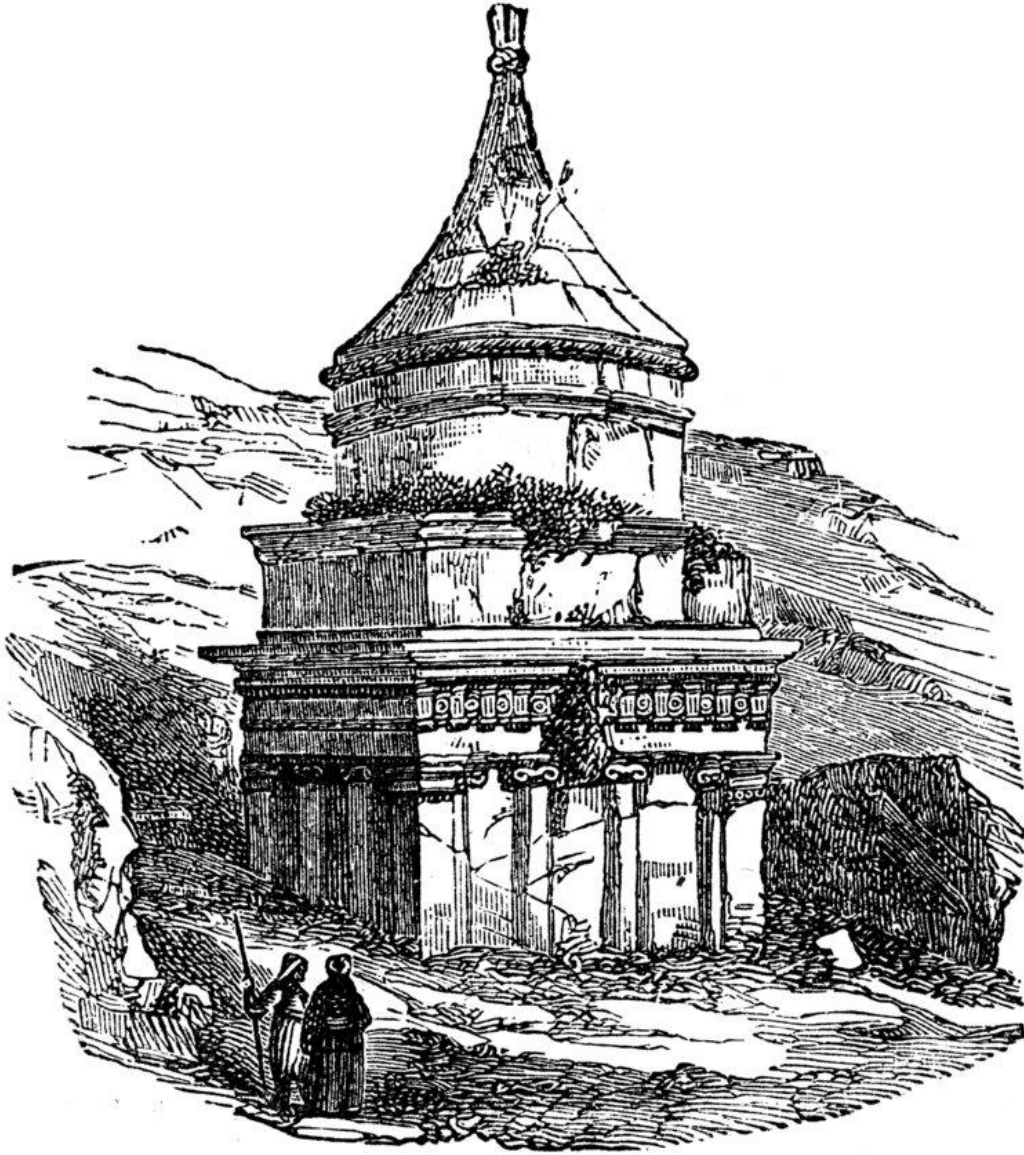


# THE LABORATORY OF ORD

Written by Cameron Shanton

