

Intro

In your world, the world of Terrata, there are many great adventurer's guilds. And while you don't want to brag the one you work for is perhaps the greatest of them all.

Contrary to popular stereotypes however you don't go around rescuing villagers in distress, or raiding dungeons. Not until they've been cleared out at least. No, you work for the Guild's forensic team. Going in after magical disasters to search for the cause, reversing strange curses, and investigating the lairs of evil-doers (once said evil-doer has been suitable dealt with of course).

A nearby city got in touch to ask for help dealing with Gideon Ovnax, a wizard long suspected to be behind a spate of kidnappings, most recently of a young girl. A team was sent out, and Gideon was found in the process of attempting to take his next victim. There was a no-doubt incredibly heroic fight, during which he was killed, and you have been sent to his tower to search for evidence of his crimes, and make sure there's no nasty surprises lurking.

The tower is suitably tall and ominous, and the door is unlocked, allowing you to go inside. As you do, someone suddenly rushes down the stairs, pushes past you and slams the door in your faces.

Looking through the small window in the door you can see that it's the remarkably alive looking Gideon Ovnax. He points dramatically at you and shouts "Damn you! Your fool guild may

have cost me my research, but at least I can take your lives in return!" He quickly chants something, causing a glowing, red rune circle to inscribe itself on the door, gives a mad cackle, and darts away into the forest.

Turning around you take a look at the room you are now in. It is round, with stone walls, and much larger than it should be judging by the outside of the tower. There are six doors in front of you, evenly spaced around the wall. So seven doors in total, counting the entrance. To the left of each door is an iron sconce, with a glowing potion bottle lighting the room in each. Except for the third door from the entrance which does not have a glowing potion, just an empty sconce and shards of glass on the floor. In the middle of the room is a spiral staircase.

DOOR 0/Entrance

The red rune circle is a seal, and it looks like a pretty easy to break one too. You've seen some nasty traps in your line of work though, so you take a closer look. And it's just as you thought. The spell is easy enough to undo, but there's some extra glyphs in there that means it has to be said in the same voice as the spell was cast. More worryingly it appears to be counting down to some kind of self-destruct sequence.

When Fives has taken on the form of Gideon she can be told the spell and the seal will vanish.

The seal vanishes fairly anti-climactically, the door swinging open as it does. You walk triumphantly out of the tower, not only have you saved your own lives, you've stopped the destruction of

evidence, and have located the means Gideon was using to survive after death.

And as Subject 25 rushes out, back in the little girl form, and begins rolling around in the grass you realise you've done one more good thing. She may not be one of the kidnap victims, but she was locked in a lab and experimented on her entire life, and now she's free. She also seems to want to stay with you, and does have some pretty useful skills.

DOOR 1

This door is locked. The lock appears to be just a typical metal lock.

When unlocked.

You walk out onto a metal balcony. Looking down you see a deep pit, being entirely filled by a gelatinous cube. Though at the moment it's more of a gelatinous cylinder, its body pressed up against the walls of the tower.

Through it's mostly-transparent form you can see various bits of rubbish, clearly this pit is used as a dumping ground. A waste chute stained with various bright potions juts out of the ceiling (from the potions room if they've been there).

Bright colours catch your eye, and you look at a series of designs on half-dissolved shields and armour. Most are too far gone to make out, but there are a few images that remain. Arms.png

DOOR 2

The room looks like a kitchen, but before you can step inside a pair of white gloves seem to materialise out of thin air. They're holding a pad of paper and a pen and are hovering expectantly in front of you.

If you try to enter they will politely but firmly stop you. If the PCs try too many times they will scribble something on the pad and tear off the page, where it burns up, the ash flows together and forms a sign on the door saying "Staff Only"

If an order is made, they will write something on the pad before ripping off the page and letting it burn up in their hand. The ash flows into the kitchen, animating various appliances, which create any food in seconds.

If asked for 'mansnacks' they will seem very excited, and will create a massive pile of meat with a fancy blood glaze.

If asked for the names of potion ingredients they will seem confused. Tapping a non-existent chin, before snapping their fingers, then just shrugging. Unless you can think of funny food it could be.

