

~ A Stolen Song ~

The astronomer monks of Farsky failed for decades to tell the future by the stars. Desperate, they found a promising seer, and passed off her predictions as their own...until deadly illness struck. Unable to give up their lucrative scam, they trapped her spirit, which became a thing of evil: a banshee, whose howls foretold their doom. The party have heard rumors of a ruin, where once sages could answer any question...

A. On the left stone door, a harp, on the right, a drum. They can only be opened by playing music (players whistling counts). A **dryad** nearby, muted by exposure to the silence spell, offers hints through gesture.

B. Stone hands line the walls, securely holding anything placed in their grips, returning items only to the owners. Some clutch rotten robes and rusted weapons. At far east, one holds a Serpent Staff, released if touched by the dead hand of the Chief Astronomer.

The Chief Astronomer and his minions kept their captive banshee seer under control with a focused cone of silence, controlled from the main observatory (**G**). Every time PCs enter a new room, roll 1d6 to determine the zone which is silenced (until repaired per rooms (**F**) and (**I**) after which players may determine which zone is silenced). Players in silenced rooms are immune to sound-based attacks, but can't cast oral spells, issue commands, or communicate with other players except by gestures.

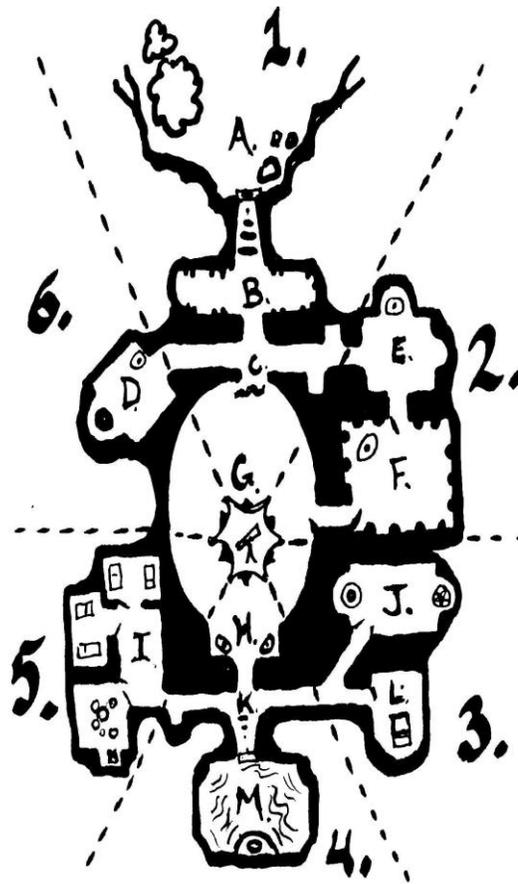
C. Passing through this rotting green tapestry invites a host of **rot worms** to embed in the PC's clothing, hair...and skin

D. A well for pilgrims' ritual cleansing. The monks' old guardian **Golem** still lingers here, searching for his heart (a great ruby, lost in the well). It could be commanded (by name) to retreat, but will otherwise attack intruders...

G. The observatory is a mess of brass rods and mirrors suspended in twisted, knotted silver chains. In the center, the Great Telescope, 12 feet long, spins restlessly. A crystal bell embedded in its far end casts an eternal cone of silence in random directions until it can be repaired with the equipment at **J**.

I. The monk's quarters, including the kitchen overgrown with **Shrieking Mushrooms** which paralyze, or drive insane, any who enter. The pantry behind them hides a valuable silver tea service.

K. The soundproofed doors to the secret crypt are of heavy bronze. The silver lock resembles a screaming mouth. Nearby, shattered slates and chalk show how the monks communicated in the silenced chamber beyond...



E. Meditation chamber, strewn with rotten pillows (under one, an Amulet of Tongues, wearer can speak any language). The desiccated **Mummy** of the Head Librarian, his eyes sewn shut, will attack any who make noise.

F. The Scriptorium's walls are pierced by hundreds of niches and cubbies. A **Winged Statue** will retrieve any text named or specifically described. Most are moldy and illegible, but there is a manual of golem manufacture which names the guardian at (**D**), a guide to repairing the telescope at (**G**), and several valuable texts on astronomy.

H. Entrance into the private part of the Academy is blocked by twin **Gargoyles**, which must be asked politely for passage in an ancient tongue, or smite would-be trespassers.

L. Three **Wights** in tattered robes, the guilty monks, wield cleavers in in defense of this tool room which holds the rods and chains necessary to regain control of the observatory. One also bears a ring which can summon a **Siren**.

L. The Chief Astronomer is laid in state on his rotting canopy bed. Clutched in his hands is his diary, which details the monks' wretched scam and their ultimate doom, begging the gods' forgiveness. The bookmark is a heavy key in the shape of a "shushing" finger, to open the crypt doors at (**K**).

M. The vast crypt's floor is covered with water, dripped from the cracked roof far above. Atop a stone dias, the **Banshee** spirit of the Academy's seer is still chained. If the party attempt to cross, three **Wraiths**, guilty phantoms of the dead monks, will attack, attempting to drown them. Their bodies, weighed down with their stolen golden jewelry, lie beneath the water.

If not silenced, the Banshee will howl insanely at approaching PCs, attempting to drain their souls. If silenced, she will quiver in rage until her bonds, thin silver cords, are snapped. If so freed, she flies to the observatory and smashes the observatory at (8) to pieces...she will then answer ONE question asked by the PCs, with perfect foresight and accuracy, before departing forever...