

LEGET MANOR



AN ADVENTURE FOR

Freebooters on the Frontier



Playtest edition
May 2020

LEGET MANOR

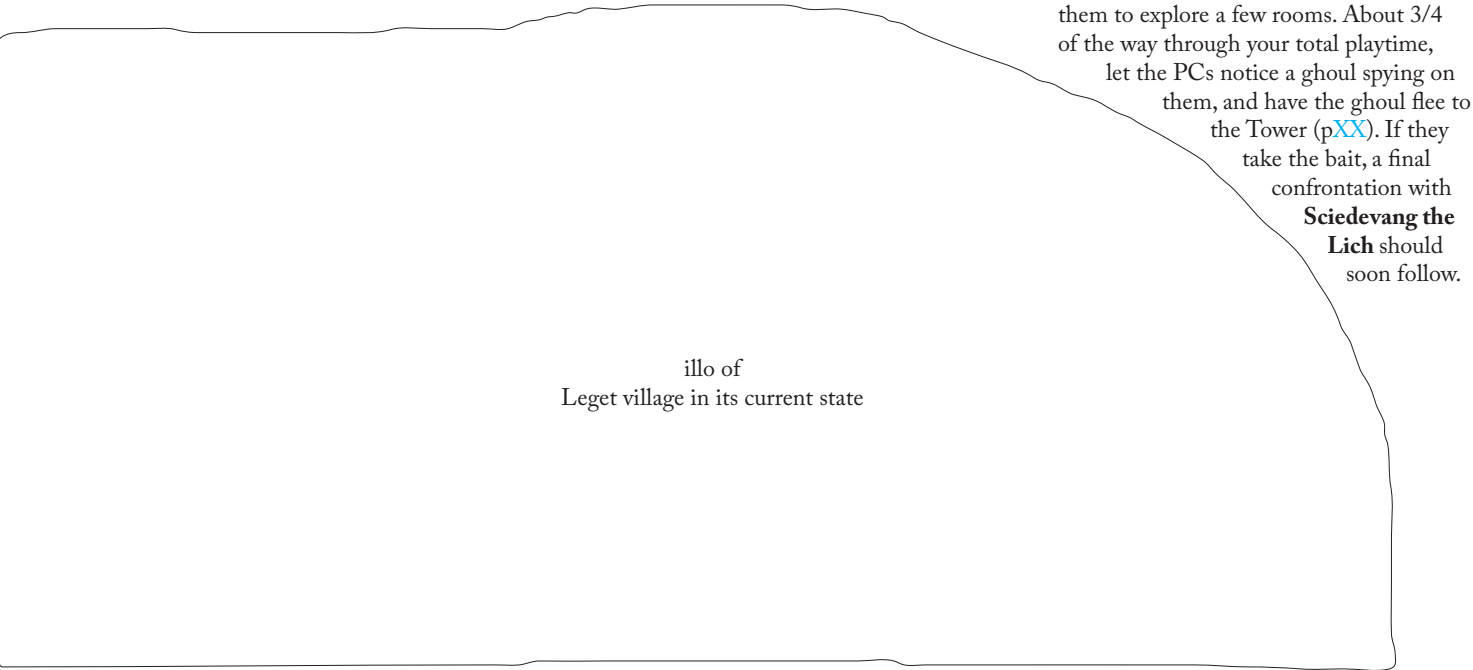
THE PITCH

The PCs are pressed into service by **Lady Lintrude Leget**, a minor noble seeking to rid her ancestral home of evil influence in order to reclaim her birthright. Any booty the PCs retrieve is theirs to keep, with the expectation that they will cleanse the house of evil.

THE BACKSTORY

At the heart of the Barony of Leget lies the ancestral seat of its eponymous ruling family, abandoned now for two years. Local gossip says that one day, everyone who resided there—**Baron Lambric Leget**, his extended family, and staff—simply stopped appearing in public. Smoke ceased its issue from the manor’s many chimneys; windows lit by candlelight, once a reassuring sight to night travelers on the North Road, went dark; gardens left untended escaped their bounds and encroached upon the house itself. In the shuttering, curious children and foolish adults who strayed onto the grounds went missing. Stories of ghosts and other horrors spread across the countryside.

The nearby village of Leget, once under the just and generous protection of the Baron, has fallen on hard times. The Silverbrook now runs dark and foul, pigs and sheep have taken ill, and most of the barley withered on the stalk before the last harvest. **The Council of Three**—an interim governing body comprised of **Melisende** the blacksmith, **Vaquelin** the elf, and **Sister Sezille** (a priest of **Donnavieve**)—are faced with growing discontent and difficult decisions in the face of misfortune that many attribute to supernatural forces. Many believe that **Grenwee-Nwar**, an evil demigod driven from the land five generations ago by the first Baron, has laid a curse upon the land.



Enter **Lady Lintrude Leget**, only just recently arrived and claiming to be the rightful heir to the Barony. After meeting with the Council, she calls a public audience to make her case: in order for the Curse to be lifted, the manor house must be freed from evil influence and sanctified by the holy waters of **Donnavieve**. Lady Lintrude has few resources (her sole retainer is a manservant and bodyguard by the name of **Argile**), but promises great reward to those peasants brave enough to cross the threshold: once the dark spirits are expunged, each survivor can take with them as much as they can carry.

THE SCOPE

This adventure is suitable for 3-5 players, each controlling 1 PC of level 1-5 or 2 level 0 villagers. **A thorough exploration of the haunted manor and environs** will take 3-5 3-hour sessions, or 9-15 hours of total playtime. **To run this adventure as a one-shot**, play through the opening scene, including distributing the gifts of the Council (pXX). Then, cut to the party arriving at the manor (pXX), and allow them to explore a few rooms. About 3/4 of the way through your total playtime, let the PCs notice a ghoul spying on them, and have the ghoul flee to the Tower (pXX). If they take the bait, a final confrontation with **Sciedevang the Lich** should soon follow.

