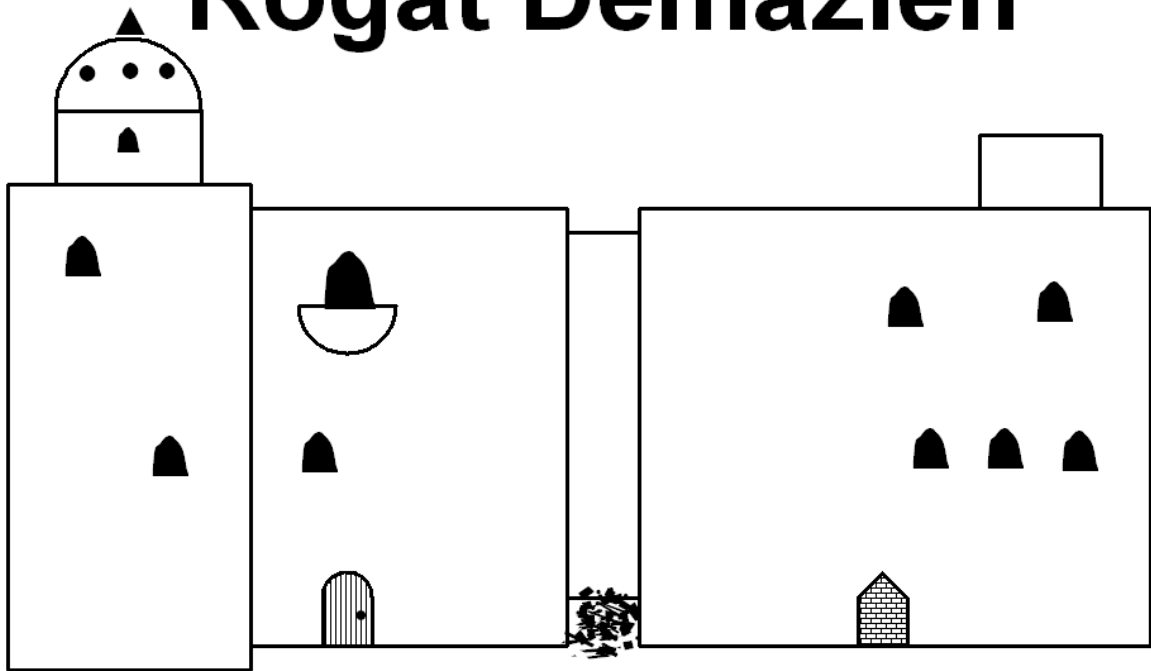
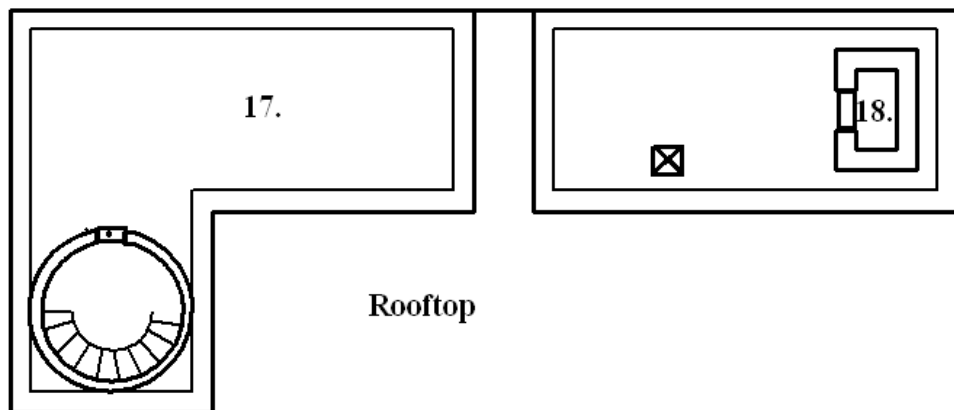
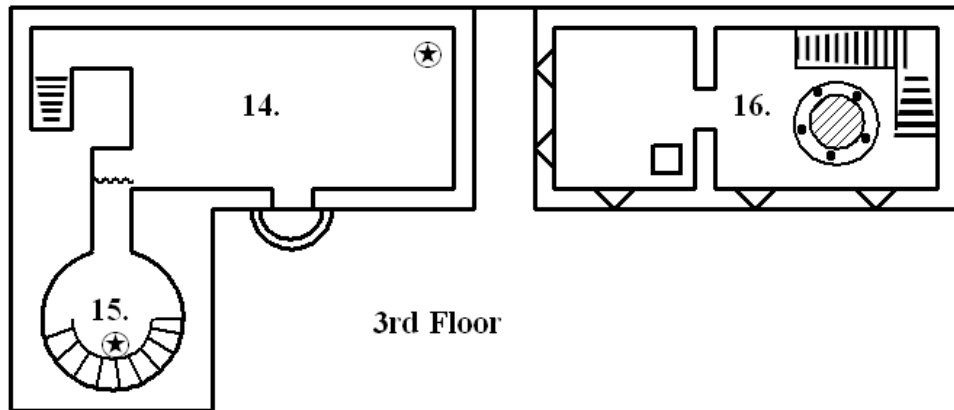
