for three years, returning home just in time to accompany the family on its flight from Mystara. She journeyed around Mystara, learning about this new world before returning home.

When Étienne was assassinated and the chateau was propelled into the Land of Mists, Magdalène was particularly hard-hit by Étienne's spells of revenge. One of them turned her into a werewolf (the shock of which led to the appearance of the white streak in her hair). Upon returning to Mystara, Magdalène found other lycanthropes and founded a mutual-protection order, the Lycanthropic Society, which she has served as Presidente ever since.

During this time, she eventually fell in love with her brother-in-law, André-David de Forêt (Isidore's brother), but for years the distracted ranger was unaware of her feelings. Eventually, though, she attracted his attention and the two have recently become engaged to marry.

Personality: Magdalène is vivacious, intelligent, and emotional. One is either a fool or a saint in her eyes, with little middle ground. She holds grudges for long periods of time (such as against her brother Charles).

What She Says: "In combat, as all things, there is a noble way and a common way to do things."

What Others Say: "Bravery and beauty incarnate in the same form."—André-David de Forêt, fiancée.

Allies: André-David, of course, is a loyal partner. Magdalène is also closely allied with Richard and Isidore, and this wedding is seen by many as solidifying Isidore's hold on the family line. She hates Charles, who once accidentally buried her alive, and she still holds a grudge against Henri, who wrecked havoc among her werewolves.

Appearance: Magdalène is an elegant-looking lady—tall (5'8"), with striking features, black hair and eyes, and an intriguing white streak in her hair starting at her right temple. She appears to be about 30. She has a bold (though not provocative) manner. She's in the habit of twirling her hair around her finger when talking to people.

For formal affairs, she dresses in expensive garments in Glantrian high fashion, but for her frequent walks in the woods she switches to peasant skirts and blouses of common grades of cloth. She does not often suit up for combat; when she does, it is in swashbuckling style, with studded leather armor and a buckler.

Using Magdalène: Magdalène is the d'Ambreville most similar to a "typical" adventurer—upstanding and relatively honest, she keeps her meddling to a minimum. Her life has been busy with wedding plans for the past two months, but she is very aware that both Richard and Isidore have grown distant from her.

Combat: Magdalène, though a warrior, prefers not to fight; she is not a coward but prefers to solve problems through negotiation or bribery. In combat with monsters or ignoble enemies, she'll rely on her long bow to support her allies; only when pressed or when fighting a noble opponent will she unsheathe her sabre. She has specialized in the sabre and so gets two attacks per round with that weapon.

Magdalène: 11th-level human fighter; AC 10 (unarmored) or 2 (studded leather +3, buckler +1); MV 12; hp 56; THAC0 10 (7 with sabre +2 and specialist bonus); #AT 2; Dmg 1d6+5 (sabre +2, specialist bonus) or 1d8 (sheaf arrow); SA specialist in sabre, werewolf; SW lycanthropy; AL CG. S 14, D 13, C 13, I 14, W 10, Ch 16.

Magdalène (as Werewolf): AC 5; MV 15; HD 11; hp 56; THAC0 9; #AT 1; Dmg 2d4 (bite); SD hit only by silver or magical weapons; SW wolfsbane; SZ M; Int highly (14); AL CG.

Known Proficiencies: Dancing, Etiquette, Hunting, Language/Flaemish, Language/Thyatian Common, Riding/Land-based. Native language: Sylaire.

Possessions: *sabre +2, studded leather +3, buckler +1, normal long bow and quiver of sheaf arrows.*

André-David de Forêt

History: André-David was born in 715 on the world of Laterre. The younger brother of Isidore, he was also the youngest of five sons and had little chance of inheriting the de Forêt dominion. Though only 13 when the d'Ambrevilles left Laterre, he made an adult's choice to accompany them and make his fortune in the new world. He grew up to be an accomplished woodsman, and when he was 20 Étienne appointed him the Huntsman of Nouvelle Averogne. In that role, he managed the dominion's wildlife, kept the area around the castle free of monsters, issued permits for hunting deer and wolves (and brought to justice those who hunted in restricted areas without them), and escorted noblemen on their own hunting expeditions.

He also tried to help his sister and brother-in-law in their endless quest against the werewolves of Nouvelle Averogne. Gradually he became aware that they were no good at it (a trusting soul, he didn't then suspect that they were not actually devoted to their task). He became an effective werewolf-hunter himself.

Adventuring in Darokin, he discovered an affinity for clerical practices and realized he was a true ranger instead of a mere fighter. This was bad news as well as good; were he to develop this skill, he could be tried and executed in Braejr/Glantri for practicing forbidden clerical magic. But he set about learning these things anyway, studying for a time under a worshiper of the Immortal Zirchev (a forester and protector of animals). He accompanied the family in their time in the mists.

Years after the family's return, he finally became aware of Magdalène's interest in him. It surprised him. He'd always been a little dense where such things were concerned, and he'd never been considered much of a match, being plain (by Glantrian standards), of no noble family known to Mystara, and not a mage.

When he and Magdalène began to discuss a formal union, she revealed to him that she was a werewolf. This was a shock; he'd been hunting and killing her kind for decades. But it made him realize that she could have turned him into a lycanthrope at any time and never had. It finally occurred to him that not all werewolves were alike, and some might have ethics. He still hunts them, but now only traps and kills the ones who chronically attack human communities. He trusted Magdalène in turn with the knowledge that he was a wielder of clerical magic.

Personality: André-David is very alert; except in the company of Magdalène, he hardly ever meets his companions' eyes, instead scanning their surroundings. This is an unconscious habit. His voice is low and controlled; he has seldom been observed to shout or lose his temper.



What He Says: "Alright, I'm confused. That means our relatives must be involved."

What Others Say: "Hail the mighty hunter! He couldn't even figure out his lady-love was a lycanthrope."—Henri d'Ambreville.

Allies: André-David is close to Magdalène and hopes that their marriage is as strong and supportive as that of Richard and Isidore. In the past few months, André-David has been troubled by a growing coolness from his sister, and also from reports of a savage, uncontrolled werewolf on the loose in lands that Richard and Isidore's werewolf allies usually have under control (DM's note: this is Henri, giving occasional bent to his bestial side).

Appearance: André-David is a tall, angular man. His features are rugged and angular; in Glantri, where the ideal for male looks tend to the boyish, he is not considered particularly handsome, while in many surrounding lands he would be the object of much female attention. He wears his black hair a little long, tied into a pony-tail, and wears a close-trimmed beard and mustache; his eyes are a dark brown. He appears to be about 35.

He dresses in rugged clothes in forest colors—browns and dark greens. Were he to be tutored for years, he might learn to look comfortable in more refined clothing, but he's never had the desire to fit in that well with high society.

Using André-David: André-David is brave, stolid, and loyal—a good man to have on your side in any battle. He's also entirely lacking in guile, which almost amounts to a character flaw by d'Ambreville standards. Within the adventure, he is totally unaware of either Henri's impersonations or the suspicions of others, being wholly engrossed in his future bride. Beyond the scope of the adventure, he is an excellent ally and source of information for adventurers heading for Darokin.

Combat: André-David is a hunter first and a warrior second. He prefers to attack from ambush with ranged weapons. He has specialized with the long bow, his weapon of choice. But he is skilled with other forms of combat.

He never uses his clerical spells in combat unless a life he cares about is threatened.

André-David: 12th-level human ranger; AL CG; AC 4 (*studded leather* +3); MV 12; hp 63; THAC0 9 (8 with *bastard sword* +1, 7 with *long bow* +2); #AT 2 (longbow) or 3/2 (*bastard sword*); Dmg 1d8+3 (sheaf arrows, *long bow* +2, Strength bonus), 2d4+2 (*bastard sword* +1 wielded two-handed, Strength bonus); SA specialist in longbow, spells; SD spells; SW cannot use clerical spells without revealing his true character class; AL CG. S 16, D 13, C 14, I 11, W 14, Ch 12.

Spells:

1st level—*animal friendship*, *locate animals* or *plants*.

2nd level—*goodberry*, *speak with animals*.

3rd level—*snare*.

Ranger Skills: Hide in Shadows 77%; Move Silently 94%; Tracking proficiency; special enemy: werewolves (+4 bonus to attack); followers: bloodhounds; casts spells as 5th-level priest.

Known Proficiencies: Animal Lore, Direction Sense, Fire-building, Hunting, Language/Thyatian Common, Riding/Land-based, Set Snares, Tracking. Native language: Sylaire.

Possessions: *studded leather* +3, *long bow* +2, *bastard sword* +1/+3 vs. werewolves, normal sheaf arrows, silver-tipped sheaf arrows, silver-plated short sword.

Henri d'Ambreville

History: Henri was born in 710 AC in Old Averoine. He was the last child of Michel and Camille, born a few months after Michel died. He grew up very much in the shadow of his two oldest brothers, Richard and Étienne, resenting them for their success. Before he could do anything about it, the family moved and the center of power shifted from Richard to Étienne.

Henri discovered that he had considerable standing in Braejr just because he was a mage. Thus it was many decades before his lust for total power returned. Of his five older siblings, three (Richard, Simon, and Magdalène) were disbarred from inheriting the family title by virtue of being non-wizards, and Henri soon surpassed his

stay-at-home brother Charles in level. That only left Étienne. Eventually he persuaded Étienne's wife Catharine to help him remove that obstacle. Étienne's spells of revenge slew Henri almost immediately, the first of several deaths.

After le Chateau d'Ambreville was returned to Mystara, Henri was brought back to life with a *wish* and had a compulsion not to harm Étienne laid upon him as a *geas*. For many years he plotted to find a way to undo Étienne indirectly, without activating the *geas*. But Étienne "died" again before Henri's plans reached fruition. Henri was away from Chateau Sylaire when this happened and found out from Glantri City that Richard and Isidore had seized power in his absence. Henri plotted against the pair, with the help of Princess Dolores of Fenswick. Eventually the matter was settled in a duel between Henri and Isidore, which left Henri both infected with lycanthropy and dead.

Annoyed by this setback, and never one to abandon a useful pawn, Dolores of Fenswick arranged to have Henri returned to life. With the element of surprise on his side, Henri managed to turn the tables on Richard and Isidore, imprisoning them in their own dungeon. He then magically altered his appearance and took Richard's place, ruling Nouvelle Averoine in a borrowed form, his goal of almost three centuries within his grasp at last.

For Henri to imitate Richard, he needs an Isidore, and to that end has transformed the elf-lady Doña Carmina de Belcadiz, his paramour, into a duplicate of the Princess. His plan is to kill off every other possible claimant (i.e., every other d'Ambreville wizard), discrediting "Richard" in the process, before eventually reappearing to reclaim the throne in his own form. Unless the PCs intervene, it is a plan which stands an excellent chance of success.

Personality: Henri is pure d'Ambreville—short-tempered, vengeful, and cruel. He is notable for the slow, deliberate, rather theatrical way he makes gestures, and for the way his shoulders and lips tighten when his brother Étienne is mentioned.

Henri, even imitating Richard, is a poor ruler, letting his emotions and prejudices set policy; his unfair judgments are causing angry murmurs among his subjects. He has also raised taxes significantly to pay for the balls and parties he holds and for the presents he lavishes on his mistress. But so far he remains in complete control of the principality, and no one openly challenges his rule.

What He Says: "So many relatives, so little poison."

What Others Say: "The runt of the litter, and an ill-tempered runt at that."—Dame Camille

Allies: Henri has no allies, only enemies and pawns. In the latter category are Georges and Dona Carmina, who remain alive chiefly because of their usefulness. In the latter category is Étienne (presumed dead), Richard and Isidore (captive), and the rest of the family (fools who can be manipulated one way or another).

Appearance: Henri is a handsome, aloof man with rakish good looks and an active, vigorous manner. He appears to be about 40, with brown eyes and dark hair just going gray. A trim mustache and beard lend him a roguish appearance. He is 6'1" and lean. He prefers dark, stylish, expensive Glantrian clothes and likes to dress in princely robes in crimson and royal blue when performing official duties as Prince of Nouvelle Averoine.

Using Henri: Henri is a petty, back-stabbing, nasty individual who is trying to wipe out his entire clan and is desperate that the plan may not work. He is playing a very dangerous game, hiding in plain sight, and is alert for any sign that someone is uncovering his plot. If the player characters attract his attention, he assumes they are at Chateau Sylaire to investigate him. He uses whatever means are at his disposal to curtail or derail their investigations, either faking an attack on himself to divert their suspicions or framing them for one of the murders.

Henri has only been a werewolf for a short time; thus, unlike the other lycanthropic members of the clan, he does not have control



over his transformations (the time of the full moon is both painful and disorienting to him). To date, this has not revealed his true identity because Richard, who he is impersonating, is also a werewolf. However, a rise in grisly animal eviscerations in the area (and rumors about the disappearance of a few of the maids) has caused people to wonder about the behavior of their usually benign lycanthropes.

Combat: Henri rather enjoys conflict, so long as the odds are stacked in his favor. In his pose as Richard, he'll rely on guards, magen, and golems. If forced to fight, his favorite tactic is to summon up monster after monster to do his fighting for him and flee if his cause is lost.

Henri: 15th-level human mage; AC 10; MV 12; hp 39; THAC0 16 (13 with *dagger* +3); #AT 1; Dmg 1d4+3 (*dagger* +3) or by spell; SA spells; SD thought to be dead, spells; SW lycanthrope; AL LE. S 14, D 14, C 13, I 16, W 10, Ch 17.

Henri (as Werewolf): AC 5; MV 15; HD 15; hp 39; THAC0 5; #AT 1; Dmg 2d4 (bite); SD hit only by silver or magical weapons; SZ M; Int exceptionally (16), AL CE.

Known Proficiencies: Ancient History, Heraldry, Language/Elvish, Language/Flaemish, Language/Thyatian Common, Reading/Writing, Riding/Airborne, Riding/Land-based, Spellcraft. Native language: Sylaire.

Spells:

1st level—*charm person, friends, hold portal, magic missile, sleep.*

2nd level—*blur, ESP, invisibility, mirror image, web.*

3rd level—*dispel magic, fireball, hold person, monster summoning I, protection from normal missiles.*

4th level—*confusion, dimension door, monster summoning II, polymorph other, polymorph self.*

5th level—*animate dead, conjure elemental, hold monster, monster summoning III, teleport.*

6th level—*invisible stalker, monster summoning IV.*

7th level—*monster summoning V.*

Possessions: *dagger +3, elixir of madness, potion of extra-healing.*

Carmina de Belcadiz

History: Twin sister of Blanca de Belcadiz, born 904 AC, she has spent many years causing trouble in Belcadiz and Glantri City, often by trading places with her more reserved sister, by holding notoriously decadent parties, and by leading on two or more suitors simultaneously and then contriving for them to duel one another for her. Several years ago, she positioned her fiancé at the time, Don Hippolito of Belcadiz, against Henri d'Ambreville. But before any duel could be arranged, she discovered that she preferred Henri and couldn't stand for him to be run through. Since then, with frequent lapses, she has stayed with Henri, and remains delighted by the lavishness of the gifts and attentions he bestows upon her.

In her most recent role, Carmina is imitating Isidore herself and gets to rule besides her mock-prince, Henri (as Richard). The game so far has been enjoyable, but it is starting to wear thin, particularly since Henri seems more interested in revenge on his family than in her. Her presence in the castle is not known to anyone besides Henri.

Personality: Carmina is a sensual, self-absorbed elven lady interested only in romance and pleasure. She does not fret over the dislike many of the d'Ambrevilles demonstrated for her as Henri's paramour (they're just jealous!). She is beautiful and assertive, and possessed of the quick temper that afflicts many members of her clan.

What She Says: "Oh, pooh. Don't kill him—just torture him a bit."

What Others Say: "Sometimes you can look in her eyes and just see ideas struggling to escape,"—Simon d'Ambreville, after an early meeting.

Allies: Henri, of course, is the only ally that matters, and the only individual who truly knows of Carmina's dual role (even Georges believes her to be the real Isidore, somehow under Henri's spell). Eventually it might dawn on her that since she imitates the official magic-using ruler, she does not need Henri at all. Unfortunately, taking on Henri requires more care and planning than she is capable of.

Appearance: Carmina is a small, waiflike elven woman with a deceptively innocent face and an experienced eye. She loves to wear low-cut, form-fitting dresses (usually red) and lots of jewelry—neck-

lace, earrings, a high jeweled comb in her hair, rings, bangles.

Using Carmina: Carmina is a weak link in Henri's plan—she is bored, and not delivering the level of performance necessary to keep inquiring relatives at bay. Henri will soon, in any event, arrange an accident for his "dear Carmina," and at that point she will need allies—such as kind, benevolent, and easily manipulated player characters.

Combat: Carmina comes from a proud tradition and is not afraid to fight. If pressed into combat, she'll use her *wand of polymorphing* against attackers, relying on her native spells only when it runs out of charges or proves to be useless. Neither is she reluctant to use her dagger on an opponent.

Carmina: 7th-level elf mage; AC 7 (Dexterity bonus); MV 12; hp 28; THAC0 18 (16 with *dagger* +2); #AT 1; Dmg 1d4+2 (*dagger* +2) or by spell; SA spells; SD spells; AL CN. S 13, D 17, C 12, I 14, W 9, Ch 18.

Spells:

1st level—*charm person, magic missile, shield, sleep.*

2nd level—*invisibility, ray of enfeeblement, Tasha's uncontrollable hideous laughter.*

3rd level—*fly, lightning bolt.*

4th level—*polymorph self.*

Known Proficiencies: Dancing, Disguise, Etiquette, Language/Sylaire, Language/Thyatian Common. Native language: Elvish (Belcadiz accent).

Possessions: *oil of slipperiness, wand of polymorphing (7 charges), philter of love, dagger +2 (carries on her even in Isidore's form).*

Gaston d'Ambreville

History: Born in 725, the eldest son of Marie-Hélène and Marcel d'Ambreville, Gaston was always a disappointment to his mother—he was too thoughtful, not ambitious enough. During the time the d'Ambrevilles were trapped in the Land of Mists, he was afflicted with a condition called lunacy, which forced him to howl at the moon and occasionally to lose his memory. To this day, he has occasional fits of amnesia and is sometimes found wandering the woods.

Though he was appointed Constable of the town of Vyonnes for several years, he has quit that post to pursue his true love: painting. He is a brilliant artist who does both portraits and landscapes, and in the last few years his services have become much in demand.

Personality: Gaston is unmarried, absent-minded, a bit of a romantic, and very kind-hearted (when he notices that someone needs sympathy or help).

What He Says: "That face! That profile! Come, you must pose for me!"

What Others Say: "I think he left his attention-span back in the mists"—Isidore d'Ambreville.

Allies: Gaston is very loyal to both his mother Marie-Hélène and his younger brother Guillaume, though they think little of him or his abilities. Should the principedom somehow swing his way he would probably abdicate in Guillaume's favor. The rest of the family treats him with amused tolerance.

Appearance: Gaston is lean almost to the point of emaciation. He stands 6' tall and has black hair and dark, soulful brown eyes; he appears to be about 30. He dresses in good-quality clothing spattered with paint. He tends to alternate between a dreamy, unfocused expression and the sudden, intense, dramatic focus of an artist.

Using Gaston: Gaston is the archetypal ditzzy wizard with a twist—most of his attention is directed towards his paintings. Any character with an interest in art may find Gaston as a suitable instructor; his portraits are legendary in Glantri.

Combat: Gaston is not afraid of combat, but the usual load of spells he carries is not suited to adventuring. Caught without any



spell or weapon worth using, he flees but will not be afraid to return later, when he's ready for warfare.

Gaston: 9th-level human mage; AC 10; MV 12; hp 30; THAC0 18; #AT 1; Dmg 1d4 (dagger); SA spells; SD spells; SW periodic bouts of amnesia; AL NG. S 9, D 9, C 17, I 18, W 15, Ch 12.