LOCAL NAME

1d100	MASCULINE	FEMININE
01-02	Alard	Agathe
03-04	Alargent	Aldegondie
05-06	Ancel	Alix
07-08	Arthus	Andriene
09-10	Aymond	Audegonne
11-12	Baulduin	Barbette
13-14	Caisot	Baulduine
15-16	Clay	Belote
17-18	Colart	Betris
19-20	Crespin	Bettremieu
21-22	Dominicle	Cahotte
23-24	Eloy	Caize
25-26	Evrard	Clarette
27-28	Flourens	Druette
29-30	Fremin	Ensette
31-32	Gabry	Eustasse
33-34	Gamot	Florette
35-36	Gobiert	Gertrude
37-38	Hacquin	Gillote
39-40	Hanis	Gradine
41-42	Hennequin	Guillemette
43-44	Heuvin	Hanou
45-46	Hotin	Haulduine
47-48	Huart	Hennette
49-50	Jaspart	Jacquemine
51-52	Jehan	Jennon
53-54	Jennet	Jossine
55-56	Jorobabelle	Kateline
57-58	Josse	Leurenche
59-60	Lambin	Lionne
61-62	Loys	Loyse
63-64	Maillin	Mariette
65-66	Massin	Marquotine
67-68	Meliador	Meline
69-70	Melin	Ottelette
71-72	Morand	Pasque
73-74	Oudart	Perrette
75-76	Piat	Pieronne
77-78	Polrus	Quentine
79-80	Ponthus	Rectrude
81-82	Rasse	Robinette
83-84	Rifflart	Rose
85-86	Salatviel	Sarre
87-88	Simphorien	Sezille
89-90	Tasart	Veronne
91-92	Telu	Vingtremette
93-94	Vaast	Waudru
95-96	Vaspasien	Willemotte
97-98	Vucrin	Yctrud
99-100	Yolin	Yolent

THE FIRST SCENE

Autumn leaves scatter before the wind, and an overcast sky threatens rain. Villagers (and travelers) are gathered before the Council Hall as **Lady Lintrude** emerges, looking wan and escorted by **Argile**, who looks impressive in chainmail and red surcoat. He helps her onto a haycart so that she can deliver her speech. **Melisende, Vaquelin**, and **Sister Sezille** look on with solemn expressions. Lintrude speaks strongly but looks unsteady on her feet.

*illo of
Lintrude delivering speech,
Argile standing by*

THE SPEECH

Hear me, good people! For I am Lintrude, daughter of Lambric! Many of you knew me as a child, before I was sent abroa. Two years it took for word of my father's disappearance to reach me, but I stand before you now a mere en days after hearing the terrible news.

I am come to claim my birthright: my ancestral home, this village, the fields surrounding, and your fealty as subjects of House Leget. And I have just learned from the Council of the darkness that has befallen our beloved homeland. Tainted water, dying animals, withered crops, and worse—Donnavieve protect us from the perpetrator of these evils!

And can there be any doubt as to the identity of this perpetrator? Steel yourselves, my friends, for what you suspect in your hearts is true: Grenwee-Nwar the Corruptor has returned!

The original worshippers of this vile monstrosity were driven from the Mire over a century past by my great-grandsire, Lazare the First. Until my father's disappearance, our families enjoyed many years of peace and prosperity. But yesterday, as we rode up the North Road, I felt the black fever upon me! Yes—I fear the Curse of Grenwee-Nwar has finally come to bear upon my bloodline!

And so I must call upon you, my loyal subjects! To drive out the Corruptor once and for all from the halls of Leget Manor! Should you undertake this task, and assist in cleansing my ancestral seat of evil influence, I grant you leave to keep anything you can carry with you. Alas, this is all I have to offer you!

For House Leget!

Following her speech, to the gasps of the crowd, Lintrude will collapse into Argile's arms, and he will whisk her away to a bed in the Council Hall. Once things have settled down, the Council of Three will call for volunteers, and the PCs will step forth.

GIFTS OF THE COUNCIL

With much ceremony, the members of the Council will in turn give three of the volunteers special items based on how the players answer these questions:

Who among you is strongest?

To the character with the highest Strength, Melisende gives **Varitae**, her best sword.

Who among you is the sneakiest?

To the character with the highest Dexterity, Vaquelin gives a pair of **elf slippers** of softest doeskin.

Who is most faithful to Donnavieve?

If more than one person volunteers, Sister Sezille chooses the volunteer with traits that most reflect the values of the goddess. To this person she gives the **holy water sprinkler**, gravely noting that since even the temple font is tainted, this is the last of the holy water. It should only be used to sanctify areas where the influence of Grenwee-Nwar is strongest.

VILLAGE RESOURCES

The village pools the rest of its resources, which amounts to the following. Write this list on a notecard and place it where everyone can see it. Then, allow the PCs to discuss amongst themselves what to take, and who will carry it.

- 6 knives
- 2 hatchets
- 2 clubs
- 6 pitchforks (1d6, *reach, awkward*, 2 wt)
- 4 bundles of rations (5 uses each)
- 1 clay jug of whisky
- 2 bundles of torches (3 uses each)
- 2 tinderboxes
- 2 shoulder bags
- 1 bucket
- 1 pouch of herbs & poultices
- 1 wooden figurine of Donnavieve

VARITAE

(1d8, *close, fine*, 2 wt)

A razor-sharp, well-oiled steel sword, kept in a simple wooden sheath.

ELF SLIPPERS

(*worn, fine*, 0 wt)

A pair of perfectly-sized doeskin slippers. When you *wear the elf slippers*, take +1 ongoing to any roll to move quietly.

HOLY WATER SPRINKLER

A ceremonial silver mace (1d6, *close, fragile*, 15sp, 1 wt) with a hollow head that can be filled with liquid. When you *swing the holy water sprinkler*, it sprays out its contents through a series of holes. Also included: a silver decanter of holy water (5 uses, 15 sp, 1 wt), on a silver chain which allows it to be carried over the shoulder.

