



The Order of the White Wick (1 square = 10 feet)

by Dennis Carter

Formerly a haven of magical study, this complex is now a decayed, monster-haunted ruin. Due to a spell gone horribly wrong, its mages are now degenerate ghouls, feasting on the flesh of any treasure hunter foolhardy enough to seek out their secrets. If used as part of a larger complex, the stairs in room A ascend to the previous level and the ones near room 20 descend to a deeper one. Alternatively, this location could be used independently, removing the stairs near room X and using the door in the room's south wall as an outside entrance. The stairs in room A could be removed if desired or used to lead to further levels. The walls are masonry, the ceiling is 12' high unless otherwise noted, and the doors are reinforced wood. On the map, a door symbol with a dot in it designates a locked door.

Room Keys:

- A** : The ceiling is damp here and drips, forming a small pool on the floor.
B : This is where the mages would test newly-created magic items or challenge each other to non-lethal duels. Now it is the home to two subterranean lizards. There are scorch marks on the walls and floor. Scattered about the room are 10 cp, 30 sp, and 15 gems worth 100 gp each.
C : The doorway here says "Exit" in glowing Gnomish script. The room beyond is richly furnished, with folding decorative screens, an elegant writing desk, a wardrobe, and a comfortable looking bed. It is lit by a softly glowing glass sphere that hangs on a thin chain from the ceiling. These furnishings are all illusions. If someone passes through the doorway from either direction, they are shunted into the Deep Ethereal (no save). The mages designed this doorway as a means of exploring the planes, and illusionists would practice their art by creating illusions of what could lie in the room beyond.
D : The doorway to room D says "Return" in glowing Elvish script. If the door is opened, smoke billows out from an unstoppered *eversmoking bottle* lying on the floor. On the walls of this room are six gems: red, orange, yellow, green, blue, and purple. If touched in that order, any characters who are in the Deep Ethereal due to being teleported via the doorway to C will see a portal open in front of them, which will last for 5 rounds. If they pass through it, they will find themselves in room C. There is also a 5% chance of a creature in the Deep Ethereal passing through the portal and appearing in room D.
E : This room was once a dining hall. It still contains several tables and chairs, a few of

which are broken or lying on their side. Eight hungry ghouls now make their home here.

F : A trio of fire toads inhabit what was once the kitchen. There are three enchanted ovens used to cook food here. When a fire is burned in them, no smoke is produced.

G : Polearm +1, +4 scale mail, Potion of Rainbow Hues

H : There is an empty chest in the northeast corner of this room. Underneath it is a loose stone that covers a secret compartment containing several stone jars holding 6,000 total sp.

I : In this room is a magical cage which reverses the alignment of anyone who enters (save negatives). In the cage is a scroll with the mage spells Shape Change, Protection from Cantrips, Slow, Sending, Legend Lore, Avoidance, and Locate Object.

J : 5 shriekers grow here. On the floor is the key to room C.

K : An Owlbear makes its lair here. Scattered among its refuse is a sack with 1,000 sp and 3 gems worth 500 gp each.

L : This room contains 5 heucuva, former priests who were convinced the mages of the Order of the White Wick were heretics. They came to investigate and were transformed in the magical cataclysm. Among their possessions are 2 gems worth 500 gp each, a shield +1, a +2 mace, a sword +1 (+3 vs. regenerating creatures) and a diary.

M : A mimic lurks near the false door in the South wall, disguised as a chest.

N : Under some loose stones in the floor is a large chest containing 750 gp.

O : 20 large bats roost in the ceiling of this room.

P : 6 wererats live in this room. They have the 3 gems worth 50 gp each and the key which opens room Q and unlocks the lever mechanism to raise the portcullis of room R.

Q : This room has an open archway 5 feet wide that overlooks room R from a height of about 15 feet.

R : The mages would keep large, dangerous monsters in this room for study. Now, the wererats in room P keep a mantichore in here, bringing captives up to room Q and pushing them through the archway, serving as a source of food for the mantichore and a source of entertainment for the wererats. The portcullis in the north wall is operated by a locked lever mechanism in the alcove to the Northwest.

S : A group of large sacks in this room contain 1,500 gp. However, anyone opening the sacks will be struck by poisoned (type B) needles hidden in the sackcloth.

T : This room contains an inanimate scarecrow golem that the mages used for combat practice. A lever in the south wall will, when pulled, animate the golem who will fight until defeated or the lever is pulled again. The golem need not be in this room for the lever to activate it.

U : There are two large clay jars in this room that have been illusioned to look like boulders. One contains a sword -1, the other contains a wand of conjuration (36 charges).

V : In this room are 6 ghouls, 1 ghast, and 7 homunculi. The ghouls, driven mad by their ravenous hunger, are unable to take advantage of the psychic link between themselves and their homunculi, though attacks that destroy one or the other will result in damage to the ghoul or destruction of the homunculus, as normal.

W : A gauth has made its way into the ruins of the Order of the White Wick, and it currently lairs here. It feeds on the magical auras of the items left behind. Its lair will have the drained remnants of several items, such as sticks that used to be wands and normal weapons that used to be magical. There is also a small chest containing 900 gp.

X : There are cobwebs along the ceiling of this room. 5 large spiders lair here.

Random Encounters/Events (d20)

- 1—Fire Toad (1d3)
- 2—Carrion Crawler (1d3)
- 3—Homunculous (1)
- 4—Ghouls (1d6)
- 5—Ghouls (1d6)
- 6—Gargoyle (1)
- 7—Necrophidius (1)
- 8—Heucuva (1d3)
- 9—Wererats (1d2)
- 10—Owlbear (1, the same one as found in room K)
- 11—Gauth (1, the same one found in room W)
- 12—Phase Spider (1)
- 13—Large Spiders (1d8)
- 14—Groaning (sound)
- 15—Chanting (sound)
- 16—Scratching (sound)
- 17—Whispering (sound)
- 18—Putrid smell (scent)
- 19—Dank, moldy smell (scent)
- 20—Incense (scent)

Random Room Contents (d4 tens place, d10 ones place), d4 items per room as desired

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|---------------------------------------|---------------------------------------|
| 10—empty trunk | 30—mortar and pestle |
| 11—candlestick | 31—cauldron |
| 12—empty scroll case | 32—bookshelf |
| 13—scorch marks | 33—incense burner |
| 14—harmless orange mold | 34—bed (d6 depending on size of room) |
| 15—empty bottle | 35—spellbook (1d4 spells level 1-4) |
| 16—box of unidentifiable powder | 36—empty bottle |
| 17—box of glass globes | 37—bones |
| 18—box of strange yellow pellets | 38—unidentified animal skin |
| 19—ashes | 39—empty sack |
| 20—wax drippings | 40—barrel |
| 21—blank parchment | 41—ashes |
| 22—tankard | 42—bell |
| 23—plate | 43—book (miscellaneous contents) |
| 24—bowl | 44—small knife |
| 25—quill | 45—mirror (1-4 small, 5-6 large) |
| 26—chair (1-2: broken, 3-6: normal) | 46—lantern (1-4 broken, 5-6 usable) |
| 27—table (1-4: small, 5-6: large) | 47—prism |
| 28—old clothes (1-5: rags, 6: usable) | 48—cupboard |
| 29—cobwebs | 49—dried herbs |