Spells:

1st level—*cantrip, identify, light, Tenser's floating disc.*

2nd level—*continual light, locate objects, strength.*

3rd level—*dispel magic, fly, water breathing.*

4th level—*improved invisibility, minor creation.*

5th level—*telekinesis.*

Known Proficiencies: Artistic Ability/Painting; Cooking, Heraldry, Language/Elvish, Language/Flaemish, Language/Thyatian Common, Reading/Writing. Native language: Sylaire.

Possessions: *gem of seeing, carpet of flying.*

Guillaume d'Ambreville

History: The younger brother of Gaston, Guillaume was born in 727. Though better-suited to magical studies than to training in weapons, he has grown up the aggressive, ambitious man Marie-Hélène wishes both her sons had become.

Just before the Forty Years' War, Guillaume married Jaana (Janette) Toorden, daughter of a poor but influential Flaemish noble family. At the start of the war, at Guillaume's insistence, Étienne appointed the two of them the Cultural Censors of Nouvelle Averoine, whose job it was (officially) to hunt down and kill clerics practicing illegally. In actuality, the two of them tracked down and provided succor to clerics who were enemies of the Flaems, capturing and executing only those who were unwilling to help against the government of Braejr. But after the war was over, the two of them started performing their role for real, keeping the principality free of "dangerous dissident priests." Though the banning of all clerics has been dropped by the Glantrians, Guillaume remains suspicious of all priests and priestess.

Personality: Guillaume has a fanatical hatred of holy men and the Immortals, cloaked in a strong sense of duty. Guillaume feels no qualms about executing men and women whose only crime involves obeying the dictates of their Immortal patrons. Ambitious and intolerant.

What He Says: "The Immortals use faith to imprison their worshippers and prevent them from attaining their ultimate potential. Is it any wonder that a nation of knowledge, of magic, and of culture rejects their blandishments and punishes their agents?"

What Others Say: "As dangerous as a rabid wombat, but not nearly as charming"—Simon d'Ambreville.

Allies: Guillaume's strongest supporter is his mother, Marie-Hélène, who believes that if male heirs keep disappearing or dying on her sister's side, then Guillaume is the obvious choice to rule. Something horrible happening to Isidore and Richard would not offend either Marie-Hélène or Guillaume, who believes his cousins are "soft" on religion. He and Simon are sworn enemies.

Appearance: Guillaume is a tall, beefy man, built like a warrior although he's actually a mage. He dresses in pseudo-military tunics and pants decorated with stripes and piping and carries himself like the military officer he has occasionally been. His hair is a dirty blond, and he wears a trim mustache and beard; his eyes are blue. He is handsome and appears to be about 30.

Using Guillaume: Guillaume is a perfect opponent for clerical player characters, in that he will continually keep an eye on them, ready to prosecute and punish should they overstep their bounds (cast curative spells without a permit, try to open a shrine, preach to the unwashed, etc.). Within Chateau Sylaire, he is limited by the wishes of his cousins on the throne, but beyond their grasp he can enforce his laws without their influence.

Combat: Guillaume is a courageous adventurer who carries

many spells suited to combat; he prefers to stand behind the line of warriors and train ranged attacks on his foes. He's proud of the success he's had with knife-fighting and will enchant himself to be more formidable before mixing it up in melee combat.

Guillaume: 10th-level human mage; AC 2 (*bracers of defense*); MV 12; hp 35; THAC0 17 (15 with *dagger +2*, 14 with *staff*); #AT 1; Dmg 1d4+2 (*dagger +2*) or 1d6+3, +6, or +9 (*staff of striking*, depending on the number of charges expended) or by spell; SA spells; SD spells; SW hatred of clerics; AL LN. S 13, D 13, C 16, I 17, W 9, Ch 10.

Spells:

1st level—*magic missile (x2), shield, sleep.*

2nd level—*detect invisible, knock, strength, web.*

3rd level—*fireball, haste, lightning bolt.*

4th level—*polymorph other, polymorph self.*

5th level—*feeblemind, wall of stone.*

Known Proficiencies: Blindfighting, Language/Flaemish, Language/Thyatian, Reading/Writing, Riding/Land-based. Native language: Sylaire.

Possessions: *bracers of defense AC 2, dagger +2, staff of striking (18 charges).*

Janette d'Ambreville

History: Janette was born in 764 AC with the name Jaana Toorden, the daughter of a once-mighty Flaemish family that had become impoverished over the years. But the family was known for its wisdom and still held power by providing generations of advisors to the king of Braejr. During the Forty Years of War, she worked with her husband Guillaume to ferret out clerics for the Flaems, rescuing those who supported the d'Ambrevilles' secret aims and executing the rest. After the war, she wholeheartedly joined her husband in upholding Glantrian law and rooting out all clerics. She believes that she is making Glantri stronger by purifying it of elements it does not need, and recent decisions to license clerics to cast healing magic have upset her greatly.

Her great secret, unknown even to herself, is that she is not the real Jaana Toorden. During the events in the Land of Mists, the original Janette was killed (and eaten) by an ogre maidservant who believed *she* was the real Janette, and it was this ogre whom Étienne mistakenly resurrected. Since so many d'Ambrevilles had been polymorphed into monster form, the substitution was never discovered; even the imposter believes herself to be the real Janette. Since Étienne used Immortal-level magic to resurrect his relatives, spells such as *dispel magic* cast by mortals cannot cause her to revert to ogre-form; in effect, she is now Janette d'Ambreville, with all the abilities and (most of) the memories of the original.

Personality: Janette is as fanatical as her husband and extends her hatred of the clergy to all those who support (read: tolerate) their presence. Unlike Guillaume, she would gladly pitch the entire d'Ambreville family into the Abyss in her pursuit of national purity.

What She Says: "Nation after nation has fallen to the meddling of the Immortals—Alphatia, Thyatis, and Sind. We must be ever vigilant, ever ready to respond to save our own peoples."

What Others Say: "There is nothing in my faith which specifically prohibits slapping a woman silly, and were she not married to my blood, I would be sorely tempted"—Simon d'Ambreville.

Allies: Janette has Guillaume, and that's about it. If Guillaume ever takes command, there will be a bitter fight between Janette and Marie-Hélène for Guillaume's ear, which would leave one of the two women dead. Like Guillaume, she has a hatred of Simon, the priest d'Ambreville, and extends that hatred to André-David, whom she suspects of using priest spells.

Appearance: Alongside the pale-skinned, dark-haired d'Ambrevilles, Janette is something of a standout. She is of average height (5'4") and a bit overweight but still quite attractive. She has coppery skin and startling red hair due to her Flaemish descent. She dresses in flowing dresses of forest green and always, regardless of her state of dress, wears a long single strand of pearls; she compulsively fiddles with the necklace, and when she's agitated looks as though she wants to strangle someone with it. She appears to be about 30.



Using Janette: Janette is at her best when she is making Guillaume look rational, playing “bad wizard” to his “good wizard” (well, “less-bad wizard”). Unlike her husband, she is more of a plotter and schemer, willing to trick or trap priests into performing actions which carry a penalty under Glantrian law.

Combat: Janette is a skilled illusionist who uses her spells to confound her enemies while her allies finish them off. Because she is heir to ancient Flaemish knowledge, she knows many spells that are uncommon elsewhere in Mystara, and she guards these secrets very well.

Janette: 9th-level human illusionist; AC 8 (Dexterity bonus); MV 12; hp 25; THAC0 18 (15 with staff); #AT 1; Dmg 1d6+3, +6, or +9 (staff of striking, depending on the number of charges expended); SA spells; SD spells; SW hatred of clerics; AL LN. S 9, D 16, C 10, I 16, W 9, Ch 12.

Spells:

1st level—audible glamer, cantrip, charm person, dancing lights, phantasmal force.

2nd level—blindness, blur, detect invisible, invisibility.

3rd level—fly, infravision, invisibility 10' radius, phantom steed.

4th level—fear, hallucinatory terrain, wizard eye.

5th level—advanced illusion, shadow door.

Known Proficiencies: Language/Elvish, Language/Sylaire, Language/Thyatian Common, Reading/Writing, Religion, Riding/Land-based, Spellcraft. Native language: Flaemish.

Possessions: staff of striking (14 charges).

The Third Generation

Jean-Louis d'Ambreville

History: First son of Étienne and Catharine, Jean-Louis was born in 806 AC. He grew to adulthood during the forty-year civil war in Braejr and was one of his father's most effective underground fighters. Once the nation was settled he left home to begin a career of adventuring in Darokin and Ierendi, returning to Glantri shortly before his father's first coronation.

Once returned with the rest of the family from the Land of Mists, he decided that what Glantri really needed was some inspiration for its downtrodden warriors. He began organizing boxing and wrestling competitions all over the nation. He trained young warriors and encouraged them to win their fortunes in lands that were not so restrictive of fighters. He spoke sedition against Glantri's laws, but so civilly and carefully that the Council of Princes could never bring charges against him. He also went adventuring again, winning a fortune large enough to sustain him should Glantri turn hostile; it is hidden away in neighboring Darokin.

A few years ago he married another adventurer: Tariana, an elfen fighter/cleric who has concealed her priestly profession. He helps her organize groups of priests within Glantri's borders, an act of treason for which they both could be put to death. But this sort of risk only adds spice to his life.

Personality: Charming, eloquent, and intelligent, Jean-Louis is the very model of his father but lacks the overweening ego of his progenitor. He does not tolerate his intellectual inferiors and will subtly insult and infuriate them, but never in a direct manner. The only clue the victim has of being made the butt of his jest is a wide-eyed, innocent glance or a knowing smirk and wink.

What He Says: “Only one seriously lacking in intellect would fail to see the satirical subtext in that statement.”

What Others Say: “What did he mean, yesterday, by ‘lacking in intellect’?”—Guillaume d'Ambreville.

Allies: Jean-Louis is well aware that he is out of the “leadership derby” by the nature of his own class (fighter) and his wife's (fighter and secretly priest). However, he wishes to see his father's



inheritance kept in good order. Until recently, he felt that Richard and Isidore served the position admirably, much better than Henri would have, but he is now having his doubts and wondering if the throne turns every d'Ambreville who sits on it into an unreasonable tyrant. He remains very close to his mother, Catharine, and respects his late father's memory. He is on good terms with his brother but neither knows the other's secrets (the two have respected each other's privacy since childhood). Despite several years of marriage he treats Tariana with all the gallantry of an ardent suitor and delights in paying her small courtesies.

Appearance: Jean-Louis is a burly man who dresses in such an elegant fashion that it's easy not to notice his imposing size and physical build. He dresses in colorful, swashbuckling silk garments decorated with fancy lace and velvet linings; he usually wears a large-brimmed hat flaunting a colorful feather. He wears a rapier with a jeweled hilt in a sheath hung on a red velvet baldric. His hair is wavy and black; his mustache and beard are close-trimmed and pointed. He appears to be about 40.

Jean-Louis usually has a small knife in his hands, a stiletto that he twirls, points with, and constantly waves about. He only puts it away when in the immediate vicinity of the ladies.

Using Jean-Louis: Jean-Louis is a behind-the-scenes player in the political dance of Glantrian life. Those who cross him will quickly find themselves being subtly mocked, the subject of rumor and jest. Those who lash out against him will end up dead. He has a great deal of influence in Darokin, and those befriended by him may find many doors open to them. If aided by the player characters in his time of need, he can become a valuable ally.

Combat: Jean-Louis is a proficient fighter who is adept at every sort of combat—foot and horseback, heavy armor and light, melee and ranged. For him, though, fighting is only a means to an end, sorely lacking in the beauty he sees in non-lethal forms of competition.

He routinely carries a rapier, a civilized weapon that can be worn in court and in which he happens to be specialized.

Jean-Louis: 12th-level human fighter; AC -2 (chain mail +3, Dexterity bonus); MV 12; hp 54; THAC0 9 (6 with rapier +2 and specialist bonus); #AT 2 (rapier or bastard sword) or 3/2 (any other weapon); Dmg 1d4 (stiletto) or 1d6+5 (rapier +2, specialist bonus) or 1d8 (bastard-sword, one-handed) or 2d4 (bastard sword, two-handed); AL CG. S 15, D 18, C 13, I 12, W 9, Ch 10.

Known Proficiencies: Etiquette, Language/Elvish, Language/Flaemish, Language/Thyatian Common, Reading/Writing, Riding/Land-based, Seamanship. Native language: Sylaire.

Possessions: chain mail +3, rapier +2, brooch of shielding (63 points).

Tariana d'Ambreville

History: Tariana was born in 988 AC, the daughter of an Alfheim elf-woman of Clan Chossum (an outgoing traders' clan) and an unknown adventurer she loved on her travels in Karameikos. Her man died during their adventures and Tariana's mother died giving birth to her. She was raised among the Chossums, well-treated but always at a distance from her elf cousins. In order to feel that she truly belonged to something, she joined the Temple of Terra, a clerical order whose Immortal protected the forest races of Mystara.

In 1,007 AC, when Tariana was 19, the Shadow Elves invaded Alfheim and conquered the forest land. The Alfheim clans fled. Tariana joined the northern migration that struggled to reach the land of Wendar, north of Glantri. Sent into Glantri as part of a raiding-group to steal food, she met and was aided in her mission by Jean-Louis d'Ambreville. Once her relatives were safe in Wendar, she returned to him; they wed within the year.

Tariana is not fond of Glantri's prohibition against clerics. With her husband, she organizes small sects of clerics within the nation, and wherever possible breaks captured clerics (of good alignments) free of imprisonment.

Personality: In her own domain of the wilds, Tariana is confident, direct, and open. She tends to look nervous when surrounded by large numbers of people (as often happens in Chateau Sylaire).

What She Says: “Elves, like humans, resist blatant and over-

reaching labels. The Belcadiz elves, for example, are closer to the scheming human mages of Glantri than any Shadow Elf that ever crawled out of the Land Below."

What Others Say: "A young elven bit of fluff. Jean-Louis will soon tire of her."—Henri, who has no reason to chat about elven "bits of fluff."

Allies: Another outsider to the family, Tariana is loyal to Jean-Louis and suspicious of most of the rest of the clan—particularly Guillaume and Janet, who seem rabid in their hatred of any and all priesthoods. She has recently become friendly with "Uncle Simon," whom she thinks unusually reasonable (for a d'Ambreville).

Appearance: With a little care spent on her appearance, Tariana could easily pass for full human, but when she does not bother to dress to mislead it is obvious that she is of elvish blood. Her hair is blonde, but a brighter gold than most humans enjoy; her features and build are also delicate in a way that hints at some elven ancestry—beautiful but in a lean, ethereal way. She is of average height (5'4").

Though she wears both formal and informal garments well, Tariana tends to dress either in swashbuckling clothing resembling her husband's but made in shades of green or in simple gowns of any bright color. She appears to be about 20.

Using Tariana: Tariana is basically a good individual whose interest in humans stops at Jean-Louis. During the adventure, she will consider anyone who heals Jean-Louis's injuries a trusted ally.

Combat: Tariana pretends to be a simple fighter and so does not use her spells in combat except when her life or Jean-Louis's is in immediate danger.

Tariana: half-elven, 6th-level fighter/6th-level cleric of Terra; AC 4 (chain mail & shield); MV 12; hp 32; THAC0 15; #AT 1; Dmg 1d8 (sheaf arrow) or 1d4+1 (sickle); SA spells, half-elven abilities; SD spells, half-elven abilities; SW must conceal clerical abilities; AL CG. S 15, D 14, C 13, I 17, W 15, Ch 14.

Spells:

1st level—*animal friendship*, *bless*, *cure light wounds* (x2), *detect evil*.

2nd level—*find traps* (x2), *know alignment* (x2).

3rd level—*cure disease*, *remove curse*.

Known Proficiencies: Hunting, Language/Orcish (Broken Lands), Language/Syldre, Language/Thyatian Common, Reading/Writing, Riding/Land-based, Native language: Elvish (Alfheim dialect).

Possessions: *ring of fire resistance*, *boots of elvenkind*.

Claude d'Ambreville

Fallen Vampire Paladin

History: Claude was born in Nouvelle Averogne in 810 AC, younger brother to Jean-Louis. Like his brother, Claude did not exhibit any magical ability as a child. Unlike Jean-Louis, though, he was so graced with strength and goodness of will that he grew up as a paladin, eventually learning to cast some clerical spells. He has kept his paladinhood a secret from the family.

After the family's return to Mystara from the Land of Mists, Claude spent years on the road adventuring throughout Glantri. A few decades ago, while seeking to rid the principality of Boldavia of some of its many vampires, he was defeated by Lady Tatyana Gorevitch-Woszlany, the Prince of Boldavia's sister and a powerful vampire in her own right. She killed the crusading paladin and turned him into an undead creature himself and her unwilling servant.

Under Prince Morphail's orders, Tatyana kept Claude in the Tower of Igorov for years, where he used the name "Nikolai" to conceal his identity. In time, the two fell in love, and both grew to hate their undead state and long for the "true life" again. As her servitor, he was forced by magical compulsion to do whatever she demanded of him; yet since he never *willingly* performed an evil act, and since he did good on his nocturnal missions whenever he could,

he avoided being totally corrupted. But since he has not redeemed himself for evil acts committed while under Tatyana's sway, he no longer receives any of the paladin's special powers or benefits.

Now that forces of evil are conspiring to turn Glantri into a nation of darkness, Lady Tatyana has sent Claude home. He has been forced to tell his family that he's been adventuring abroad under an alias (partially true) and returned home for the wedding; in fact, he's here to spy on his family and to investigate strange prophecies that vampire seers have beheld about odd Immortal activity concerning the d'Ambrevilles.

Claude has remained distanced from his family members, the better to conceal the fact that he cannot go abroad in the daylight . . . and that he is tormented by his state as a slave of evil and traitor to his family. He only appears at family dinners and roams the vicinity of the castle at night.

Personality: Claude is the most guilt-ridden member of the clan—guilty about his former ability to wield priest spells, guilty about his status as a fallen paladin, guilty about the love he feels for Lady Tatyana (and she for him), guilty about spying on his own flesh and blood, and guilty about his present status as an undead. He walks the thinnest of lines and hopes for release from his vampiric nature. Those who encounter Claude will find him polite, shy, and reticent, more than willing to help but unwilling to add to the blood already on his hands.

What He Says: "Loyalty is the highest praise."

What Others Say: "He's acting furtive, suspicious, and guilty. Nice to see Étienne's boy is finally becoming a real d'Ambreville"—Marie-Hélène d'Ambreville.

Allies: Claude is close to his elder brother Jean-Louis but has not burdened him with his secret. Like his brother he remains loyal to Étienne's legacy, even if he is not capable of seizing it. He was once close to his uncle Simon but has kept his distance from the priest since his return, lest Simon ferret out his secret. Claude is firmly under the thumb of Lady Tatyana and cannot disobey a direct order of hers.

Appearance: Tall (6'3"), with black hair, light blue eyes, and a lean, bony frame, Claude resembles his uncle Simon more than he does either of his parents, a fact that has sometimes lead to nasty remarks at Catharine's expense. He is even more pale than most of the d'Ambrevilles. He is also a stylish dresser, preferring swashbuckling outfits in dark hues (blacks and purples especially). About his neck he wears a locket at all times; inside is an antique miniature of the Lady Tatyana. He is the object of much romantic conjecturing, for he is extremely handsome, youthful (he appears to be about 25), and surrounded by an air of tragedy that many a young maiden would like to ease.

For combat situations, Claude wears plate mail (with a gold-colored tabard featuring the d'Ambreville crest over it) and carries a two-handed sword.

Using Claude: Claude is a tool of Boldavia, and a DM wishing to send his or her players into a vampire's lair can use Claude as a link. Curing Claude is possible, using a *wish* (he would never himself ask his relatives for such aid) or his own death and subsequent raising (not a pleasant concept, but one he had considered). Were he to be rescued by some such means, he would seek to cure Lady Tatyana as well. Player characters of extremely good alignment may find Claude as a secret ally in their own work.

Combat: Claude is a brave warrior. Though he has been forbidden by Lady Tatyana to initiate attacks or take his own life, he hopes to find release in combat. Whenever attacked, he goes after the most ferocious enemy and fights as aggressively as possible. Claude is a master of the two-handed sword, but his weapon specialization will grant him no benefits until he has redeemed himself.