When you *sanctify an area with holy water*, it is cleansed of evil influence, and may only be reclaimed by physical force. When you *afflict an evil or undead creature with holy water*, the water behaves like acid, inflicting 1d8 damage and incredible pain (even on those normally immune to pain). If the creature has armor, its armor is permanently reduced by 1 point each time it is doused.

NOTABLE NPCs OF LEGET VILLAGE

LADY LINTRUDE LEGET HEIR TO THE BARONY OF LEGET

Tall, strong, clear-eyed, short hair.
Good (selfless, fair, forgiving), nobility-wise, charismatic, educated.
Quality: +2 **HP:** 12 **Armor:** 0
Damage: dagger 1d4+1 (*hand*, 1 piercing).
Gear: noble clothes, dagger, warhorse.

Suffering from **black fever**. If the Manor is purged, she will recover to become the new Baron, and rule according to her traits.

ARGILE MAN-AT-ARMS TO LADY LINTRUDE

Goatee, broad-shouldered, hawk nose.
Lawful (charitable, kind, resentful), athletic, organized, veteran, warrior.
Quality: +1 **HP:** 16 **Armor:** 2
Damage: sword 1d8+1 (*close*).
Gear: chainmail, sword, warhorse.

Utterly loyal to and secretly in love with Lady Lintrude.

SISTER SEZILLE PRIEST OF DONNAVIEVE

Bright-eyed, wiry, dignified bearing.
Lawful (confident, generous, vengeful), religion-wise, healer.
Quality: +1 **HP:** 8 **Armor:** 0
Damage: staff 1d4 (*close*, 2h).
Gear: vestments, staff, wooden amulet of **Donnavieve** (shape of single tear).

If anyone's leader of the Council, it's Sezille. But her secret shame is that her brother is **Roughneck the Robber**.

MELISENDE VILLAGE BLACKSMITH

Bald, jug-eared, built like an ox, broken leg.
Lawful (compassionate, curious, moody), forge-wise, hardy.
Quality: +1 **HP:** 12 **Armor:** 1
Damage: hammer 1d6+1 (*close, stun*).
Gear: leather apron, common clothes, hammer, iron amulet of **Martophis** (shape of a hammer), crutches.

Melisende thinks she knows more than she actually does, and has an opinion about everything.

VAQUELIN IMMIGRANT ELF

Tall, dark-skinned, intricate braids.
Neutral (bold, vain), wild-wise, archer, athletic, beautiful, perceptive, magical, self-sufficient.
Quality: +1 **HP:** 8 **Armor:** 0
Damage: elvish shortblade 1d6+1 (*close*), elvish shortbow 1d6+1 (*near, far*, 2h).
Gear: elvish tunic, elvish shortblade, elvish shortbow, quiver, arrows.

Cast out of elvish society for unknown improprieties, Vaquelin now makes her way in the world of humans.

*illo of Sezille,
Melisende, and Vaquelin*

GODS & DEMIGODS

DONNAVIEVE GOD OF HARVEST AND MOURNING

Good (steadfast, resourceful, forgiving).
AKA: All-Mother, Grief-Keeper
Symbol: a scythe or a single tear.
Representation: a veiled, black-haired woman in white mourning dress, carrying a scythe.
Domains: agriculture, personal loss.
Cause: to feed the hungry and comfort the grief-stricken.

Donnavieve had three sons with **Martophis**—Sol, Oe, and Lumir—who all starved to death when **Grenwee-Nwar** consumed all the food in heaven. Her tears fall in the form of rainstorms.

MARTOPHIS GOD OF THE FORGE

Lawful (disciplined, honorable, egotistical)
AKA: The Maker, Old Ironspine
Symbol: a hammer and tongs.
Representation: a powerful man with braided hair and beard, wielding a hammer and tongs.
Domains: metalcraft, discipline.
Cause: to do the job properly and rest only when the job is done.

Mated to **Donnavieve**.

GREN'WEE-N'WAR DEMIGOD OF REVENGE AND RUIN

Evil (deceitful, vengeful, gluttonous)
Symbol: a black circle.
AKA: The Corruptor, Prince of Pestilence
Representation: a bloated, black, bipedal frog.
Domains: contagion, undeath.
Cause: to devour life, light, and order.

Half-god, half-monster, cast out of heaven for overindulgence in its abominable appetites.

*illo of someone
succumbing to black fever*

THE BLACK FEVER

The Curse of Grenwee-Nwar brings with it this terrible illness, inflicted upon all members of the Leget bloodline who come within several miles of **the Mire**. Having contracted the Black Fever, and cognizant of generations of Leget family lore, Lintrude knows what fate awaits her, should the influence of the Corruptor not be purged in a timely manner. She has ordered Argile to keep her locked in the root cellar of the Council Hall, and to kill her if the villagers fail their mission.

