

DRACO'S LAIR

LEVEL ONE

The house is made of stone. It's two stories high with an observation deck over the master bedroom. The outside is rather austere, but the inside is furnished in the best that one can obtain in Markesh. Most of the trappings are for the benefit of Bart. Draco has no real use for material possessions. He uses his money to buy influence and power. He needs to gain enough status to have the opportunity to become close to the king. As a trusted advisor to the king no one would be suspicious when Draco eventually became master over the king and drove him to insanity. Draco would then become a king and death would rule in the city.

Bart is loyal to Draco. He has been such an outcast his entire life that he has become quite antisocial. He revels in the terror that Draco instills in his victims. Draco pays Bart well and Bart is the one who furnished the house. Even though Bart is not much to look at, he still conducts most of the business for Draco. Draco gives Bart instructions and Bart sees that they are carried out. Bart is also the bodyguard for Draco in those rare instances when Draco needs some human help.

Draco is always active at night. He spends as much time out of his coffin as possible. Along with his coup attempts, Draco has two other interests. One is his study of magic, the other his interest in astronomy. Draco has found after many futile years of trying that it is impossible for him to cast spells. Being from the negative plane, he cannot interact with the energies of the prime plane in a way that can produce magical effects. Instead, his power is to drain power from the prime plane. He is not much more than an energy converter. He drains energy from one system and transmits it to another system. What Draco hopes to discover is a spell that will bring him back to life as a normal human so he can enjoy everything that life has to offer.

Draco studies astronomy so that he knows exactly how long each day will be. He's also waiting for a total eclipse. At that time his power will be at an ultimate peak. He plans to create an army of vampires under his control. Zool is ultimately behind all of these plans. Zool is a power-hungry god from the negative plane. He wants a foothold in another plane of existence to extend his power and his evil. It all sounds a little ambitious to me but you never know what a vampire can do.

On any given night there is a 25% chance that Draco is out feeding, a 25% chance that he is in the observatory, a 25% chance that he is doing research in the library, and a 25% chance that he is playing the piano in the music room. All of these chances are overridden by the roll to see if a ritual is taking place. They should also be modified by the prevailing circumstances.

During the day Draco sleeps in his coffin and Bart conducts business. Bart has two henchmen watch the house during the day. One is in the house and the other is in the observatory. There is a 25% chance on any night

that Draco is out on the prowl. On these nights Bart will entertain his guests -- usually women he had to pay to be there. On occasion he will keep these women for a while and then dispose of them. Bart is a very sick individual.

1: This is the office where Bart conducts business. Records of shipping and receiving as well as total stock are in this room. Draco has 3000 g.p. worth of perfumes, makeups, and clothes. He has loans out to other merchants and politicians. These people are on his payroll voluntarily or are being blackmailed. Bart even gets in a little extortion on the side. These debts bring in 10,000 gold annually. None of these people are aware of what Draco really is. Draco's trading activities bring in 5,000 gold a month. Draco uses most of his money to buy more people and to pursue his magical research. Bart is given all the money that the trading company makes. It is basically his business. The files of the people that Draco owns are in the bottom right drawer. It is locked and requires a bb/lg roll to break open.

2: A very nice bar area. Several fine wines, some brandy, and some whiskey occupy the shelves to the west. There is also a philter of love which Bart likes to use on whatever women he can.

3: The main entry hall. It is entirely paneled in wood. There are doors to north and south. A large staircase leads up to the east and then branches left and right to wind its way up to the second floor. Two hallways leading east leave the room in the north and south corners of the east wall. A large chandelier hangs over the center of the room. It is enspelled with the ability to create light or dark on command. Both are of the continual type spell as explained in the players handbook. It would be an interesting research project for an aspiring magic-user to figure out how that was done.

4: Draco is fond of music. He plays quite well and has even written several pieces that are very good. His work is very melancholy music but it is quite moving. There is a fireplace in the south wall. The furniture in the room is all finely made. In the southeast corner of the room there is a secret door which opens onto stairs leading down.

5: Most of this room is occupied with a large, well-crafted table and chairs. There is a fireplace in the north wall. To the east there is an archway leading to a larger room. Over the center of the table is another of the special magic chandeliers.