Claude's abilities both as paladin and vampire are presented here, as Claude may appear in his original form in dream sequences.

Claude the Paladin: 10th-level human paladin; AC 1 (*field plate* +1); MV 12; hp 54; THAC0 11 (7 with *two-handed sword* +2 plus Strength and specialist bonuses); #AT 2 (two-handed sword) or 3/2 (other); Dmg 1d10+7 (*two-handed sword* +2 plus Strength and specialist bonuses); SA paladin abilities; SD paladin abilities; AL LG. S 18/43, D 12, C 10, I 12, W 13, Ch 17.



Claude the Vampire: AC 1; MV 12, fly 18 (in bat form, MC C); HD 8+3; hp 54; THAC0 11 (7 with *two-handed sword* +2 and Strength bonus); #AT 1; Dmg 1d6+4 (unarmed) or 1d10+6 (*two-handed sword* +2, Strength bonus); SA energy drain 2 levels, Strength 18/76, *charm person* ability, summon animals; SD regeneration, gaseous form, *shape change*, *spider climb*, immune to non-magical weapons and to *sleep*, *charm*, and *hold* spells, poison, and paralysis—spells based on cold or electricity cause half damage; SW garlic, mirror, lawful good holy symbols, direct sunlight, running water, stake through heart, holy symbols, must be invited into new buildings, angst; SZ M; Int very (12); AL LG; XP 8,000.

Spells: None in his current vampire form; in paladin form he has the abilities of a 2nd-level priest and usually prays for the 1st-level spells *bless* and *command*.

Paladin Abilities: (None currently functional) detect evil intent 60', +2 bonus to all saving throws, immune to disease, heal up to 20 hp/day by laying on hands, aura of protection, projects 30' circle of power when wielding *holy sword* (does not currently possess one), turns undead as 8th level, call for war horse, cast priest spells.

Known Proficiencies: Healing, Language/Thyatian Common, Language/Traladaran, Reading/Writing, Riding/Land-based. Native language: Sylaire.

Possessions: *field plate* +1, *two-handed sword* +2.

The Fourth Generation

This is the generation of d'Ambrevilles born after the family's return from the Land of Mists; they are thought of as the fourth generation regardless of whether their parents were of the second or third generation.

The d'Ambrevilles are not very prolific; only three children have been born in the thirty years since their return. None of this generation has married yet, but then family members always did marry late. All three are sane and outgoing, so the family does not fear that it is dying out.

Two of the fourth-generation d'Ambrevilles are useful as romantic interests for player characters who are interested in such relationships.

Michel d'Ambreville ("Young Michel")

History: Born in 981, Michel is the son of Guillaume and Janette.

He was a quiet, timid child (he was terrified early with the knowledge that his parents hunted down and killed people who "did wrong" and so strove always to "do right") but became rebellious in his youth and quite independent as an adult. Born with only a limited knack for magic, Michel has become a popular entertainer.

Personality: Michel is a rarity in Mystara—a cautious bard. He has the idea of proper behavior ground into him, such that he considers each move with an eye towards staying out of trouble. Away from the family mansion, he tends to be timid when dealing with strangers, except when he is performing.

What He Says: "This isn't going to be illegal or anything, is it?"

What Others Say: "The boy's got promise. If only he had a different set of progenitors"—Simon d'Ambreville.

Allies: Michel is on good terms with André-David and with his cousin Monique. He respects Claude and admires Jean-Louis for "going his own way" in life. He is more than a little afraid of his parents and always strives to do the best thing in their eyes. This is not always the best thing as far as the rest of the world is concerned.

Appearance: Named for his great uncle, Camille's husband, Young Michel is nothing like the man (in fact, he's more like his grandfather, Marcel). He's darker and more thick-set (overweight, in fact) than the usual pale, ethereal d'Ambreville. Michel dresses in bright gypsy-like clothes (a taste he picked up from the Tral-



adarians of Boldavia) and wears leather armor dyed black when adventuring. He appears younger than his actual 32 years, but this is due to health and ancestry, not to magic.

Using Young Michel: Young Michel has been dominated by his parents for most of his life. He's a rebel looking for a cause. Someday he is going to go against the wishes of his parents, and the resulting family squabble will make the Blood War look like an apprentice's cantrips.

Combat: Michel avoids fighting where possible. He learned his fighting style from André-David and prefers ambushes with the bow. He is no coward, though, and will fight for those he loves.

Young Michel: 5th-level human bard; AC 4 (leather armor and Dexterity bonus); MV 12; hp 20; THAC0 18; #AT 1 (long sword) or 2 (long bow); Dmg 1d8 (sheaf arrow or long sword); SA bard abilities, spells; SD bard abilities, spells; AL NG. S 9, D 18, C 10, I 14, W 12, Ch 15.

Spells:

1st level—*cantrip*, *phantasmal force*, *ventriloquism*.

2nd level—*flaming sphere*.

Known Proficiencies: Language/Thyatian Common, Musical Instrument/Hammered dulcimer, Musical Instrument/Lute, Singing. Native languages: Sylaire and Flaemish.

Bard Abilities: Climb Walls 80%; Detect Noise 70%; Pick Pockets 20%; Read Languages 5%; affect mood; 25% chance to identify magical items.

Possessions: *ring of feather falling*, *scarab vs. golems (any golem)*.

Monique d'Ambreville

History: Monique is the first child of Richard and Isidore, born in 982 (only a few years after the family's return from the Land of Mists). She inherited very strong magical abilities and was trained in magic from youth by her uncle Étienne. Monique has spent most of her adult life in Glantri City, learning at the Great School of Magic, and is closer to Étienne and Catharine than her own parents.

Personality: Monique is normally seen with a thoughtful, concerned look on her face. She is not really as unhappy as she looks; it's just a trick of her features. She is interested in newcomers to the area, particularly other wizards with spells that are not part of the standard curriculum in Glantri City.

Though both her parents were werewolves, she did not inherit the curse; on the other hand, she becomes very strange during the nights of the full moon (giddy, with her alignment verging on CG).

What She Says: "Something is amiss here. Something." (a common statement, whether about faulty silverware arrangement or kidnapped parents).

What Others Say: "The future of the d'Ambrevilles is assured"—Isidore d'Ambreville.

Allies: Monique is respectful of her parents but not particularly close to them, having spent the bulk of her life in the more cosmopolitan setting of Glantri City. Étienne and Catharine acted almost as surrogate parents during her youth, and since Étienne's disappearance she counts on Catharine as a confidante (mainly through correspondence).

Appearance: The classic d'Ambreville noblewoman, Monique is fair, with black hair and blue eyes; there is an exotic slant to her eyes not found in most of the family (though Camille claims her grandmother bore that trait). She seldom smiles. She is tiny (5' and slight) but very direct and unflinching, so people tend to remember her as being taller than she actually is.

She prefers silk robes with flaring sleeves and skirts in tiered variations of one color (thus one dress may be tiers of different shades of blue, another of shades of gold and yellow, etc.). She appears younger than her true age of 31; this is due to ancestry rather than magic.

Using Monique: Monique is the future heir of Nouvelle Ave-



roigne, provided nothing goes wrong. Henri wants to ensure that something does go wrong and thus has targeted the young spellcaster as the first victim of his murder plot. Monique is unaware of Henri's and Carmina's impersonation and ascribes her parents' coldness to the political madness which seems to afflict all her relations. Recently she has become seriously worried that their lycanthropic natures have gotten out of control and has written secretly to Prince Malachie du Marais, a well-known werewolf friendly with the family, asking his expert opinion.

Combat: Monique is a fighting mage who is experienced with combat spells and knife. She naturally prefers to stand off at range and supplement the fighting prowess of companions who are more comfortable with front-line work. She prefers to soften up the opposition with a *sleep* spell and then direct more damaging spells against individual opponents who remain awake.

Monique: 5th-level human mage; AC 10; MV 12; hp 24; THAC0 19; #AT 1; Dmg 1d4 (dagger) or by spell; SA spells; SD spells; AL NG. S 9, D 13, C 12, I 18, W 15, Ch 14.

Spells:

1st level—*cantrip*, *magic missile*, *sleep* (x2).

2nd level—*mirror image*, *web*.

3rd level—*protection from normal missiles*.

Known Proficiencies: Etiquette, Language/Thyatian Common, Reading/Writing, Riding/Land-based, Spellcraft. Native language: Sylaire.

Possessions: *wand of magic missiles* (30 charges), three *beads of force*.

Georges d'Ambreville

History: Georges, born in 990 AC, is the second child of Richard and Isidore. He grew up knowing instinctively how to wrap his parents around his little finger. When he flunked out of the Great School of Magic, he convinced them that he has no magical potential and that everyone at the school (especially Étienne) hated him. When he collapsed during weapons training, he convinced them that he could not abide the heat from wearing armor and thus was not suited to warfare. In short, he has convinced them that he is too delicate and unhappy to be made to learn any sort of useful skill, when in fact he's just too lazy to work at anything.

Georges knows how to talk nicely to his uncle Henri and acts as a spy for the prince . . . so long as it doesn't require too much work of him.

Personality: There is a story that in the Great School's library, someone pasted Georges' picture in a dictionary next to the entry "useless." He is a perfect sycophant and lackey—fawning over those in power while trying to avoid anything that resembles heavy lifting. He considers the long history of d'Ambrevilles to be merely an excuse for him not to have to do any work, though he will exert himself to keep that benefit, if absolutely necessary.

What He Says: "A most informed and puissant choice, Milord/Milady."

What Others Say: "The blood of Camille's line has run thin indeed, to produce this weed."—Marie-Hélène d'Ambreville.

Allies: Georges is a supporter of Henri and the only member of the family who knows of his masquerade, gladly selling out his own parents for the opportunity to have a guaranteed life of ease. Everyone else holds Georges in a state ranging from distaste to disgust.

Appearance: Georges is not an inspiring sight. He is of average height, overweight, with long brown hair worn unbound (and uncombed), a perpetual stubble, and dark eyes. His features might be considered handsome if he ever twisted them into anything but a grimace of disapproval. He wears old robes and shoes and is even paler than most d'Ambrevilles (excluding Claude) because he hates going out in the sunlight. His distaste for daylight is so dramatic and well-known that it tends to divert people from noticing Claude's similar problem.



Using Georges: Georges is Henri's agent among the rest of the family, gathering information and gossip, and raising the flag if anyone suspects what Henri is up to. He will try to get in tight with newcomers to ascertain who is hiring them and what they are up to, then report back to "Richard," gladly betraying any confidence if it gains him an advantage. He is an unctuous, unpleasant, dangerous little rat, and possibly is the only member of the family whose death would not cause plans for revenge.

Combat: In dangerous situations, George runs away as fast as humanly possible. He might be persuaded to stick a knife in someone if his life depended upon it.

George: 0-level human; AC 10; MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d4; AL NE. S 10, D 12, C 9, I 17, W 9, Ch 12.

Known Proficiencies: Artistic Ability (Acting), Language/Thyatian Common. Native language: Sylaire.

Possessions: None.

Retainers, Employees, Servants, and Others

The d'Ambrevilles employ many people—domestic servants, soldiers, and specialists. This section describes some of the more important family retainers, a few of the wedding guests, and other characters important to the adventure.

Anatoile LeFanu, Chef

Utterly engrossed in his work, Anatoile is a temperamental genius. His interests start and stop with the kitchen, where he reigns supreme—even the reigning prince or princess steps lightly here, for fear of offending this jewel among chefs. His sole response to the murders will be to take offense at the way they distract from his culinary achievements. He is one of the few members of the d'Ambreville household who has never bothered to learn Thyatian Common; he speaks only Sylaire.

Anatoile the Chef: 0-level human; AC 8 (Dexterity bonus); MV 12; hp 4; THAC0 20; #AT 1; Dmg 1d4 (chopper or sauce pan); AL N. S 11, D 16, C 14, I 18, W 11, Ch 13.

Known Proficiencies: Artistic Ability, Cooking, Etiquette. Native language: Sylaire (does not speak Common).

Anne Challott, Headmistress

Headmistress Challott is addressed by her title so often that many family members forget her true name. She rules the household's maids with a firm (some say tyrannical) hand. She makes it her business to look after "her girls," trying to keep them out of trouble whenever possible—which includes preventing trysts between servants and family members or visitors. Lately, she has grown increasingly worried about disappearances among her staff, but Richard has ordered her not to speak of it (in order to keep hysteria from spreading, he said). Her manner is sarcastically polite (and she always denies the sarcasm). She is of average height, with startlingly light green eyes; she wears spectacles. She is 44.

Headmistress Challott: 0-level human; AC 10; MV 12; hp 4; THAC0 20; #AT 1; Dmg 1d3 (kick); AL LN. S 9, D 11, C 10, I 15, W 10, Ch 12.

Bernard de Castellane, Guard-Captain

Bernard is a man of medium height and ordinary features. But he is extraordinarily fit, and his walk reminds observers of the great cats. He is in charge of the guard garrison defending the castle and the mansion; three generations of his ancestors have performed this duty for the d'Ambrevilles, and he is one of the few non-family members who survived the events in the Land of Mists and were brought back to life by a *wish* from Étienne.

Bernard: 8th-level human warrior; AC 1 (chain mail, *shield* +3); MV 12; hp 48; THAC0 13 (11 with *long sword* +1 and Strength bonus); #AT 3/2 rounds; Dmg 1d8+3 (*long sword* +1, Strength bonus); AL LG. S 18/02, D 10, C 15, I 13, W 12, Ch 14.

Possessions: *shield* +3, *long sword* +1.

Brigitte Magnan, Scribe

Brigitte is the official scribe of the Prince of Nouvelle Averoine; she has spent the last two decades in that role. She is considering resigning in order to accept an offer of employment from Geneviève de Sephora, for since Étienne disappeared her job has been very unrewarding (Henri, Richard, and Isidore have all been loathsome employers). She is outspoken and incapable of lying. She is plump, given to eccentric styles of dress (motley garments of a military cut and hats with built-in sets of spectacles are her current favorite). Her hair is gray and worn loose; her eyes are brown. She is 33.

Brigitte: 0-level human; AC 10; MV 12; hp 5; THAC0 20; #AT 1; Dmg 1d4; AL N. S 12, D 13, C 11, I 16, W 13, Ch 12.

Claudette Grenier, Mayor of Vyonnes

This young woman is the illegitimate daughter of the Vicomte de Fausseflammes. Her father's influence landed her the position of mayor in this important town a year ago, and she has not yet proved that she is up to the task. She's trying very hard to rule Vyonnes; she's just not very good at it.

Claudette, named in honor of the once-missing Claude d'Ambreville, is 26. She has silky brown hair and unusual lavender eyes. Oddly enough, the older she gets the more she comes to resemble Gilles' murdered wife, Sabine. Gilles believes that his wife's spirit has returned again in his daughter; he hopes to placate her angry ghost by treating Claudette well.

Claudette would look quite attractive were she not totally lacking in self-confidence. As it is, she always looks disheveled and awkward, wearing clothes that never quite fit and behaving shy and nervous around strangers.

Claudette: 4th-level human illusionist; AC 10; MV 12; hp 13; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA spells; SD spells; AL N. S 10, D 5, C 17, I 15, W 8, Ch 12.

Spells:

1st level—*change self, identify, phantasmal force, sleep.*

2nd level—*hypnotic pattern, invisibility, scare.*

Dian de Moriamis, Vicomtesse de Malinbois

This old ally of the d'Ambrevilles also came from Averoine, but from a time centuries before Camille's birth. She learned long, long ago how to brew a *potion of time travel*, and when she became bored with her own century used it to travel to another. Eventually, she discovered Étienne's gate and used it to follow the family to Glantri, finding it a land much to her liking.

Moriamis is a vivacious, happy hedonist. Others might use the power to travel forward or backward decades or centuries at a time for self-aggrandizement; she only wishes to enjoy each era in turn. She has long golden-brown hair and amber eyes and likes to wear simple but elegant robes of yellow or deep blue hue with puffed sleeves. She appears to be in her mid-twenties; after a lifetime of time-travel and rejuvenation magics, she neither knows nor cares her true age.

Dian is a possible love-interest for a player character. She is serially monogamous, allowing herself to grow old along with her current lover, then reviving her youth after his demise from old age. She has just finished mourning for her last lover and is now searching for a suitable replacement. She is attracted to opposites and would rather flirt with a shy cleric than a self-confident wizard.

Recently Dian entered into a marriage of convenience with Malachie du Marais in order to combine their two holdings into a single principality. They are married in name only and have continued to lead separate lives: Dian likes the earnest, intense Malachie but harbors no romantic feelings for him, while The White Wolf admires her *joie-de-vivre* and lack of malice but has his own long-time commitment to a certain Dame Suzanne. Although court gos-



sip reports the couple to be constantly at one another's throats, in fact the two get along well; she is content to leave the administration of Morlay-Malinbois in Malachie's capable hands, leaving her free to pursue her own interests. She is attending Magdalène's wedding on The White Wolf's behalf, since Malachie himself cannot attend any function at which his old enemy Geneviève de Sephora plans to put in an appearance.

Dian: 12-level human wizard; AC 6 (*ring of protection* +3, *Dexterity* bonus); MV 12; 28 hp; THAC0 17; #AT 1; Dmg 1d4 (dagger); SA spells; SD spells; AL N. S 12, D 15, C 13, I 16, W 18, Ch 17.

Spells:

1st level: *charm person, detect magic, protection from evil, read magic.*

2nd level: *detect evil, ESP, forget, phantasmal force.*

3rd level: *dispel magic, fly, infravision, suggestion.*

4th level: *charm monster, emotion, remove curse, wizard eye.*

5th level: *contact other plane, dream, hold monster, teleport.*

6th level: *anti-magic shell.*

Known Proficiencies: Alchemy, Ancient History, Ancient Languages, Dancing, Herbalism, Language/Thyatian Common, Spellcraft. Native language: Sylaire (archaic).

Possessions: *potion of time travel, potion of youth, ring of protection* +3.

Emile Revenu, Doorwarden ("Old Emile")

In his youth, Emile was a shepherd of the unsettled territory that Nouvelle Averoine became with the d'Ambrevilles gone. When he was old, he retired to a shack built illegally on the old d'Ambreville property. Then the mansion returned, destroying his house before crumbling into ruins itself.

Emile was not in his home at the time, or he'd have died; he returned to see the gigantic wreckage where his house had been. Étienne, amused, promised to look after him and eventually hired him (at an inflated wage) as doorwarden (doorman). Emile has grown from old to ancient in this role but is still healthy enough to answer the west-foyer doors when they're knocked upon. He is tall, frail, and skeletally thin, with bushy white eyebrows, a droopy moustache, and a completely bald pate. He wears black-and-white family livery. He is 99 years old, and looks it.

Emile: 0-level human; AC 10; MV 12; hp 2; THAC0 20; #AT 0; AL NG. S 5, D 8, C 11, I 9, W 9, Ch 9.

Georgette Amson, Chief Seamstress

Georgette is shy but loves studying foreign clothing styles, even common clothes; thus she will be very interested in player characters who hail from other lands. Philippe, the Butler, is her husband. She is 50 years old. Tall, lanky, red-headed, and pleasant-looking.

Georgette: 0-level human; AC 10; MV 12; hp 6; THAC0 20; #AT 1; Dmg 1d2 (needle); AL N. S 9, D 12, C 13, I 13, W 11, Ch 14.

Sire Gilles Grenier, Vicomte de Fausseflammes

A long-time ally of the d'Ambrevilles, Sire Gilles followed them from Old Averoine to Mystara. He is a weak man, constantly making the wrong choice by not considering the long-term consequences of his actions; for example, he poisoned his wife Sabine in Averoine so as to make way for a mistress, then lost the mistress when she discovered what he'd done. He was subsequently cursed for the deed by one of the gods of that world; now 50% of the potions he concocts are *cursed*.