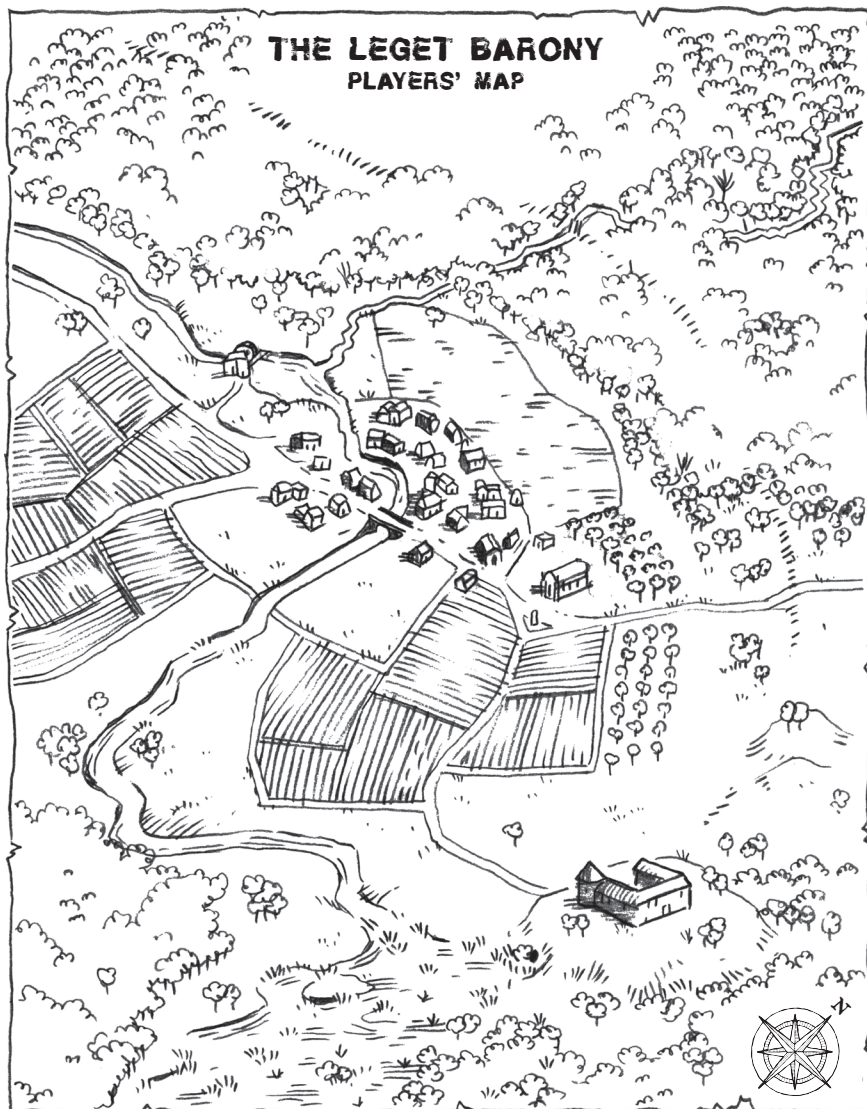
The following thread is tied to Lintrude, and anyone else who contracts the Black Fever.

- Victim feels a cold, leaden weight spreading through their veins
- Victim's veins blacken visibly; exposure to sunlight is painful
- Victim's skin blackens; they lose appetite for everything save insects and cold, raw meat
- Victim turns *evil*; has murderous impulses toward anyone who is not *evil*
- Victim embodies the will of Grenwee-Nwar and becomes a ghoul

ASSISTANCE OF THE COUNCIL

Although it's clear to all observers that Lintrude's poor health keeps her from personally leading the reclamation effort, the PCs may wonder why the members of the Council do not step up. If this question is pursued, they will learn that Vaquelin must oversee the village's physical defenses, Sister Sezille must stave off further evil influence, and Melisende is unable to help due to her broken leg.

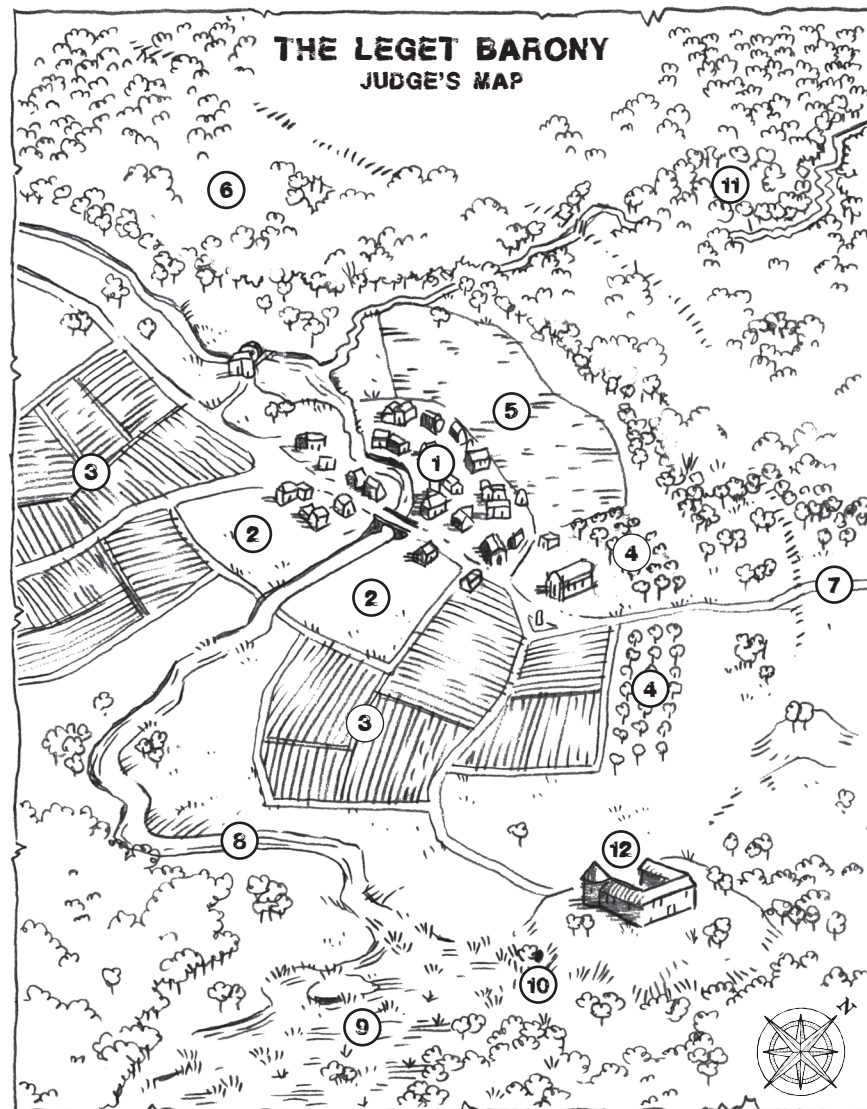
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THE DEPARTURE

If you're running this adventure as a one-shot, briefly describe the journey to the Manor and then cut to the party's approach to the Courtyard (pXX).

Otherwise, print and cut out the players' map of the Leget Barony (facing page), hand it over to them, and let them make a plan. Depending on where they go, refer to the appropriate section in the following pages. When the adventure begins, the village and surroundings are considered *safe*, so their travels from place to place should go unhindered. If they decide they want to take all of the gear they've just been given and hightail it out of the barony without looking back, let them do it!



