

OLD SCHOOL REVIVAL

THE DEAD ARE NOT STAYING DOWN AT THE VOORLARIAN INSTITUTE FOR APPLIED THAUMATURGY.

The old college of the arcane arts perched on Raddlespire Point has gone silent. Messengers dispatched to investigate have not returned. Should the party seek to know more, here is what they find:

A. Gatehouse: Door is unlocked. Lower chambers have meals half-eaten, signs of quick departure, a logbook with last entry noting "Prof. Astromaturgy fallen ill." Wick trimmings on table can be identified by knowledgeable sorts as fuses for an explosive device. Upper level has the inert body of a guard clutching a slime-coated knife. Guard is in Stage 3 of **Infection** (see text at right) and will enter Stage 4 after 1-2 rounds.

B. Blown Bridge: A 30' gap has been blown in the bridge that spans the cleft which isolates the school. On the far side amidst some rubble can be found an unexploded clay pot full of blast-powder. May be combined with wick from area **A** for time-delayed charge.

C. Lecture Hall: 2-5 **Infected Students** lurking about and one **Slime** which covers half of a 10' diameter stasis-sphere (blue circle). Inside the stasis-sphere is the Director of Chronomancy and the upper half of her star student. The lower half, which lies outside of the stasis sphere, has been reduced to bone. The slime will abandon the sphere to attack intruders. When the sphere is cleared of slime the Director will break the spell after 2-5 rounds and flee, leaving behind a Magical Dagger.

D. Student Courtyard: Roll once on **Random Encounter** table.

D1: Drain port to chasm; Tiny creatures may pass through.

D2: Portcullis entrance to Crypt (Strength check to open). Sarcophagi, ghouls, etc. -- optional entrance to catacomb system below.

E. Dormitory: 2-5 **Infected Students**. Search reveals a map of the campus as well as a description of the workings of area **F** (non-corrupted **Keepers** only). Optional: secret passage to area **J**.

F. Amphitheater: The three **Keepers of Discourse** are statues on the upper tier of the amphitheater. Two of them will animate and attack anyone who knowingly speaks untruths in the amphitheater. One, corrupted by starslime, will attack anyone speaking truth.

G. Faculty Housing: Chair of Metathermics. Empty save for a minor steam elemental in the fireplace. Will attack after 2 rounds. Wand of Fire on fireplace mantle.

H. Faculty Housing: Visiting Professor from the Ice Wastes of Gorgak. Maintains an internal temperature of -20 degrees. After 2 rounds save vs. <health stat - constitution> or take cold damage. This temperature freezes **Slimes**.

I. Faculty Housing: Professor of Astromaturgy. Double strength **Infected** (the professor) plus 2 **Slimes** (teaching assistants). Journal on desk ends with, "Emissions from Ophidius 2 are troublesome. Consider redirecting scope."

J. Machine Hall: Half-finished Construct has been infected with starslime and will attack any within 10' radius. Construct has no legs and thus can only move 10'/round, sacrificing one of its 2 attacks to do so.

RANDOM ENCOUNTERS (1 in 6 chance during a lull):

- 1: **Infected Student:** like Zombie, but can **Infect** with critical hit or two hits to same character (save to avoid).
- 2: Bursar: 2 steps into **Infection**. Nearly mindless, can **Infect** (like Student), will attack if threatened, will leave if given gold or other items of value. (Roll again if previously encountered)
- 3: Groundskeeper: Uninfected. Maintains the buildings. Assumes recent events will be resolved by the professors.
- 4: 2-5 research apes, confused and afraid. (Research rats if previously encountered)
- 5: 1-4 **Slimes:** Creatures that have entered final stage of **Infection** and have become mobile pools of slime-matter. **Infect** on any hit (save to avoid) and inflict acid damage. Resistant to slashing/piercing. Slow movement rate.
- 6: Adjunct Faculty member: Uninfected, confused and afraid. Low level magic user, can be hired at very inexpensive rates.

INFECTION: Starslime from telescope in area **K** is green xenomater that finds its way into eyes, nostrils, etc. When infected, save versus <health stat> every 4 turns or take one step down **Infection** Ladder:

Stage 1: Lose 1/4 wisdom/intelligence

Stage 2: Lose another 1/4 wisdom/intelligence

Stage 3: Catatonia

Stage 4: **Revival!** Infected creature rises to attack others and spread infection.

Stage 5: **Slime-out:** Tissues degrade and Infected becomes a **Slime**. No chance for recovery. Not applicable to **Infected** included in encounter descriptions.

Cure Disease removes infection altogether.

Cure Wounds allows a save to go up one step. After Stage 2 Infected creatures are contagious by fluid transfer or hand attacks.

K. The Ivory Tower: Lowest level has 2 **Slimes** and 2-5 **Infected Students**. Middle level has star charts and 1 **Random Encounter**. Upper level has telescope spewing 1 **Slime**/round. Redirecting or blocking the sky-view of telescope stops the starslime from spawning.