Gilles is a big, muscular man and looks much more like a seasoned warrior than the wizard and alchemist he is. His hair, moustache, and beard are a shaggy, sandy brown and he wears a constant expression of gloom. Constantly ostracized because of his past misdeeds, he will respond to friendly overtures on the



PCs' part with pathetic eagerness. Henri invited Gilles to the family wedding for the express purpose of framing him for one or more of the murders; given the unfortunate alchemist's past, none are likely to believe his protestations of innocence.

Gilles: 9th-level human wizard; AC 10; MV 12; hp 24; THAC0 18; #AT 1; Dmg 1d4 (dagger); SA spells; SD spells; SW cursed; AL NE. S 13, D 12, C 17, I 15, W 8, Ch 11.

Spells:

1st level—*charm person, identify, magic missile, sleep.*

2nd level—*invisibility, stinking cloud, summon swarm.*

3rd level—*dispel magic, item, lightning bolt.*

4th level—*dimension door, minor creation.*

5th level—*feblemind.*

Known Proficiencies: Alchemy (50% chance any potion created is cursed, either acting in a reversed fashion or becoming poison), Engineering, Herbalism, Language/Thyatian Common, Spellcraft. Native language: Sylaire.

Guards

The d'Ambrevilles employ many guards, both men and women. Guards are chosen on the basis of physical prowess, good looks, and good manners, so the average guard is handsome, capable, and polite. Whether male (75%) or female (25%), all are human and natives of Nouvelle Averoine.

Guards (40): 2nd-level human warriors; AC 3 (plate mail); MV 10; hp 14 (average); THAC0 19; #AT 1; Dmg 1d10 (halberd); SZ M (average 6' tall); ML elite (14); Int average (8–10); AL N.

Guards, Elite

These are guards who have requested a leave of absence in order to go adventuring and gain additional expertise. Upon returning, each swears a solemn oath to protect the family at any cost. Their moral is excellent, and they are much respected by their fellow guards. Four of the elite guards are female; the remaining eight are male.

Guards, Elite (12): 5th-level human warriors; AC 3 (plate mail); MV 10; hp 30 (average); THAC0 16 (15 with Strength bonus); #AT 1; Dmg 1d10+1 (halberd, Strength bonus); SA Strength 17; SZ M (average 6½' tall); ML champion (16); Int very (11–12); AL LN.

General Hazelthorn

This large, handsome man has copper-colored skin and red hair and beard (neatly trimmed). He appears to be about 40 years old.

This is not his natural form, but it is the only form he will take in this adventure. When first seen, he's dressed in a plain uniform with general's markings on it, its cloak secured by a gold clasp shaped like a cat's head; in the next vision he wears a hooded monk's robe over this, and, in the final vision, a blood-stained lab coat.

Though the PCs will not learn it for some time, Hazelthorn is a reincarnated spirit. In Glantri's past, he was Halzunthram, an Alphatian wizard who briefly conquered Braejr and was eventually defeated by Lord Alexander Glantri. An old foe of Étienne d'Ambreville, he has recently been reincarnated by the forces of Entropy as a rakshasa wizard with enhanced abilities and is being used as their agent to sabotage this effort to restore Étienne's humanity.

In combat, Hazelthorn relies on his spells to damage his opponents and then escape if they begin to gain the upper hand. He has more spells than the average rakshasa, owing to his previous life as a high-level mage and to his masters' uses for him. He lacks the typical rakshasa's immunity to spells, but he can also not be instantly killed by a *blessed* crossbow bolt (though such a missile inflicts double damage on him).



Hazelthorn/Halzunthram: rakshasa wizard; AC -4; MV 15; HD 7; hp 35; THAC0 13; #AT 3 (claw/claw/bite) or 1 (spell); Dmg 1d3/1d3/1d4+1 or by spell; SA spells as 9th-level wizard, illusion (appears to be someone victim trusts); SD spells as 9th-level wizard, immune to nonmagical weapons, not slain by *blessed* bolt; SW *blessed* crossbow bolt inflicts double damage; SZ M (6' tall); ML average (10); AL LE; XP 4,000.

Spells:

1st level—*charm person, hold portal, magic missile (x2).*

2nd level—*knock, invisibility, mirror image.*

3rd level—*dispel magic, fly, lightning bolt.*

4th level—*dimension door, polymorph self.*

5th level—*teleport.*

Lucien Talvard, Veterinarian

A young ranger, Lucien is the caretaker for the animals in Chateau Sylaire; he reports to André-David. Lucien has formal training in veterinary medicine. Short and burly, he lacks the elegant figure of many a ranger but has a winning manner people cannot help but like. He wears brown-and-gold pants and tunics and carries a horn full of medicines and instruments wherever he goes. He is 23.

Lucien: 2nd-level human ranger; AC 8 (leather armor); MV 12; hp 13; THAC0 19; #AT 1; Dmg 1d8 (long sword); SA ranger abilities; AL NG. S 14, D 13, C 16, I 16, W 15, Ch 16.

Petit-Singe

Petit-Singe, whose name means "Little-Ape," was born with the name of Maurice Belón; he was the son of a wagon-driver serving the d'Ambrevilles back in Laterre. Maurice was born short and deformed, with a bent spine, thick white hair over most of his body, and unusually long arms, so he was often compared to an ape. He could not find employment anywhere, so Étienne took him on as jester and brought him to Mystara. He was often taunted by other family members and servants, especially by Marie-Hélène's groom, and swore revenge. In secret, he learned everything he could about magic, perusing Étienne's books on the sly. He eventually learned to cast spells, including *polymorph other* and *charm monster*. He enchanted his three worst tormenters, turning them into white apes, and then *charmed* them to serve him. Marie-Hélène was outraged, but Étienne was amused and let him keep not only his life but his pets.

In the Land of the Mists, Petit-Singe somehow became imbued with some of Étienne's power and used it to research a means to break the curse. Étienne's revenge-magic eventually got to him, though, dulling his mind and costing him several experience levels as a mage. After the family's return to Mystara, Étienne *wished* him back to life and restored his wits, but Petit-Singe did not regain the experience levels he'd earned in the other dimension, nor could he ever duplicate the spells he developed there.

Petit-Singe: 8th-level human mage; AC 10 or 6 (Tumbling); MV 12; hp 35; THAC0 18; #AT 1; Dmg by spell; SA spells, acrobatic ability; SD spells, Tumbling proficiency; AL CG. S 12, D 14, C 9, I 16, W 14, Ch 8.

Spells:

1st level—*cantrip, charm person, magic missile, spider climb.*

2nd level—*fog cloud, invisibility, misdirection.*

3rd level—*dispel magic, feign death, non-detection.*

4th level—*charm monster, polymorph other.*

Known Proficiencies: Artistic Ability, Language/Thyatian Common, Local History, Reading/Writing, Tumbling. Native language: Sylaire.



Philippe Amson, Butler

As the butler, Philippe is in charge of the entire downstairs staff. He is quiet and always seems to pop up out of a shadow when his services are needed; he has the Move Silently and Hide in Shadows thief abilities at 75% each, though he is otherwise a 0-level character. He is tall and massively overweight but carries himself very well and wears finely-tailored livery. He is 53.

Philippe: 0-level human; AC 10; MV 12; hp 4; THAC0 20; #AT 1; Dmg 1d4; SD limited thieflike abilities; AL LN. S 11, D 15, C 12, I 14, W14, Ch 13.

Roger Trombert, Majordomo

This man is the chief administrator for most of the castle's operations. A few family employees (such as the guard-captain and the chef) are independent of him—though Monsieur Trombert would be far happier if they were all made subordinate to him. A domineering man who is only fully alive when controlling the destinies of others, he hides his resentment when dealing with those in positions superior to his and lords it over everyone else (including the PCs). He dresses in silks and affects sophisticated mannerisms; he is tall, pencil-thin, and austere.

Monsieur Trombert: 0-level human; AC 10; MV 12; hp 6; THAC0 20; #AT 1; Dmg 1d4; AL LE. S 14, D 10, C 17, I 10, W 10, Ch 10.

Sebastien Moncrieff, Bodyguard

Catharine's bodyguard, Sebastien, is much more than he seems. He is devoted to Catharine and fiercely protective of her; few know that he is her secret lover as well. However, he was originally given his post by Prince Étienne in order to keep an eye on her and make sure she didn't hatch another plot, and he remains loyal to Étienne's memory. In addition, he is a werewolf. He learns all he can about Étienne's disappearance in the hope that he can find his former master; he subtly supports the activities of other werewolves in Nouvelle Averoine (reporting to Magdalène in this role); and he remains loyal to Catharine in his own way. He wears inconspicuous uniforms in silver-gray; he is 42 years old.

Sebastien: 12th-level human warrior; AC 2 (plate mail & shield); MV 12; hp 61; THAC0 9; #AT 3/2 rounds; Dmg 1d8+1 (long sword and Strength bonus); AL N. S 16, D 12, C 14, I 10, W 15, Ch 11.

Sebastien (as Werewolf): AC 5; MV 15; HD 12; hp 61; THAC0 9; #AT 1; Dmg 2d4 (bite); SD hit only by silver or magical weapons; Int average (10); AL N.

Veronique Gaudin

Veronique is a gold dragon in human form, a fact not known to any of the d'Ambrevilles. Long ago when still a very young dragon she met Magdalène on one of the latter's adventures and became her friend and companion. She was trapped along with the d'Ambrevilles in the Land of Mists. When le Chateau d'Ambreville returned to Mystara, she saw it crumble into ruin and her friend Magdalène die, aged decades in seconds (owing to the great life-span of gold dragons, Veronique was unharmed by the sudden passage of years). Saddened, she flew away, living among her own people for decades. Thus she did not learn until recently that the d'Ambrevilles had been restored to life.

She has been sent by Immortals of the Sphere of Energy friendly to Rad (primarily Rafiel, Rathanos, and Eiryndul) to help guide Étienne through these stages of his rebirth. She cannot interfere directly, and she is trapped in human form whenever she enters the dreamscape. Her constant companion, Holiancer the unicorn, accompanies her wherever she goes.



Veronique (as Human Woman): AC 10; MV 12, fly 6 (MC E); HD 18; hp 90; THAC0 3; #AT 1; Dmg 1d4 (dagger) or by spell; SA spells; SD magic resistance, spells, immune to fire and gases; MR 40%; AL LG. S 10, D 12, C 9, I 18, W 15, Ch 16.

Special Abilities: *polymorph self* 3x/day; *bless* 3x/day; *detect lies* 3x/day; *animal summoning* once per day; *water breathing* and *speak with animals* at will.

Spells: (cast as if 11th level)

1st level—*detect magic*, *protection from evil*.

2nd level—*fog cloud*, *summon swarm*.

Veronique (as Gold Dragon): AC -6; MV 12, fly 40 (MC C), jump 3, swim 12; HD 18; hp 90; THAC0 3; #AT 3 or 1; Dmg 1d10+6/1d10+6/6d6+6 (claw/claw/bite) or 12d12+6 (breath weapon); SA breathe cone of fire (90' long x 5-30' wide) or cloud of chlorine gas (50'x40'x30'), spells; SD fear aura 60' radius (victims gain +2 to saving throws), magic resistance, spells, immune to fire and gases; MR 40%; SZ G (68' long plus 70' tail); Int genius (18); AL LG.

Special Abilities: *polymorph self* 3x/day; *bless* 3x/day; *detect lies* 3x/day; *animal summoning* once per day; *water breathing* and *speak with animals* at will.

Spells: (cast as if 11th level)

1st level—*detect magic*, *protection from evil*.

2nd level—*fog cloud*, *summon swarm*.

Holiancer the Unicorn: AC 2; MV 24; HD 4+4; hp 20; THAC0 15; #AT 3; Dmg 1d6/1d6/1d12 (hoof/hoof/horn); SA charge does 3d12 with running start of 30', surprise; SD immune to *charm*, *hold*, *death* spells and poison, save as 11th-level wizard, sense enemy 240 yards away, *teleport* self and rider up to 360 yards away once per day; SZ L; AL CG.

Wilton Wyatt, Valet

The perfect valet, Wilton hails not from Nouvelle Averoine but from Fenwick, a tiny duchy populated by folk who, like the d'Ambrevilles, originally hailed from Laterre. They followed their neighbors from Old Averoine over a century ago but kept their own distinct language and culture.

Many years ago Wilton took service with the d'Ambrevilles as Étienne's personal manservant; since the disappearance of "Master Étienne," he has served Dame Camille. There are many rumors in the family that he is actually a powerful wizard, an experienced fighter, a master thief, a dragon in human form, or even a polymorphed familiar. In fact, he is exactly what he appears to be; a middle-aged human with impeccable manners. Whatever happens, Wilton remains unflappable and unfailingly polite.

Wilton: 0-level human; AC 10; MV 12; hp 3; THAC0 20; #AT 1; Dmg 1d3; AL LN. S 10, D 13, C 10, I 16, W 16, Ch 14.

Known Proficiencies: Cooking, Etiquette, Language/Sylaire, Language/Thyatian common. Native language: Anglais (Fenwick).

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History

Excerpts from
Le Prince-Magicien:
La Vie d'Étienne d'Ambreville,
by Maurice Belón.

Exodus From Averoigne

While the fame of the great Prince-Magicien has spread throughout the Known World, not all know that Étienne d'Ambreville began his career far from the world of Mystara.

In another dimension lies a world called Laterre. Like Mystara, Laterre was populated by humans and demihumans, wondrous creatures and savage monsters, familiar animals and plants. And in the land of Averoigne, there was magic, as on Mystara—but it was forbidden, and its practitioners burned alive at the stake.

In this nation lived the wealthy d'Ambreville family. Many of the d'Ambrevilles were brilliant scholars, and some of them were sorcerers. Unfortunately, eccentricity verging on madness was a common family trait, so it was very hard for the d'Ambrevilles to keep their magical researches secret.

Eventually the king of Averoigne began to suspect the family. The king's suspicions would inevitably lead to public exposure, seizure of properties, and execution. The d'Ambrevilles would have to flee to some less civilized part of the world to avoid this fate, abandoning their wealth and sophisticated lifestyle.

But young Étienne d'Ambreville, an accomplished magician, suggested an alternative. In his adventures, he'd discovered a way to travel between worlds. He'd found a land where the d'Ambrevilles might feel at home. If the family went there, they might not have to build a new nation out of wilderness, nor was it likely that their old enemies from Averoigne would ever follow them. After debating the matter, the family agreed. The world they chose to flee to was Mystara.

Étienne constructed an enormous magical gate between Laterre and Mystara. While politically adroit allies stalled the king, the most powerful d'Ambreville magicians transported all the clan's goods, animal herds, servants, favorite retainers, and treasures across the barrier. Then they moved their entire castle, Chateau d'Ambreville, to the new world piece by piece. The king of Averoigne, alerted that there was unusual activity in the d'Ambreville's dominion, sent his troops there, but they were too late. A rearguard commanded by Marcel d'Ambreville held off the soldiers until the transfer was complete. Although the soldiers killed Marcel and decimated his warriors, all they found were the castle's foundations. The d'Ambrevilles had escaped.

Braejr

The d'Ambrevilles arrived in what is now Glantri about three hundred years ago, in the year 728 AC. The modern nation had not yet been founded; the land was then called Braejr, after its capital city. In ancient times this area had been the seat of an elven civilization, but the land had reverted to wilderness after the elves fled during a great cataclysm nearly 2,500 years ago. Eventually the area was rediscovered and then resettled by a human race, the Flaems.

The Flaems were a confident, cultured, copper-skinned people with powerful magical ability. Their ancestors had also once lived on a world other than Mystara, one destroyed during a war of magic between the Flaems and the Alphatians (two branches of the same race, who had quarreled over whether fire or air magic was superior). Having lost their own home-world, the Flaems were sympathetic to the exiles. They welcomed the newcomers and helped them settle in the wilderness west of Braejr city. Here the family rebuilt Chateau d'Ambreville and named their new dominion Nouvelle (New) Averoigne.

But within two years after the family's arrival, other peoples from far away also came to the nation of Braejr. Without permission of the Flaemish government, these newcomers settled in Braejr's wilderness reaches. Some of them were Alfheim elves, descendants of the ones who'd fled centuries before. Some were men of the empire of Thyatis, far to the southeast. Others were rustic Traladarans. They were all bold and hungry for land, and not interested in details such as the Flaems' prior claims to that land.

Many of the Flaemish lords wanted to make war on the intruders and drive them from the land. Étienne d'Ambreville counseled them not to. He pointed out that much of the country was unsettled wilderness. Braejr, he argued to the king, was big and rich enough for everybody; the Flaems could become a greater and more powerful nation just by welcoming these settlers, accepting their oaths of fealty, mixing with their bloodlines, learning and adopting the things that made them strong.

Braejr's leaders were convinced, and permitted the settlement to continue. But their subordinates were not so easy to persuade. These officials followed the letter of the law but made life as hard as possible for the settlers. They taxed the newcomers more heavily than the Flaems. Their courts passed harsher sentences on the newcomers than on the Flaems. And, whenever possible, they flaunted their magical superiority. As the years passed, the elves, the Thyatians, and the Traladarans grew in number—and in anger. Soon, the vows of fealty they swore became little more than cynical half-truths muttered through gritted teeth. Far from inspiring loyalty and blending the strengths of many peoples, the Flaems ensured that all these peoples would remain separate . . . and would hate Braejr.

The Torch Passes

During this tense time, the d'Ambrevilles forged strong friendships with the diverse communities in Braejr. They welcomed settlers, so Thyatians and Traladarans came to Nouvelle Averoine, where they were absorbed into the Averoine culture, abandoning their old ways and languages, learning to speak the language of their new neighbors and families.

Also during these years the d'Ambreville matriarch, Camille, began to fade. She'd never fully recovered from the death of her husband Michel, who had perished back in Averoine. With the danger of witchcraft trials far behind them, she began to turn over her duties to her children. She eventually became quite distanced from reality and was to all outward appearances a senile old woman. This was a blow to her children, for she'd once been a capable clan-leader and a powerful magician. But she seemed happier this way, and they couldn't deny that she'd done her duty to the family. They let her be.

Rule of the family fell to Étienne, and this was the start of the trouble that has plagued the clan to this very day. For Richard, not Étienne, was the oldest of Camille's children, and on Laterre he would have become the family patriarch. But Richard was a warrior like his father before him, born without any magical ability. In Old Averoine, where magical ability was a danger, this had been an asset. But not in Nouvelle Averoine. The Flaems who ruled Braejr had no respect for anyone without magical prowess. Here, even a spellcasting family jester outranked the eldest son of the house, so far as the Flaemish were concerned! They wouldn't deal with Richard. If the family was to keep the respect it had earned, a magic-user had to lead it.

Étienne, Camille's second son, was a proficient wizard. The Flaems liked him, as did the Thyatians, the Traladarans, and the elves. Much of the family already looked to him as leader because he had saved them from the auto-de-fé of Old Averoine. In family council, Étienne was named the Lord of the d'Ambreville Family. Richard resented Étienne's rising star, though his resentment paled before that of the youngest of the brothers, Henri.

Before The War

Under Étienne's rule, Nouvelle Averoine flourished. The clan's wizards had plenty of time and resources to pursue their magical studies. The dominion was prosperous and peaceful. Many family members went off adventuring throughout the world. The family's wizards kept themselves and their relatives supplied by potions of longevity, one of the many perquisites of great magical knowledge.

Elsewhere in Braejr, things continued to deteriorate. The Braejr Council of Lords instituted many laws designed to inconvenience the settlers. In fact, though Thyatian and Traladaran children were now

growing to adulthood on lands their parents had settled years before, the Flaems refused to accept the fact that these settlers were now permanent citizens of the land.

In 747, the Council of Lords prohibited the teaching of clerical views or practicing of clerical magic. The penalty for violating this law was death by burning. This was just legal confirmation of something that had been an unofficial policy in Braejr for decades; clerics were not popular among the highly magical Flaems. But the policy was made law because the clerics of Thyatian and Traladaran descent were becoming powerful enough to pose a threat to Braejr's magicians.

The law made the d'Ambrevilles uncomfortable. Étienne's brother Simon was a cleric, and most of the rest, remembering the burnings performed by the Inquisition in Old Averoine, had no love of the new law. Simon left for more congenial lands. None of the other clan members were endangered, so they did not act. However, the first wedge had been driven between them and the lords of Braejr; an augury of things to come.