DOOR 3

This is the door next to the broken potion. If the scone is investigated it is undamaged, it seems unlikely the potion fell accidentally.

When opened

A short, shadowy corridor is seen. It's not too dark to walk along though.

The corridor ends in a t-junction, with one passage leading left, and one leading right.

Whichever one you walk along you walk for about 10 or so seconds before reaching a junction with a passage straight ahead, and one to your right/left.

Straight ahead - same thing, Right/Left – back to main room.

If sunlight potion is placed in the sconce – The iron sconce hums with magic for a second before the glow of the potion intensifies, the light seeming to spread down the corridor, somehow managing to turn corners, until the whole passage is as brightly lit as the rest of the tower.

If moonlight potion is placed in the sconce – The iron sconce hums with magic for a second before the glow of the potion intensifies. As the strange silvery light passes over the door it seems to coalesce, leaving strange silvery metal in the shape of hinges and a door handle, on the opposite sides to the current iron ones.

The door can now open two ways, one will still lead to the endless corridor, the other to the secret lab.

Secret Lab

Inside is a small room, almost entirely taken up by a large cage. There is a trolley to push things inside it without getting close. A desk by the door with some papers on it. And inside the cage, a young girl.

She perks up as you arrive and says 'Oh, hello. You're new. I like new things, they're exciting!'

If questioned - her name is Subject 25. she'll be very honest about being a mimic and having eaten the girl who's form she uses. She is now refusing to eat anything with a mind as she got the girls feelings and it made her sad.

If fed a mindless Gideon – She reaches out and wraps her arms around him in what at first looks like a hug, before her entire front half splits open into writhing tentacles that quickly digest and absorb the body. A few horrifying seconds later she appears to be a

young girl again, giving no sign of having just eaten an entire person. She screws up her nose slightly and shifts into the form of Gideon, which is again, horrifying to look at, and smiles at you. “You were right, that didn’t have a mind. Thank you.”

Desk – secret lab note.docx

DOOR 4

This room appears to be a potions lab. Almost all the walls are taken up by curved shelves, full of various ingredients and reagents.

There are several cabinets in the shelves, each with carvings one of them has a moon and sun carved in

There is a work station in a gap between the shelves with two empty bottles, and a note. On the wall next to the desk is a waste chute for dumping unwanted potions down.

Ingredient bottles – Potion Bottles.png

Empty Bottles – They look the same as the ones from the main room that are giving off light. Just empty.

Note – Lab Note.docx/

Sunlight Potion – Goldenhair, Autumnbluff, Sinister,
Bloodhammer

Moonlight Potion – thrall, Beatrice, Oakmont, Akkord

Sunlight Potion – The potion is warm to the touch, and has a faint orange glow. It's a lot less bright than the ones downstairs though.

Moonlight potion – The potion is cool to the touch, and gives off a faint silvery-blue light.

DOOR 5

This room seems like a garden, a deadly one as far as you can tell. There seems to be hundreds of small pots containing various plants and fungi that ooze, glow, and in some cases reach towards you. The most striking feature of the room is a giant plant near the far wall, and closer to you is a box labelled "Plant Diet Food" with a note pinned to it.

Giant Plant – Getting closer you realise what this is, it's a Mantrap, a giant carnivorous plant that will eat anything trapped in its leaves. This one seems too small to do any major damage, but you still don't want to get too close. It wiggles hopefully as you approach, and you can see something glinting in the soil at its base.

Note - Glove. Stop feeding the mantrap treats! It is not "cute" it is a plant! And stop calling them "mansnacks" it is childish.

Plant food – The mantrap happily snatches up the food you throw for it, but before you can even think of reaching forwards the plant has dissolved the food and is back to wiggling.

Mansnack – The plant wraps its leaves and tendrils around the massive lump of meat.

DOOR 6

This room seems to be some sort of combination of bedroom and study. The curved stone walls have built-in shelves, filled with books, and next to them is a desk. On the other side of the room there is a bed, and a wardrobe that also seems to be built into the curved wall.

Book shelves – These books are an odd mix of magical tomes and trashy romance novels.