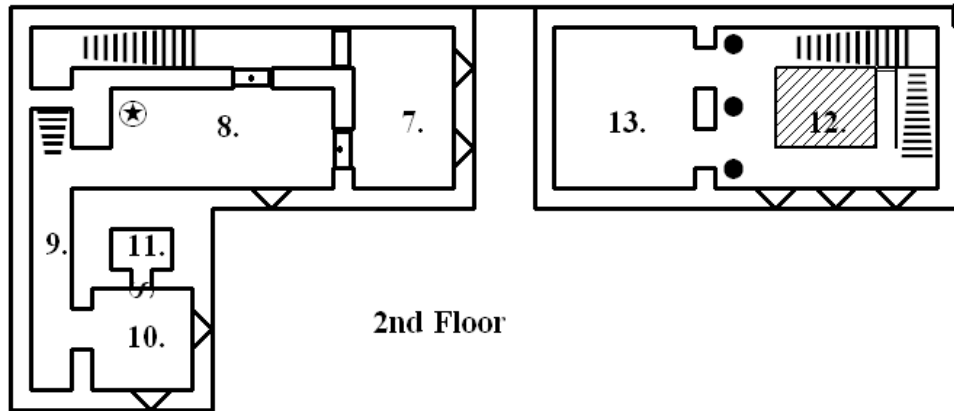
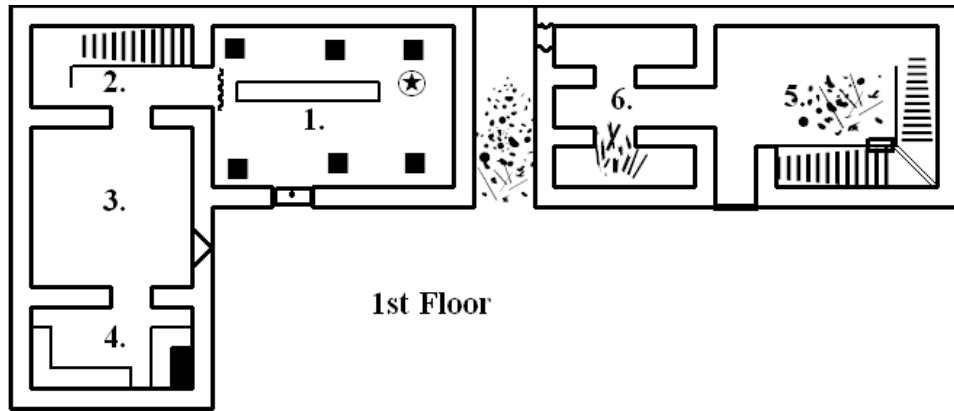