When the burnings of priests began, the non-Flaemish people of Braejr revolted—except those in Nouvelle Averoine and some distant provinces, who had not realized the enormity of these events. The Flaemish generals and their armies attacked town after town in swift succession. Étienne argued the cause of peace, not realizing until too late that many Flaems wanted this war, despite their protests to the contrary.

In less than a month, nine-tenths of the Thyatian and Traladaran men of fighting age were dead. The rebellion, set into motion by clever Flaemish agitation, was crushed. A gruesome peace, characterized by the silence of the dead, settled over Braejr. Étienne resolved never again to help Braejr's Council of Lords; he'd run Nouvelle Averoine as an independent nation.

The Forty Years Without Peace

At about the time that Étienne d'Ambreville was deciding that he should settle down from adventuring, marry, have children, and continue the family line, events conspired to keep him from doing so.

In 784 AC, a grandson of one of the original Thyatian settlers killed a Flaemish nobleman. The generals of the Flaems, itching for a chance to crush a rebellion as their fathers had done thirty years before, began attacking settler communities indiscriminately. But this time it was the Flaems who were disorganized, and they could not seem to crush the new Thyatian/Traladaran underground movement. On the other hand, the rebels couldn't do much to the better-armed, magically-augmented Flaems.

The d'Ambrevilles were deeply concerned by the whole situation. At a family council, Richard demanded that Étienne bring all of the clan's strength to bear against the Flaems. To Richard's surprise, Étienne

agreed, but only on the condition that the d'Ambrevilles pretend neutrality and keep their aid to the rebel secret. That way, Nouvelle Averoine might survive if the Flaems won and sought revenge afterwards.

Étienne founded his own rebel society, code-named the Werewolves, which lent support to the rebel underground and provided them with magical assistance they so desperately needed. It is largely because of the help of the d'Ambrevilles that the underground survived the first deadly years of the rebellion.

Two years after war started, a new figure emerged on the scene, an adventurer named Halzunthram. An exotic, copper-skinned man, he would not discuss his origins; some thought him a rogue Flaem, others an exile from far-away Alphatia. Whatever his background, his talents were beyond dispute: using his great personal charisma, he united the rebellion's leaders and then guided them with brilliant military strategy. Within two more years, this alliance of elves, Traladarans, and Thyatians shattered the Flaemish army at the Battle of Braastar.

The four forces negotiated a truce. The northern and central part of the land, plus Braejr City, would remain Flaemish, a dominion to be called Bergahoven. The south would be elvish, the dominion of Erewan. The west became the Thyatian dominion of Caurenze. And the Traladaran region of the east and far north became the dominion of Boldavia. These four provinces would be independent nations. Nouvelle Averoine, which had held itself independent for many years, was not actually a signatory to the treaty, but the other four nations considered it an ally.

But Halzunthram had different plans for Braejr. He was indeed an Alphantian—not an exile but a spy. Bringing fresh troops from Alphatia, he attacked his war-exhausted allies and enemies. Using the knowledge he'd acquired over two years, he conquered all four dominions in short order and declared all of the old nation of Braejr to be an Alphantian protectorate.

Étienne d'Ambreville, furious at the way he'd been fooled, used his influence to negotiate a new alliance between the Flaems and their former enemies. Henceforth they would fight together against these Alphantian invaders. This alliance was the first step toward forming today's modern government.



From Halzunthram's coup of 788 AC, war waged for forty years. In the early years, Halzunthram's Alphantian forces shrugged off the attacks of the allied rebels. Matters became even more chaotic when gold was discovered up in the mountains in 802. The gold rush that followed, bringing dwarves, yet more humans, and a plague, helped keep Glantri in a state of strife.

During these hazardous times, Étienne did finally marry. His wife, Catharine du Marchand, was the daughter of one of the many retainers who had accompanied the d'Ambrevilles to Mystara. Magically adept, in Braejr she was as noble as any of the d'Ambrevilles. Theirs was a match formed originally of friendship and respect, but there was little romance between them. In the years after the marriage, Catharine bore Étienne two sons. Unfortunately, they inherited their grandfathers' lack of magical ability.

Meanwhile, the bitter war continued. In the 820s, a new leader rose up among the humans: Lord Alexander Glantri. Though he was of Thyatian descent, he was the first leader among the allies ever to consider them part of a united nation. He never used words such as "Thyatian" or "Flaem" to describe someone; all were men and women of Braejr to him. Through his heroic efforts on the part of the rebellion, he gained the respect of the Flaems, Traladarans, and Erewan elves as well as his "own kind."

Lord Glantri, as great a military tactician as Halzunthram, turned the rebels' attention from ambushing military forces to sabotaging centers of the economy. With magical help from the d'Ambrevilles, his people destroyed mining operations and farmlands. They stole herds of valuable livestock. Gradually, they deprived the Alphantians of taxes and tributes they could send home to their Empire. After a year of this, Glantri had become a profitless hole into which the Alphantians threw incredible amounts of wealth for no return. Then, in 828 AC, Alexander Glantri ambushed and captured Halzunthram himself. The disgruntled Alphantians abandoned Halzunthram to his fate (execution after a military tribunal) and withdrew their armies.

Lord Glantri occupied Braejr City and summoned all the titled nobles and rebel leaders. With great diplomatic skill and force of will, and with the sure-handed help of Étienne d'Ambreville, they created new laws to ensure the equality of all human and elven races in Glantri. A



firm believer in the old Flaemish laws proscribing clerical magic, Lord Glantri proposed new laws officially restricted titles of nobility to wizards. The land officially became a magocracy.

Since the Flaems were now just one element of the population, the land needed a new name; "Braejr" was no longer acceptable. The new Council of Princes decided to call it the Principalities of Glantri and renamed the capital Glantri City. The leaders of the Flaems, Thyatians, Traladarans, and Erewan elves became Princes of their respective land, while Alexander Glantri was named Prince of Glantri City—the only person ever to hold that title (for it died with him).

Étienne was at last able to go home to stay. Though he'd kept himself physically hearty and healthy with potions of longevity, the war's events had left him an old man in spirit. He left more and more of the day-to-day affairs of running the domain to his wife Catharine and to his brothers Charles and Henri, devoting himself to his magical studies. He allowed his physical form to become older, white-haired and gaunt—the Étienne d'Ambreville as he is known today. He did not know that his envious brother Henri (who was dedicated to taking everything that Étienne possessed) was now courting Étienne's neglected wife Catharine.

"Le Prince-Magicien"

During this period, Étienne engaged in intense magical research, devising new spells and creating new magic items, the like of which had never been seen before. Ever eager to share his knowledge with others, Étienne bought a prime parcel of land in Glantri City and began construction of a Great School of Magic. As he conceived it, this would be a center of learning where mages from all over Glantri would come to share their expertise with younger wizards, ensuring that Glantri's mages would be the best-trained in all the world. Once the Council of Princes was firmly committed to the idea, Étienne donated the land to the nation. As his personal power and knowledge increased, so did his political might; when the Great School of Magic was completed, in 875, he was named its Grand Master.

Then, years later, once he'd trained an entire generation of new wizards in their arts, the Council of Princes decided that it was high time to recognize the man's many contributions to Glantri. They voted to recognize Nouvelle Averoigne as a full Principality of Glantri, with Étienne its Prince. Étienne, revitalized by his new studies, was willing to accept the title.

This was the worst possible news for Sire Henri. How dare the Council of Princes do such a thing when it was he, Henri, who was destined to rule Nouvelle Averoigne? Henri decided to do something about it.

Henri persuaded Catharine that Étienne must inevitably abandon her and marry someone else. After all, she'd given Étienne two non-magical sons.

Étienne had to have at least one child who could wield magic to inherit the title of Prince. Ergo, Catharine would be cast off like an old shirt, especially once her husband learned of their affair. His logic convinced Catharine. She agreed to help Henri kill the new prince.

Dozens of guests visited Chateau d'Ambreville for the ball celebrating Étienne's coronation. Even Simon, the rogue priest, came to Glantri in disguise in order to attend. And at the height of events, during the traditional toast drunk to Alexander Glantri's health, Étienne suddenly collapsed and died, killed by poison slipped into his drink.

Henri and Catharine seized control of the situation and tearfully vowed to find out who had killed Étienne. What they secretly meant was that they'd make every effort to find someone to blame it on, while pretending to investigate this horrible crime.

Once the body was in its casket and most of the guests had departed, Henri and Catharine held an event of their own. With their personal cronies in attendance, they staged their own little ceremony of coronation. Their cronies placed coronets onto their heads, and the two of them beamed with pleasure at their success . . . but then disaster struck.

For Étienne had apparently taken precautions none of the family knew about, contingency spells designed to avenge himself against any hand that should strike him down. First, his curse struck the mock coronation. Catharine, sensing danger, magic jarred into the throne she sat upon an instant before a blast of energy destroyed her body, Henri's, and those of their minions, leaving behind only skeletons frozen in place.

The magic of Étienne's revenge rolled through Chateau d'Ambreville, changing everything it touched. It drove some members of the family over the edge into madness. It altered the bodies of others. It changed most of the castle servants into monsters. It continued to spread out from the coffin, and eventually covered the entire castle and the land immediately surrounding it, transporting it all into a fiendish dimension full of deadly mist and monsters. There the castle lay, protected from the mist by Étienne's magic but with its inhabitants trapped, unaging but unable to escape.

Back in Glantri, only an empty hill remained where the Chateau had once stood. The Council of Princes reacted to the mystery with a fruitless investigation; eventually they declared Nouvelle Averoigne to be national lands, not available for settlement, to avoid a repetition of the disaster.

In the Land of the Mists

Meanwhile, back at the castle, the survivors of Étienne's revenge gradually adapted to life in the Land of Mists. The d'Ambrevilles retreated to their own separate portions of the immense mansion and chose not to interact with one another. They became lonely,

despondent, obsessed with their hobbies, and ever more strange.

Only one person remained hopeful. Petit-Singe, the family jester, had conquered many handicaps on the way to becoming a proficient magician and scholar. It was he who discovered that Étienne's body and casket were missing. He began doing research on the residual magical energies that permeated the castle.

Eventually, Petit-Singe eventually discovered that the power that had transformed the castle was Étienne's, and that his master's body was now located in a nearby part of this deadly dimension. Petit-Singe learned how to go there, and in examining Étienne's body discovered that a life-force still inhabited it. Petit-Singe believed Étienne could be returned to a living state if enough magic of the proper type from Old Averoine could be assembled and poured into his body.

Before he too succumbed to the curse, Petit-Singe developed a plan to enable Étienne to be restored to life. He managed to open a gate from Nouvelle Averoine to the castle in the mists, as well as one of Étienne's old gates from the castle to the land of Old Averoine. Though Étienne's curse prevented Petit-Singe or anyone else in the castle from passing through these gates, they were important to his plans.

From time to time, ordinary animals, passers-by, and the occasional adventurer would be drawn into the castle from Nouvelle Averoine. Most eventually died or went mad. But in 979 AC, a band of adventurers found the castle, explored it, discovered its secret, and traveled to Old Averoine through the silver gate. There they found the magical items needed and used them to restore Étienne.

Étienne awakened and thanked his saviors. He dispelled the magic that had corrupted the castle; it reappeared in Nouvelle Averoine. However, those spells had also preserved Chateau d'Ambreville and his family for more than eighty years, years in which there were no potions of longevity to be had. The castle crumbled into ruins; the people and animals within aged and died within minutes. Étienne was the sole survivor, the last d'Ambreville.



Étienne's Wanderings

For a time, Étienne traveled incognito, learning about the changes to Glantri and the world at large during the years he had lain entranced in his coffin. It is thought that during this time he also visited many other worlds, and learned there spells not otherwise known on Mystara. He visited Old Averoine to see what had happened there since the d'Ambrevilles left. Little had changed; a new generation of rulers still hunted magic-users and burned them as witches. If anything, the nation was in worse shape than ever.

But he discovered that an old friend of his, one who had not come to Mystara, was still alive. Genevieve de Sephora, now posing as her own great-granddaughter, still ruled the territory of Sylaire from her great tower. She was delighted to see Étienne and weary of the worsening situation in Averoine. She made him an offer. She'd help him transport her entire tower to Mystara for him to live in and help him rebuild his life. He agreed.

Together, they moved the great tower through a gate back to Nouvelle Averoine. They cleared away the rubble of le Chateau d'Ambreville, erected the tower in its place, and then rebuilt the castle around the tower, naming the new building Chateau Sylaire.

Then Étienne began wishing members of his family back to life. Where he could, he restored them to their senses. He also cast a powerful geas on each of them to prevent their ever trying to do him harm again.

The War of the Immortals

The current Glantrian Council of Princes was astonished at the return of the d'Ambrevilles. Not wishing to make an enemy of Étienne, who was apparently as powerful as ever, they restored his title of Prince. Nouvelle Averoine once again became a full principality. Étienne resumed his post as master of the Great School of Magic. Although I can find no proof of this, I believe that around this time he founded a secret order known as The Brotherhood of the Radiance, devoted to studying certain magical energies found only in Glantri.

Dame Catharine left her husband to become ambassador to Thyatis. Simon escaped to the mountains surrounding Glantri. Many other family members left to live in Glantri City. Having learned his lesson, Étienne chose not to make Henri his regent a second time. The clan, because of its new home, began to be called House Sylaire as often as it was called the d'Ambrevilles.

For a time it seemed that all was well. Yet trouble came again from Glantri's old enemies, the Alphasians. That empire of wizards claimed that the researches of Étienne and others into new kinds of magic threatened their very existence. After an escalating series of exchanges, Alphasia declared war on Glantri. Alarmed by Alphasia's obvious plans for world dominance, the empire of Thyatis and the Heldannic Territories joined in alliance with Glantri. Five years of hard, bitter war

followed, as nation after nation was drawn into the struggle.

It is said that the Immortals themselves provoked the war in order to settle some dispute among themselves, manipulating their mortal followers for their own ends. But it was not Immortals who perished on the battlefields, but the young men and women of Glantri, of Thyatis, of Alphatia, and of many another land. Even nations not involved with the quarrel between Alphatia and Glantri seized the opportunity to attack old foes and became enmeshed in the bloody conflict. It seemed, sometimes, as if the entire world had gone mad.

One of the greatest disasters of the war occurred when the Master of Hule, seeking to destroy Darokin (our neighbor to the south), called a giant meteor down from the heavens. But, alas, his aim was faulty (or interfered with), and the meteorite landed on the Darokin/Glantri border, destroying an entire mountain range and the two southernmost principalities, Caurenze and Blackhill. To make matters worse, great numbers of humanoids promptly moved into the crater and began launching raids from it into both Darokin and Glantri.

About Étienne's activities during the final days of the war, little is known for certain. There were many strange visitors to Chateau Sylaire in those days, gathered to help Prince Étienne in his magical researches. From the many rumors circulating at the time, it seems that he was experimenting with a powerful artifact that had come into his possession, seeking to create a Doomsday Weapon. This weapon was designed to temporarily drain whole areas of magic, theoretically rendering Alphatia virtually helpless. But it is said that when Étienne tested it, he discovered that it worked too well. True, it absorbed all the magic in Sundsvall, Alphatia's capital city, but it then immediately released all that energy in the form of natural disasters that devastated large areas, killing thousands. Horrified, Étienne set the weapon aside, unwilling to use it again until he could discover how to avoid its terrible side-effects.

But time was fast running out, both for le Prince-Magicien and for Glantri. Alphatian troops pressed the attack on all fronts. Thyatis was beaten into submission and sued for peace. Now, Alphatia could devote its full attention to Glantri. The Principalities prepared for the worst.

What happened on the final day of the war is still unclear. What is known is that Alphatia's Thousand Wizards teleported to the skies over Glantri City and unleashed a terrific bombardment of fire, lightning, and death. The Glantrians fought back gallantly, centering their defense on the Great School of Magic, the Tower of Sighs, and the Parliament building.

Then, suddenly, at the height of the battle the Alphatians' magic suddenly failed them. I believe that, in the final extremity, either Étienne once again activated his "Doomsday Weapon" or else—

artifacts being notoriously tricky and self-willed—it activated itself. Perhaps the terrific magical energies unleashed by the Alphatians triggered what happened next. At any rate, the ultimate effect is well known: not only did the Alphatian attack fail, but we learned later that the entire continent of Alphatia was destroyed that day. Only scattered islands remain of that once-great empire, its millions of people and generations of magic now lost, sunken beneath the waves.

The d'Ambrevilles After Étienne

Now, several years after the end of the conflict, Glantri is well on its way to recovering from the war. With Alphatia gone, our magical pre-eminence seems assured. New principalities—Sablestone, Morlay-Malinbois, Fenwick, and others—have arisen to replace those destroyed in the war. But Nouvelle Averoigne has paid a high price for that victory; from that day to this, no mortal eyes have laid sight on Étienne d'Ambreville.

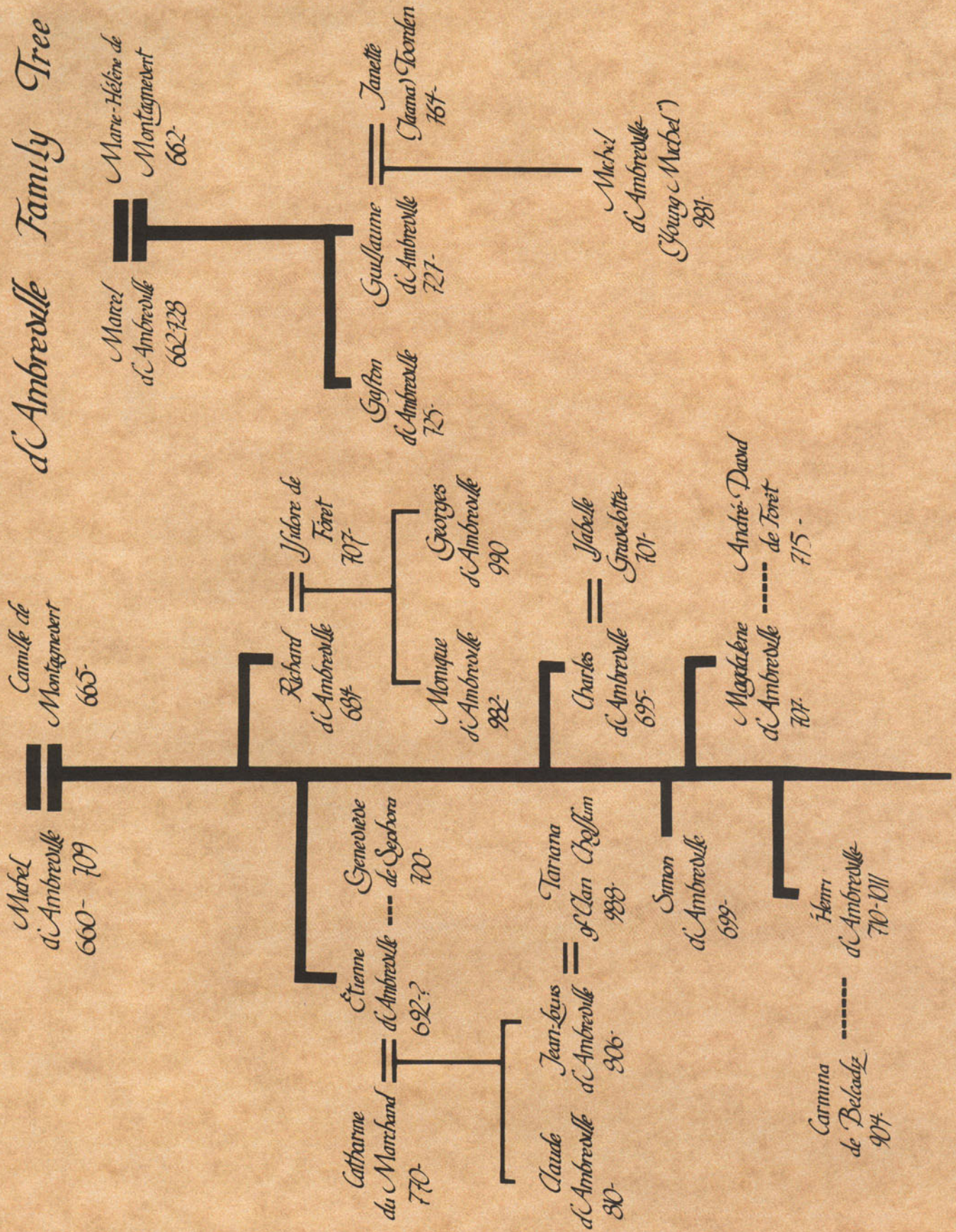
Some maintain that he was disintegrated by an Alphatian wizard during the final assault. Others believe he died a martyr's death, trying to master the Doomsday Weapon to the last. I have even heard that he was spirited away by the Immortals to become one of their company—as ludicrous a suggestion as I have ever heard. I remember one of the last conversations I ever had with him, when he was speculating that if mortals only understood the processes by which the Immortals gained their high station, we should be in less awe of them. His researches had convinced him that the Immortals were not all-powerful, and that there were beings as far above them as they were above the average mortal, beings he called only "The Old Ones." Wherever he is now, dead or alive, I hope my old friend has the answers to all his questions at last.