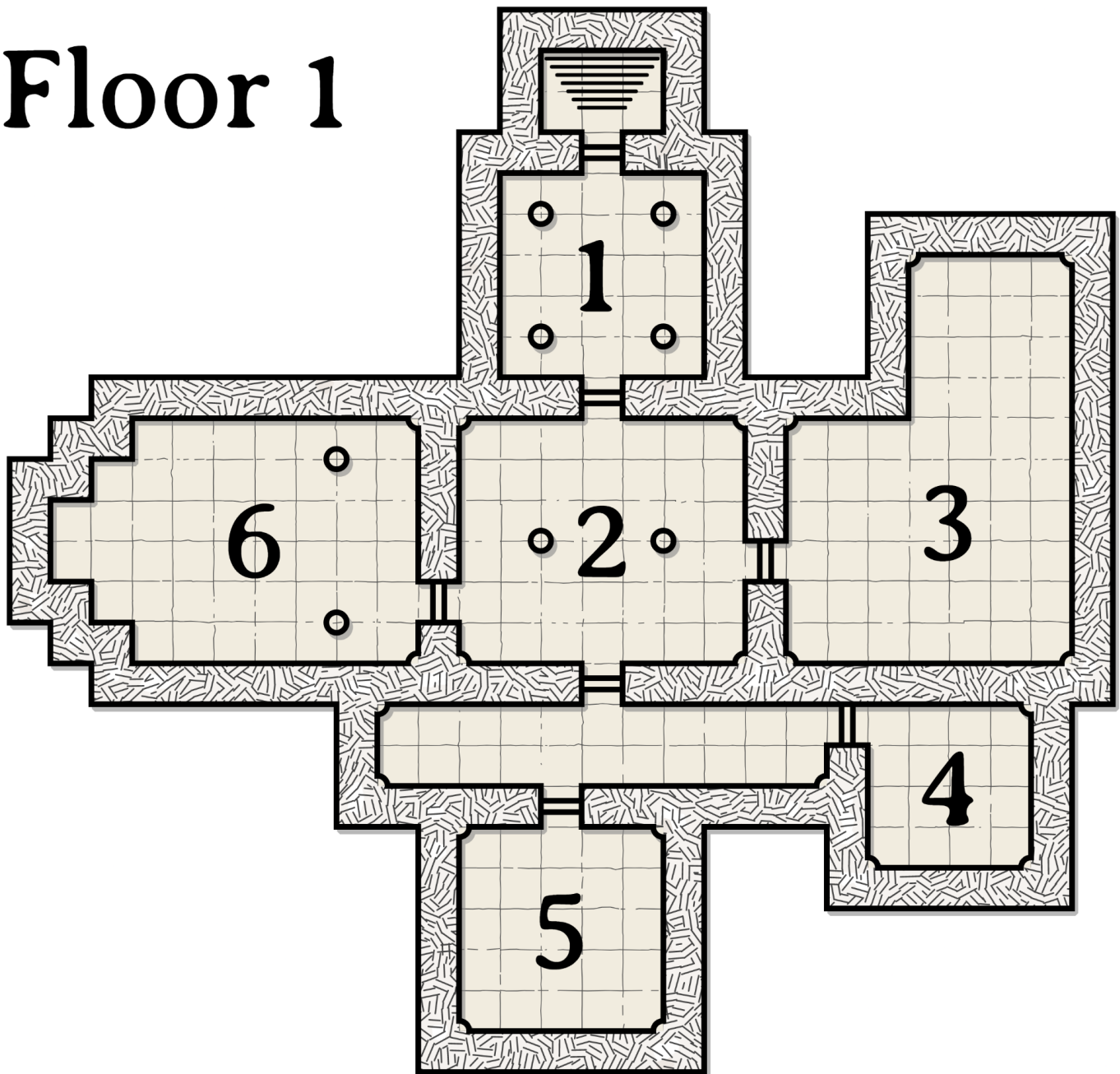
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