The House of Rogat Demazien



by: Gabor Lux



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Writing, cartography, cover and layout: Gabor Lux

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Introduction

The House of Rogat Demazien is a low- to mid-level adventure location for use with the *Wilderlands of High Fantasy* boxed set and the *Castles & Crusades* role-playing game. It is by no means a complete adventure; rather, it is expected that the Judge will insert it into his campaign as appropriate, and devise some sort of plot hook to motivate his players to seek out and explore Rogat Demazien's strange dwelling. It is also a matter of taste and convenience where the module is located in the milieu: although originally created for *Zothay* (also available from the Judges Guild home page), any sufficiently large town will do, as long as a crowded slums/inner city area is present.

Once more, this supplement is just a starting point. Whether approaching the house on a mission of burglary, or investigating a series of strange disappearances, there are multiple paths a party could take: how the eventual adventure proceeds is a matter of focus and player choice, as there is no shortage of potential outcomes. Exercise good judgement when running your scenario, and don't let preconceptions get in the way of the game experience.

Gabor Lux

Background

Rogat Demazien's house is an old, crumbling building located in the Beggars Quarter of Zothay, right next to its western gate. It is surrounded by empty houses; some of these are sealed to prevent unlawful entry, whereas others are known to be the dwellings of thieves and vagrants. In any case, this is a place where few choose to live, unless they are short on money or don't mind the proximity of the vilest city scum. Since the entire quarter is protected by a treaty that keeps out the watch, one can only count on his own devices to guarantee the safety of his life and valuables.

Despite the squalid conditions, it is precisely this house – formerly a prosperous cloth merchant's home – which Rogat Demazien purchased a year after the previous owner died without leaving an heir. He paid the authorities a modest yet fair amount and moved in with his simple belongings. Since then, he has become known as an authority on the strange and unusual, with an interest in subtle enchantments and ancient history. Such skills have attracted the interest of Kritas, Zothay's tyrant, who has consulted him on multiple occasions – a development which has, in turn, aroused the suspicion and dislike of other magic-users living in the city. The only exception is Beshtal Teg, a morose Ghinoran known to sell strange

idols: he and Rogat are apparently on good terms.

Despite his apparent favour with Kritas, Rogat Demazien lives alone without any outwards sign of much wealth; his sole servant, an elderly man many have seen but none have talked to, visits once a week to deliver supplies to his master, but otherwise lives somewhere else. Rogat himself is very rarely seen, usually only when he leaves the city to visit Khauran, his former place of residence. This he does three to five times every year. In his absence, thieves have tried on two occasions to burgle his house. Both expeditions resulted in a failure, and none of the perpetrators returned, although one was found with a broken body before the front door, apparently having fallen from the roof or the balcony below. There was no other sign of injury, and no sound of struggle during that night – just the disappearances, the body and nothing more.



Key to the Street Level

A. Street

Unlike the southern streets of the Beggars Quarter, this place sees little traffic. The old houses which had once belonged to prosperous families are empty; some are close to collapse, but even those in a relatively good condition have seen better days. Pigeons and seagulls nest in the empty windows. All four keyed houses have a flat roof and three to four stories. Walls are easy to climb (TN -2) but there is a 20% chance on every attempt that a stone is loose and the climber must roll a Dex save or fall and suffer 3d6 points of damage. During the night, there is almost no chance of interruption; roll for random encounters

every hour spent outside. Encounters occur on a 1:6 chance.

Roll Result

1. Beggars of Shakkur (3d6, see undercity area 10. for more)
2. Drunks (2d4)
3. Giant rats (2d10)
4. Stray dogs (3d4, 30% hostile)
5. Robbers (2d6, only approach small groups)
6. Prostitutes (1d3, passing through)

Beggars of Shakkur: HD 1-1; AC 9; dmg 1d6-1 crutches (club); SV P. [Do not count as losses for the underground area.]

Drunks: HD 1+1; AC 10; dmg 1d6 shortsword or club; SV P.

Giant Rats: HD ½; AC 13; dmg 1d4; SA disease; SV P.

Stray Dogs: HD 1; AC 13; dmg 1d6; SV P.

Robbers: HD 1d6+1; AC 14 (+3 studded leather, +1 buckler); dmg 1d6 shortsword or 1d4 thrown dagger; SA back attack, thief abilities; SV P.

Prostitutes: HD 1; AC 10; dmg 1d4; SV Dex, Con, Cha.

B. The house of Rogat Demazien

This is the most intact house of the four. It has a strong wooden door that is always locked (TN +6), and multiple windows too narrow to squeeze through. On the third floor, there is a small balcony and an unguarded archway covered by a simple curtain. Interior areas are described below.

C. Alley

The narrow alley between the two houses is full of fallen debris. A crack in the wall to the east leads into the abandoned building.

D. Poorhouse

This once prosperous building is inhabited by cannibalistic beggars, and is described below. The front door is walled up, but there is a gap in the western wall which allows easy entry.

E., G. Houses

These two ruins are connected by a small bridge on the second level. Both are in a run-down condition.

F. Alley

Another narrow alley. Set in the passage below the overarching bridge is a rusted iron gate. The gate is locked (TN +0), and seems to have been left unmolested for years. However, it is in fact well oiled, as the small room opening from the alley's end is used by the thieves guild to hide items and people. The current resident is **Fik**, a 3rd level thief hiding from the authorities.

