

GROTTRÖJ presents

Harry's Hellhouse

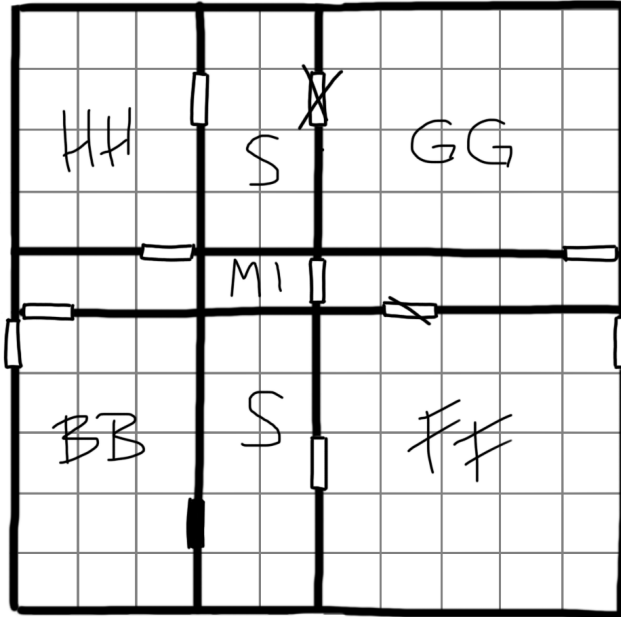
An adventure for 3rd to 4th level Player Characters

By Björn Wärmedal

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First floor (yesterday)



HH = Hell Hound (big damn dog), BB = Begging Bastard (that dude was creepy), FF = Fiery Fish (it killed John), GG = Garbled Goblinoids (4 of them - one had an arm on its head!), S = Skeleton (and lots of money!), MI = Magic Item (at least Eleandir says so).

That northern door in the Fiery Fish room has a magic lock. You have to put your left arm in a black vortex to open it. We didn't try. Same room has an opening to the floor below. We didn't go down.

Background

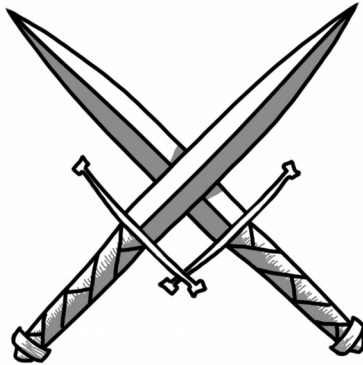
There are hundreds of rumours about Harry in the village. The only two things everyone seem to agree on are these: Harry possessed – or was possessed by – weird and powerful magic, and Harry is dead. The last time anyone saw him he bought an ale at Sturdy Joe's Tavern and paid with a gem the size of a thumb nail.

Rumours

1. Harry had an exotic zoo in his house. Any creature caught alive would be invaluable!
2. He always talked about nightmarish clowns. Or was it nightmares about towns?
3. Dude, the magic in that place is sweeeeet! All warped kinda shit! Like, totally.
4. It's just an empty house. You should leave now. My pals and I are gonna clean it out tomorrow.
5. This probably sounds weird, but I think the house stretches down into the ground. A very long way down.
6. Harry took me inside once. We had to keep climbing upwards to get out. Who in their right mind has no stairs, am I right?
7. I don't go near that place. Whenever I do, I hear voices in my head.

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8. Couldn't he just have built a normal tower like any sane f***ing wizard??
9. While you're there, can you get me a slug leg? My sister claims they taste like chicken.
10. Friend of mine tried to sell the old man some stuff. Came back completely broke. No wonder Harry had money.



The House on the Hill

Harry's home is a flat square made of rock, 100' wide. It has doors on the east and west sides, with signs that read "Good morning" (the eastern door) and "Good night" (the western door). No windows. You can only open the doors in the first hour of dawn and the last hour of dusk, respectively.

Welcome Inside!

Make yourself at home; you'll be here a while. Every twelve turns the referee should check whether an outsider (i.e. PC) is inside the house. If so, the entire house will sink one floor into the ground and a new floor appear on top of the topmost one. This event is not observable from the outside but felt to everyone inside the house. See *The Twelfth-Turn Procedure* for details on how to generate a new floor in less than two minutes.

The Twelfth-Turn Procedure

1. Level Up!

All existing monsters and treasure hoards will instantly upgrade to the next level. Goblinoids will multiply, Hell Hounds will gain more heads, Fiery Fish will grow, any treasure that the PCs haven't already plundered multiplies, etcetera. The doors to the outside on the top floor disappear. This is an instantaneous transformation.

