

In the home of Arad Tur-gon, Animator

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"If ya want a place here in the Theives' Guild, there's work ta be don'! Tur-gon managed the graveyard but when he kicked the ol' bucket his keg disappeared into his house instead of the ground. Noisy, the creepin' elf in the corner will get ye there and get ya in. Don' get caught, be back by mornin', and leave na trace. Ah, an' bring back his bloody amulet." - Gnori the Dwarf

Don't make Noise! A startled housekeeper or guard opens the front door and calls more guards. Guards arrive every 1d4 turns in groups of 1d3.

The housekeeper made sure Tur-gon was brought home and put in his lab, but before he could wake up, took his ring to keep him down there--time for retirement! A 1d6 determines his location:
1-2 - Kitchen (8)
3-4 - Nook (9)
5-6 - His room (1)

Tur-gon's ring: Tur-gon loves his enchanted jewelry and his signet is no exception as the key to the real lab. It's in his bedroom or the library. I don't know, ask the housekeeper!

E. Noisy slides open the window and ditches you in a second-story hallway.

1. The housekeeper's room contains nothing but **shabby loot** and maybe a housekeeper.

2. Tur-gon's room contains his bed, some jewelry—maybe even his **signet ring**—and shoes strewn about. And dust. Lots of dust.

3. An empty copper tub and an unused wardrobe.

4. Foyer with house guard--unless you're a noisy thief.

5. Smoking room. It's stale and there's some dried-out leaf, matches, etc. Find some **shabby loot** and a portrait of Tur-gon from a *long time* ago.

6. Dinning room, long table, fake fruit centerpiece, old tablecloth, etc.

7. Servants' passage to the kitchen.

8. A kitchen with oven et al. There's a door leading down to the larder if you need to find some **food**.

9. Just a sitting nook. Maybe a sitting housekeep.

Skeletons: They advance, attack, and will follow you everywhere. If killed, they come back to life in 1d4 turns as long as the magic seal is intact.

10. Library! There's books on management and "The History of the Six Ages." Faint **tracks** under a bookcase suggest a hidden door. There's a liquor cabinet and the **signet** may be sitting on it.

Trigger! The door's trigger is a pressure plate under a decanter of liquor. The door will open as long as there is a heavier object on it. Maybe a stack of books. Or a halfling?

11. A tidy laboratory full of dim lanterns and books on divination and... necromancy. A small undead rat squeaks in his cage. A locked heavy door but a key hangs right beside it.

12. The heavy wooden door slams shut (it's breakable—if you're really strong), sealing you into a tiled room with a glowing magical seal. A hidden door in the wall is guarded by **3 skeletons** who shamle to life, animated by the seal.

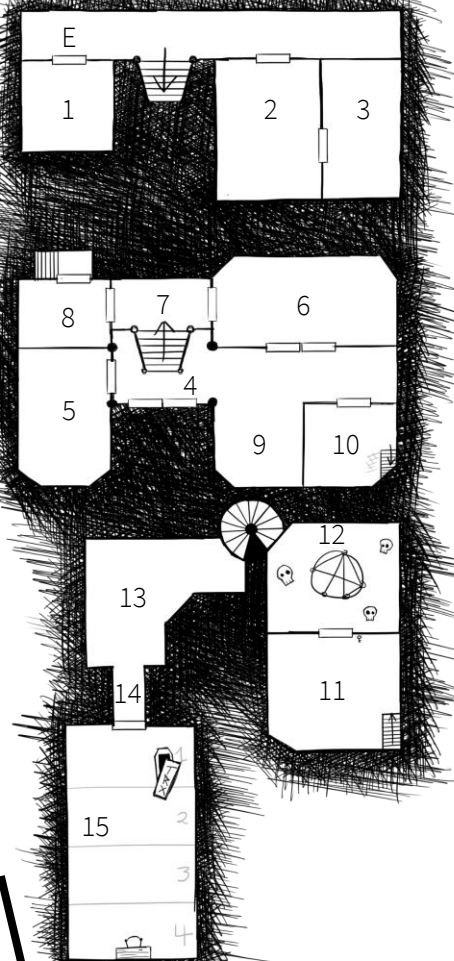
Placing the **signet ring** into the small slot in the left wall opens a door in the corner. A staircase to "safety!"

13. Why is it wet? A dissected body slumped half to the floor and rats now eat its fingers. Rats that are disturbed will swarm and defend themselves.

14. A smooth hallway that even the rats and skeletons won't enter.

15. Entering **Tur-gon's chamber** a wall of skulls looms on your right. The room is no more than five-abreast and **far away** sits Tur-gon, clearly dead but still studying his Deck of Dreams. He turns toward you, angry at being disturbed...

The house guard hangs out in the foyer lazily guarding the locked front door. New ones come in the front door. Guards aren't stupid enough to go down into the basement.



TUR-GON'S AI!

2 actions a turn:

1. Attack!
2. Fire wall that lasts 1d4 turns.
3. Summon a skeleton in zone 1d4
4. Drain a PC's HP and heal self with it
5. Rush in a line, damage those passed through.