Fik: male human Thf3; hp 9; AC 15 (+3 studded leather, +1 buckler, +1 Dex); Atk +1 shortsword; SA back attack, thief abilities; SV Int, Dex, Cha.



Key to the Houses

Defenses

Although Rogat Demazien doesn't employ any guards, he has his own ways to take care of thieves. Deadly illusions and enchanted statues – special gargoyles – protect his premises. The traps are activated as indicated in the text. The statues are another matter: they become self aware when the first intruder crosses their line of sight, but don't attack until a favourable opportunity presents itself. They try to use their innate abilities for maximal effect before entering melee. In combat, they fight as **gargoyles**; however, they also project a 15' radius area of absolute silence while they move. The statues communicate telepathically. If one is destroyed, the rest animate and converge on the enemies to eliminate the threat.

1. Shop

The cloth merchant's store is a dark, cramped room smelling of dust and stale lamp oil. Wooden chests full of decayed cloth are piled up under the blackened beams. Miscellaneous tools – scales, shears, measuring sticks – lie on the counter top. Nobody has disturbed the place for a long time. The only detail that looks out of place is a heavy basalt idol in the north-eastern corner. It appears as a squat reptilian beast with a grotesque horned head, stunted bat-like wings and crooked claws. The bestial image is a **gargoyle**. It can command the front door to shut and lock at will. It doesn't attack unless someone attempts to leave the house through this exit.

Gargoyle: HD 4+4; hp 22; AC 15; #AT 4; dmg 1d3/1d3/1d6/1d4; SA silence; SD DR 5/+1; SV P, M.

Silence: as long as the gargoyle is in motion, all sound within 15' is negated. There is no saving throw against this ability.

2. Stairway

More chests full of cloth are kept here. The stairs are of cedar, and appear to be well cared for if a bit dusty. A trapdoor leading down is hidden behind some crates. It is hard to open from below (Str check, TN +0).

3. Servants' Quarter

The merchant's apprentices lived and slept here. Their belongings are all gone – only four cots, chairs and a table remain.

4. Kitchen

A counter and a fireplace. The soft veil of cobwebs covers everything. Only rats disturb the place.

5. Entry Hall

This decorative hall was once used to welcome the guests visiting the prosperous inhabitants of the house. Frescoes and

mosaics remain, but furnishings do not. Debris has fallen from above, and weeds have sprouted in the gaps. There is a foul, unclean smell. A stairway leads to the floor above, while another leads into the basement. A pile of soiled rags lies in a corner.

6. Dens

These side rooms once housed servants or slaves. They have recently been used as sleeping chambers by the degenerate beggars. The rooms smell of urine and human waste: the sole contents are a few discarded blankets, too decayed even for the current inhabitants. A narrow crack from the northern room leads outside.

7. Bedroom

This is a simple yet tidy bedroom, with a double bed, a wardrobe and a faded brass mirror on the wall. Like the rooms on the first floor, it is completely abandoned. A chest contains a gown, various headpieces, sandals, etc.

8. The Room of Endless Night

A perpetual gloom shrouds the room. Both natural and magical light turns into a strange phosphorescence that barely illuminates the immediate surroundings. Shutters close the only window and inky drapes cover the walls and ceiling. The material is dotted with a myriad silvery white dots glowing like stars. The effect is that of the night sky, presented with a lifelike accuracy right down to the smallest constellation. A sizable water basin stands in the middle of the room. There is also a wardrobe by the east wall and a stone pedestal with another **gargoyle** in the northwest corner.

The water basin is made of marble and looks like fonts typically found in large temples. At night, the image of the moon may be seen within, just as it appears outside the house. This image possesses an unnatural magnetism: anyone looking in the water has

his gaze transfixed, and if he fails a saving throw vs. Charm (Cha, TN +0), he falls into the water and sinks towards the pale reflection. Unless rescued in four rounds, a save vs. Illusion (Int, TN +6) is required to avoid drowning in this abysmal well. Of course, this is all an illusion. The victim merely stands immobile by the basin, and even if he is „killed”, he may be returned to his senses by vigorous shaking. Of course, approaching with opened eyes may just as well capture more characters...

The wardrobe is made of the darkest cedar, and appears to be of extraordinary craftsmanship. A silver pentacle is set in its doors. If opened, a cloud of icy darkness swirls outside and attacks. The darkness fights as a monster, but its damage is illusionary, „disappearing” in an hour.