ENVIRONS

1. LEGET VILLAGE: *village, lawful, disease* (Black Fever), *shortage* (clean water, population), *threat* (Grenwee-Nwar).

TAINTED WATER

The waters of the **Silverbrook** and **Mire** have been tainted by poison seeping from the **Frog's Maw**. It smells and tastes like rotting vegetation. Villagers therefore rely upon their store of ale and barleywine, along with rainfall and untainted water lugged from sources at least half a day's journey to the north or west.

When you *drink tainted water*, roll +CON: **on a 10+**, burn 1 Constitution; **on a 7-9**, burn 1d4 Constitution; **on a 6-**, mark Constitution, burn 1d4 Constitution, and you contract the **Black Fever** (page X).

A farming settlement of several hundred people that has seen better days. Comprised mostly of wattle-and-daub huts, with a few half-timber buildings and a single stone structure: the **Church of Donnavieve**. Other notable buildings include the **Council Hall**, **Melisende's smithy**, the **Mill & Brewery** on the Silverbrook, and **The Coney**, a small tavern that serves rabbit in various forms (game remains largely untainted). Sickly sheep, pigs, goats, and chickens may be seen about.

Due to the tainted water, failing crops, and stricken livestock, people are abandoning the village for better prospects elsewhere (which in some cases means joining up with **Roughneck the Robber**). However, enough folk remain to supplement the posse of villagers, should replacement members be needed.

2. COMMON PASTURE: The grass is patchy and yellowed.

3. FIELDS: The village is surrounded by fields where spring crops (barley and beans) and fall crops (wheat and rye) once flourished. Farmers have given up on all but the areas furthest from the Silverbrook.

4. ORCHARDS: Worm-eaten apples shrivel on the limb and rot on the ground.

5. WASTE: An open area of scrub grass where villagers graze their livestock.

6. WESTWOOD: Far enough from the Silverbrook to escape the blight of the Curse, the near forest (a mix of yew and ash) provides firewood, charcoal, and timber for the locals. Venture too deep and you might fall prey to **Roughneck the Robber** and his gang.

7. THE NORTH ROAD: This well-traveled route connects the barony to the rest of the kingdom, passing through various towns and villages before terminating at the capital city, a three day march to the north. Travelers of means may find themselves accosted by **Roughneck** and his gang, though pickings have become slim over the past year.

8. THE SILVERBROOK: Once as clear and fresh as its name suggests, now tainted by the Curse of Grenwee-Nwar.

9. THE MIRE: A fen of waist-high sedge grass, mossy hummocks, and twisted trees called "witch elm," its sour air filled from dusk to dawn with the croaking of repugnant mirefrogs. Springwater, once filtered by wetland vegetation before feeding into the **Silverbrook**, is now tainted by a poisonous seep from the **Frog's Maw**. Shunned by the locals thanks to the flocks of **bloodbirds** and the dreaded **Black Dragon**.

 **Bloodbird** (*chaotic, tiny, horde, flying*): a cross between a hummibird and mosquito, equipped with a translucent proboscis that turns red with blood when feeding. **HP 1; Armor 0; Damage** swarm*; **Booty** none; **Wants** to feed on living mammals; **Moves** ▶ Whorl across the sky ▶ Blind them in a flurry of wingbeats ▶ Festoon every inch of exposed flesh.

***Bloodbird swarm:** When you *are swarmed by bloodbirds*, roll +CON: **on a 10+**, you withstand a barrage of needling probosci and are able to act; **on a 7-9**, burn 1 Constitution, and you must immediately try to escape the stinging cloud; **on a 6-**, mark Constitution, burn 1d4 Constitution, wherever you're bitten becomes numb from bloodbird saliva, and you immediately curl up into a ball on the ground.

 **Black Dragon** (*neutral, medium, solitary, aquatic, stealthy*): a slippery, black-scaled lizard resembling a giant leech with short legs and sharp teeth, oversold by its sobriquet. **HP 12; Armor 1; Damage** bite 1d8+1 (*close*) plus venom*; **Booty** venom glands worth 4d6x2sp.; **Wants** to dine upon the sweetest meat; **Moves** ▶ Stalk them silently ▶ Ambush a straggler ▶ Slip soundlessly into dark water.

***Black Dragon venom:** When you *suffer the venomous bite of the Black Dragon*, roll +CON: **on a 10+**, burn 1 Constitution; **on a 7-9**, burn 1d4 Constitution; **on a 6-**, mark Constitution, burn 1d6 Constitution, and the fatal venom will spread to your heart within a day, unless you find a cure or excise the site of the wound.

10. FROG'S MAW: The croaking of mirefrogs is loudest here, where the vegetation of the Mire grows black in proximity to a cave opening in the hillside. From this and other cracks in the nearby rocks, black sludge—clearly the cause of the fouled water that plagues the area—oozes into the waters of the fen. Those who crawl into the Maw will find themselves eventually in **Area 16** of the Leget Manor Dungeon (page XX).

