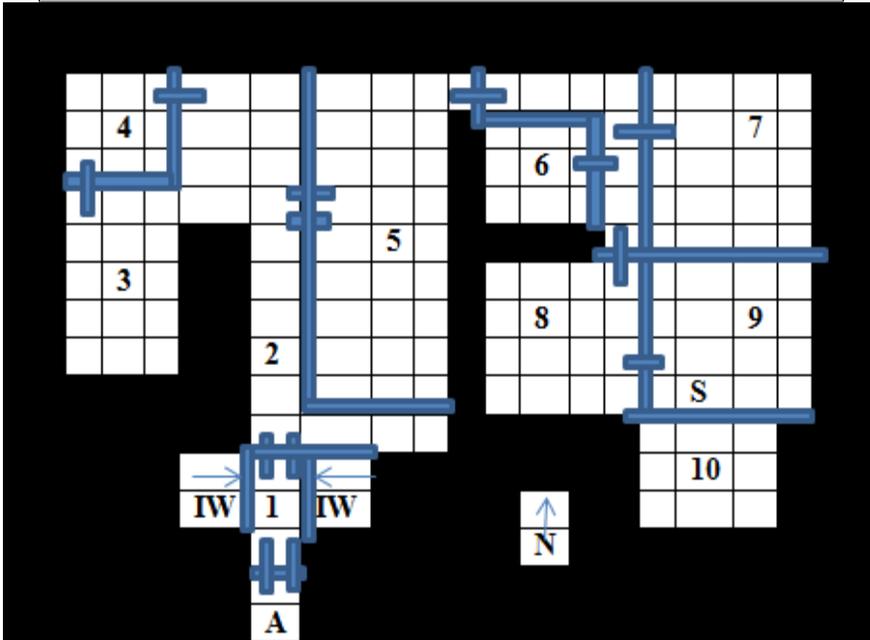


**Memento Mori** by Jeff McKelley-A 7<sup>th</sup> Level Adventure with Two Puzzles



**Set-up:** The mage Spamlet the 13<sup>th</sup> was, like his previous 12 ancestors, known for his interest in the Old Ones. He was the last in his line to live in a small underground family keep. Upon his death, the keep was abandoned and the doors sealed. Recently strange fish-like and tentacled-creatures have been seen at night near the keep, causing a bit of concern amongst the surrounding population. It is said that Spamlet's spirit is trapped in the keep and is summoning Old Ones to do his bidding. Anything a party of adventurers could do to help banish Spamlet's spirit would be, um, helpful. Also, rumor has it that limitless wealth awaits the brave soul who destroys the mage's spirit.

**Wandering Monsters:**

- 1= 3 Large Spiders
- 2= Rust Monster
- 3= 4 Deep Ones
- 4= Gelatinous Cube
- 5= Gray Ooze
- 6= 2 Trolls

**Legend:** S – Secret Door    IW-Illusionary Wall

**Puzzle Spoilers:** The metal squares from 6 that are placed in the door in 8 spell out “To Be Or (R) Not (Naught) To Be,” a reference to Death.

The unusual green-grey colored words (plus the word canopy) all contain 3 consecutive letters of the alphabet. The word laughing (as in the statue's pose) in 9 matches this pattern.

