

# Abernathy's Antiquarium



## Room Key

- **Solarium** : This room might have once been a well-tended botanical nursery. Lack of maintenance and a leaking fountain have contributed to its overgrowth. As the players explore the room, a shimmering blue light fills it, and a pair of leopards materialize in the middle of the room (**Fight!**).
- 2. **Repose Room (West)**: The door to this room is locked (**Locked!** Moderately difficult). An azure tome decorated with seashells sits on a table. Opening the book reveals a number of low- to mid-level spells. A caster may transcribe one of the spells to their spellbook, after which the tome turns to water.
- 3. **Repose Room (East)**: The door to this room is locked (**Locked!** Moderately difficult). A statue holds a small pile of gold (**Treasure!** 300gp).
- 4. **Art Room**: This room is adorned with several intriguing works of art, none of which have any considerable value.
- 5. **Bestiary**: The door to this room is locked and trapped (**Locked!** Quite difficult. **Trap!** Ankle-height razor wire. Ouch!). This room is filled with animal furs and garish monster heads. Upon entering the room, a wall-mounted dragon head roars and its eyes glow red (**Trap!** Mild sonic damage, chance to induce fear). A chest in the corner contains moderate treasure (400gp worth of jewellery, plus potions, scrolls, and one moderate to major item).
- 6. **Antechamber**: This is a sun-lit hallway with a view of the garden. One of the windows is smashed out from the inside. The eastern door is broken down.
- 7. **Library**: This room is filled with parchment and bookcases. As the players move through this room a shimmering blue light fills it, as in the solarium, but this time a pack of hobgoblins materialize (including a spellcaster). Initially disoriented, they express anger at being summoned and blame (read: attack) the players (**Fight!** Mundane treasure). After combat, a successful search of the room will turn up a magic scroll or two. A letter on the desk reads: *"By the way you've described it, Abernathy, the egg you acquired at the trade-meet is that of the lowing Moth. And if I am right, you would do well to be rid of it as fast as you can! -Erasmus"* If players successfully search the library for information on this type of moth, they find an entry in "The Book of Beasts I-J" that describes the lowing as a rare and intelligent insect that has a commanding grasp of telepathy and teleportation in its adult phase. It notes, however, that during the insect's pupal phase it begins to unwittingly lash out with these latent powers, giving it a reputation as a dangerous specimen to rear.
- 8. **Lecture Hall**: This room appears to be a former chapel converted into a place for scholarly debate. Notes at the podium cover a range of topics from botany to theology and everything between. As players move to enter the living quarters (see 10), a blue light flashes behind them and a monstrous spider wavers into existence (medium to huge sized). It is initially facing away from the players, who may take initiative or run if they act quickly enough.
- 9. **Repository**: The door to this room is hidden (**Secret!** Quite hard to find). An ornate golden dragon statue is tucked away from prying eyes here. This is the only artifact or objet d'art of any notable value (**Treasure!** Solid gold, relic value) in the entire Antiquarium, and the austere room is otherwise empty.
- 10. **Living Quarters**: A main room (filled with many statues and unpacked crates) and an adjoining bedroom form the curator's quarters. A set of stairs leads downward from the main room. An ornate longsword (**Treasure!** Mildly magical) lies in a crate by the stairs. Other crates in the room hold worthless antiques.
- 11. **Cellar**: The cellar is filled with wine kegs and dusty antiques. A body (that of the curator Abernathy) lies at the foot of the staircase. In the center of the cavernous room hangs a large chrysalis that pulses with blue light. The creature inside it is struggling and writhing. The writhing becomes more intense, and the glowing starts to fluctuate. A particularly bright flash occurs, and an owlbear materializes near the middle of the room (**Fight!**). After dispatching the owlbear, the players witness the moth emerge from its cocoon. It is a beautiful bright blue, with glowing rings on its wings. The moth can speak telepathically (the speech is jilted and incomplete). It thanks the players for defending it during its transition, apologizing for the uncontrollable summonings, then flies up the stairs (**Treasure!** The moth's cocoon may be worn as a cloak that heals extra hp during sleep and boosts charisma/reaction. A chest in the cellar holds moderate treasure). Upon returning to the historical society, the players earn 1,000gp for news of Abernathy's fate.