Étienne's disappearance sparked a power struggle in the family over who would succeed him. Eventually, the two chief claimants, Isidore (wife of Étienne's eldest brother, Richard) and Henri (the youngest of the brothers and, after Étienne, the most skilled wizard in the family) fought a formal duel to the death. Isidore emerged the winner through a clever bit of trickery and has ruled with Richard by her side ever since.

Whatever his own fate, Étienne's legacy seems secure. Glantri stands united and strong. Nouvelle Averoigne thrives, a direct result of decades of Étienne's wise rule. The Great School of Magic, the project dearest to his heart, carries on its good work under its new headmaster. A new generation of d'Ambrevilles is growing up, with young Monique (Richard and Isidore's daughter, and a talented mage in her own right) the heir apparent to the throne.

The future looks bright.

d'Ambreville Family Tree



Timeline of Events

Laterre

- 662 Marie-Hélène de Montagnevert born.
- 665 Camille de Montagnevert born.
- 684 Camille and Michel d'Ambreville marry. Richard d'Ambreville born.
- 689 Marie-Hélène and Marcel d'Ambreville marry.
- 692 Étienne d'Ambreville born.
- 695 Charles d'Ambreville born.
- 699 Simon d'Ambreville born.
- 700 Geneviève de Sephora born.
- 701 Isabelle Gravelotte born.
- 707 Magdalène d'Ambreville born. Isidore de Forêt born.
- 709 Michel d'Ambreville, leader of the family, dies in battle; his wife Camille assumes control of the family.
- 710 Henri d'Ambreville born.
- 715 André-David de Forêt born.
- 725 Gaston d'Ambreville born. King Húber the Kind of Averoigne begins investigating the rumors of witchcraft in the d'Ambreville family.
- 727 Guillaume d'Ambreville born. Richard marries Isidore de Forêt.
- 728 Étienne creates a magical gate, enabling the d'Ambrevilles and their dependents to leave the world of Laterre. Marcel killed in rearguard action; Marie-Hélène badly injured but survives.

Mystara

- 728 The d'Ambrevilles reach the world of Mystara. They are made welcome by the Flaems of Braejr and found their own dominion, Nouvelle Averoigne.
- 730 Elvish, Thyatian, and Traladaran settlers begin to trickle into the nation of Braejr.
- 733 Camille, increasingly erratic, abandons her duties as leader of the House d'Ambreville. After a fractious family council, Étienne becomes leader of the family.
- 735 André-David de Forêt appointed Huntsman of Nouvelle Averoigne.
- 738 The king of Braejr, following the advice of Étienne d'Ambreville, institutes an official policy of welcoming and integrating the settlers. His subordinates follow an unofficial policy of making life unpleasant for the settlers. Frictions build.
- 747 The Braejr Council of Lords outlaws clerical teaching and clerical magic, upon penalty of death. Étienne's brother Simon leaves the area.
- 750 The Great Burning: Flaems burn threescore captured clerics—all of them of Thyatian or Traladaran descent.
- 754 A second Great Burning is interrupted by maddened mobs. Armed revolt erupts in many of the small Thyatian and Traladaran communities. The army of Braejr ruthlessly suppresses the rebellion. Most of the able-bodied men of Thyatian and Traladaran descent are killed.
- 764 Jaana Toorden born in Aalban.
- 770 Catharine du Marchand born.
- 784 A third-generation settler of Thyatian descent kills a Flaemish lord. Flaemish forces attack his village. War erupts again between Thyatians and Flaemish.

- 786 The hero Halzunthram appears on the scene and begins organizing the settlers into an efficient fighting force.
- 788 The settlers defeat the Flaemish. Halzunthram assumes control of the nation and declares it a protectorate of his masters, the Alphatians. Beginning of the "Forty Years Without Peace."
- 804 Étienne marries Catharine du Marchand.
- 806 Jean-Louis d'Ambreville, first son of Étienne and Catharine, born.
- 810 Claude d'Ambreville, second son of Étienne and Catharine, born.
- 828 Lord Alexander Glantri defeats Halzunthram and his Alphatian forces; the Forty Years War ends.
- 829 Lord Glantri founds the Principalities of Glantri and reforms the Council of Lords into the Council of Princes.
- 845 Under Étienne's guidance, construction begins on the Great School of Magic. Richard and Isidore appointed Werewolf Executioners of Nouvelle Averoigne.
- 850 Richard and Isidore become werewolves.
- 875 The School of Magic is completed. Étienne d'Ambreville becomes its first Grand Master.
- 896 Étienne d'Ambreville is confirmed as a new prince, and Nouvelle Averoigne as his principality. Sire Henri and Catharine assassinate him. Étienne's magic exacts revenge, killing them and sending Chateau d'Ambreville into a deadly dimension from which no one can escape. The Council of Princes forbids new settlement in the abandoned lands, lest the same fate befall others.
- 904 Carmina de Belcadiz born.
- 979 Adventurers are drawn to le Chateau d'Ambreville and break the curse. Étienne is released from his dormant state. The chateau crumbles into ruins; all the d'Ambrevilles except Étienne age and die. Étienne visits Old Averoigne, and brings his friend Geneviève de Sephora, Lady of Sylaire, and her spacious tower back to Glantri. He wishes his family back to life and sets about restoring Nouvelle Averoigne to its former status.
- 980 Étienne is confirmed once again as a Prince by the Council of Princes. Catharine departs for Thyatis City as Glantri's ambassador.
- 981 Michel d'Ambreville ("Young Michel") born.
- 982 Monique d'Ambreville born.
- 988 Tariana of Clan Chossum born in Alfheim.
- 990 Georges d'Ambreville born.
- 1005 War erupts between Glantri and the empire of Alphatia over who shall reign supreme in the field of magic. The empire of Thyatis and the Heldannic Freeholds enter the fray against the Alphatians. War soon embroils most of the known world.
- 1009 The Empire of Thyatis sues for peace with Alphatia. The Alphatians bring their magic to bear on Glantri City, doing great damage. Alphatia destroyed by a strange burst of magic. Étienne vanishes.
- 1010 Henri battles Isidore and Richard over who will succeed Étienne as prince. Isidore kills Henri in a magical duel.
- 1011
- 1012 Today.

Secret History

(Rad, The Radiance, Immortals, and Old Ones)

The following “behind-the-scenes” account is provided for the DM’s use; it reveals information not included in the player characters’ history of the family.

Most of the information contained in Petit-Singe’s biography of Étienne is true (although betraying a natural pro-Glantrian bias—an Alphatian history of the war would read quite differently!), but there are some things he is unaware of that the DM should know. The most important is the fact that Étienne is no mere mortal but the Immortal patron of Glantri, Rad himself.

In 841 AC, Étienne discovered that there was a powerful source of magic somewhere under Glantri City. The magical energy was unlike anything he’d ever encountered before. It had weird, inexplicable effects and could not be analyzed by the magical methods he knew. But he could draw on it, in minute amounts, and realized that there was knowledge to be had here.

Within a year, he’d uncovered its source. In a cavern far under the city was an ancient device, the Nucleus of the Spheres. It was an artifact, permeated with magic as powerful as anything possessed by the Immortals: the Radiance. Étienne drew on this power in his effort to learn more about the Immortals. As he studied the Radiance, its power changed him in ways not even he understood.

Absorbed in his researches, he did not suspect Henri’s treachery until it was too late. When Henri and Catharine assassinated Étienne, his body died but his life-force could not depart. For Étienne d’Ambreville was no longer mortal. His experiments with the Radiance had gradually transformed him into something that was part mortal, part Immortal. Trapped in his dead body in his coffin, he went mad with rage and horror, calling down a mighty curse upon his treacherous kin.

Somehow Petit-Singe, Étienne’s faithful jester, became imbued with a fraction of his master’s power and used it to devise a way to break the curse. Gradually, though, the borrowed power ebbed. As Petit-Singe felt his mind go, he scattered clues throughout the mansion of how to find and reactivate the gate to Old Averoine. In the years that followed, the family waited hopelessly for the rescue that most believed would never come.

In time, however, rescue came, as a party of resourceful adventurers braved every challenge that Chateau d’Ambreville and Old Averoine had to offer. Free once more, Étienne richly rewarded his rescuers, then departed on a long voyage of self-discovery. He explored his new abilities, and eventually realized the truth: he was actually an Immortal now. Yet he retained the interests and emotions of a human man.

Eventually, Étienne entered the society of the other Immortals, taking the name of Rad. He caused great consternation among their ranks because he was the first

mortal they knew of who had become an Immortal without their help . . . or permission. This alone made him many enemies among the Immortal hierarchy. That he also maintained his mortal identity of Étienne did not sit well with other Immortals, who felt it unseemly to mix overmuch with their mortal followers.

Thereafter, he led a double life. As Étienne, he continued to rule Nouvelle Averoine and train promising new wizards at the Great School of Magic; in addition, he secretly created a new order of wizards, the Brotherhood of the Radiance, to study this new magic. As Rad, he became the patron of all Glantri and delved ever more deeply into the secrets of the Radiance.

Étienne discovered that the Radiance drew its energy from the Sphere of Energy. If he continued using it, Mystara might eventually be deprived of all magic. But even more fascinating was his discovery that the Radiance was somehow tied to the Old Ones—beings who stood as far above Immortals as the Immortals do above mortals, and who were even more mysterious. Many Immortals thought the Old Ones nothing more than a myth. Étienne, however, came to believe that the Old Ones had led him to the Radiance in order to create a new path to Immortality.

He pressed on, with the aid of other Immortal allies, regardless of the growing hostility of the hierarchs. Inevitably, conflict erupted among the Immortals. Many wanted Étienne to stop his studies, lest Mystara lose its magic (and the races dependant upon it). Étienne and his allies refused. Rather than attack him directly, his foes ordered their followers to attack his followers. The result was the five years’ war sometimes known as the Wrath of the Immortals.

The war ended when mortal adventurers, aided by an Immortal who abhorred the conflict, altered the Nucleus of the Spheres so that it drew its power from the Sphere of Entropy (source of much evil energy) rather than the Sphere of Energy. A final battle erupted beneath Glantri City between Rad and his chief foe, the Immortal Ixion, even as Alphatia’s Thousand Wizards made their final assault above.

These events were interrupted by the arrival of an Old One, who put an end to the fight between the Immortals, dismissed Ixion, mesmerized Rad, and took him away. The Doomsday Weapon was destroyed, the continent of Alphatia plucked from the ocean and hurled into the Hollow World.

Since the war’s end, Étienne has been trapped in a dreamlike state, forced by the Old Ones to relive scenes from his life in order to learn from his mistakes. Followers of Entropy, seeking revenge, have invaded his dreams and turned them into nightmares; their goal is to turn Rad into a thing of evil. Whether they succeed or fail is up to the player characters to decide.

Henri's Timetable

The following timetable gives a rough idea of when various events occur during the adventure. The DM should consider this a guideline, rather than instructions carved in stone that he or she must follow. If it'd be more dramatically appropriate for Charles or Marie-Hélène to die on the second day, by all means let it be so. Likewise, if for some reason the DM wishes to keep a particular NPC alive, defer his or her fate until later in the adventure. PC actions can also alter events: if they heroically save a designated victim, or just discover a body, be sure to adjust the adventure accordingly.

Before the Adventure Begins: Henri captures Richard and Isidore; he and Carmina begin their impersonation.

Day One: the first murder.

mid-day: PCs arrive at Chateau Sylaire.

9 o'clock: Monique killed.

Day Two: the second and third murders.

7 o'clock: Monique *raised* by Simon.

9 o'clock: Family Breakfast. Catharine accused & placed under house arrest.

mid-morning: Guillaume & Janette captured.

noon: Wedding.

1 o'clock: Simon killed.

11 o'clock: Catharine killed.

Day Three: the fourth through ninth murders.

early morning hours: Magdalène & André-David killed.

mid-day: Catharine's body discovered.

afternoon: Sebastien goes mad.

late afternoon: Claude staked.

evening: Guillaume & Janette die of torture.

Day Four: the tenth through twelfth murders.

6 o'clock: Claude found; revives a few hours later.

9 o'clock: Gilles Grenier arrested on trumped-up charges; magen-guards assigned.

just past 9 o'clock: bodies of Magdalène and André-David found.

10 o'clock: Charles poisoned.

2 o'clock: Charles interviewed.

mid-afternoon: Marie-Hélène drowned.

6 o'clock: Charles dies.

midnight: Gilles Grenier dies of torture.

Day Five: Trial of Petit-Singe

Étienne returns; Henri flees; "Geneviève"-simulacrum slain; Ariette reveals self.

Victims d'Henri

In case the DM wishes to devise his or her own sequence for events, the following are Henri's prime considerations in choosing his targets, listed roughly in order of importance. Remember that Henri is very clever; if the PCs begin to suspect "Richard," he arranges a convincing attack on himself or "Isidore" to confuse the issue. Throughout he and Carmina will present the murders as an attempt to discredit their rule. Remember that at all costs he wants to distract attention from the dungeon area.

#1. Magic-using members of the d'Ambreville clan who could reasonably be expected to inherit the throne (i.e., the mages in the clan).

Monique, Charles, Guillaume, Gaston; also Isabelle, Catherine, & Janette (all three out of main line but still a potential threat).

#2. Those close to Isidore or Richard, who might detect the masquerade and give the game away.

Monique, André-David, Magdalène; also Simon (because of his inconvenient *speaking with dead* spell).

#3. Those with whom Henri has an old score to settle OR those who were particularly close to Étienne.

Catharine, Geneviève, Jean-Louis, Claude, Monique, and just about everyone else except Georges, Doña Carmina, and Camille.

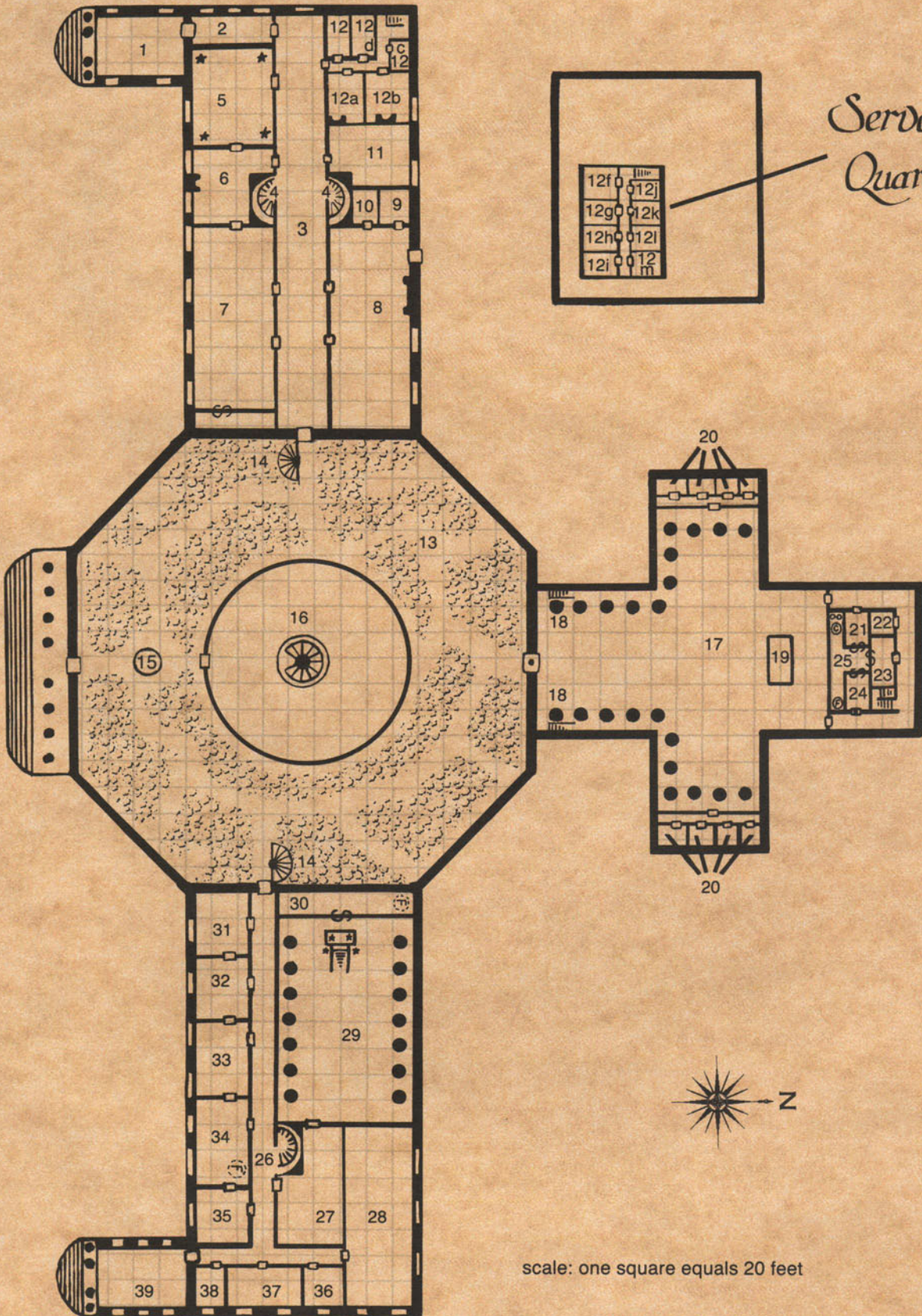
#4. "Innocents" targeted to throw others off the track.

Gilles Grenier, Guillaume and Janette, the PCs.

Taking these four motives into account, it is easy to see why Monique is the first victim: as heir apparent to the throne she stands directly in Henri's way, and as the daughter of the man he's impersonating she stands the best chance of eventually seeing through his disguise. That she is a protegee of his hated brother Étienne is the final nail in her coffin. In contrast, Simon is also an early victim not because he could inherit the title but because he has the power, via *raise dead*, to undo Henri's whole plan (not to mention the potential embarrassment *speaking with dead* or *true seeing* could cause).