The **gargoyle** is just like its companion in area 1., but instead of the ability to lock doors, it can use a powerful mental strike. It prefers to attack once multiple PCs have fallen prey to the well or they have released the darkness. It also attacks anyone returning from area 9.

Gargoyle: HD 4+4; hp 24; AC 15; #AT 4; dmg 1d3/1d3/1d6/1d4; SA silence, mental strike; SD DR 5/+1; SV P, M.

Silence: as long as the gargoyle is in motion, all sound within 15' is negated. There is no saving throw against this ability.

Mental Strike: once per day, the gargoyle can employ a mental strike against a single opponent. The victim must roll a save vs. Constriction (Str, TN +4) or suffer 6d6 points of damage.

Darkness: HD 4; hp 14; AC 18; dmg 2d6; SD incorporeal; SV M.

Incorporeal: the darkness is immune to physical attacks. Fire and magical spells harm it, but clerical turning has no effect.

9. Corridor

Wispy sheets of spider webs hang from the ceiling. The passage is perpetually dark (just like area 8.). Ghostly sounds of laughter and merrymaking float through the air. Sparks of multicoloured light seem to have been ensnared in the webs like simple flies, but they are another illusion. The sparks are extinguished on touch with a hollow sigh.

10. Workroom

Rogat Demazien's spartan office is kept in a neat order. His writing desk is covered by a stack of scrolls; a portrait hangs above, and a brass brazier sits by on the carpet to provide light and warmth at night. The portrait is that of an attractive young woman with sable hair and a warm smile, clothed in silk and rich velvet. The scrolls are letters addressed to this (unnamed) beauty, expressing the illusionist's longing for her and lamenting Rogat's exile to this city. None of the letters have been sent, and an astute reader may realize that the object of Rogat's affections is no longer among the living. Depressing a stone under the portrait opens the secret door to the secret storage.

11. Secret Closet

The closet's walls are covered by wooden shelves. Most of them are empty, but the centremost holds a fair number of odds and ends:

- gnarled pieces of dark wood wrapped in red string
- a bundle of sparkling glass prisms
- a scroll with a *shadow monsters* spell protected by *suggestion* (save vs. Spell, TN +6; the suggestion is „put it back, it is useless”)
- two vials of exotic oils (a dream-drug)
- a lacquered, black wooden skull
- a leather-bound booklet wrapped in black silk
- a keg of green light with all – except tactile – properties of a liquid

- a transparent lizard preserved in an alcoholic solution

- [while at home, Rogat's travelling spell book is also found here]

The booklet contains a key to decode secret messages, and reports on the politics and notable personalities of the city state. The booklet is warded by a cunning illusion: as soon as it is removed from the closet, a spectral apparition materializes, seizing the volume and disappearing with its prize through the north wall. In reality, the book is simply turned invisible and transferred back on the self where it came from – and may be safely removed if found for the second time.

12. Gallery

This gallery overlooks the entry hall. The balustrade's decorative stone carvings have mostly fallen, or are close to collapse. Debris litters the floor. The columns before room 13. are carved into the shapes of nubile women clad in silken gowns and holding fans made of palm leaves. Each carries a symbol resembling a fish around her neck.

13. Abandoned Suite

Gilded frescoes cover the walls, depicting an undersea environment – mermen, mermaids, giant sea-horses, seaweed and so on. A large gathering of mer-people appears to be nobles judging by the rich jewellery they wear.

14. Rogat Demazien's Living Room

The spacious quarters almost occupies a whole level. The star-sewn black drapes found at location 8. dominate, but here, they are pleasantly contrasted by rich brocades of royal purple and golden yellow, as well as pillows in a dozen various colours. The room is illuminated from the archway to the balcony. Another source of light is found by the low table in the centre of the room: a small brazier that burns perpetually, emitting a heavy, spice-laden fragrance. It guarantees pleasant dreams but doesn't have any immediate effect.

A gold-inlaid decorative wooden box on the table (65 gp) holds a rainbow crystal glowing with an inner opalescent light. Anyone possessing the stone will *fail* all saving throws vs. Charm, Spells (including spells that require other types of non-Int based saving throws) and Illusions. The stone may be discarded with a *remove curse* spell.

Another **gargoyle** is concealed in the shadows of the NE corner. It can take control of one opponent on a failed saving throw vs. Charm (Cha, TN +4). Control lasts for 1d6+4 rounds; it is merely physical and rather clumsy, so that a character controlled and used to fight companions will use the idol's attack values, and may not simply commit suicide – even though it could „hit” itself with a weapon. The gargoyle prefers to act after someone takes possession of the rainbow stone. It makes the victim attack companions, and when control is close to expiring, leap out of the balcony (3d6 points of damage).