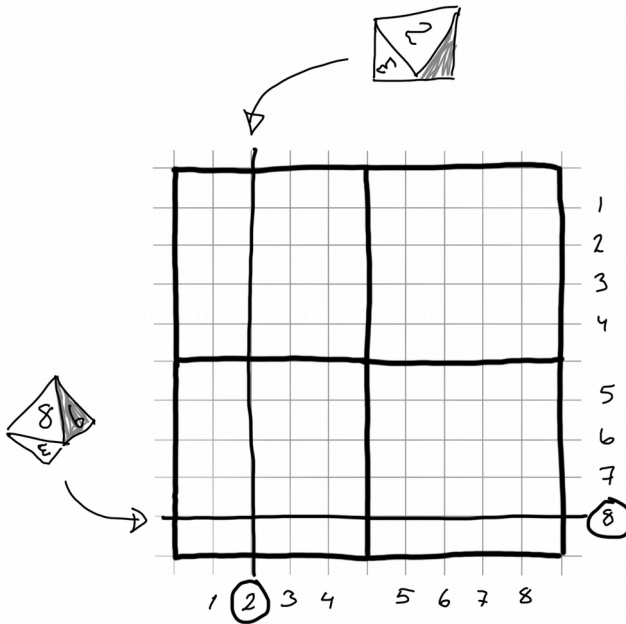
In time, the transformations on a floor will cause it to fill to the brim with Goblinoids, or have a Fiery Fish become too big for its room, or something similar. Any monsters that can escape upwards will do so, but most are stuck where they are. They will squeeze to death or become all heads or... well, you get the point. This is when it turns into some warped sort of hell.

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2. Generate New Floor Plan

Every floor is 100' square, divided into four equal sections. Additional walls are added as follows: roll 1d8 each for X and Y axis as per the image below, dividing the floor into 9 rooms. The starting floor has doors ("Good morning" and "Good night") near the middle of the east and west sides.

Roll 1d100 to determine on which square the opening to the floor above will appear when that floor comes into existence. This spot is marked out already in the ceiling.



3. Place Doors

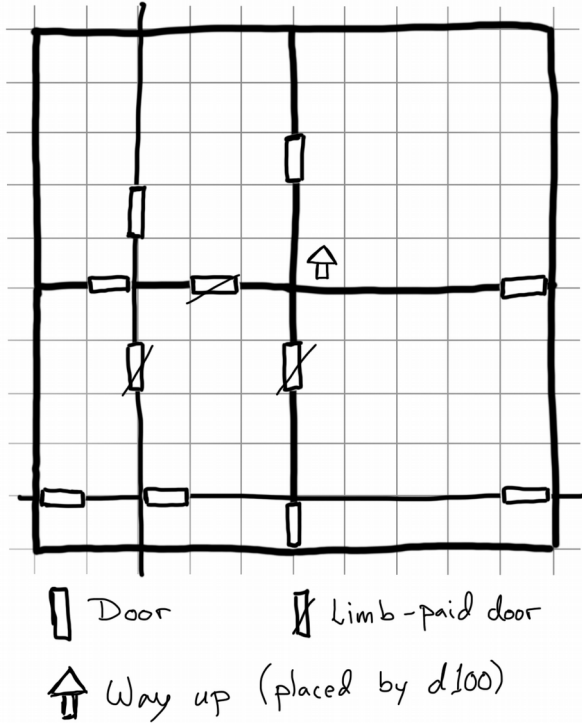
Don't overthink this. Imagine a line going through every room or corridor without crossing itself. Those rooms have doors between them; in the case of corridors, place the doors as far away from each other as possible. Apart from this, any rooms not joined by corridors have stone doors between them. These all have a small magic portal beside them marked "Place your <left arm, right arm, left leg, right leg, head> here to open" (pick one of the extremities for each door). Any body part placed inside is lost (1d4 damage, permanently) and replaced by a prosthetic. 1 in 3 will be the correct limb, the rest are prosthetic tentacles. Though the damage is permanent, the prosthetic provides an AC bonus of 1. The head is useless, of course. If you can't live without a head you die.

It may happen that you have corridors running through the middle of the floor. Place one or two limb-paid shortcuts in those too, in that case.

The doors to the outside now appear on the new floor, in the same spot as earlier. And the square on the floor below marked as an opening opens into this floor.

When the PCs find a new door, roll 1d6. On a 5 the door is locked or stuck. On a 6 the door has a trap (something simple that gives 1d6 damage, or 1d8 and Save for half).

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4. Stock the Rooms

A Fiery Fish lives in the largest room.

