

Scroll of Tilak of Tibet

This is a beginner's adventure. It is especially well-suited to players and referees who are new to the game.

The organizing principle is an easy one. The player characters are in London. An unknown employer has put out an advertisement, perhaps on the Internet, requesting the services of those with "strange arts." The reward promised is 20,000 credits. The ad requests interested parties to come to the London Branch of the Arsophical Society at 10:00AM sharp tomorrow morning.

Players of characters who graduated from esoteric schools understand that these "strange arts" refer to magic and/or the extrasensory powers of psionics. Characters from esoteric schools understand, of course, that such "strange arts" exist, even if this is disbelieved by most of the general public. They may be interested in the money, but they also may be interested in furthering their study of the arcane arts.

Players of characters who mustered out of prosaic careers may or may not recognize the existence of such "strange arts." Fighting types (soldier, martial artist, special forces, etc.) may choose to take up the invitation on the ad for the money, thinking, wrongly, that "strange arts" refers to mercenary activity. A merchant may be interested strictly in the money. An agent may be an independent from an alphabet agency or agencies who wishes to collect information for sale. A scientist may be intrigued by the reference to "strange arts," maybe to investigate them, maybe to debunk them.

In any case, help work with the players to determine their backgrounds and motives for going to the address on the ad. The players will meet, perhaps for the first time, at this meeting.



The London Branch of the Arsophical Society: Madame Reilly, the current head of the Arsophical Society in London, has hired the PC's to infiltrate a rather small mansion owned by Sir Dunsay.

Maureen Reilly 579BBB Age: 53 Combat Power: 10
 Ancient East (7)
 Bureacracy-2, Carousing-2, Investigation-2, Leadership-2, Linguistics-2, Esoteric Lore-3,
 Social Sciences-2
 Gun Combat: Pistol-1, Melee: Piercing-1
 Magic: Air-2, Magic: Water-2, Magic: Mind-1, Magic: Calligraphy-2, Magic: Ritual-2
 English, Gaelic, Italian, Latin, ancient Egyptian
Tornado: 4D6, 50m, multiple targets within 12m, instant, -2 DM, End 3

Madame Reilly has offered the PC's 20,000Cr each to infiltrate the mansion and "take back" the Scroll of Tilak of Tibet on behalf of the Society. "Sir Dunsay stole the original artifact from us 25 years ago. We have searched for it ever since."

"We recently investigated a high-security location owned by Sir Dunsay's business, 'Aephixus Enterprises,' in France, only to find nothing. Dunsay was aware of our attempt to take back the artifact, however unsuccessfully. Dunsay is a crafty fox. We believe that he has hidden the object in a much less obvious location in a small mansion an hour's north of London."

"I am hiring you because of your rather, ahem, rather diverse backgrounds. If the artifact is in this location, Dunsay will have protected it with high-tech security as well as with, well, shall we say, less conventional and more esoteric means. It is your job to infiltrate this residence, retrieve the object, and return here with it. I don't need to tell you that the authorities must NOT be involved. Here are copies of what we know of the layout of the mansion. As to the Scroll, it is a yellow piece of parchment about a half-meter long, very old, and written in Tibetan in red ink." Hand the players their copies of mansion from the back of this module.

The Mansion of Sir Dunsay

House Grounds

The mansion is located in a secluded, beautiful, rural area. A small lake occupies the north side of the house, and woods lie behind it to the east and on its south side. The entrance to the mansion's grounds is from the west, where there is a large open area.