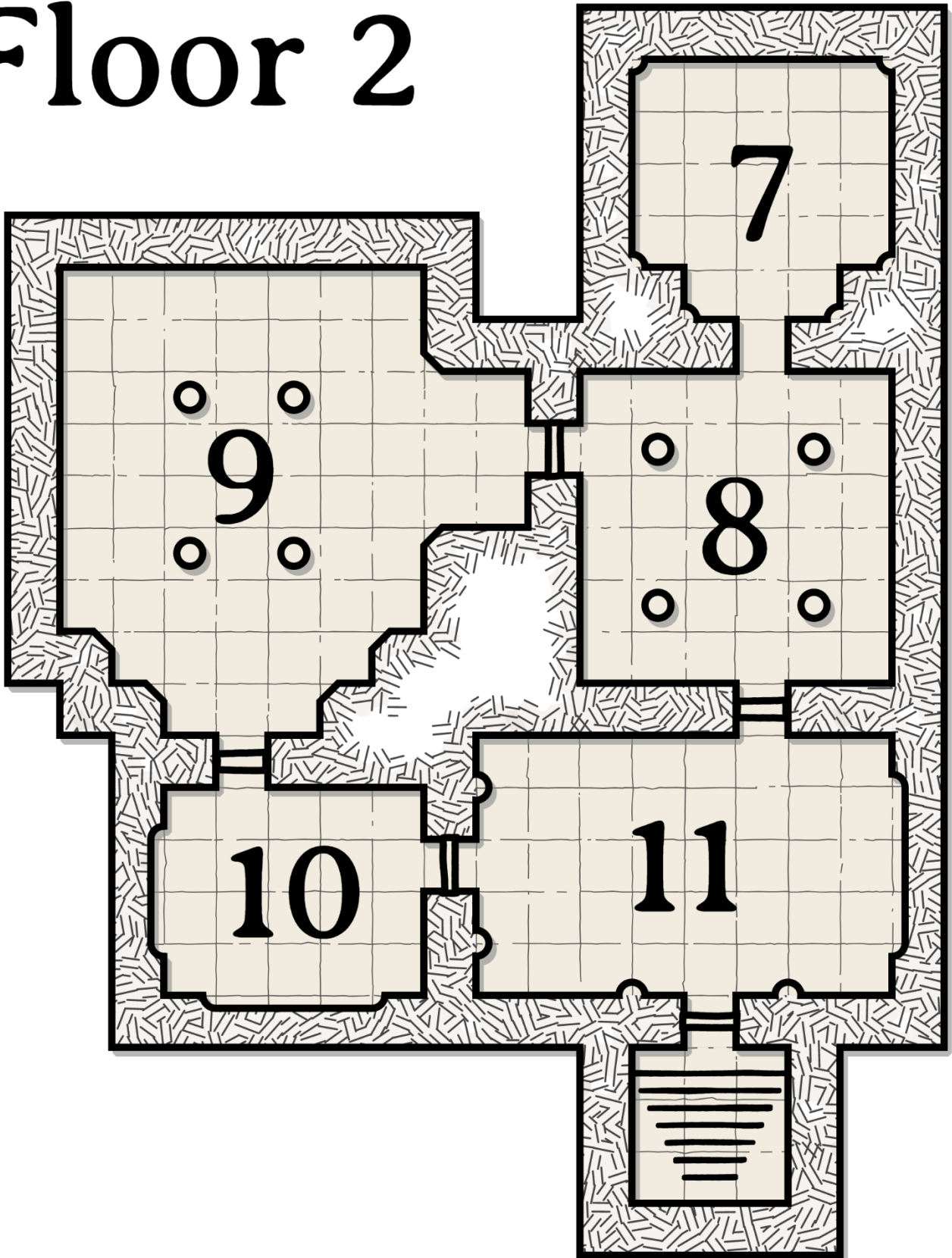
DESIGNED FOR USE WITH