A. Rough-cut steps lead down to the outer doors of keep, which are sealed with Wizard Lock or equivalent.

1. **Entrance area:** Entrance area with locked double doors that can only be opened with the silver key. When the party attempts to open the door, 4 zombies and 4 shadows move through E and W illusionary side walls and attack party. These undead cannot be turned. One zombie has the silver key to the door.
2. **Hallway area:** 13 portraits of mages hang on the hallway walls. Inspecting the portraits reveals that each is of one of the 13 generations of Spamlets. They are each marked with the name “Spamlet” on the frame along with the ordinal notation. The ordinal notation “First” is different from the other portrait notations, as it is written in an unusual green-grey paint.
3. **Library:** Many books and scrolls can be found here, as well as the three ghosts who live in this area and immediately attack the party. On a large wooden table in the center of the room are a stack of books (*Fungi from Yoggoth*, *Book of Dzyan*, *The Dreamer Awakens*, *Nameless Cults*), several scrolls (writings on alien worlds and beings, on Old Ones and sleeping gods, and on arcane rites) and three scroll tubes. One tube contains an iron key, another contains 3 crystal broaches (that give +1 protection), and the third contains three 100 gp gems. On the bookshelves, four scroll tubes will be found. They are marked with the words Fear, Discord, Stunning, and Pain. The word “Stunning” is different, as it is written in an unusual green-grey ink. Scroll tubes are empty.
4. **Kitchen:** This area contains dilapidated and rotting normal kitchen items such as a fireplace, cauldron, wooden remains of a tables and chairs, and cupboards with cookware, dinnerware and spoiled provisions. Waiting in the kitchen are two ochre jellies that are ready for a meal of flesh.
5. **Dining Hall:** Typical dining hall with large central table surrounded by chairs. There are tapestries on the W and E wall depict grotesque versions of aquatic life, tentacled-creatures and Deep Ones. Each turn the party is in the room, 2 Deep Ones will exit the tapestries and attack the party. Deep Ones will not attack Party members wearing a crystal broach from room 3.
6. **Bedroom:** Upon entering this chamber, an invisible stalker will attack anyone in the party not named Spamlet. The chamber contains a canopy bed (the canopy is an unusual green-grey color, the remainder of the bedding is grey), a wooden chest (open with iron key from 3, otherwise trapped with a poison needle trap-contains robes, boots, and +2 cloak), a desk with a small wooden box on it (box is trapped with a blindness glyph-contains 6 thin, flat metal squares, each 3”x3,” and a deck of tarot cards made of the same metal. Two metal squares have the letter B etched into them, one has the letter R, two have the number 2 and one has either an O or 0) and four paintings (depicting alien beings and landscapes). Behind one painting is a metal door, opened with the iron key from 3, otherwise trapped with lightning glyph. The metal door opens to a compartment that contains a green stone/grey metal crown. The crown coloration is similar to the color of the ink on the “Stunning” scroll tube, the bed canopy, the “First” on the Spamlet portrait, and the “Def’t” on the vial.
7. **Alchemy Lab:** This chamber is an alchemy lab containing a vast storehouse of common lab equipment as well as mundane and magical components. Upon searching, four vials of liquid will be found. One vial is labeled Might (+ to Strength), one is labeled Def’t (+ to Dexterity) and 2 are labeled Heal (healing potions). The writing on the vial labeled “Def’t” is different from the other vials, as it is written in an unusual green-grey ink.
8. **Crypt Room:** 12 stone sarcophagi fill this chamber, each with a carved image of a man in robes on the lid. The lower-foot panel of each sarcophagi is marked with a number 1-12. Sarcophagi contain minor skeletal liches (5<sup>th</sup> level skeletons capable of using magic user spells at 5th level). The liches will instantly attack the party if the sarcophagi are opened. Opening one sarcophagi automatically cause two other random sarcophagi to open. The SE door exiting the room is made of metal and has two slightly recessed panels, one 3”x18” and one 3”x5”. Placing the metal squares from room 6 in the order 2BR02B in the 3”x18” panel and the Death tarot card in the other panel opens the door. Any other order or card opens 2 sarcophagi, releasing the liches.
9. **Mage Statue Room:** The room contains 12 statues, each depicting a mage on a throne. The statues are made of green stone/grey metal and each is in a different pose. The statue poses appear to include the mage doing the following: reading, writing, sleeping, laughing, crying, thinking, speaking, pointing, praying, drinking, eating, and casting a spell. If the crown from room 6 is placed on the laughing statue, the secret door to 10 will open. If the crown is put on any other statue, the entrance from the hallway into room 8 will seal and the statue (stone golum) will animate, attacking the party. Attacking any statue will cause it to animate and attack the party.
10. **Spamlet Tomb with Treasure:** The spirit of Spamlet the 13<sup>th</sup> awaits the party in this room and he does not want to go quietly into the night. Spamlet is now a Spectre who can cast spells as a 7<sup>th</sup> level mage. He is attended by 3 Deep Ones. He cannot be turned and fights to the death (undeath?). Spamlet's treasure includes a GM-determined amount of gold, three GM-determined magic items and a minor Elder Sign.