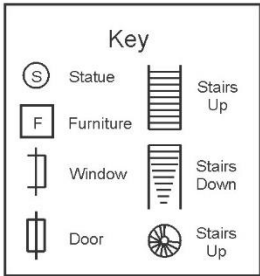
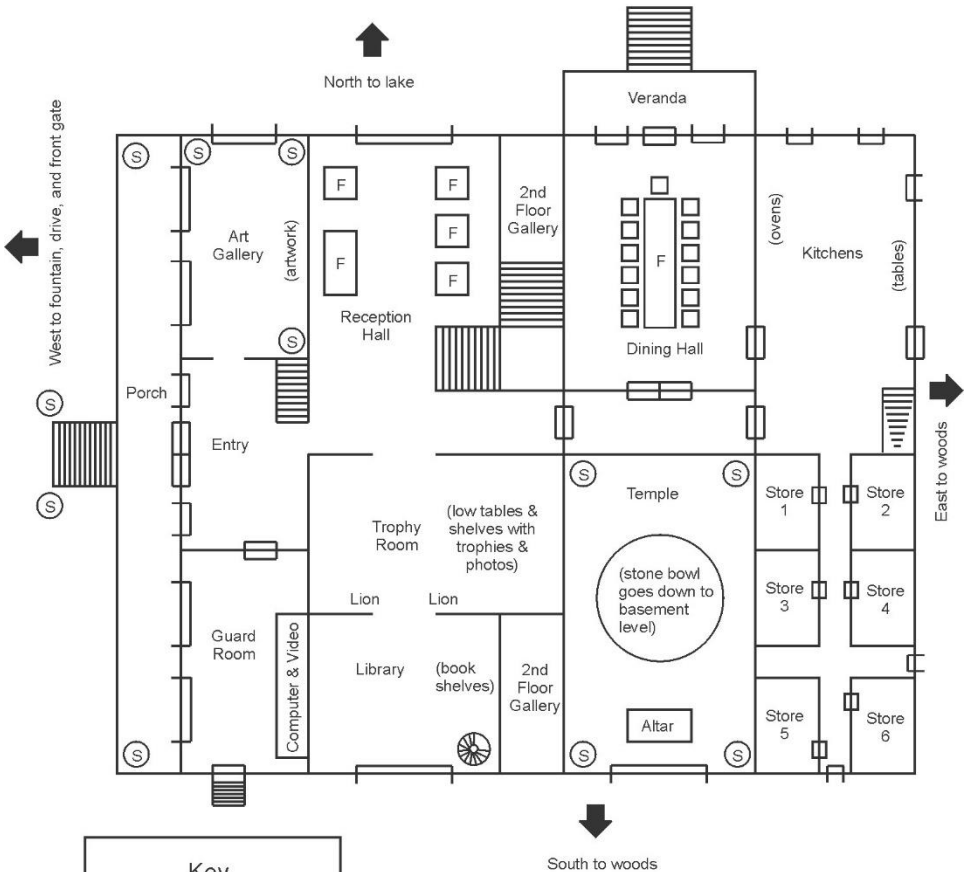
Security cameras dot the fence around the house grounds (Medium Level, Security, Dex, 1D6 minutes, Difficult -2), but the woods to the east are unfenced. An occasional camera is in this part of the woods (Low Level, Security, Dex, 1D6 minutes, Average +0). The guard post at the gates to the grounds is unoccupied, except for cameras (Medium Level, Security, Dex, 1D6 minutes, Difficult -2).

If the PC's fail a security check versus the cameras, a security team of 3-5 guards (see stats below in the Guard Room) will be dispatched to intercept them.

If the PC's are worried about the authorities, tell the mages in the party that they realize that Sir Dunsay probably doesn't want the attention of the authorities any more than the party does, as he is clearly a mage himself.



Mansion of Sir Dunsay - 1st Floor
(referee's)



First Floor

Entry Room: A basic, mansion, entry foyer.

Eduard Carol (Butler) 98A877 / +1 0 +1 0 0 0 Age: 60 Combat Power: 8
 Soldier (3)
 Athletics-1, Bureacracy-1, Carousing-2, Computer-0, Investigation-1, Linguistics-0 (French), Outdoors:
 Survival-1, Security-1, Gun: Pistol-1, Melee: Martial Arts-2
 Auto Pistol: 2D6 Pistol RoF-1/3 P (15)

Eduard is also a security guard for the mansion. He will call the guards to fight with him if he gets in trouble. He will not fight alone, but will run deeper into the mansion.

Guard Room: 3-5 guards will occupy this room, depending on the number of PC's.

Security Guard (Sergeant) AAA665 / +1 +1 +1 0 0 -1 Age: 30 Combat Power: 15
 Special Forces (3)
 Athletics-1, Computer-1, Investigation-0, Outdoors: Survival-1, Security-1, Recon-1, Gun: Pistol-2, Melee:
 Martial Arts-2
 Auto Pistol: 2D6 Pistol RoF-1/3 P (15)
 Armor (Bullet-Proof Vest): +5, +1 vs P

The heart of the house security and computer system is here (Medium Level, Computer, Int, 2D6 hours, Difficult -2). Successfully getting into the system will allow a hacker to control or disable the security system, including the basement shrine door. It will also show a more detailed floor plan of the house, except for the Temple and the Shrine.