6: This is obviously the ballroom. It hasn't seen a lot of use but it is kept clean. There is a raised platform at the east end of the room. The only other exit from the room is a door in the south wall at the east end of the room. There is a fireplace in the center of the north wall. Hanging over the fireplace is a painting depicting a total lunar eclipse. The frame is inlaid with silver in an intricate design.

7: A round table sits in the east end of the room. Playing cards lay scattered in the center. There is a small table to the west with dice on it and some dominoes on the bottom shelf.

8: The only furniture in this room is the large pool table in the center. There is a cue rack on the north wall and a dart board opposite the rack on the south wall. There is also a fireplace.

9: This is the private dining room. Bart eats here mostly. All of the servants Bart has arrive at the house at 1 hour after daybreak. They do their various cooking and cleaning chores and must leave no later than 1 hour before sunset. They are paid regularly and do their work as quickly as possible. Each person's knowledge of the manor is limited to the places in which they perform their duties. Bart has occasional henchmen over for lunch or early supper. These henchmen never stay after dark.

10: The kitchen. Long counters dominate the walls. There is a cooking fire in the middle of the east wall. The kitchen is well equipped with all manner of cooking paraphernalia.

11: This is a well appointed bathroom. All of the emenities are here including an indoor toilet and a bathtub. Draco baths the very first thing after rising from his coffin. The servants leave the water on the fire and Bart fills the tub just before his master rises. After bathing, Draco primps with his makeups and perfumes to make him look more alive. The makeup helps hide his extremely pale skin and the perfume covers up the light smell of mildew.

11a: Bart had this secret room built so he could spy on any ladies who came to use it. He usually stays out of sight when Draco entertains. He is not a very charming half-orc and he has a tendency to intimidate people.

12: Bart does his reading here. There is a couch and two overstuffed chairs. The room is well lighted with two lamps hanging in each of the corners of the room. A large double door leads south.

13: Six bookcases dominate this room. They are filled with books on astronomy and magic. If a thorough search is conducted, either of all of the books or through the card catalogue in the southwest corner, two special books will be found. One is a collection of star maps. This work is so complete that any other astronomer will pay 5000 g.p. for the tome. The other book is a collection of spells. It contains the following spells:

Tongues.....3rd level

Confusion.....4th level

Wizard Eye.....4th level

Contact Other Plane..5th level

Reincarnation.....6th level

Guards and Wards.....6th level

The last rune in the introduction to the spells is an explosive rune. If the rune is read it explodes for 12 to 30 (6d4+6) points, and no saving

throw is allowed to the reader. Anyone within 10 feet of the explosion takes the same damage, with a saving throw allowed to half the damage. The player must state that he is not going to read the last rune or it is assumed that he does read it. The entire collection of books would be worth about 10,000 g.p. if sold entirely to the Library of Markesh.

14: This is the hidden stairway that leads to the cellars of Draco's mansion. This is where Draco keeps his coffin, holds his captives, and presides over rituals to Zool.

UPSTAIRS LEVEL

1: Bart does his fighter/assassin training here. He likes to keep in top condition and form. There are two posts which show the marks of frequent abuse. There are also blood stains in several places on the floor. Two weapon racks stand along the west wall. They hold a weighted long sword, a mace, and a flail. There are two light crossbows hanging on the west wall.

2, 3: These bedrooms are identical. They contain a bed and a small wardrobe. The characters will find nothing of value here.

4, 5: More bedrooms, more nothing.

6, 7: Two more identical bedrooms. Room 7, however, has an occupant. Cragenmoore, a 6th level magician, resides here. He is charmed by Draco to help with his spell research. He has been charmed by Draco so long that his weekly saving throw to break the charm is at -5. He has 14 spell points and knows the following spells:

1st level: #'s 4, 5, 8, 16, 20, 29, 33.

2nd level: #'s 4, 9, 12, 14, 21, 29, 36.

3rd level: #'s 1, 3, 9, 11, 14, 22, 28.

8: This is supposedly Draco's bedroom. Draco has even gone so far as to bed some of the ladies of the court without betraying his true identity so they could help extend his illusion of life.

It is finely decorated in dark colors. A huge bed dominates the south end of the room. It is covered with expensive furs. There is a dressing table but no mirror of course. In the northwest corner are some spiral stairs leading up. Snarl, Draco's pet wolf, will be here unless Draco has taken him along on a feeding forray. There is a 25% chance of this.

