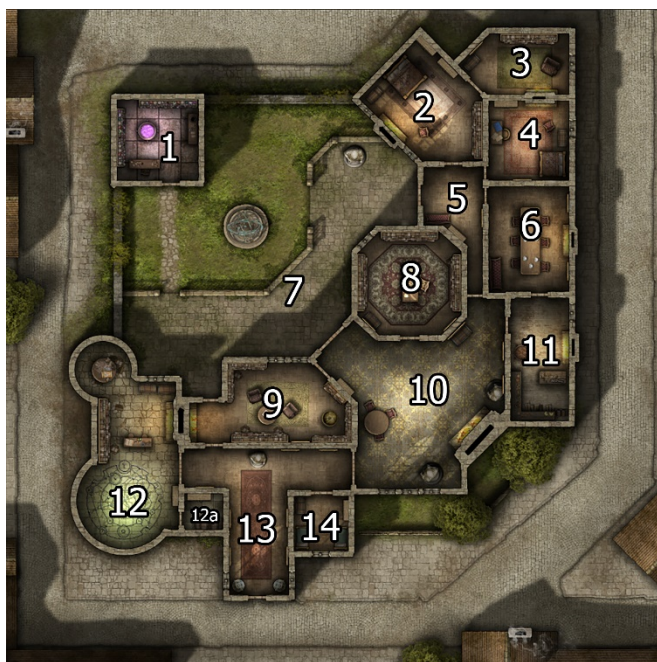




The House of the Wizard Azelinino

Adventure Supplement



Rooms in the Wizard's House

1	The wizard's potion room, away from the main house for safety.
2	The wizard's bedroom, tidied for guests. A locked chest is by the bed.
3	The Back Study, a secluded room containing wizardry fiction books.
4	Guest bedroom. A wardrobe here stores a variety of fancy costumes.
5	The Short Hall, connecting the private chambers.
6	The Dining Room. Portraits of the wizard's parents flank the fireplace.
7	The Walled Garden. On the lawn is a large verdigris astrolabe.
8	The Octagon Library, filled with all manner of magical scrolls.
9	The sitting room, kept tidy for guests. The wizard brings clients here.
10	The Gold Hall, an odd-shaped room where Clickworth waits when idle.
11	The kitchen. Mrs Tussock's domain in which she dislikes visitors.
12	The wizard's laboratory, with spell floor and study area.
12a	The lab storeroom, locked. Only Azelinino has the key.
13	The Entrance Hall of the house, watched over by a frowning statue.
14	Servants bedroom, unused by Mrs Tussock and available for guests.

Setting description

In the small, bustling city of Saint-Gerrin, the wizard's house is a large sweep of a building in a quiet, residential area. Furnished to fine standard, the rooms are arranged on a single floor, consistent with the low-profile of buildings in this quarter, and a walled garden provides a private outdoor space. Despite appearances, the wizard's house is not the refined residence many locals would wish for a neighbour, with nasty smells often emanating from the potion room, loud bangs and coloured sparks appearing from the chimney pots and the occasional ground-rumble unsettling the streets.

NPCs

The Wizard, Azelinino

A skilled and experienced wizard, Azelinino moved into the city some years ago to monetise his magic services. His quick temper is known to hinder business and he is prone to angry outbursts. Azelinino has become increasingly paranoid in recent years and believes he sees his arch enemy, the sorceress Inchvirma, in every shadow, waiting to steal his secrets. As a result, he has been working lately on experimental magic such as quick escape spells and masking cantrips.

Mrs Tussock, the cook

Gladdy Tussock has worked for the wizard since he came to St Gerrin. She makes all kinds of classic and magical dishes, most of which are delicious. Sullen and impatient, she and Azelinino have not exchanged a single word since a bitter row over preserved lemons five years ago.

Clickworth the Butler

From the Bagahatch Golem Workshop, the Clickworth is a reliable multi-skilled servant who cleans rooms, makes drinks and processes paperwork. Azelinino has had his model tuned with a clippy, 'classic butler' personality which seems to err now toward sneering. Clickworth is knowledgeable, sees and remembers all.

Story Ideas

The Wizard Azelinino has employed the party to guard his house while he is spending a week in the wilderness musing on spells. Normally, the presence of Azelinino's servants and the deployment of a few magical wards are enough to put the wizard's mind at rest, but he has been working on some highly secret magic in his lab and he requires extra security. Having the run of a fancy house in the town, complete with servants and generous pay, seems like a great deal for just watching over the place for a few days. And all you have to do is make sure the lab and its secrets stay safe. Let's hope nothing goes wrong...