Art Gallery: One of the statues is a stone hobgoblin. Any PC who examines it more closely, upon being told it is surprisingly life-like, will cause it to come to life. The hobgoblin will demand money or something valuable from the PC's in exchange for not alerting the guards or "any other nasty creature" in the mansion.

Stone Hobgoblin B5C544 / +1 -1 +2 -1 -1 -1 Age: N/A Combat Power: 16
 Monster
 Athletics-1, Gambling-2, Melee: Natural-2, Magic: Earth-2, Magic: Mind-2
 Bite & Claws: 2D6 Close Quarters Piercing
 Armor (stone self): Armor Rating +6, +1 vs. Piercing or Slashing, -2 vs. Bludgeoning
Charm Person: -4 DM all creatures vs. caster, area effect 12m, 6 minutes, total DM -2, End 3
Stuck to Earth: -4 DM all creatures' physical checks, area effect 12m, 6 rounds, total DM -1, End 3

Reception Hall: The hall contains comfortable sofas and chairs. It goes up for two stories, and stairs in the hall lead up to a gallery on the second floor. A large window occupies one wall. This hall is empty.



Trophy Room: Various trophies, both of real game as well as photographic, line the walls on shelves or on low tables in the room. There are also some rather old trophies and photos of sports competitions. The man most prominent in the sports photos appears to be a younger Sir Dunsay. The trophy room goes up two stories, but there is no entry onto the second floor.

The stuffed bodies of two lions occupy the entry leading to the library. If the PC's attempt to enter, the lions will speak simultaneously, demanding a password.

Guard Lions BB8222 / +1 +1 0 -2 -2 -2 Age: N/A Combat Power: 11
 Monster
 Athletics-2, Melee: Natural-3
 Bite & Claws: 2D6+2 CQ P

The password the lions require is the name of the sports team most prominently featured in the photos in the trophy room. The lions will not attack unless the PC's attempt to pass through into the library, or unless the PC's simply attack the lions.

Library: This room is full of books along the walls, except for the space occupied by a large window. This room goes up for two stories, but the second-floor gallery has no exits into the rest of the second story, there are just more books there. A spiral staircase goes up to this gallery. A table and chairs sit in the center of the room.

The books in the room range across a wide variety of subjects, from the mundane, to the sciences, to the esoteric. If the PC's search the room they may find a mechanism under one of the books in the second floor gallery (Investigation, Int, 1D6 minutes, Average +0) or (Int Save, 2D6 minutes). This mechanism opens the basement door to the Shrine (see "Basement," below), but the PC's will not know this yet. They will just realize that some sort of mechanism has been tripped somewhere.



Dining Hall: This room contains elegant wooden furniture for use in hosting around 20 guests. A door leads outside to a veranda. The door contains two security cameras (Medium Level, Security, Dex, 1D6 minutes, Difficult -2). This room is empty.

Kitchens: This room contains kitchen equipment, utensils, dishes, etc. A door leads outside to the back of the house. A corridor goes back to store rooms, and stairs lead down to the basement. During the day this room is occupied by two cooks and three servants.

Cook / Servant 677655 / 0 0 0 0 -1 -1 Age: 30's Combat Power: 0
 Servant

The servants will attempt to flee and/or warn the guards if confronted.

Store Rooms: The store rooms hold food stuffs and equipment for the mansion. A small door leads out the back of the house. Room 5 is locked. It contains esoteric herbs and equipment used in Alchemy. A complete Alchemy Kit can be retrieved from this room.



Second Floor

Front Corridor: This corridor has several windows facing the front drive of the mansion. Between the windows are elaborate vases. If the PC's look in the vases, they will discover some strange bottles. (Magic: Alchemy, Int, 1D6 seconds, Average +0) will reveal that this is part of a procedure to prepare a magical potion; four batches of Healing Draught. Two of these potions are ready.

Guest Rooms: These are the ubiquitous guest rooms found in any mansion of this type. They are well-kept. It looks like no one has slept here for some time.

Indoor Garden: This is a large indoor garden. It gets its illumination both from a large window as well as from expensive-looking and stylish internal lighting. A small fountain sits in the middle of room, surrounding by the garden.

The fountain is occupied by a water elemental, who was set here to guard this part of the house. If any PC puts their hand into the water, or if they attempt to enter the master bedroom, the water elemental will attack.