illo of the Mire

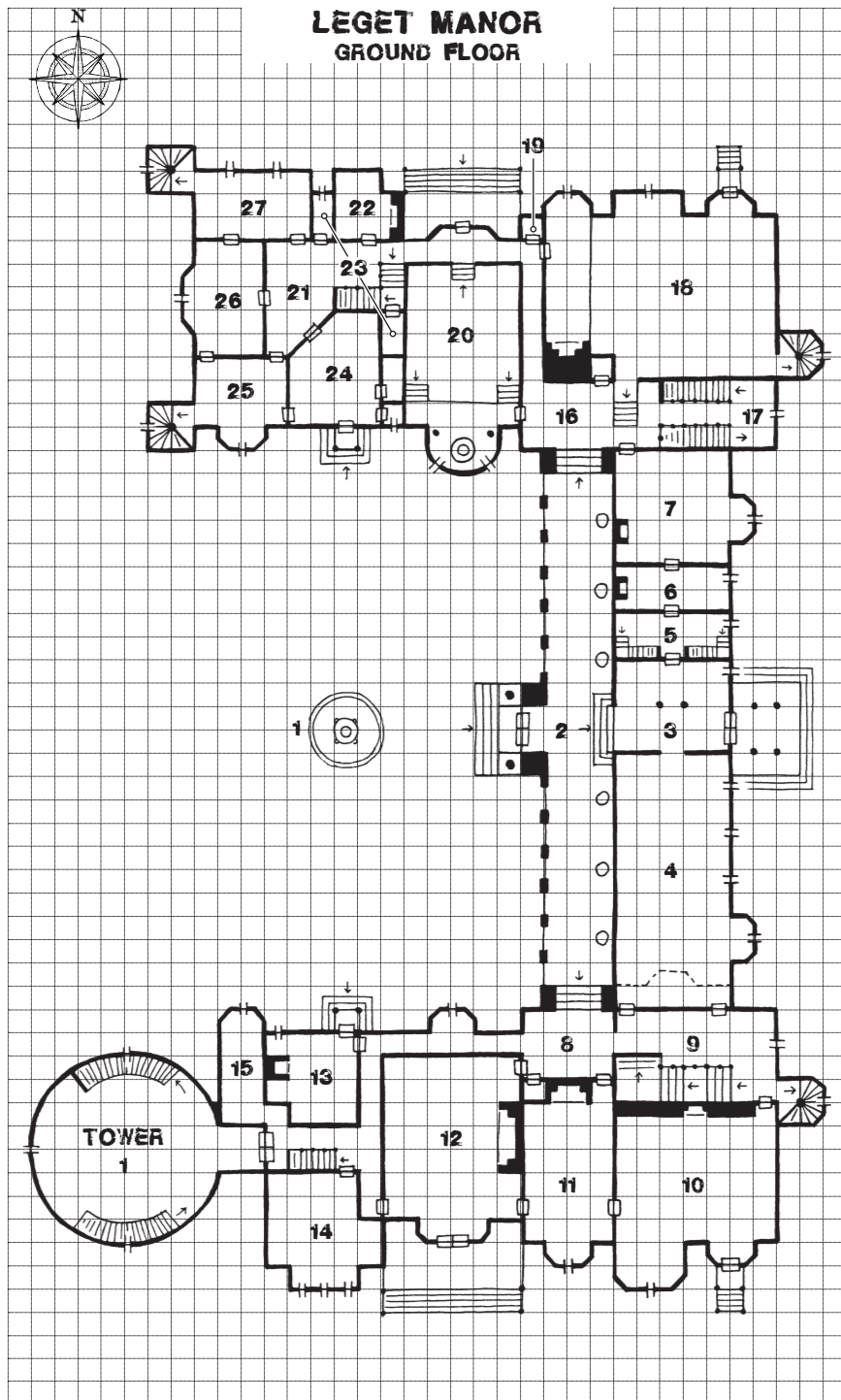
11. ROUGHNECK'S ROOST: The infamous brigand and his crew, the **Roosters** (1d8+1 in number), have taken up residence in an ancient stand of yew trees deep in the forest. A handful of camouflaged lean-tos and a recently-dug root cellar afford shelter and storage (3d8 rations worth of game and foraged foodstuffs, 2d6 jugs of barleywine), while lookouts keep on eye on the obvious approaches. Roughneck hides the gang's savings (3d8x5sp) in a hole amongst the roots of a tree some distance from the campsite.

 **Roughneck the Robber** (*chaotic* (impulse; *honest, lewd, stingy*); *medium, leader, intelligent, organized, woods-wise, paranoid, sharp-eyed*; **HP** 9; **Armor** 1; **Damage** dagger 1d4+1 (*hand, precise, 1 pierce*) or shortbow 1d6+1 (*near, far*); **Booty** dagger, shortbow, quiver, arrows, leather armor, *fine* belt pouch; **Wants** to live free from society's rules; **Moves** ► Execute a prepared plan ► Offer a trade ► Exploit a weakness. Lean, grubby, kerchief-covered lower face, scarred neck, gray eyes. Roughneck (once called Riffart) is Sister Sezille's estranged brother.

 **Rooster** (*medium, group, organized*): former villagers and outcasts from society. Any given Rooster will have personal reasons for joining up with Roughneck—roll individual alignment and traits as needed. **HP** 6; **Armor** 0; **Damage** knife 1d4 (*hand, precise*) or club 1d6 (*close, stun*) or shortbow 1d6+1 (*near, far*); **Booty** knife or club or shortbow, plus standard booty roll; **Wants** to survive; **Moves** ► Whistle a warning ► Use the woods to advantage ► Run when things look bad.

12. THE ESTATE: The manor house sits atop Prospect Hill, with a commanding view of the baronial lands.

illo of party approaching manor on hill in distance, like a title page splash image



THE HAUNTED MANOR

During the day, House Leget looms large against an overcast sky. The hilltop is subject to cold winds out of the northwest, which whip through high, unmown grasses and blow dry brown leaves off twisted yew trees that populate the area.



The Leget coat of arms

CONSTRUCTION: The manor house is made of gray stone inside and out, with 1' thick walls. The finer of the interior rooms are paneled with wood, and may feature fixtures or features of white marble. Windows are 1' wide, 3' tall, and shuttered from the inside; doors are of solid wood, bound and hinged in iron. Unless otherwise noted the building is dark, although wall sconces are common and candles and torches may be found in them at the Judge's discretion.

COMMON DETAILS: Black mold, cobwebs, damp corners, spooky sounds, echoes, broken furniture, skittering insects.

SAVE VS. FEAR: The manor is indeed haunted, and contains horrors sure to make the blood of all but the most nervy villagers run cold.

When you *witness something terrifying and unprecedented in your experience*, roll +WIS: **on a 10+**, you keep it together; **on a 7-9**, burn 1 Wisdom and choose 2 from the list below; **on a 6-**, mark Wisdom, burn 1d4 Wisdom, and the Judge makes a move.