Story idea 1:

As they patrol the building throughout the week, the party occasionally witness something strange — an object or part of a room will momentarily shake, groaning against the world around it. Investigating the affected items reveals little. Later in the week, as the party gather for a meal, a deafening scraping sound screeches through the building. Half the laboratory has been teleported out of the building and has disappeared. "Stolen!" screeches Clickworth, the butler. Can the party sort this out before Azelinino returns?

Story idea 2:

The party relax into life in the town, enjoying the local entertainments and the comforts of the wizard's house. Perhaps they have somewhat let their guard down, but they continue to keep an eye on the place and they certainly never let any strangers into the lab. One afternoon, somewhat inebriated after a long lunch, a few of them check over the laboratory. No signs of any trouble. But trouble does not always come from without. Clumsy drunks within the lab have clumsy fingers and clumsy fingers might knock over a potion... With an earsplitting screech, the world shifts. Everyone in the lab is astonished to find that they and their surroundings have been teleported out of St Gerrin and dumped very far from home.

Useful tables

Teleportation Locations

Whether stolen by the sorceress Inchvirma, hidden away by the wizard (unbeknownst to the players) or transported by players accidentally triggering a teleportation spell, there are three locations where the missing piece of the laboratory might be. Perhaps it is existentially split across all three! So, where might the lab, and anyone in it, find themselves?

The Chinglemist Forest

A small forest a day's ride to the south-west of Saint-Gerrin. The area around the piece of the house is beset with wild animals, angered by the strange occurrence. This is also the forest where Azelinino has gone to muse for the week.



Mount Hegtoft

The wide, snowy slopes of a mountain many weeks to the north. These lands are home to many goblins and the laboratory has materialised on top of half of a hunting party, crushing them. Inchvirma once had allies in these hills, but has not been seen around here for many decades.



Lake Inferna

The shores of Lake Inferna in the Hell-plane are crawling with devils who come to lap upon the dark energy that emanates from its lava. Finding a quick way out of here seems crucial!



Mrs Tussock's Menu for Guests. All meals served in the Dining Room.

Breakfast

Eggs baked in hollowed milkbuns (optional: grated snail)
or
Vine-swelled bittermelon fried in honey (*mildly toxic, heightens magic resistance*)

Lunch

Roast goat stew with turnips, served in a honey-roasted spatchcock Gerrin Hen
or
Sautéed turnip balls on soft cheese medallions, with dandelion leaf & a wine vinegar dressing (*wishes more likely to come true*)

Dinner

Daisy-flavoured flour dumplings (fried) in tomato, morels and black-root sauce (*increases luck*)
or
Barbecued Lungfish fillet with selection of sea vegetables (*temporarily grants ability to breath underwater*)

Curious items found around the house

- 1 A globe that spins to any requested place, lighting its name.
- 2 A compass that points at the nearest object with a magical aura. In this house it constantly spins.
- 3 A chess board for solo play — an imbued magical intelligence controls the opposing side.
- 4 A letter, in a black paper envelope inscribed with Inchvirma's return address, that cannot be opened by any known means.
- 5 A chair that appears broken, having only one leg remaining, but which balances perfectly when sat upon.
- 6 A book of shanties. When opened, salty spray splashes from the pages and the smell of the sea drifts into the room.
- 7 A glass orb containing a highly detailed model of the wizard's house. Is that you in there?
- 8 A desk drawer contains a small clock which has stopped. If anyone tries to wind it, it sprouts a set of legs and scuttles away.

Magical things that happen around the house

- 1 When in the sitting room during the evening, if you clap 4 times, jaunty violin music plays in the air, filling the room with sound.
- 2 The doors can be mischievous. Sometimes one opens a door, walks through, and finds oneself back in the same room.
- 3 Small birds occasionally fly out of a painting, gracefully circle the room, and then vanish into a different picture.
- 4 The plates and cutlery set themselves on the dining table and carry themselves through to the kitchen at the end of a meal.
- 5 A carved stone face above the door to the potions laboratory watches as you approach and only allows itself to open if you know how to flatter it.
- 6 If you look into the flames of the main fireplace you can sometimes see fire sprites dancing and singing.
- 7 The statue at the end of the Entrance Hall enjoys a good joke. It will return the favour if you can make it laugh.
- 8 A fairy lives in the ivy growing on the garden wall. He loves to sneak in through open windows and hide important things.

Around Saint-Gerrin

While players are staying in the wizard's house, they can visit our other Saint-Gerrin location maps for adventures or fun. In our adventure supplements for these locations you'll find lots of colour for the city, including many NPCs and ideas for side quests.

- The Muckspout Tavern and Brewery (inc adventure supplement)
- The Blackrose Pit Theatre
- The Cartographers' Guildhall (inc adventure supplement)
- Penbleak Prison
- The Golem Workshop (inc adventure supplement)
- Riverside Warehouse
- Keelforth and Sons Shipyard
- The Navigators' Guild (inc adventure supplement)



The Wizard's House

GM's Map