Water Elemental 6C9555 / 0 +2 +1 -1 -1 -1 Age: N/A Combat Power: 17
Monster
Athletics-2, Melee: Natural-3
Water Slap: 3D6 ER B
Armor (liquid form): AR +6, +1 vs. P or S, immune to gunfire

In the interests of time, the Referee may elect not to bring the water elemental into the game.



Master Bedroom: This is clearly the bedroom for Sir Dunsay when he visits the mansion. Photos of him and a person who is, apparently, his daughter, are in the room.

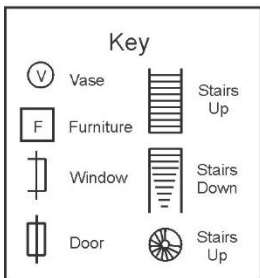
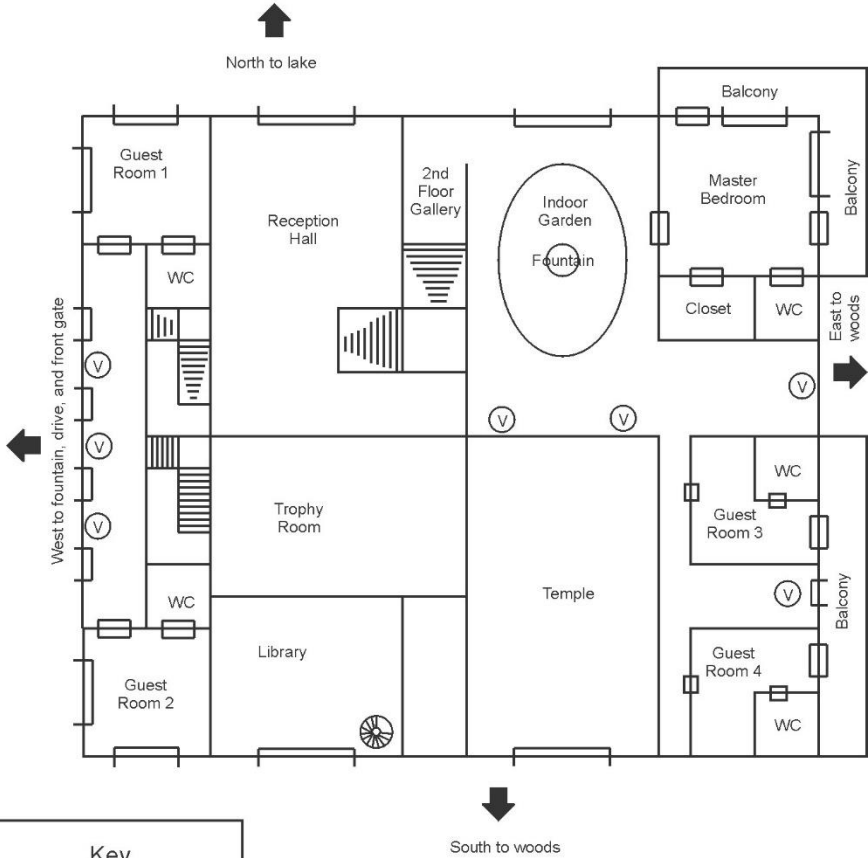
There is a hidden safe located under a false bedside table. (Security, Int, 1D6 minutes, Difficult -2) will open it. There is Cr50,000 inside.

There is another safe, this one hidden under a false tile in the WC. (Investigation, Int, 1D6 minutes, Difficult -2) will find it. Security cannot open it, as the safe is magical. (Magic: (any), Int, 1D6 minutes, Very Difficult -4) will open it. Inside is a potion of Athena's Breath (Armor 10 for 5 minutes) and a potion of Whispered Word (hear thoughts at 10m for 10 minutes).