- You let out a loud and involuntary cry
- You're momentarily paralyzed with fear
- You flee from the source of terror as soon as you are able

WANDERING MONSTERS: The inhabitants of Leget Manor do not all wait patiently in place for adventurers to find them; some wander the halls or react to the presence of intruders. Introduce wandering monsters as you see fit, using Judge moves like **show signs of a threat**, **reveal an unwelcome truth**, or **endanger them**. Choose a monster that lurks nearby, or roll for what they encounter:

1d12 WANDERING MONSTER

- | | |
|------|-------------------|
| 1 | 1 shadow |
| 2-3 | 1d4 ghouls |
| 4 | 1d4 skeletons |
| 5-6 | 1d8 milkspiders |
| 7-8 | 1d8+1 red slugs |
| 9-10 | 1d8+1 bloodbirds |
| 11 | 1 giant beetle |
| 12 | 1d3 giant weevils |

Stats for these monsters maybe found in the **Dangers** section (page **XX**).

*illo of
ghoul peeking
around corner*

GROUND FLOOR

1. COURTYARD: This approach to the main entrance is dominated by a limestone fountain carved in the shape of a large urn decorated by four cherubic faces, each mouth a water spout. **Tainted water** trickles into a stagnant basin covered by filmy growth, and black mold spreads away from the fountain in the cracks between the surrounding flagstones. **Thorny brambles** have overgrown the flowerbeds lining the courtyard, climbing the walls and reaching into the windows and archways of the manor house.

When you *sanctify the fountain with holy water*, a shaft of sunlight briefly pierces the overcast sky and falls across the courtyard, turning any black mold it touches to dust. The water momentarily runs clear and pure, but after a short while reverts to its tainted state, and the shaft of light wanes. This place cannot be permanently sanctified until the **Idol of Grenwee-Nwar** in **Area 15** of the Dungeon (page **X**) is destroyed.

2. CLOISTERS: A long gallery exposed to the elements by the open archways that comprise its western face. The checkerboard tiled floor is covered with dead leaves, natural debris, and brambles growing in from the courtyard. Patchy black mold spreads across any damp surface.

Along the east wall stand **six headless limestone statues** of men and women clad in ceremonial armor. Five of their heads lie scattered across the floor. Matching heads to statues will reveal to anyone with sufficient knowledge of the Leget family that each represents a past baron, progressing from the original lord at the north end through successive heirs to the southernmost statue; its head is unaccounted for, but it presumably represents Lambric Leget, the most recent baron (and Lintrude's father). The other barons in line, from the first to the fifth, are Lazare, Luzette, Lothar, Lotharia, and Lazare II.

3. THE SCREENS: The north door is a swinging door. The main entry to the **Dining Hall** (4) is a marble-floored passage divided by two slim pillars, to which are affixed folding screens decorated with pastoral scenes. These screens act as temporary, moveable walls designed to shield the north half of the room—where meals were staged by the manor's servants—from the view of diners. **Two sideboards and a table** in the staging area hold various articles, including **a silver tea service** (70sp, 1 wt) and **a large silver dessert serving bowl** (11sp, 1 wt) filled with a mass of what looks like ancient, crusty treacle. The mass is actually **a dormant black pudding**, awakened by anyone who touches the bowl.

*illo of bowl containing
black pudding*

☠ **Black pudding** (*neutral, tiny, solitary, amorphous, immune* (cutting/piercing damage)): **HP** 5; **Armor** 1 (crust); **Damage** acidic enzymes 1d3+1 (*touch*); **Booty** none; **Wants** to ingest organic matter; **Moves** ▶ Leap a short distance ▶ Stick to someone like glue ▶ Eat through anything but metal or stone.

When you *strike a black pudding with a cutting weapon*, it suffers no damage and splits into two smaller puddings, each with half of the original's hit points (round down).

*illo of villagers facing
skeletal dinner guests*

4. DINING HALL: This room extends up through the first floor of the manor, and is overlooked by a wooden gallery high on the south wall. Three massive **iron chandeliers** suspended from ropes lashed to the west wall dangle over **a long dining table**, around which are seated **a dozen skeletons**, six on each side, garbed in the insect-eaten clothing of the family and guests of Baron Lambric. There are place settings for 14, but the seats at either end of the table are vacant. When the room is first entered, the skeletons will rise and assault intruders, but they will not leave the hall. Hanging on the walls are **6 pairs of crossed swords** (12 swords total) and **the shredded banner of House Leget**. Each of the 14 place settings consists of **a china plate** (2sp), **silver knife and fork** (2sp each), and **a crystal goblet** (15sp).

☠ **Skeleton** (*evil, medium, horde, undead, vulnerable* (crushing damage)): undead dinner guest. **HP** 3, **Armor** 0, **Damage** skeletal hands 1 (or by weapon); **Booty** 1d8; **Wants** to dispatch gatecrashers; **Moves** ▶ Seize available weapon ▶ Surround them ▶ Drag them to the ground.

5. PANTRY: Both doors are swinging doors. Cupboards line the walls of this narrow room, their contents emptied onto the tiled floor. Anyone who takes the time to sift through the layer of broken dishware underfoot may recover **1d6 intact plates** (2sp each), **3d6 silver knives and forks** (2sp each), and **a silver ladle** (5sp).

6. LARDER: Both doors are swinging doors. **Cupboards and various vessels** here once held a portion of the manor's food supply, long since rotted away or consumed by who-knows-what. A detritus of torn flour sacks and broken clay jars litters the floor. The doors of the cupboards have been torn off, and the air is faintly sweet. **3d6x2 white, waxy deposits**, each about the size of a loaf of bread, fill every available nook and cranny. Upon closer examination, each deposit may be seen contain a gelatinous fluid, in which squirms **a giant weevil grub** (1 ration, 0 wt). These may be disturbing to behold, and may hatch into the world at any point, but are harmless if left alone. When you *kill a giant weevil grub*, any **giant weevils** in the general vicinity (see area 16, page **XX**) will respond aggressively.