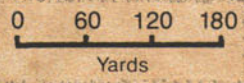
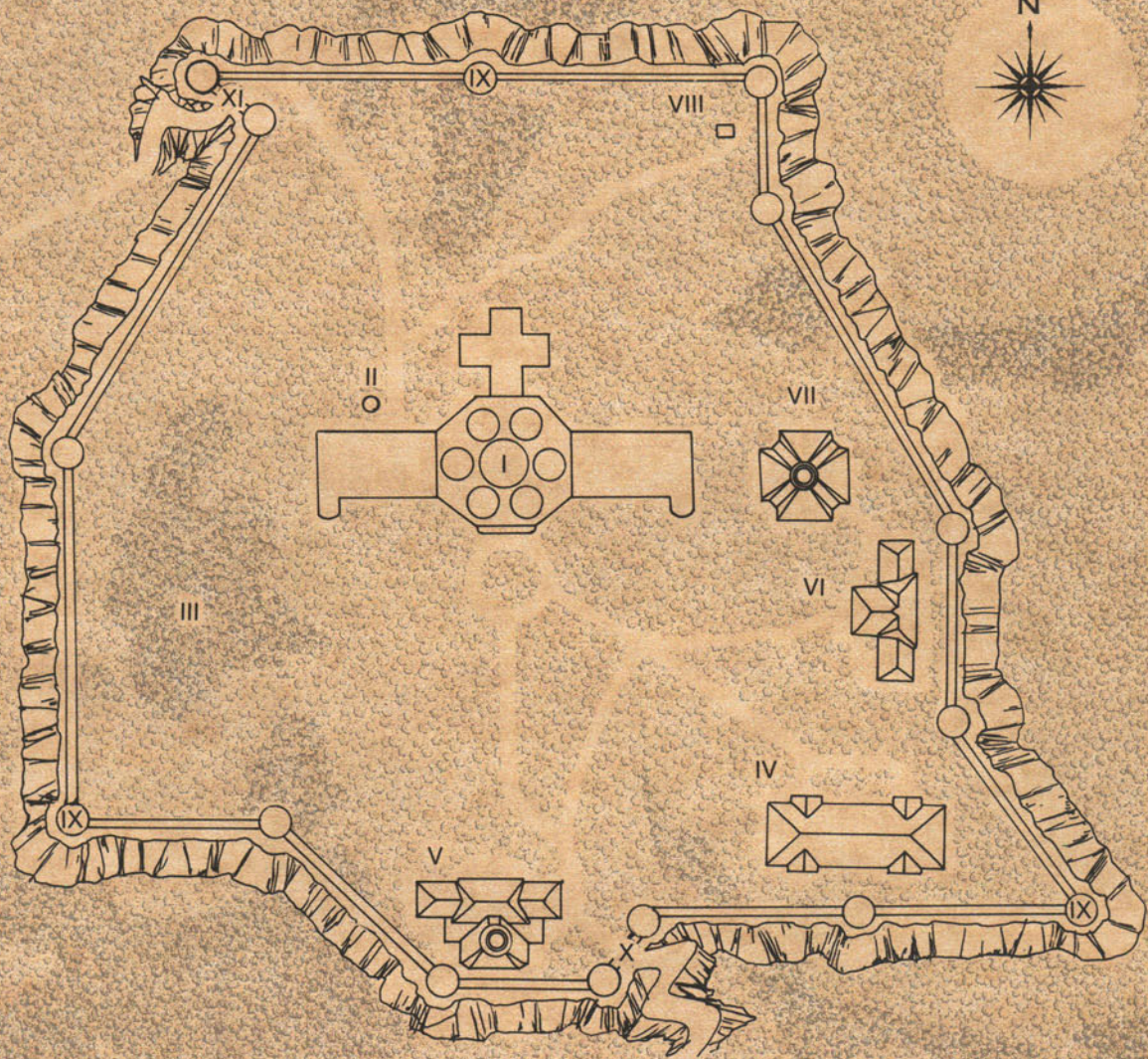
An interesting variant is for the DM to add an NPC or two from his or her own campaign, presenting them as adventurers who helped break the curse thirty years ago. Such a character would fit into category #3 (as a benefactor of Étienne) or #4 (a red herring, attacked to muddy the waters).

Mayson Sylaire First Level

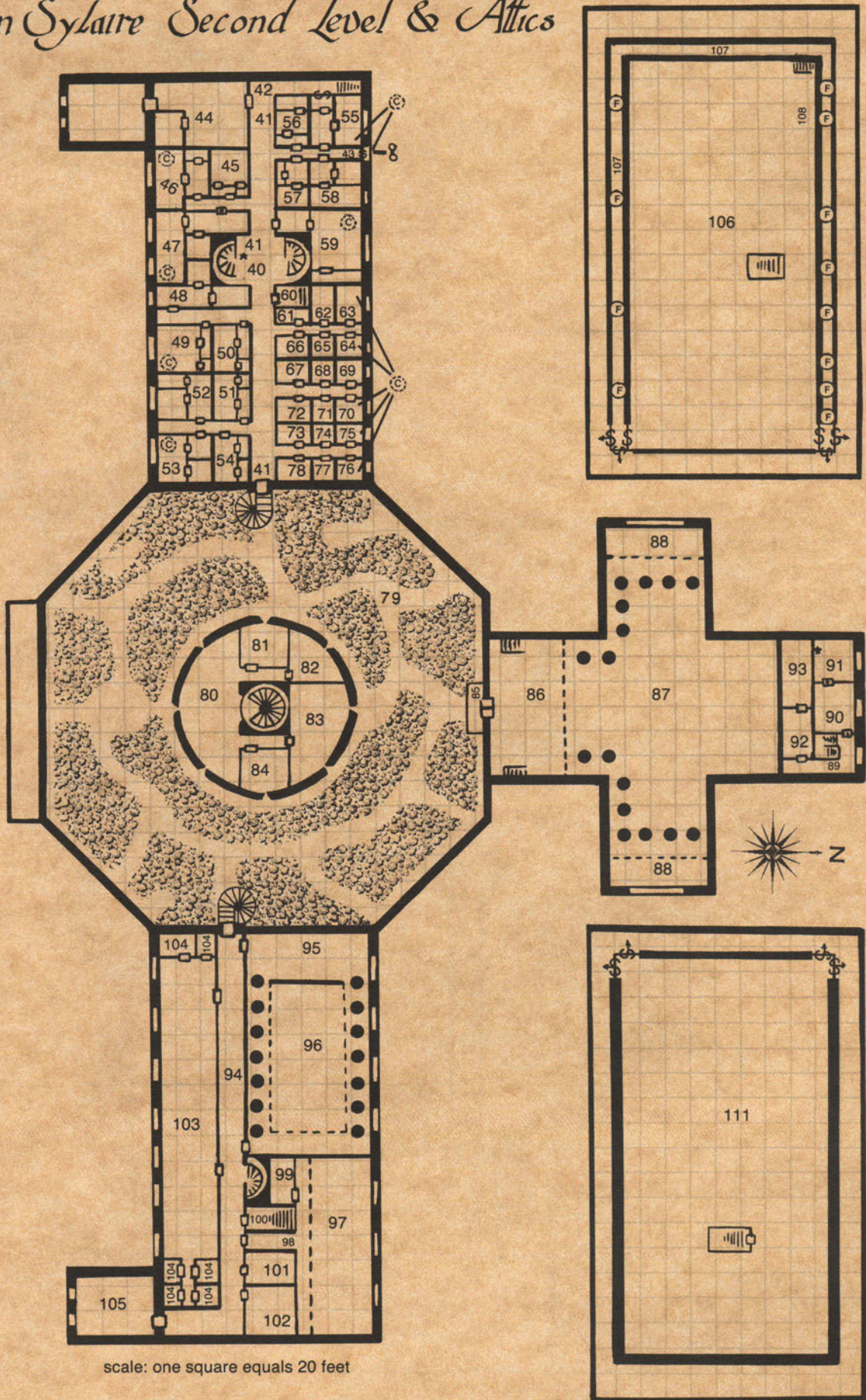


scale: one square equals 20 feet

Chateau Sylaire & Grounds



Maison Sylaire Second Level & Attics



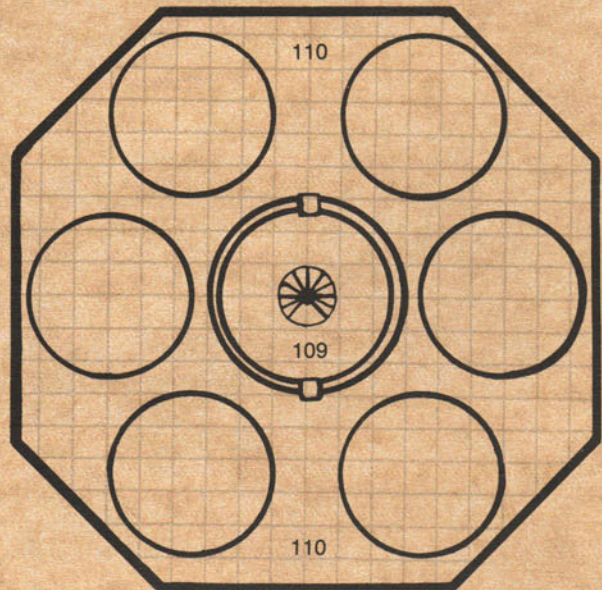
Key

	stair		spiral stair
	door		wizard-locked door
	locked door		one-way secret door
	secret door		secret trap door in ceiling
	trap door in ceiling		secret trap door in floor
	trap door in floor		wizard-locked window
	window		magical archway
	fireplace		statue, magen, golem
	pillar		ladder
	fountain		railing
	throne		bars
	dais		arrow slit
	altar		

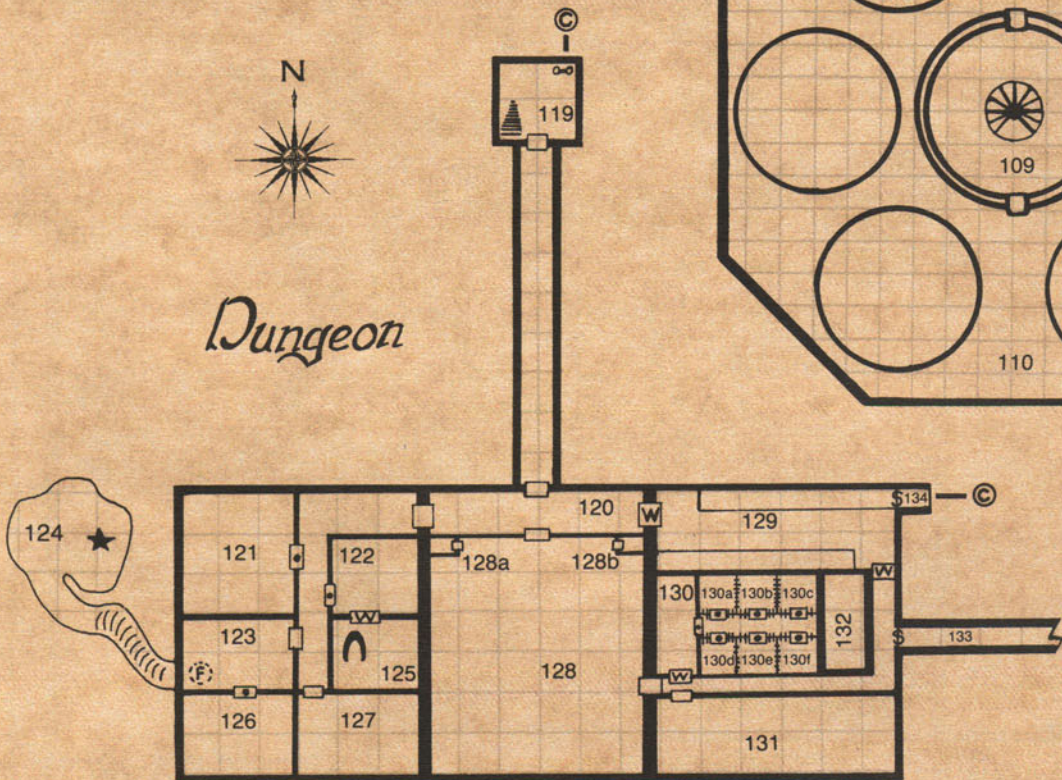
scale: one square equals 20 feet



le Tour Sylaire



Dungeon



Scoresheet

Awarding Success Points

This page is provided to help the DM keep track of how well the PCs are doing in their attempts to help Étienne d'Ambreville achieve full humanity. After each dream, check the categories which apply; these are the Success Points the PCs have earned in that encounter. At the end of the adventure, add the Success Points up to determine how well they've done overall. Note that Success Points are awarded to the entire group, not to individual characters (thus if two characters try to shield young Étienne from the cat-o'-nine-tails, the group still receives only one point for that action).

The First Dream.

- For trying to persuade Étienne that he should add some play to his life: +1 pt.
- If a PC tried to shield little Étienne from the cat-of-nine-tail attacks: +1 pt.
- If the giant was killed or driven to flight: +1 pt.

The Second Dream.

- For objecting to the idea that the prisoners should be put to painful death: +1 pt.
- For successfully persuading Étienne not to kill the prisoners: +1 pt.
- For forcing Hazelthorn to demonstrate magic: +1 pt.

The Third Dream.

- For convincing Étienne to give his relationship with Geneviève another try *before the fight started*: +1 pt.
- For saving Geneviève from the Confessor: +2 pts.

The Fourth Dream.

- For trying to persuade Étienne to have mercy on members of his family: +1 pt.
 - For agreeing to take some of Étienne's vengeance upon themselves: +2 pts.
 - For each act of kindness to a d'Ambreville in need of one (reassuring Charles that he's not mad, freeing Magdalène from her impromptu tomb, rescuing Guillaume from his tormentors, comforting Isabelle, &c.): +1 pt.
 - If the PCs stopped Hazelthorn's sawing before five rounds had elapsed: +1 pt.
 - If the PCs stopped Hazelthorn's sawing before three rounds had elapsed: +1 pt (cumulative with the preceding).
-

Success Results

The PCs' level of success is based on how many Success Points they earned in the course of the adventure.

Points *Level of Success*

0-6 Utter Failure

Étienne returns to Mystara as a mortal. But he is much as he was before, lacking a certain amount of human sympathy and empathy. His magical ability is curtailed as well, reducing him to a 20th-level wizard. He has no Immortal sponsor or aid from the Immortals. The Old Ones will not allow him access to the Radiance, the magical energy he originally used to gain Immortality. Unless he changes later of his own accord, he will never become Immortal again.

7-15 Partial Success

Étienne returns to Mystara as a mortal. But he is more humane than he used to be and has earned the support of the Immortals, including some of his old enemies. He has access to the Radiance and will continue to study it; he may become Immortal again at some point in the future.

16-18 Complete Success

The Old Ones are pleased: Étienne returns to Mystara in his mortal identity, but he also remains the Immortal Rad, with full access to the Radiance, and restored to all his former rights and privileges.

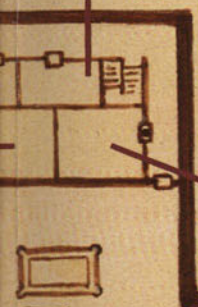
Tracks Summary

- Track 1:** Prince Étienne, lying in his tomb, muses on his fate.
- Track 2:** Petit-Singe invites the PCs to dinner.
- Track 3:** Petit-Singe introduces himself and explains that the PCs are the prophesied ones he has been seeking.
- Track 4:** Petit-Singe explains the PCs' mission: to find the missing *Prince-Magicien* Étienne d'Ambreville.
- Track 5:** Wilton takes the liberty of warning the PCs about Glantri's restrictions on clerics.
- Track 6:** The First Day: the guards at the gatehouse demand the password.
- Track 7:** Old Emile the doorwarden welcomes the PCs to Chateau Sylaire.
- Track 8:** "Richard" greets Geneviève de Sephora, in Sylaire (French).
- Track 9:** translation of the preceding track into Thyatian Common (English).
- Track 10:** "Richard" expresses surprise and regret that Petit-Singe is still alive. Petit-Singe explains that the PCs are companions for Dame Camille, who greets them.
- Track 11:** Camille relates her dream to the PCs.
- Track 12:** Ariette the maid tells the PCs that all the d'Ambrevilles are mad.
- Track 13:** The Amber Theme (instrumental).
- Track 14:** Overheard Conversation #1: Guillaume and Janette plot to show Richard "the error of his ways."
- Track 15:** Overheard Conversation #2: Simon and Claude discuss forgiveness.
- Track 16:** Overheard Conversation #3: Marie-Hélène offers her opinion.
- Track 17:** Young Michel asks a PC to dance.
- Track 18:** Dian de Moriamis flirts with a PC.
- Track 19:** Georges shows his charm.
- Track 20:** Monique asks her dance partner to meet her in her room in half an hour.
- Track 21:** The Dream Theme (instrumental).
- Track 22:** The First Dream: "Concentrate . . . Concentrate . . . Concentrate . . ."
- Track 23:** Young Étienne promises to make his father proud.
- Track 24:** Young Étienne tells the PCs he must study; he has no time for play.
- Track 25:** Michel the giant attacks the PCs for trying to corrupt his little boy.
- Track 26:** Sound effect: the giant dies.
- Track 27:** Veronique remarks that the PCs look considerably more intelligent than she was expecting.
- Track 28:** Veronique explains that they are in one of Étienne's dreams. She urges the PCs to help him and warns them to beware those who would corrupt him.
- Track 29:** The Second Day: "Richard" arrests Catharine for the attack on Monique.
- Track 30:** "Richard" vows to uncover Catharine's accomplices; Charles offers a toast.
- Track 31:** The Chapel Theme (instrumental).
- Track 32:** Simon tells "Richard" of an attempted poisoning.
- Track 33:** Père Simon performs the wedding service for Magdalène d'Ambreville and André-David de Forêt.
- Track 34:** The death of Simon.
- Track 35:** The Second Dream: Étienne the young soldier rides into battle to rescue his father.
- Track 36:** General Hazelthorn counsels revenge for the death of Michel.
- Track 37:** If the PCs do not intervene: Étienne accepts Hazelthorn's advice and orders the execution of all the prisoners—wounded, women, and children.
- Track 38:** If the PCs intervene: Hazelthorn confronts the PCs and realizes that they're real, not figments of Étienne's dream.
- Track 39:** Hazelthorn departs with a threat.
- Track 40:** Étienne thanks the PCs for intervening and gives them a token of his thanks.
- Track 41:** The Third Day: Camille authenticates the ring.
- Track 42:** Sound effect: a maid screams.
- Track 43:** The Third Dream: Étienne the lover breaks off his engagement with Geneviève de Sephora.
- Track 44:** The Confessor strikes.
- Track 45:** The Fourth Day: Charles expounds a theory.
- Track 46:** The Fourth Dream: Étienne, lying dead in his coffin, tells the PCs that Henri and Catharine have murdered him.
- Track 47:** Étienne plans his revenge.
- Track 48:** Étienne sets his revenge in motion.
- Track 49:** Étienne offers the PCs a chance to take the curse upon themselves, sparing his family from its effects.
- Track 50:** Étienne asks how many PCs are willing to suffer for those not their kin.
- Track 51:** Sound effect: Étienne's revenge-magic hits a victim.
- Track 52:** Étienne succumbs.
- Track 53:** Veronique tells the PCs Étienne is not truly dead; they must find him and help him to waken.
- Track 54:** The Land of Mists Theme (instrumental).
- Track 55:** Hazelthorn torments dead Étienne.
- Track 56:** Hazelthorn continues his torment while Étienne begs for mercy.
- Track 57:** Day Five: The trial of Petit-Singe. "Richard" and "Isidore" pass sentence on Petit-Singe and Camille; when the PCs appear, "Richard" orders the guards and golems to attack.
- Track 58:** Camille calls Henri a rotten brat and joins the battle on the PCs' side.
- Track 59:** Étienne returns!
- Track 60:** *Curses, foiled again!* Henri vows revenge as he makes good his escape.
- Track 61:** Étienne announces "I have returned!" He mourns the death of Geneviève, only to discover that the body is a simulacrum made of snow.
- Track 62:** Ariette the maid reveals that she is the true Geneviève in disguise.
- Track 63:** Camille asks Étienne to revive all the d'Ambrevilles killed during the adventure; he reluctantly agrees to do so one last time.
- Track 64:** Étienne thanks the PCs for their aid and asks them to stay on as his guests for a few days while he prepares their reward.
- Track 65:** If the PCs fail: Veronique thanks them for trying.
- Track 66:** If the PCs win a qualified success: Veronique says Étienne is more humane than he was; things will be better between him and the family now.
- Track 67:** If the PCs win hands-down: Veronique congratulates them and predicts that their actions have won them powerful allies and determined the fate of Glantri.
- Track 68:** Étienne and Geneviève ride with the PCs; Étienne presents their reward.
- Track 69:** Petit-Singe bids the PCs farewell.