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Mansion of Sir Dunsay - 2nd Floor
(referee's)

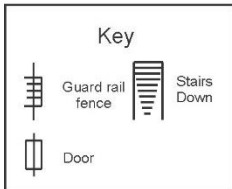
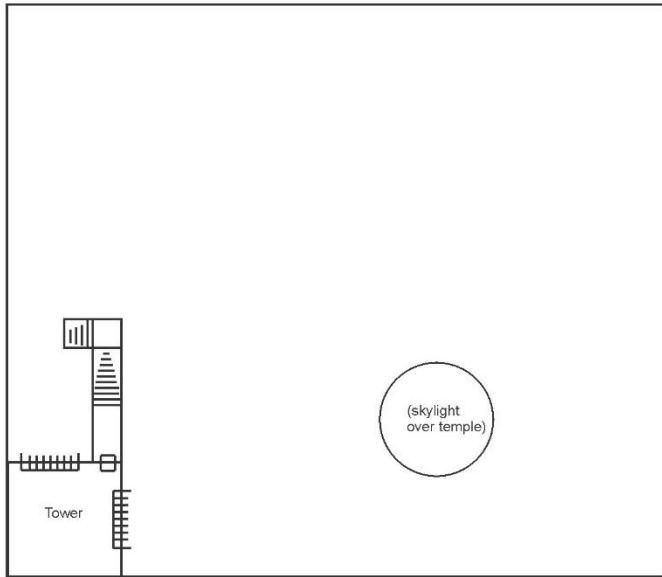


Third Floor

Tower: Stairs from the second floor and a short corridor lead to a small door. This opens into an open-air tower sitting at this corner of the house. A small, pyramidal roof caps it.

Looking out the east side of the tower reveals a skylight over a section of the house which the PC's have (probably) not yet penetrated.

Mansion of Sir Dunsay - 3rd Floor
(referee's)



Basement

The stairs from the kitchen lead down to a door. The door is locked, but poorly, (Poor Level, Security, Dex, 1D6 minutes, Routine +2) to break in, or (Athletics, Str, 1D6 seconds, Average +0) to break down.

A corridor leads to the right into a general store room where a lot of loose junk is kept. But a door to the immediate left seems out-of-place, as it is very-well built (High Level, Security, Dex, Int, 1D6 hours, Very Difficult -4) to break in, or (Athletics, Str, 1D6 seconds, Formidable -6) to break down. This door may also be opened by hacking into the computer in the guard room, or by pulling the mechanism found among the books in the library (see "Library," above). This door leads into the Shrine.

Shrine: This windowless basement room is decorated in a very ornate fashion, with lots of red, yellow, and purple wall hangings seeming to depict ancient, unknown gods. The floor is covered in rich, red, shag carpet, except near the altar. The floor near the altar is tiled in dark gray stone.

A stone altar of red granite occupies the far end of the room. A golden vase sits on top of the altar. To the left middle of the room is an ornate stone door, seemingly very old.

If the PC's either disturb the altar, the vase, or attempt to open the stone door, the Greater Fire Elemental will announce its presence in a belligerent way. Upon discovering that the PC's are not Sir Dunsay, it will attack. The fire elemental is in the form of a woman who explodes forth from the altar in flame.

Greater Fire Elemental 6CC766 / 0 +2 +2 0 0 0 Age: N/A Combat Power: 19
 Monster
 Melee: Natural-3, Magic: Fire-2
 Burn Attack: 3D6 CO S
 Armor (flame form): AR +7, ineffective vs. water or earth attacks
Fireball: 2D6 one target, short range 12m, instant, + 1 DM, End 2



The vase is clearly very expensive, but also clearly magical, (Esoteric Lore or Magic: (any), Edu, 1D6 hours, Difficult -2) to determine. It is an artifact:

Vase of the Lesser Gods: this is a bronze vase with motifs of ancient Babylon. If a suitable sacrifice (matching the domain of the spell) is placed inside the vase, it grants a +1 DM to ritual spell-casting rolls.

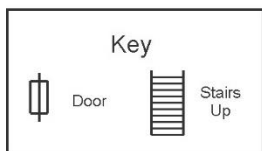
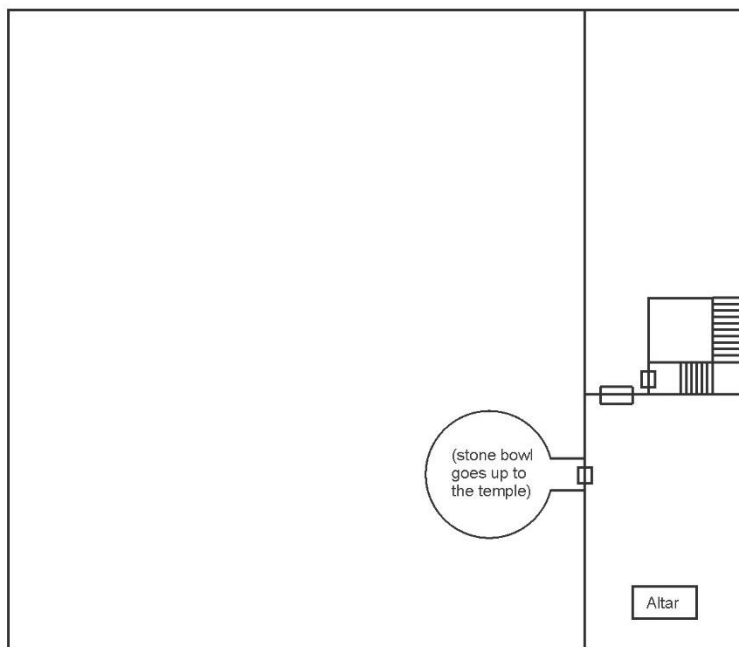
Charges: 6(9), Cost: 24,000