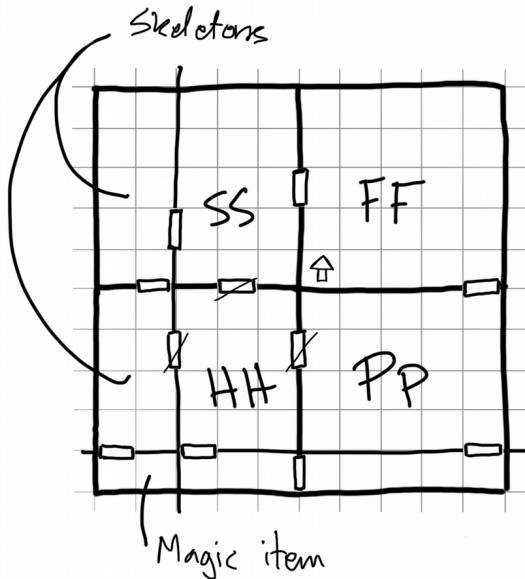
The second and fourth largest rooms (roll for all in case of a tie) contain 1) Putrid Puker, 2) Garbled Goblinoids, 3) Hell Hound.

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Either a 1) Stone Sister or a 2) Begging Bastard inhabits the third largest room (roll for all in case of a tie).

If there's a 10'x10' or 20'x10' room on the floor, there is a magic item in it. The magic items are unique, so tick them off the list as they appear. You can reuse those that haven't been found yet for another floor, but when the list is through, there won't be any more.

Any rooms still not filled contain surprisingly clean animated skeletons that will not attack (or even communicate) unless attacked (HD 1, ATK# 1, Dmg 1d4). They spend their time stacking gold pieces (a room with a skeleton has 500+100[x] gp) in intricate patterns. There's also a 1 in 3 chance of a sack of gems worth 100[x] gp somewhere in the pile.

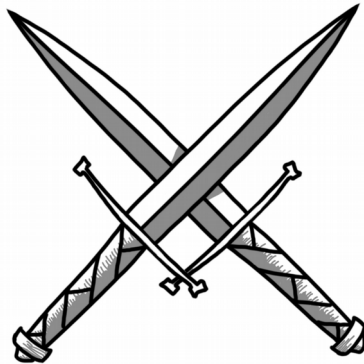


Bestiary

In this section, [x] marks the current dungeon level (where the topmost is level 1, the one beneath it level 2, etcetera). All monsters have AC as Unarmoured and Save as a Fighter of the same level.

Roll for wandering monsters every turn; there's a 1 in 6 chance of one appearing. There's a 1 in 3 chance of a Crazy Clown appearing anytime the PCs enter a corridor.

1. Begging Bastard
2. Garbled Goblinoids
3. Hell Hound
4. Putrid Puker



Begging Bastard

HD [x], Nr 1, Attack: Special.

Looks like a poor and weak human, pale and thin. Begs for money, jewels and gems. Not interested in anything else. The many concealed pockets on its person will absorb all gifts. Can Charm Person [x] times per day if not given enough. Willing to Charm Person once for a generous PC. No other inhabitant of the dungeon will attack the Begging Bastard, no matter how much they hate it. When killed, none of the treasure it absorbed in life can be found.

Crazy Clown

HD [x], Nr 1, Attack: Special.

A clown that teleports into the room on the opposite side from the PCs. Runs toward them screaming. When reaching them, it inflates at high speed, causing enemies to bounce off/press against walls. [x]d6 damage, Save for half. Teleports away again after one attack.

Fiery Fish

HD 2[x], Nr 1, ATK# 1, Dmg: Special.

This fish is big, slow and ugly. It lives in a tank covering an entire room. The water in the tank is clearly insubstantial; anyone can walk through it (though sluggishly, as it hampers movement like real water) and breathe and talk while in it. On the bottom of the tank lie gems with a total value of 500[x]

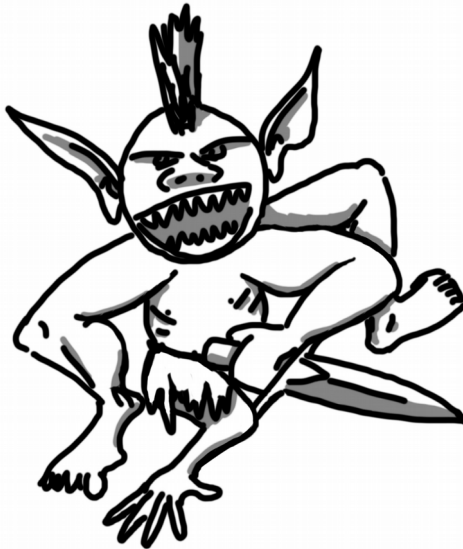
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gp. If anyone who's in the water either talks, or looks at the fish, it will attack. It attacks by catching fire and bringing all the water near it (within 10[x] feet) to a boil, causing 1d10 dmg per round. It likes to swim around anyone who enters its tank.