Wardrobe – Most of the clothes in here seem fairly basic, but there's a few very nice robes. Black velvet lined in red silk with tiny skulls picked out in golden thread.

In the bottom of the wardrobe is a small safe. There's a dusty booklet on top of it, and a rune circle inscribed on the front.

Booklet – The booklet is an instruction manual, the safe seems pretty easy to use, just program in a password, and then when you need to unlock it just touch the glyphs in the right order to spell it out. There are small hearts doodled in the manual around the section where it talks about setting a password.

Bed – The bed looks like it's never been slept in, you rifle through it but don't find anything.

Desk – The desk is surprisingly clean, there's only one piece of paper here. Study Note.docx

Stairs

You don't pass through any other rooms on your way up the stairs, you suppose they've all been moved to the ground floor using some sort of dimensional magic, and your suspicions seem to be confirmed when you come out onto the roof after only a short walk up.

Any thoughts you might have of getting out this way are blocked by a force-field that covers the roof like a bubble. Allowing you to see out over the tops of the trees, but not to pass through it.

There is a long velvet window seat that curls round half of the room, pressed up against the forcefield, what looks like a large telescope in the centre of the room, and a small table next to it with a box on top.

Window Seat – Obs. Note.docx

Box – The cover has a strange engraving on it, made from colourful gems laid flat in overlapping circles. Lens box.png

Opening it up you can see that it's a lens box, with an emerald lens inside, and two empty slots.

Book – The book looks like it's about Astrology, looking through, it seems to be all about using star signs to know if you're

compatible with your partner or not. There's a bookmark in a section entitled "Winning Him Back with the Power of The Cosmos" Most of it seems like nonsense, but there's a few factual things about constellations. Astrology Book.png/.docx

Telescope - Looking at it closer you realise that it isn't a telescope, it's a Stellar Projector. A device that allows Astronomers to view the sky in far away places. There is a slot to insert lenses, with one already in, and a small screen where someone has typed in *Dormen Regis*. Pressing the enter glyph the projector springs to life. A red beam of light comes from the end of it, striking the force field. A dark colour spreads from the point of impact, and before long instead of a day time forest your view is of a starry sky.

Already in Lens slot – ruby lens

Green Lens and Vermis Major typed - A green light shoots from the projector, impacting the force field again. This time the colour that spreads isn't the dark of night, but a bright orange. As you see more you realise that it's lava. Lava flowing from a large, dark fortress shaped like a skull. Before you have time to really register this the glowing, astral form of a man appears, and booms "WHO DARES SPY ON- oh, gods Gideon. I told you. It's over. Stop calling me. And give me my robes back." The man makes a gesture at you and suddenly vanishes as the projector turns itself off.

If called back. - The light strikes, and spreads, and all you can see is a pretty meadow with some adorable bunnies hopping around. It seems like your calls are being redirected.

Red + Green (yellow) lenses and Silva Auratus typed – A yellow light comes from the projector, and as it spreads across you realise the place you're looking at is one you've been to before. It's the guardhouse of the City that hired your Guild to stop Gideon. You look around until something catches your eye. It's a corpse, specifically the corpse of Gideon Ovnax. A pathology-mage is standing over it making notes, and looking closer you can read what's written. Most of it is about what you'd expect, but there is something odd. The aura readings the mage is taking seem to suggest Gideon's soul left his body in the moments *before* his death.

Green + Blue (Cyan) and Kuston typed – The cyan light spreads across the forcefield showing you what looks like a city street. You recognise it as the place where the team from your guild intercepted Gideon's latest attempt at kidnapping. There's even a few scorch marks still being cleared away.

Green, Red, Blue (white) and Terrata typed – A white light projects out and hits the forcefield, but instead of a new colour spreading across, the forcefield seems to peel backwards and vanish, revealing the same stone walls as all the other rooms, and a door.

Clone Room

The room is sterile and empty, apart from five glass tubes, all but one containing what looks like Gideon Ovnax floating in a strange liquid. The tube on the end is empty, and a few wet footprints leading to a damp towel, discarded on the floor.

The tubes open easily, and as they are soulless any Gideon removed will just flop onto the ground.