Ground Floor



Chapel
library

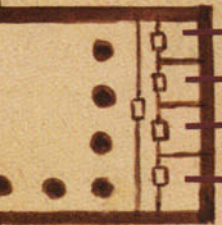


vestry

The
Chapel



meditation cells



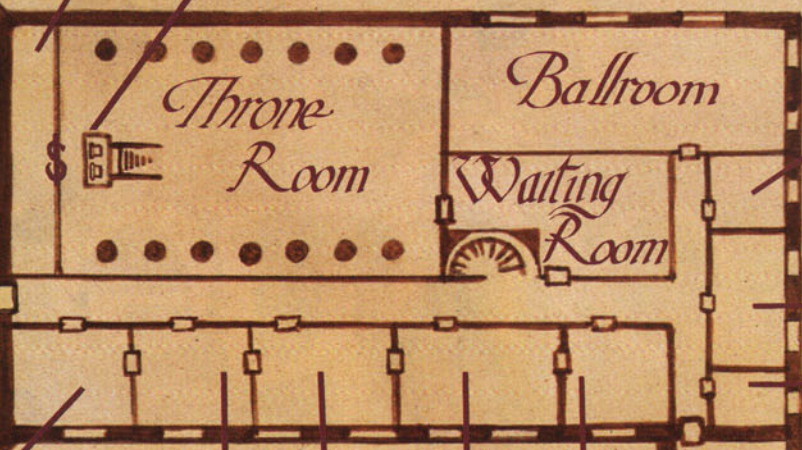
servant
stair



The Prince's
Gallery

dais

East Wing



Throne
Room

Ballroom

Waiting
Room

Tabern
Retiring
Room

Blue

White

Green

Black

Red

oyer

Guardroo

Second Floor

&

Want's
Stairs



head priest's
bedchamber

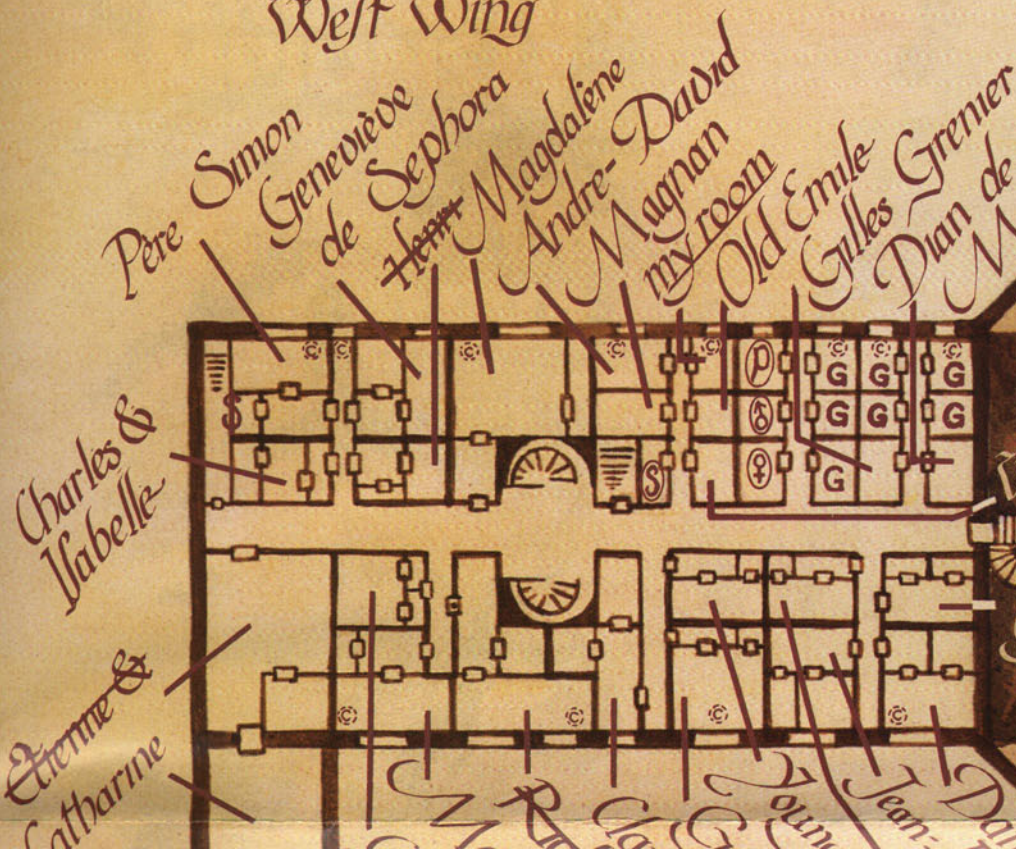
Reliquary
Storage



West Wing

Choir
balcony

Choir Loft

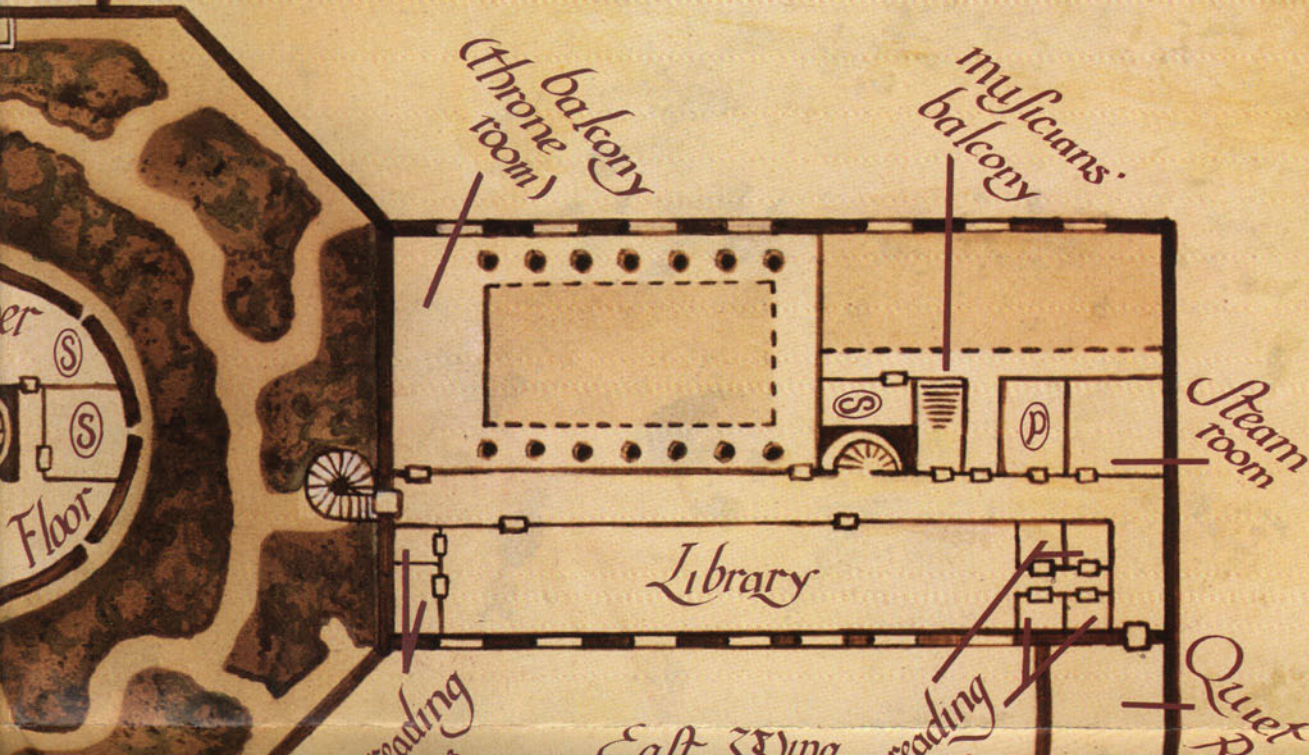


Attics



Left

Glory Windows



N




W

E



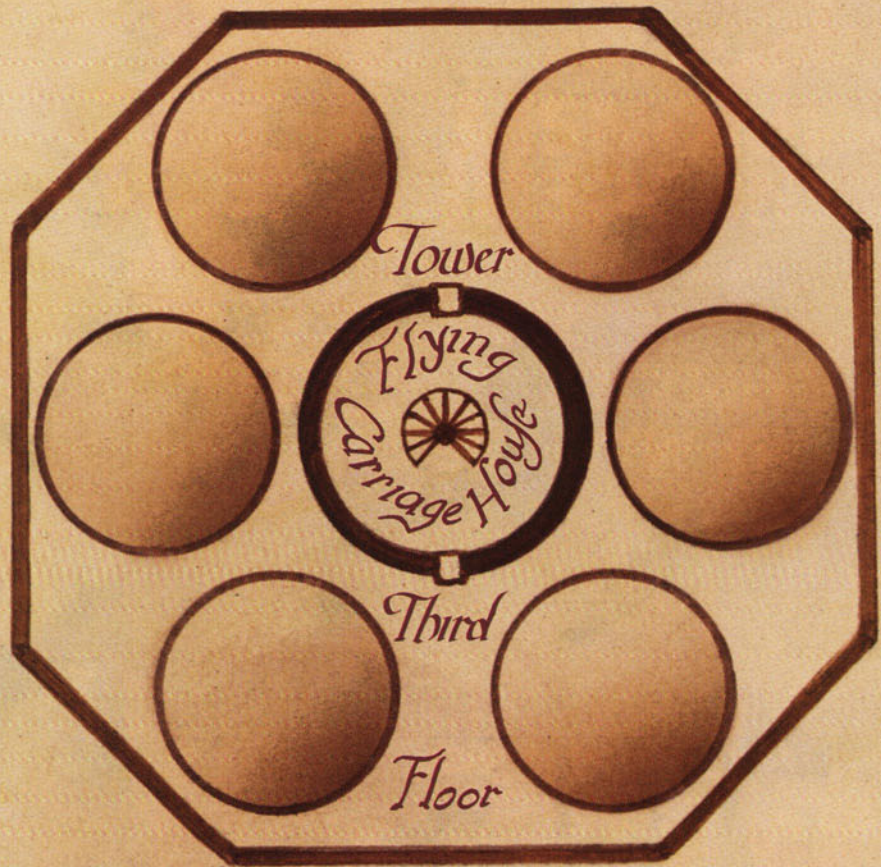
Scale: one Quarter inch = 20 feet

Key

- | | | | | | |
|---|--------------|---|-----------------------|---|-----------------------------|
|  | Spiral stair |  | throne |  | secret door |
|  | stair |  | altar |  | secret door one-way |
|  | fireplace |  | Statue, imagen, golem |  | trap door in floor |
|  | arrow slit |  | window |  | pridy |
|  | railing |  | door |  | store rooms |
|  | fountain |  | locked door |  | guest rooms |
|  | pillar |  | wizard-locked door |  | secret trap door in ceiling |
|  | baths | | | | |
|  | (men) |  | (women) | | |



Octagon Roof



Sidore's parlor

Mayson

Sylair



Catharine
 Gaston
 Marie-Hélène
 Richard & Sabine
 Claude
 Guillaume
 Young
 Michel & Janelle
 Jean-Louis & Mariana
 Dame Camille

Tower Floors



re Chateau d'

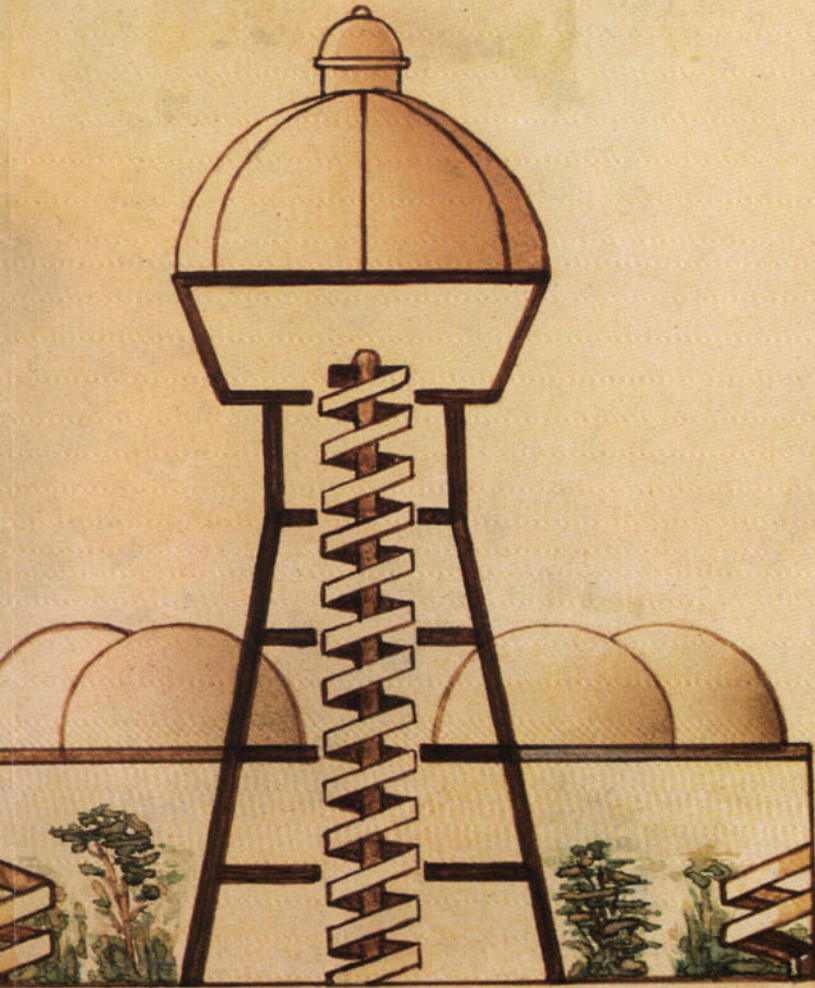
reading
rooms

East Wing

reading
rooms



Quiet
Room

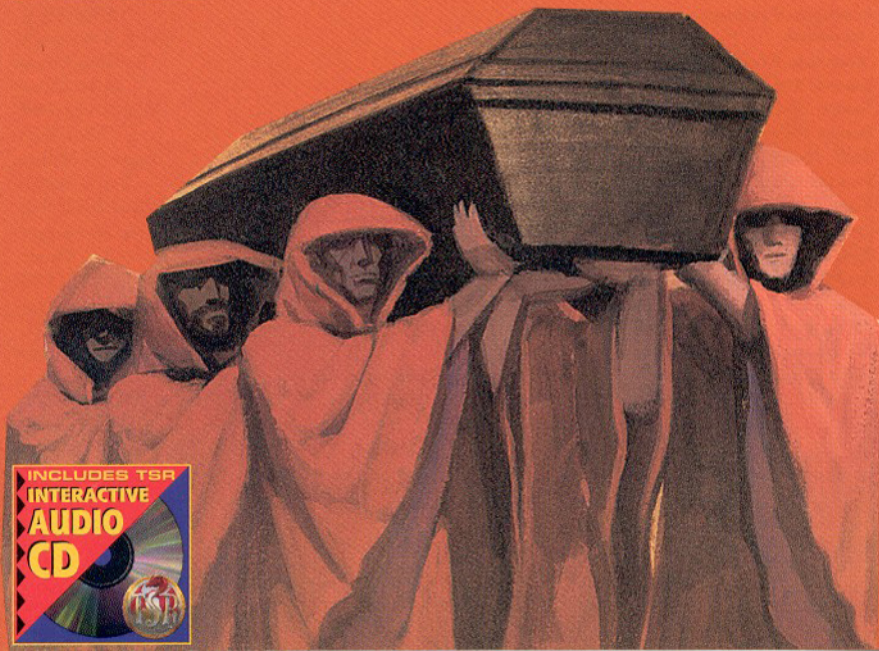


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Music Performed and Produced by

Audio Project Management:

Sound Design and Sound Effects Mixer:

Dialogue Editor:

Background Effects Editor:

Voice Talent:

Flint Dille

Gordon Hookailo

Buzz Dixon

Buzz Dixon

John D. Rateliff

Flint Dille

Roger E. Moore

Terrie Berlin

GROUND ZERO PRODUCTIONS

Dominic Messinger

New Age Music

GDH DIGITAL

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Neal Lampert

Laurence Schwartz

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Samson King, Julia Pearlstein, Tom Spider, and Penny Sweet

Studio Credits

Dialogue Recorded at MARK GRAUE RECORDING
Supervising Sound Editor and Lead Mixer: Gordon Hookailo

Foley Recorded at ID GROUP

Final Mix and CD Premaster by GDH DIGITAL.

Final CD Preparation by Pacific Coast Sound Works.

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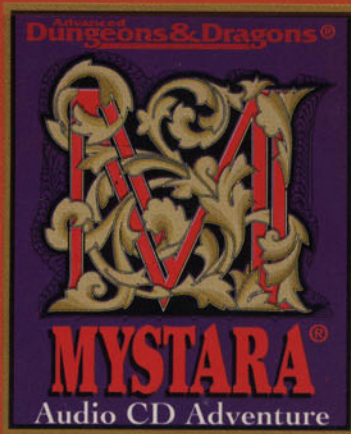
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MARK OF AMBER

By Aaron Allston,
Jeff Grubb, & John D. Rateliff

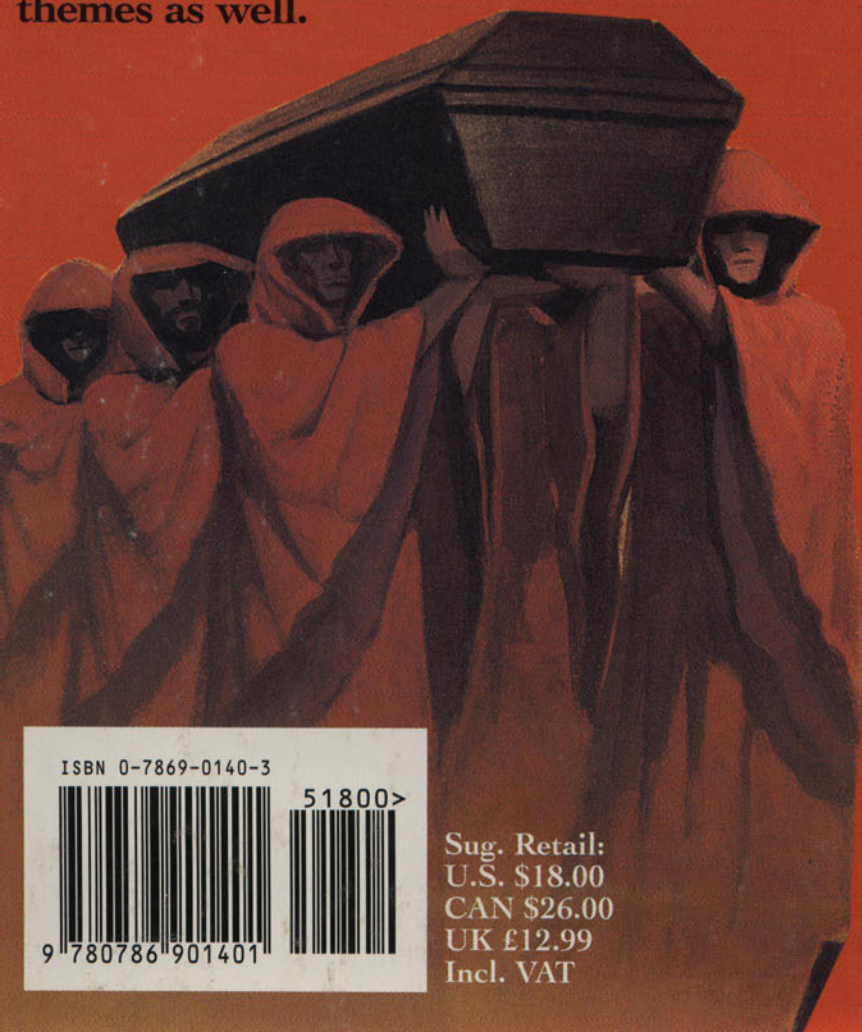
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