

ASSAULT ON MORDAK'S PALACE

The conjurer Mordak has created a permanent portal to the Abyss! We fear it leaks demonic radiation that corrupts our world. Fortunately a spy has come forth & revealed that Mordak will enter his portal tonight! We must take this opportunity to assault his palace, destroy the portal & trap him on the other side. The spy has provided a key word that will unlock the front gate, "Silvera". You will have the element of surprise, but tread carefully brave adventurers for surely the palace will be well defended!

1. The key word does open the gate, but beware of the tripwire that rings the loud bell above.

2. Hidden behind one of the statues is a lever [a] which will deactivate the pit trap [b].

3. Pressure plates in the floor will initiate attacks from the nearest iron statue. If the guards from 4 are alerted they will blow the horn and engage the party as well.

4. Only Big Dronke is strong enough to play the Horn of Storms, its wind blast can push the party back past room 3. Toast the half goblin loves to toss objects into the wind blast too, causing the party even more distress.

5. This storage room is also the den for Mordak's pet panthers. The black one can teleport between shadows, the other can change her color to hide anywhere.

6. This cadaver is where Mordak's mind will escape to upon his demise.

7. Pitch black and the smell of rot hide a tentacled horror lurking below the water, a demonic beast not of this world.

8. Mako the cook will not be kind to those that disrespect his kitchen! A dumb waiter [c] provides access to 9 & 10, but be wary of someone dumping a pot of hot soup from above.

9. The hall is heavily defended by the veteran warrior Duke, his cousin Remi and Baltron; Mordak's skilled apprentice; who will summon the cats from room 5 to aid them as well.

10. A formal dining room. The servant Rool will surely throw left over food at the intruders before retreating.

11. The spy La'Nora dwells here. If persuaded she may reveal how Mordak's daughter Silvera was taken by a demon lord. But why does she betray him? Why not ask the hussies in room 14!

12. Things seen in this scrying pool cannot be unseen!

13. Baltron's & Duke's bedroom.

14. Mordak's locked bedroom. Two scared young madens are hiding inside. The chest hides a note about an astrological position for an orrery.

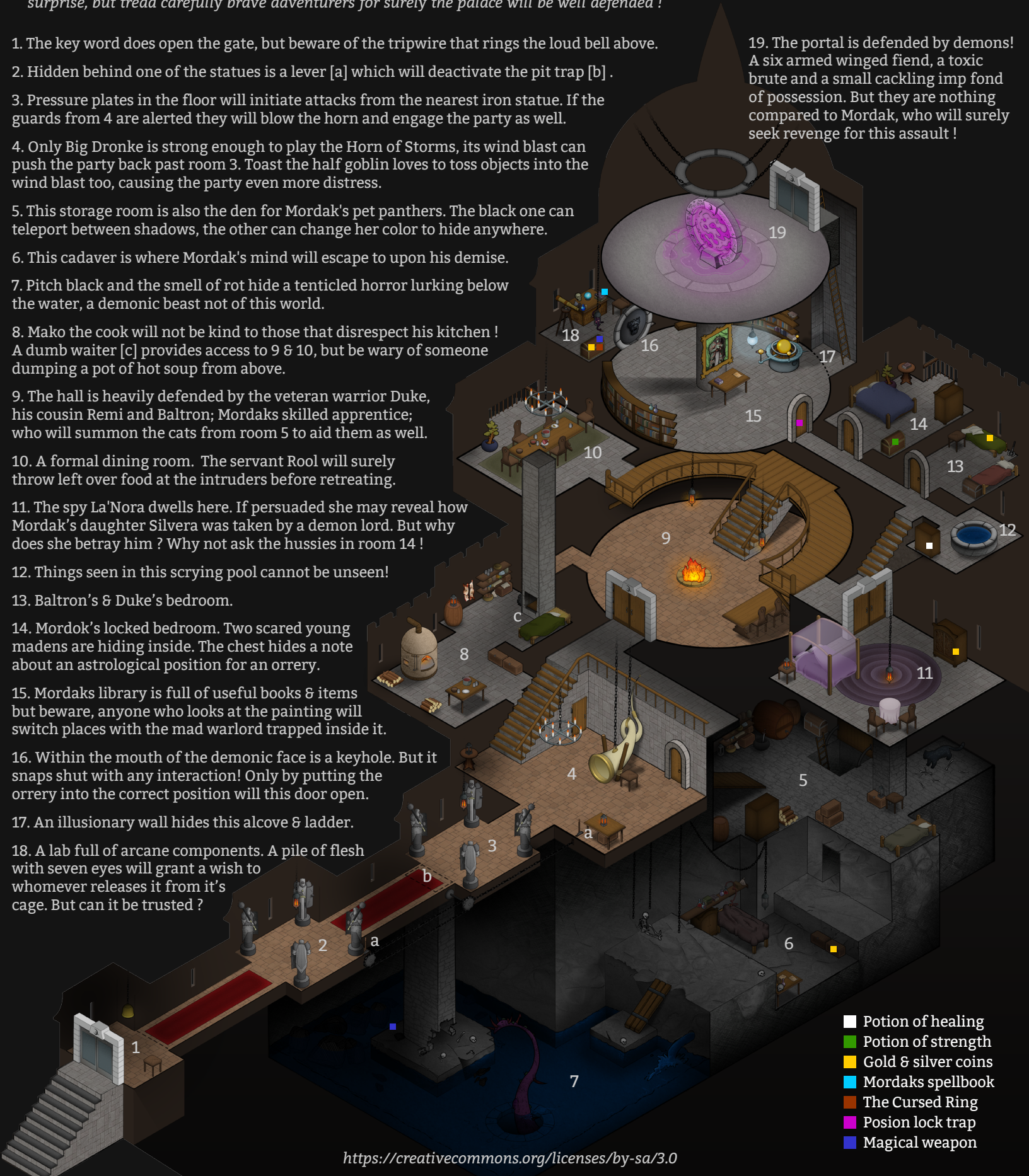
15. Mordak's library is full of useful books & items but beware, anyone who looks at the painting will switch places with the mad warlord trapped inside it.

16. Within the mouth of the demonic face is a keyhole. But it snaps shut with any interaction! Only by putting the orrery into the correct position will this door open.

17. An illusionary wall hides this alcove & ladder.

18. A lab full of arcane components. A pile of flesh with seven eyes will grant a wish to whomever releases it from it's cage. But can it be trusted?

19. The portal is defended by demons! A six armed winged fiend, a toxic brute and a small cackling imp fond of possession. But they are nothing compared to Mordak, who will surely seek revenge for this assault!



- Potion of healing
- Potion of strength
- Gold & silver coins
- Mordak's spellbook
- The Cursed Ring
- Posion lock trap
- Magical weapon