9: This bedroom looks the same as Draco's. Bart sleeps here. There are no stairs in this room but there are two large chests.

Both chests are metal and locked. Only Bart has the keys which he wears on his belt. Inside the chests are 5000 g.p., 1000 p.p., a dagger of venom, and a light crossbow which is +3 to hit. There are also 12 special quarrels. The heads are extremely sharp. Encased in the heads are small

glass vials with some sort of liquid in them. There is a pin running from the tip of the quarrel to the top of the vial. There is a rune engraved on one of the flanges of each bolt. The rune is inlaid with mithril. These projectiles are quarrels of seeking. Speaking the rune activates the magic in the bolt. For three rounds after that the user can indicate the exact target for the missile by speaking the targets "true" name. If this is done, the bolt automatically hits its target. It also does +3 damage plus any other applicable bonuses. Upon impact, the pin shatters the vial and the poison inside is released to go to work on the victim. It is a type D ingestive poison.

There is also a weapon and armor rack in this room. If Bart is caught in bed his +3 studded leather armor and his +2 longsword will be here.

THE OBSERVATION DECK

There isn't much up here except for the large telescope which sits on a raised dias in the center. The roof is domed and mounted on wheels so that it can be rotated. This allows the viewing window to point to any part of the sky. The telescope is collapseable and magnifies 300 times. In the mount the telescope rests on is a small secret drawer. Pushing on it will open it to reveal a gem of seeing. The gem is highly polished and is mounted in a ring which allows it to be attached to the eyepiece of the telescope. Fully extended, the scope is about 4 feet long and is fairly heavy. It collapses to a one foot section.

THE LOWER LEVEL

1: This is an average looking cellar. There are two piles of boxes. They contain glasses, clothes, paintings, and various other junk. Two doors at each end of the room lead north.

2: The wine cellar. Most of it is ordinary wine but there are a few bottles of very fine wine. Each of these is worth 100 gold. Roll 1d8 to see how many bottles of good wine there are.

3: All rituals are held here. Cult members arrive at the house around sunset posing as invited guests. At midnight the actual sacrifice takes place and the cult members leave shortly after.

There are no seats. The only furnishings are a large stone table behind which stands a large iron statue of a very grotesque humanoid. Searching the statue will reveal a lever in its back. Pulling the lever down activates the statue. It slowly bends over and pushes on the edge of the stone table. This reveals a staircase leading down to Draco's tomb.

The stone slab is covered with old blood stains as well as some newer stains. There is a trough cut into the table which channels blood into a cup set to gather the blood. Draco completes all ceremonies by biting the victim and allowing the blood to drain from the wound and gather in the cup. Once the cup is full it is passed to all the members who drink in order of their rank.

4: This room holds the guardian of the cells. It is a displacer beast named shadow. Shadow has 6 hit die and 45 hit points. His tentacles strike for 2-8 points each. He can also attack one opponent in front of him with two claws and a bite. These attacks do 1-6/1-6/1-8 points of damage. Shadow is -2 to hit and +2 on all saving throws which must be aimed.

5, 6, 7: Each of these cells is identical to the others. Each one contains a captive woman for Draco to feed on. When a woman is held here for too long her blood becomes less tasteful. Draco will kill her and replace her. One woman can last about 30 days before needing replacement. The women are taken care of sufficiently if not elegantly. They get meals and a place to sleep. After the second feeding most women are pretty well out of it and can do little but eat, sleep, and whimper.

DRACO'S TOMB

The room is not lit unless the characters bring light with them. The room is pretty barren. The most striking thing is the large mahogany coffin. If the characters enter during the day then Draco will be here. At night the characters are unlikely to get this far without facing Draco. There are 3 ghouls here as a protective factor for Draco. He has been defeated before in another place and he has no desire to be defeated again.

In Draco's coffin the party will find:

1: A map of a secret passage into the kings audience chamber.

2: Three unused longevity potions.

3: A scroll with the 9th level magic user spell wish. This hasn't been used because Draco needs a higher level magic-user than the one he has. He hasn't been able to locate one who can assure him of success. The magic user must be at least 18th level or have very special gifts in the use of magic. Draco will take no chances on his best shot to become human.