Cursed!: Each time the vase is used, there is a 1 in 1D6 chance of it summoning a malevolent spirit:

Ancient Pagan Priest: End-C Int-7, Magic: Fire-3 CP: 9



Mansion of Sir Dunsay - Basement
(referee's)



Temple

The stone door opens into a short corridor which leads into the side of the stone “bowl” which occupies the bottom of the Temple. The PC’s may simply walk up the sides of the stone bowl to reach the level of the first floor. The bowl is otherwise empty.

The Temple occupies the first and second floors, but there are no exits into the rest of the mansion. A skylight, the one seen from the Tower, makes a perfect inverse image to the bowl at the bottom of the Temple.

The rim of the bowl is lined with a low stone wall decorated by garlands made of various plants. (Esoteric Lore Or Magic: (any), Edu, 1D6 seconds, Average +0) will reveal these to be plants used in magic rituals for the Magic: Fire domain.

Large statues stand at each corner of the room. They look similar to the Stone Hobgoblin in the Art Gallery, but are much larger and look much more menacing. They, too, are decorated with the garlands, and face inwards towards the bowl.

A large window occupies the second floor wall of the south side of the room. Under the window is another altar.

The Scroll of Tilak of Tibet is hidden under a loose stone at the corner of the altar. If they don’t search the altar, (Investigation, Int, 1D6 minutes, Difficult -2) or (Int Save, 1D6 minutes) will point them to this location.

If the PC’s disturb the altar in any way, including attempting to retrieve the Scroll, a voice will boom out, “Who disturbs the Temple of the God of Aephixus?”

The bearer of the voice will not respond to anything the PC’s have to say, but will attack. The voice is that of the God itself, a powerful spirit.

God of Aephixus: End-F, Int-A, Magic: Fire-3

Combat Power: 15

Ghost Fire: 1D6 one target for 4 rounds, short range 12m, 4 rounds, +1 DM, End 3 (water will put out)

The spirit will attack non-magical members of the party first. Inform the esoteric PC’s what kind of attack it is, and what they can do about it (their characters should know this already, no roll).