Gargoyle: HD 4+4; hp 30; AC 15; #AT 4; dmg 1d3/1d3/1d6/1d4; SA silence, mental strike; SD DR 5/+1; SV P, M.

Silence: as long as the gargoyle is in motion, all sound within 15' is negated. There is no saving throw against this ability.

Control Opponents: once per day, the gargoyle may attempt to control an opponent who fails a saving throw vs. Charm. Control lasts 1d6+4 rounds, and is physical only.

15. Stairwell

Beams of sun- or moonlight stream in through small glass windows. A spiral staircase climbs upwards below a web-shrouded cupola. The original stuccoes of the wall are starting to peel and crumble, forming a fine layer of dust on the floor.

In front of the northern passage (and just under the stairs) is yet another stone idol. It has already dispatched a thief: a young man with contorted limbs and fear in his open

eyes lies in the centre of the room. He wears a dark silken shroud, has a rope & grappling hook, a dagger and an empty sack.

Gargoyle: HD 4+4; hp 24; AC 15; #AT 4; dmg 1d3/1d3/1d6/1d4; SA silence, mental strike; SD DR 5/+1; SV P, M.

Silence: as long as the gargoyle is in motion, all sound within 15' is negated. There is no saving throw against this ability.

Mental Strike: once per day, the gargoyle can employ a mental strike against a single opponent. The victim must roll a save vs. Constriction (Str, TN +4) or suffer 6d6 points of damage.

16. Upper Suite

This suite is similar to the one on the floor below, but much better illuminated. Decorations are primarily geometric, in red and green colours. There is a marble dome in the eastern room supported by five thick columns. It allows one to observe the lower floors. There is still a small silver lantern hanging from the top of the dome. Its value is some 25 gp, but a Climb check (TN +2) is needed to reach it. Falling damage is 4d6 (3d6 for the height, +1d6 for the hard floor).

17. Rooftop

A flat rooftop.

18. Rooftop Shack

This windowless stone shack was once used by the guards serving the lord of the mansion. It looks abandoned on first sight, and its entrance is bricked up. However, it isn't uninhabited: a trapdoor in the shack's flat roof allows entry. Habitation is evident from the straw mattress, pewter tankard of water, clay lamp and the small wooden table with a selection of thieves tools: levers, crowbars, drills, small hammers and so on. Also, very thorough searching reveals a stone in the floor, which may be removed to reveal a large cavity – and a sparkling golden decanter worth 280 gp.

There is a 20% by night and 60% by day that **Radmeras**, the shack's inhabitant is about. Radmeras is a half-orc assassin, currently being employed by a fence in the city state to reacquire sold goods, but occasionally selling his services to the cultists of Set. He wears a filthy green cloak, likes to pick his teeth with a knife and is a lot more intelligent than he appears. He prefers to attack from complete surprise, and if a hit fails, he immediately flees the scene.

Radmeras: male half-orc Asn6; hp 36; AC 17 (+4 chain shirt, +1 buckler, +2 Dex); Atk +3 longsword 1d8+1 and poison (2d6/2d6 hp); SA case target, poison, sneak attack; SD climb, disguise, hide, listen, move silently, traps; SV Dex, Con, Int; Str 13, Dex 16, Con 16, Int 13, Wis 12, Cha 8; 34 gp, 11 sp, five doses of blade venom (2d6/2d6 hp), thieves tools, crowbar, three doses of healing balm (1d4 hp), two doses of anti-toxin.



Key to the Undercity Level

1. Cellar

The limestone vaults under the cloth merchant's house are cool but reasonably dry. Lime dust lies on the floor. The large wooden dying vats are empty now (although their colours are still apparent), save for one: a wooden pressing lid doesn't go all the way in because of the two corpses underneath. These victims were killed by the gargoyles and carried down here by Rogat Demazien. On a whim, Rogat added some water and a block of indigo dye to see how the bodies would look after a few months, but forgot about the incident. The results aren't pretty.

2. Circle in the Dust

Someone has drawn a chalk circle on the floor and enclosed it within a triangle. If detected for, the circle and the air above it appears magical. If disturbed, a disembodied head of an old man appears and exclaims: „Do not call me into this world, sorcerer: will you do, will you regret it...” The image is harmless and disperses if hit by magic (weapon or spell). It can pronounce a vile curse („May that which crawls within the earth crawl within you, and may that which devours the earth devour your being.”), but this curse is *ineffective*. The illusion appears again and again if the characters return.