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# Floor 1



# Floor 2



### RANDOM ENCOUNTER TABLE

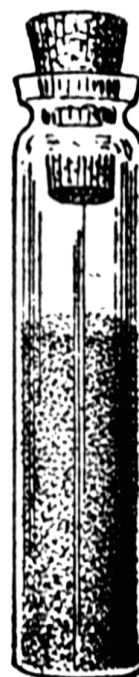
When a random encounter occurs, roll 1d6 on the table below. There is a 2-in-6 chance that an empty room contains an encounter.

- |                               |                                 |                           |
|-------------------------------|---------------------------------|---------------------------|
| <b>1. Normal Bats (1d6)</b>   | <b>2. Zombies (1d3)</b>         | <b>3. Skeletons (1d3)</b> |
| <b>4. Normal Humans (1d8)</b> | <b>5. Giant Centipede (1d3)</b> | <b>6. Acolyte (1d2)</b>   |

### RANDOM LOOT TABLE

When a random encounter concludes, roll 1d6 on the table below. There is a 3-in-6 chance that an empty room contains miscellaneous loot. Each item on the table is only available once. Re-roll if an item that has already been granted is rolled.

- |  |                                       |                                 |
|--|---------------------------------------|---------------------------------|
| <b>1. 6d10 silver pieces</b>                 | <b>2. 3d10 gold pieces</b>            | <b>3. 1d3 Potion of Healing</b> |
| <b>4. 1d4 gems worth 50 gold pieces each</b> | <b>5. 1 Gem of Monster Attraction</b> | <b>6. 1 Bag of Holding</b>      |



### AREA 1

The dungeon is crawling with the ancient bones of old priests and people who fled here. The entryway is littered with the signs of a recent battle, a large hole some 15 feet across knocked through the center of the floor. The hole drops roughly 40 feet down into another floor. The clacking of bones and the creak of joints can be heard echoing from below.

Dropping into the hole will bring the adventurers to **AREA 7**. There is no easy way back up through the hole.

### AREA 2

A comfortable common area with various tables and chairs. Old purses and half-baked candles dress the furniture. The **western door** is locked. The **southern door** is swinging on its hinge, and the **eastern door** is stuck closed. There is **1 Potion of Healing** and **30 gold pieces** scattered about.

Standing idly in the far corners are *two Zombies*, wearing what appear to be aprons and goggles. They seem to initially be in a state of rest. See **Monsters**, in **Old-School Essentials**.

### AREA 3

An area converted into a small, curtained room at the north end. The rest of the room is filled with beakers, vials, and magical boiling plates lined across messy and makeshift countertops. There is an unsealed vial of pale blue liquid with no label, this is the **poison gas antidote**.

Small black leather bound journals document the alchemical experiments that took place here, all in the search of creating an elixir that can resurrect the recently deceased. An excerpt below:

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*“For so long I have thrown myself into the necessary work, preparing and testing concoctions and tinctures with little or no success. I believe now that I have approached the problem incorrectly, and thus arrived at all solutions with an inherent flaw. The spirit becomes owned by the Gods or Devils of other planes, but the flesh. The flesh does not. It is the only thing that remains, and so can be given an artificial spirit of its own.”*

- Written by **Thorngage Ord**

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**AREA 4**

A small storage closet filled with barren shelves or useless items. Small chests contain a meger bounty of **20 gold pieces, 180 silver pieces,** and **300 copper pieces.** Hidden behind a removable stone brick is a small cubby that extends some 3 feet into the wall. Inside is the **key to the western door in Area 2,** and a strange **+1 Dagger,** with an inlaid opal.

**AREA 5**

A clawing and scratching at the door, barricaded from the outside. The foul stench leaks from beneath the doorway. A lever at the end of the hallway seems to control something unseen. Pulling the lever will fill the room with gas, triggering a *save vs. poison.* On failure, the afflicted will die in 1d4 turns without the **poison gas antidote.** Undead creatures are unaffected.

There are *four Zombies* inside the room, all rotting away and missing various appendages that seem to have fallen off. See **Monsters,** in **Old-School Essentials.**

**AREA 6**

Sickly and decrepit in appearance and adorned in simplistic robes, a wild-haired walking corpse with one eye inspects a large table at the western end of the room. There is a creature being brought to life on the table. **Thorngage** refers to it as his old friend and finest companion. He will attempt to quickly and erratically scurry under the table and through a small hole in the floor, the sound of his bones crunching as the creature stands.