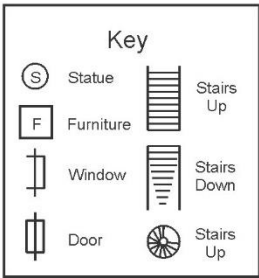
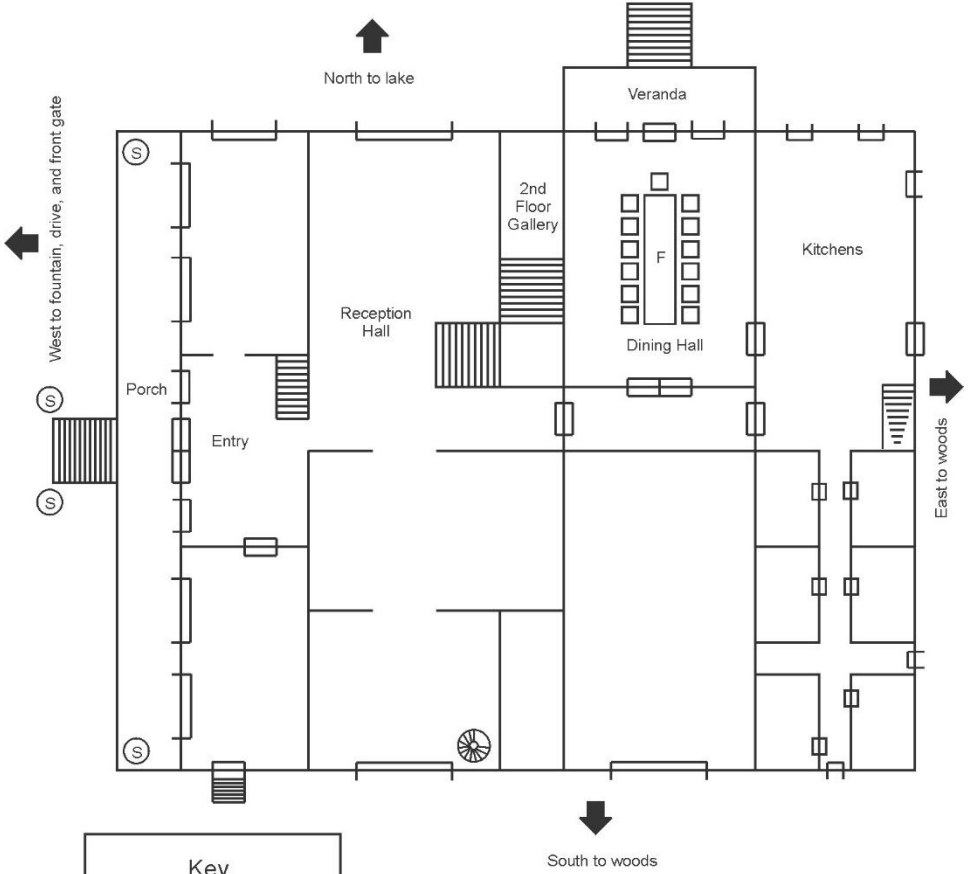
The altar cloth is made of very rich silks and gold thread, and looks extremely valuable. (Broker, Edu, 1D6 minutes, Average +0) to determine it is worth 24,000Cr.

Epilogue

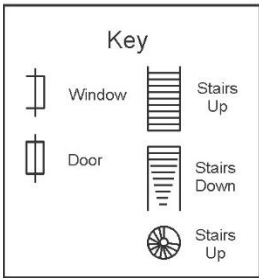
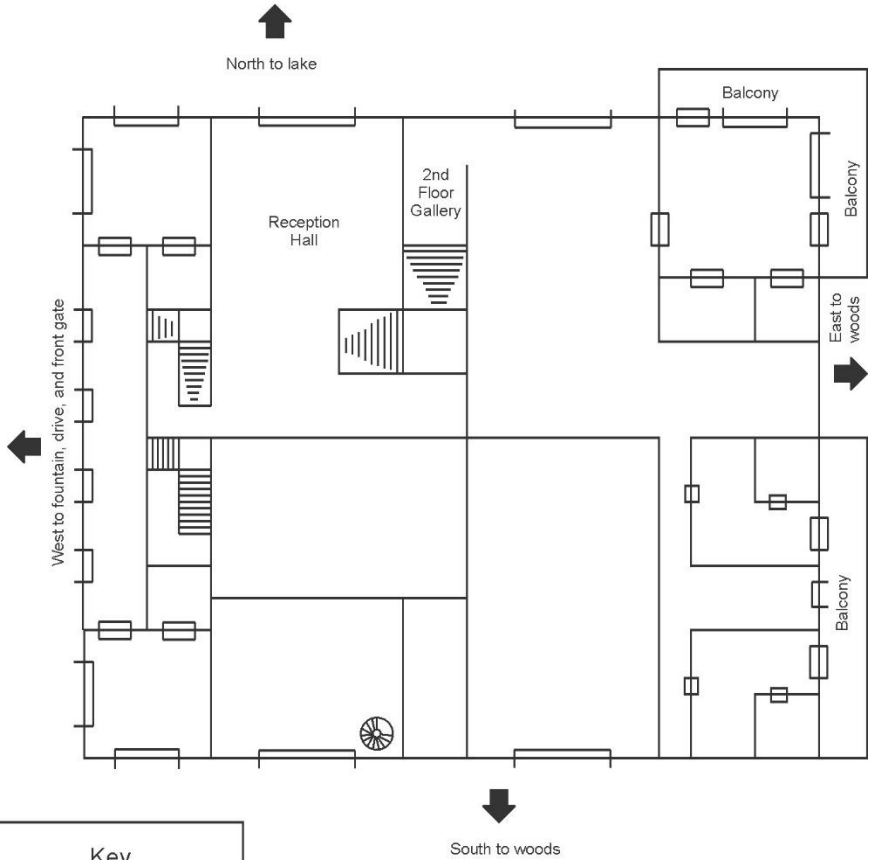
Back at her office in the Arsophical Society, Madame Reilly will thank the PC’s for returning the Scroll, and then pay them the agreed-upon amount. She will say that she is satisfied with their work (from a little to a lot depending on their level of success during the adventure), and state that she might hire them for future work on behalf of the Society. Each PC gets 4 experience points for successfully completing the adventure.