Suspended above the circle is an invisible chest supported by invisible chains. This is what the illusion is meant to protect... and to confuse magical search. The chest is trapped with an envenomed needle: save vs. poison (TN +6) or die. The contents are the following: 3900 electrum, *potion of undead control*, *scroll of travelling to the netherworld* (reader and everyone in a 30' radius – 10% chance of being sent to an „upper” dungeon level, 30% of being sent to a „lower” dungeon level and 60% of actually being sent into some underearth domain of the Judge's choice) and a spellbook with illusionist spells.

3. Sealed Chamber

Only a character adept at construction or detecting secret entrances has a chance of noting that a doorway was walled up here. The stonework is roughly two or three years old; Rogat Demazien is unaware of its existence. If it is broken through, a small chamber is revealed as a gust of dry, dusty air escapes. Desiccated corpses with cracked skin huddle inside... their body is more dust and earth than conserved flesh, and the once rich garments are mere rags, the golden embroidery having faded into putrid corruption. One of the gnawed-on hands bears a golden signet ring with a trident-armed warrior (250 gp). A pewter plate in

the centre of the room is full of 45 ancient gold pieces. The stairway to the south has collapsed and is impassable.

4. Clerical Chamber

A few steps lead down here. Wall carvings over an altar stone depict wave-like motifs. Uncertain whispers may be heard – „...yes, yes... *that is it... yes...of course...*”). The wave-like motifs are a form of Ancient Viridian script; together, they form a prayer to this fell undersea deity.

5. Secret Passage

Rogat Demazien doesn't know about the passage. Its western terminus is behind a wall niche, the other end is hidden by the undertemple's stone stele. The passage is narrow and may only be travelled single file. Midway along its length, there is an arrow trap: the first and last character is both attacked by 2d4 arrows (+5 to hit, 1d6+1 dmg).

6. Undertemple

A larger underground area formerly used as a chapel dedicated to the worship of the Viridian overgod Armadad Bog. The ceiling is low and covered by still vivid blue stucco. A stele stands at the far end. A relief on the stele depicts Armadad Bod as he holds two struggling heroes under water.

7. Room of Consecration

A wall basin on the west wall is always full of pure water. An inscription in Viridian reads: „*Deeper and ever deeper, until you return to your creator.*”

8. The Vault of Sacrifice

The salty smell of the sea fills the vaulted chamber. The deep pool's waters are a turquoise green and very dark. Its source is a wall font in the shape of a bearded head contorted into a crazed grin. Ghostly whispers emerge from the pool, one after the other. A few examples follow: „*No! Do not*

do this to us!” „*Save me, please, I implore you by our benefactor, save me.*” „*Do as you please, just don't take my only son! Please...*” „*You can follow through with your madness, and the gods see I am prepared, you madmen. You have been blinded by the Lie and become as animals. Do you already believe that every thing is yours to do?!*” and so forth. The pool is abysmal and whosoever tries to enter it will be hypnotized (save vs. Charm, TN +5) and drown.

9. Gallery

From this overhead gallery, one may freely observe the columned hall and the bacchanalian feast of Shakkur's degenerate beggars.

10. Hall of Columns

This cellar is vast, a veritable forest of thick rectangular columns. It is the home of the degenerate beggars who live in the undercity. An overbearing, greasy stench assaults the senses of those who enter. The beggars are stooped, gaunt humans wearing filthy garbs. They are physical and mental wrecks, and no longer human: this is betrayed by their possessed gaze and simpleminded, obsessive muttering. The entire band lives, eats, sleeps and couples in the columned hall. They cook a vile stew in a gigantic iron pot... maybe dog, maybe human. They attack in a frenzy of hunger, bloodlust and debased hatred.

Beggars of Shakkur (20): HD 1-1; AC 9; dmg 1d6-1 crutches; SV P.

hp 2, 6, 5, 1, 3 / 1, 2, 6, 6, 2 / 4, 2, 6, 1, 4 / 5, 1, 2, 5, 2.

Shakkur's Blessed (10): HD 1-1; AC 9; dmg 1d6-1 crutches or 2d4-1 bite and grab; SD immortality; SV P.

hp 4, 1, 6, 1, 1 / 1, 6, 4, 5, 6

Grab: once one of Shakkur's Blessed bites someone, he latches on the victim and

automatically inflicts damage every round until killed.