Garbled Goblinoids

HD 1, Nr [x]d6, ATK# 1, Dmg 1d4.

Goblins with misplaced (but functional) limbs. Their battle cry is "Eat me!", and they mean it literally. Will respect any person who kills and eats one of their kind. There are six different tribes and they compete for territory: Belg, Grodd, Qu, Terrll, Voltoor, Zegg.



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Hell Hound

HD [x], Nr 1d4, ATK# [x], Dmg 1d6.

A black hound with as many heads as the floor level and as big as its HD suggests.

Putrid Puker

HD 3, Nr 1, ATK# [x], Dmg 1d6 (Save vs Breath Weapon for half).

The puker is a sort of slug, but with six slim, slimy legs. It's not a great runner. It attacks by spewing out a rain of acid beads. Any beads that hit their target will, upon dealing damage, solidify into gems worth 100 gp per point of damage dealt.

Stone Sister

HD 6, Nr 1, Attack: Special.

The Stone Sisters are statues that can communicate telepathically with anyone within a short distance. There's never more than one of them in the same room. Each sister can exist in several rooms at once. They look like common maids, with small differences between them. They dislike each other and know everything that goes on in the dungeon. If the PCs befriend one they must work hard to get on the good side of the others. Ways to impress them include: embarrassingly lavish compliments, having pissed off one of their sisters, scrubbing them with goblinoid blood, capturing a putrid puker and sacrificing it before them, killing all begging

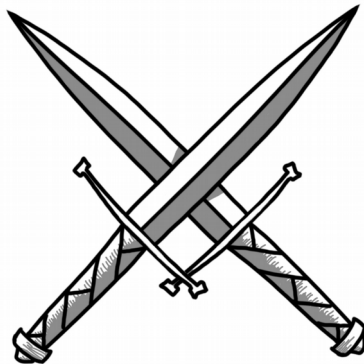
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bastards on the floor, bringing heads from hell hounds, and kissing them. Be aware that kissing any of them will cause the PC to lose one point of Charisma permanently, per kiss. Their attack range is limited to the room they're in.

Amanda wears a common hat. If treated well she can conjure up a portal leading to any other room on the same floor. If sufficiently provoked Amanda will open a portal beneath her target, causing them to fall to the floor below (1d6 fall damage, and the portal closes in one turn).

Kenna wears a hood. She has the ability to heal any PC, if the PC in question is on her good side. Her attack is a level drain, one level from one target per round.

Trish has no headwear. She can bestow any spellcaster in the group with the equivalent of 8 hours full rest. She can also cast Sleep.



Magic Items

- Black orb the size of a fist. Rolls soundlessly on the floor, and always returns to the hand of the last person holding it after being rolled. If you hold it in your hand, you can see everything around it, even rewinding its memory a few rounds. Its vision is not hampered by low light or other detrimental circumstances.
- A bag of 2d4 small crystals. If you break a crystal in your hand, time will stop around you for 1d4 rounds. You're the only one who can still move.
- Dagger with black ornamental handle. If you kill someone with the dagger, you can lose 1d4 HP and get answers to as many questions from the departing soul.
- Cushion, 4'x4'. Anyone who carries it is completely soundless.
- Pedestal, 4' high and weighing about 20 lbs. Any broken item placed on it will mend within 1d6 rounds. Works twice per day. Instructions are written in archaic poetic elvish around the top.
- Book. Can assume the contents of any other book that it has at any time stood next to for more than one hour. A dial on the front determines which; it can keep the contents of 100 books at a time. The dial currently shows three titles: "Memoirs of a Medusa", "Basic Grammar of the Elvish Tongue", and "A History of Battles in the First Age".

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- Shield, round. It's 1' in diameter, but once per day it can become 6' in diameter for 1d6 rounds when the phrase "I'm bigger than that" is uttered in any language. It gives a double shield bonus to AC while enlarged.
- A white owl. It can find you anywhere and carry letters for you to anyone anywhere else. Taming it isn't super easy though.
- An automaton, child size. Works as a servant, but is talkative and often worried. Can not for the life of it shut up. Is very helpful. Has 4 hit points.
- 10' pole. Looks like it's made of silver. Weighs next to nothing and is unbreakable. Plays soft music. Anyone sitting or lying down within earshot for longer than 2 rounds will have to Save vs Magic or fall asleep for 1d6 turns.

