



PCs are invited to a patron's home for dinner. The patron's spouse is running experiments in the cellar. During dinner, the spouse leaves to her laboratory. An explosion ensues that rocks the home during dinner as the result of a failed experiment to open a window to a domain of demons; the experiment opens a door instead. Explosion seals the house. The demon world encroaches on the home bit-by-bit. Initially a room of the house fills with a gray mist and in 15 minutes the room becomes filled with a "void". The mist/void fills the home room by room progressing every 15 min. of real-time to raise tension. Use a kitchen timer with a ringer to indicate passage of time. See progression chart below. Attic has an incomplete ritual inscribed on the floor. To complete ritual N (# determined by DM) of the spouse's favorite things must be placed in circular areas of the ritual design to drive back void. The attic ritual creates a balance to the demon world portal. PCs must find favorite things in rooms.

**Gray Mist:**

Begins filling a room as precursor to void; raise tension by letting PCs know mist is rising; monsters rise out of mist; mist avoids a "favorite thing" of the spouse. At least one monster in mist searches for favorite things to take back into demon world to keep door open, while others attack. Demon leader can arrive at any time and will focus ONLY on favorite things, unless in Attic.

**Monster Chart (d20):**

- 1 – 5: Leader skeleton with minions
- 6 – 10: Skeleton with leader demon
- 11 – 15: Zombies
- 16 – 20: Leader demon (immune to cold; vulnerable (5) to heat); Void heals demon completely.

**Void:**

No light; all light sources do not work  
 Void is cold; PC's take cold damage per round on d20 >=5; with a favorite thing on d20 >= 10.

1. Laboratory: After explosion, laboratory is in the void; spouse of patron on floor unconscious; can be found with hard difficulty; spouse unconscious until void gone. On wall has portal to demon world held open by items that spouse hates (knife, dead rat, etc.) placed in a ritual design. Destroying items closes portal only after Attic ritual complete (see Attic).
2. Pantry/wine cellar: Mist avoids a wine bottle (Favorite Thing 1 (FT1)).
3. Storage room: Mist avoids hand made vase (FT2)
4. Stairwell: No monsters appear here, no favorite things
5. Kitchen: Mist avoids copper pot (FT3)
6. Dinning room: Mist avoids dinner plate of spouse (FT4)
7. Parlor: Mist avoids ink pot on desk (FT5)
8. Library: Mist avoids two books, poetry (FT6) and a family history (FT7). Demon leader will appear here and attempt to take one book. Will fight to defend book until bloodied, then retreat to void heal completely.
9. Stairwell: No monsters appear here, no favorite things
10. Hallway: Mist avoids small painting on wall (FT8)
11. Bedroom 1: Mist avoids hair brush on night stand (FT9)
12. Bedroom 2: Mist avoids embroidered pillow on bed (FT10)
13. Stairwell: No monsters appear here, no favorite things
14. Attic office: Has work desk with notes; incomplete ritual on floor with places for favorite things; notes are in simple code moderate difficulty to decode to learn that to keep window from becoming a door a portal must be balanced by an equal window; Hard difficulty to learn that some of caster's favorite things are required to complete ritual design; placing N objects within ritual area at right spots to complete; if attic is in mist then demon leader arrives and fights to the death to take items to void. Completing ritual drives mist and void out of house; Laboratory becomes lit; while portal open demon leader will fight till death.

**Progression Chart (15 minutes real-time):**

1. Just after explosion: Void: Laboratory; Mist: Pantry and Storage room.
2. Void: Pantry and Storage room; Mist: Stairwell 4
3. Void: Stairwell; Mist: Kitchen
4. Void: Kitchen; Mist: Dinning room
5. Void: Parlor; Mist: Library
6. Void: Library; Mist: Stairwell 9
7. Void: Stairwell 9; Mist: Hallway
8. Void: Hallway; Mist: Bedroom 1 and 2
9. Void: Bedroom 1 and 2, Hallway; Mist: Stairwell 13
10. Void: Stairwell 13; Mist: Attic

**Notes:**

Adjust rate of progression of void to keep tension high. Change monster number and strength to fit PC group. The patron can be a "favorite thing". Number of items, N, required can be adjusted down by 1 or 2 to force PCs back into mist or void. Blankets, fire, etc. do NOT protect against void cold, but favorite things do, a little. If demon leader killed, will be replaced by another.