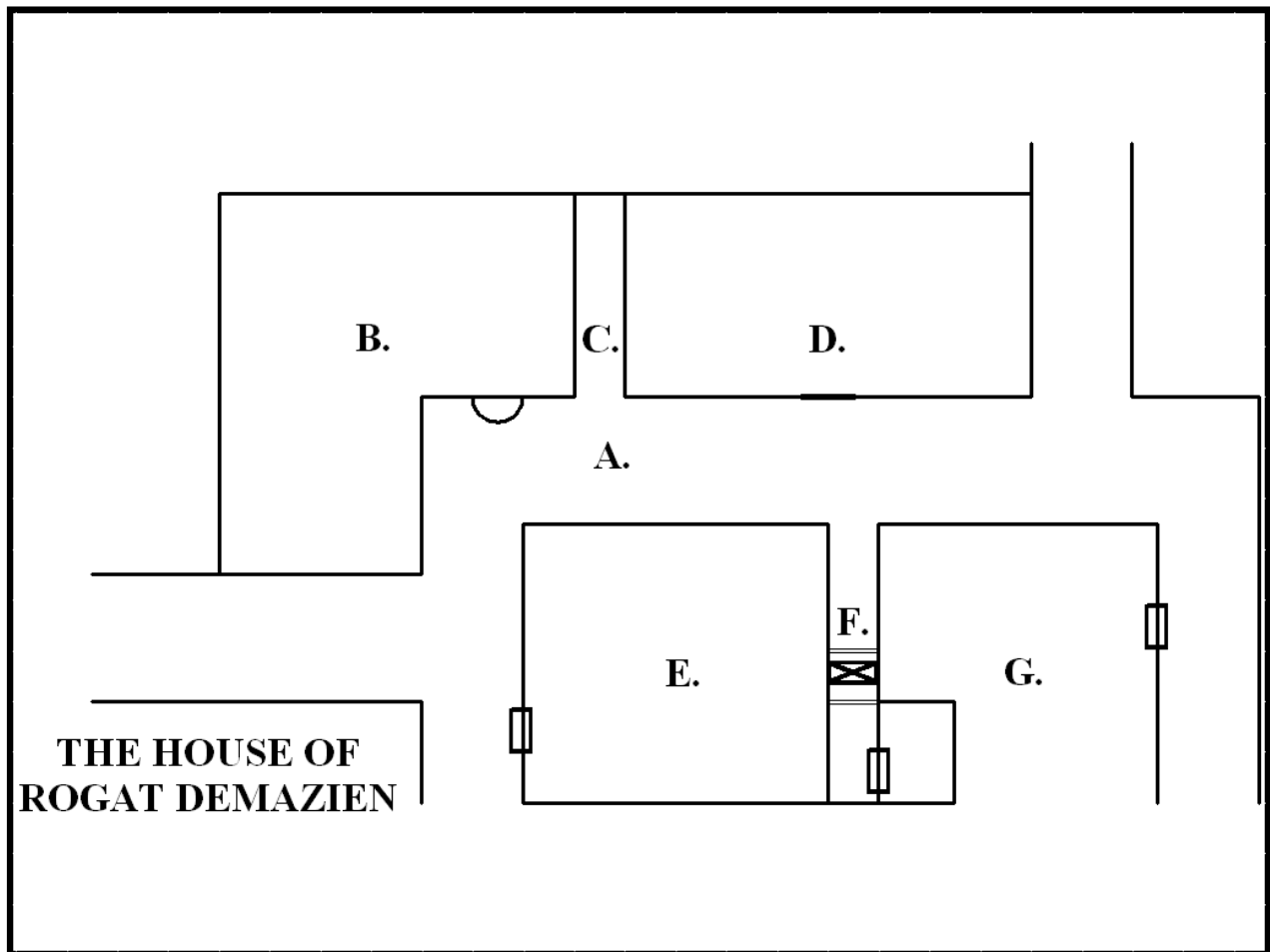
Unmortality: Shakkur's Blessed raise from the dead after being killed, and must be killed *again* to be gotten rid of. They regain all hit points and receive a +4 to hit and damage in this state.

11. Bronze Portals

These heavy gates have not opened for time immemorial, but may be thrown open by the appropriate incantation. The words are lost, but there is some chance they may be recovered...



Map of the Street Level



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