**Thorngage** cannot be easily followed through the hole, but smaller sized demihumans may fit through with assistance. The hole leads to **AREA 9.**

The creature risen from the table is a *Wight.* She was once a warrior, gear befitting her build is piled in a corner. See **Monsters,** in **Old-School Essentials.**

In the corner of the room, there is a purse of **74 gold pieces, 200 silver pieces,** and **150 copper pieces, 2 Potions of Healing,** a **+1 Shield,** a **+1 Short Sword** known as **Summerfall,** and a set of **Plate Mail.**

**AREA 7**

A medium sized chamber with a large hole in the ceiling that leads to **AREA 1**. The room contains the rubble of a staircase, and is covered in dust. The *southern door* was broken down a long time ago, and rests in splinters. The air is dry here.

**AREA 8**

Four struggling columns hold the ceiling above. There are no light sources in the room, and footprints track through the dust on the floor.

There are *four Normal Humans* standing idly huddled in the bottom corner, breathing loudly in unison and concealing daggers. See *Monsters*, in *Old-School Essentials*.

**AREA 9**

**Thorngage Ord** is manically preparing for a battle in his final test chamber. Green light radiates from 5 everglow torches along the walls in the chamber.

He is accompanied by *two phantasmal force Zombies* that are illusionary, summoned as danger becomes apparent. See *phantasmal force*, in *Old-School Essentials*.

**THORNGAGE ORD**

**Armor Class** 7 [12] (magical amulet)

**Hit Points** 13

**Attacks** 1 × silver dagger (1d4) or 1 × spell

**THACO** 18 [+1]

**Movement Rate** 120' (40')

**Saves** D13 W14 P13 B16 S15

**Alignment** Chaotic

**STR** 9 **INT** 16 **WIS** 15 **DEX** 7 **CON** 13 **CHA** 13

**Spells** *shield, sleep, phantasmal force, magic missile*

**Items** *248 gold pieces, 740 silver pieces, +2 Amulet of Protection, 2x silver daggers, Cursed Scroll of the Undead*

**Cursed Scroll of the Undead**

→ Transforms the reader into an Undead. They gain all the effects and conditions of an Undead creature, and are likewise affected by Turn Undead. *A special quest must be performed to lift the curse.*

→ The afflicted person will become progressively more undead in appearance, and will be recognized by others as an Undead. The afflicted person maintains their memories and attributes. *They are also ignored by Undead creatures unless they take hostile action.*

### AREA 10

The room is filled with 6 strange tubes, filled with a bioluminescent fluid. 1d4 of them are filled with *Normal Humans*. The tubes are inlaid in the walls to the west and south.

Entering the room will slowly awaken the test subjects, who will break through the glass of their tubes in 1d6 turns and engage any living thing they have noticed.

There is a 10 foot long table in the northeast corner with a black journal and various beakers. An excerpt below:

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*“My experimentation with the artificial soul has been most unfortunate to date. Hardly have I succeeded in it’s elusive creation. Through my personal powers of persuasion I have convinced a local one-time hero to work in my favor. The people of the countryside are perfect vessels, though we have found they do not willingly offer their eternal flesh in exchange for the glory of immortality.”*

- Written by **Thorngage Ord**

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### AREA 11

On the eastern wall, there is a disorganized set of bookcases containing both real and hollowed out books. The **key to the southern door** is there within. Behind the door is a staircase down, leading to a long hallway that continues for 2 hours at a normal pace. A heavy iron door opens up to a small creek bed or clearing, some distance from the original entry point.

After 1 round of searching within the room, the Undead *Normal Humans* will begin to descend in droves on the room, increasing in number at a rate of 1d4 per round. They will attempt to breach all the doors but the **southern door**. There is decrepit furniture in the room that may be used to form barricades, which increase the armor class of the door by +2.

### DOORS

**Armor Class** 6 [13] (natural)

**Hit Points** 5

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