

Tome of Horrors/Book of the Darned

Set Up: Curiosa Binder, a mage/bibliophile, checked out an ancient tome from the Wizards' Guild District Library and it is now overdue. By one week! The book, *The Tome of Horrors*, can be used to summon nasty, foul-tempered beasts from other realms. The book (along with a 7 cp fine) must be retrieved from her underground lair before Curiosa summons an army of nasty, foul-tempered beasts from other realms.

1. Tunnel leads underground to Entrance Cave. A bloodied man in battered armor is gasping his last breath against a stone door at the back of the cave. The man will grasp at a nearby PC, saying, "are you library police too?.. fool thief...she ran ahead... has a copy of the key" About to collapse and die, the man pauses for dramatic effect and says "oh...and beware of the rock trolls." At that moment three rock trolls break away from the cave walls and attack. Tucked in the fighter's belt is a scroll case. The case holds a rolled piece of parchment closed with green sealing wax.. The scroll says "When faced with sinister choices, choose the sinister choice."

2. Narrow Bridge: Door opens to a natural cavern and pool. A 1' wide slime-covered (and slippery) stone bridge about 3' above the water leads to an opening on the other side of cavern 30' away. The water is 40' deep and contains 4 kapoacynth (who try to knock or pull the PCs into the water) and a siren (who will attempt to lure PCs into the water.) An underwater tunnel leads to a nearby lake.

3. Red Dragon/Hellhound Hybrids: A gray-metal cage (25'x30'x8') holding 4 red dragon/hellhound hybrids (head of a red dragon with fire breath-weapon attack, body of a hellhound) occupies all but the 5' perimeter of the room. One hell hound has a collar with a black key on it. The door to the cage is closed but unlocked. The metal cage will reflect any spell cast towards the hounds back to the caster (Spell Turning). The black key is to the black door in the E wall. The door is currently unlocked.

4. Meat Locker: Stone stairs lead down to a cool room containing butchered animal carcasses hanging from ceiling hooks. A patch of brown mold on the ceiling helps keep this room cool.

5. Pit Trap: An open pit 20' across and 30' deep is in this passageway. The bottom half of the pit is filled with a dense, acrid yellow gas. A body and a skeleton can be seen on the floor of the pit through the swirling gas. The gas is poisonous and is continually maintained at 15' level, the skeleton is normal human (not animated) and the body is a woman in scorched leather armor. If the woman is searched, a small wooden case containing a bronze quill and a scrap of vellum saying "SCRIPTORIUM KEY: BONE" will be found.

6. Creature Hybrid Lab: In this medieval surgery/barber area, four hunchbacked-imps are gathered around an operating table stitching together a gnoll-giant spider hybrid. A humanoid female lies bound and unconscious but alive on a second operating table. Once the imps notice the PCs, one will say "Here to make a donation?" Three imps will then attack and one will move to release the 2 rust monster/umber hulk hybrids from their wooden cages in the S part of the room. One imp has a Wand of Defibrillation (7 charges). The female is an injured dryad. She has will try to persuade (using charm person if necessary) the PCs to help her escape.

7. Surgical Supply Room: Contains supplies and equipment needed for making hybrid creatures, including jars of spare organs, bones and body parts, bottles of vital fluids, lots of needles and thread, and several jars of Healing Ointment.

8. Living/Bedroom Area: Wood-paneled living area with a bed, wardrobe, desk, comfy chair, pictures on the walls and fireplace. Behind a picture beside the E door are 5 buttons in a d6 5-pip pattern (top, bottom, right, left, and center) embedded in the wall. Each button has an identical green devil face on it. Pushing the far left button (and only the far left button, the sinister choice) opens the door. Pushing any other button will summon an Invisible Stalker, which attacks the PCs.

9. Pantry: Small storage room with a variety of food stuffs in sacks, cupboards, and boxes. Barrels contain water, wine and ale.

10. Library: Books on shelves line the E and W walls. Books are all non-magical. Most of the books are original copies while some appear to be recent copies of older works. Shelves on the S wall hold sheets of parchment, clothe, vellum and leather, quills, bottles of various inks, pigments and glues, thin wooden boards, spools of thick thread and sewing needles.

11. Scriptorium: The bronze door to the scriptorium is covered with a jumble of embossed letters (A-Z) and digits (0-9). To unlock the door, PCs must touch the letter B and the number 1 (B ONE) with the brass quill from area 4. Any incorrect combination results in all PCs in the area suffering moderate electrical damage. In the room, a woman (Curiosa, an upper level mage) sits at a large well-lit desk behind two nearly identical books. She appears to have just finished writing on the last page of the book on her right. She will close both books and slide the book on her left toward the PCs, saying "I am finished. You may have the original. I believe the fine is 7cp" She will pay the fine and give back the original Tome, but will not part with her copy. If attacked or just overly irritated by the PCs, she will teleport back to area 8 and summon nasty foul-tempered beasts from other realms to fight the PCs.