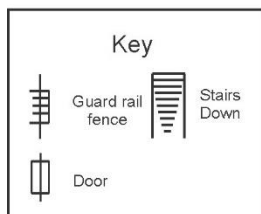
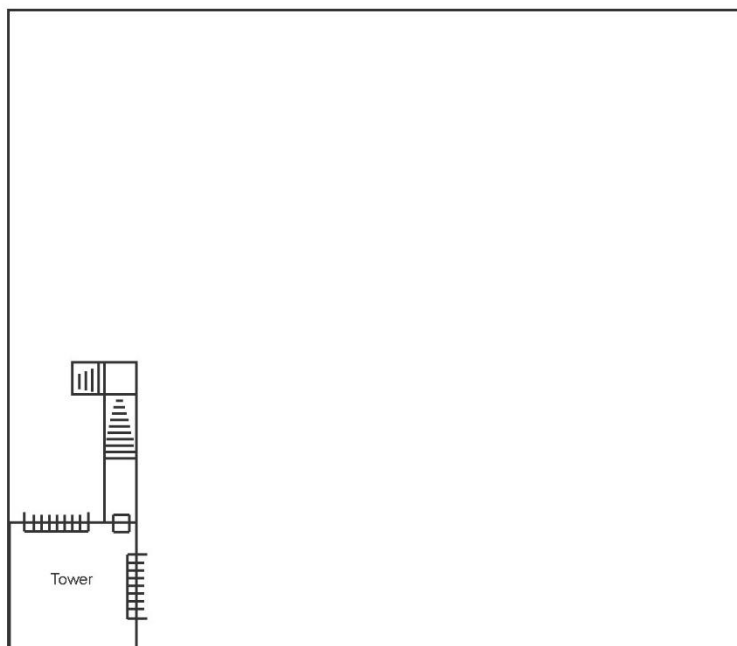
Mansion of Sir Dunsay - 1st Floor
(players')



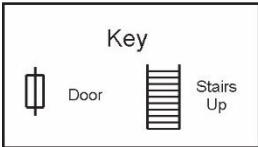
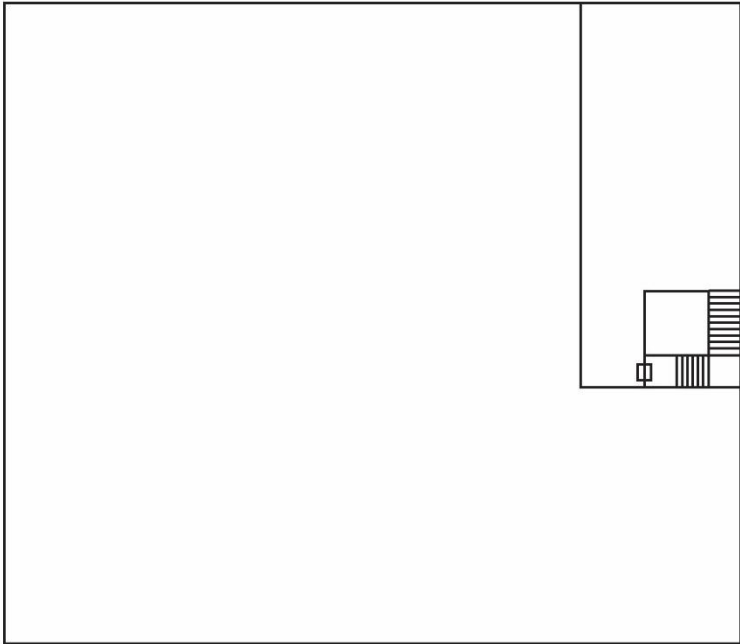
Mansion of Sir Dunsay - 2nd Floor (players')



Mansion of Sir Dunsay - 3rd Floor
(players')



Mansion of Sir Dunsay - Basement
(players')





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