7. STEWARD'S ROOM: Both doors are swinging doors. This spacious chamber is furnished with **two long tables**, **a few chairs**, and various trapping of food preparation, including **a butter churn and iron cookpot** suspended in the **large fireplace**. **A horde of 3d6 giant weevils** crawl about the floor and walls here, occasionally entering or leaving through the open window. Among the room's contents may be found **1d6 intact plates** (2sp each) and **3d6 silver knives and forks**, and in one corner the **skeletal remains** of the steward herself. Searching these will turn up a **ring of keys** and a **note** (at right).

 **Giant weevil** (*neutral, small, horde, flying*): HP 2; Armor 0; **Damage** jabbing snout 1d3 (*hand*); **Booby** thorax worth 1 ration (wt 0); **Wants** to find and utilize nutrient-rich egg sites; **Moves** ► Go for their food ► Skitter into a protective nook ► Land on someone's back.

 **Steward's keys** (3 uses, wt 0): an iron ring holding a collection of rings of various shapes and sizes. When you **try the keys on any lock in the Manor** (including the Dungeon), roll +LUC: **on a 10+**, you've got the right key, but don't mark a use; **on a 7-9**, mark 1 use and you've got the right key; **on a 6-**, the Judge makes a move.

*illo of
Bertran the Butler*

NOTE FROM THE VILLAGE STONEMASON

Master Steward: I trust this piece will find you in good health, and that it will be indistinguishable from its neighbors when properly set. If I were able to install it myself I could ensure a perfect fit and appearance, but I understand the client in question does not welcome outside visitors.

Your servant, Sirge the Stonemason

8. SOUTH ANTEROOM: More dry leaves and black mold. The first to enter are greeted by **the specter of Bertalan the Butler**, who holds out his hands for coats (which will drop through his grasp if offered) before leaving through a wall in disgust. The revoltingly **sweet smell of rotting flesh** emanates from the adjoining **coast closet**, which contains a mass of buzzing flies and **a trio of mouldering corpses**—alive with beetles and other insects that flee from the light—atop **a heap of old wraps and furs**. Anyone with the stomach to dig through this appalling pile will uncover **a hatchet** (1d4, *throw, close, near*, 1 wt), **a half-empty clay jug of barleywine**, and **1d6 salvageable furs** (8sp each).

9. GRAND STAIRCASE: A set of **broad marble steps** leads up to the first floor here, and **an opening in the east wall** leads to the servants' spiral stair. **Faded paintings** decorate the walls. When you **ascend the Grand Staircase**, at the first landing **a sudden and powerful gust of wind** extinguishes all open flames, followed by **echoing, riotous laughter** from somewhere above.

10. SUMMER DRAWING ROOM: A well-appointed chamber dominated by a **massive stone fireplace**. All furniture (upholstered chairs, cabinets, multiple rugs) features a floral/solar decorative motif. In the northwest quadrant of the room, **a 5'x5' hole in the floor** opens into a **dark shaft** that connects to the **Pit Room** (Dungeon Area 10, page XX). Close examination reveals **sets of rusted hinges** along opposite edges of the hole, indicating it was once covered by a trap door. **A large stoppered glass bottle of fine brandy** sits on a **side table** against the west wall, and **A History of House Leget** sits on a **central table**.

 **Fine brandy** (20 sp, 10 uses, wt 1): When you **take a first swig of fine brandy**, heal 1 hit point or ability point of your choice. When you **take a second swig of brandy**, burn 1 Intelligence and take +1 forward. When you **take a third swig of brandy**, burn 1 Wisdom and take -1 ongoing until the alcohol leaves your system. When **the alcohol leaves your system**, your next swig of brandy counts as your first swig.

 **A History of House Leget** (12 sp, 5 uses, wt 1): A thick leatherbound book held shut by a clasp, in which the heritage and accomplishments of the noble Leget line are detailed in brown ink on vellum. When you **refer to A History of House Leget**, take +1 to Find Answers about that subject.

11. YEW ROOM: An expansive sitting room, notable for the **forest of floor-to-ceiling yew trees** carved into its wood-paneled walls. A **ghostly figure** standing near the **fireplace** startles at intruders before turning to smoke and slipping up the chimney. **Two insect-eaten, overstuffed chairs** are pulled up to the hearth; the **small table** between them holds a **fine clay pipe** (2sp) and a **pouch of desiccated tobacco**. **A hidden drawer** in the table is lined with green velvet and holds a **tiny copper key**. The fireplace is framed by **two yew trees carved into the wall**, and a **knobhole** on the right-hand tree conceals a **keyhole**. Turning the copper key here pops the lid to a **hidden compartment** amongst the roots of the tree, which contains a **silver hairpin** (10sp) and **4 tiny emeralds** (12sp each).

*illo of
Yew Room fireplace*

12. EVENING ROOM: A once well-appointed sitting room containing **various pieces of delicate furniture** arranged in a semicircle about the **massive fireplace**, most toppled and broken, their undersides labyrinthine with the **trails of wood-worms**. The **double doors** that open onto the western patio are destroyed; one bangs open and shut with the wind while only pieces of the other hang from its hinges. **Leaves and debris** have blown in, some floating in the **pool of rainwater** that completely covers the western half of the room. **The wooden floor under the water** has rotted to the point of collapse—anyone stepping on it must Make a Saving Throw with Dexterity or fall into the **Torture Chamber** (Dungeon area 9, page XX), suffering 1d6 damage if their landing is unlucky.

13. YELLOW ROOM: The door leading outside is so swollen with moisture it refuses to budge. Mounted above the fireplace is an **ornamental enameled shield** bearing the coat of arms of House Leget (+1 armor, 75sp if in excellent condition, wt 2). **The air is humid**, and furniture has mostly fallen to pieces except for **the bed**, upon which lies a **female human figure** completely covered in a **flaky yellow substance**. When anyone draws near the bed, the figure—a long-dead niece of the Baron whose skeleton now provides structure for a colony of **animate yellow mold**—will lurch off the bed and attack.

 **Animate yellow mold** (*neutral, medium, mindless, vulnerable* (fire, sunlight)): **HP** 4; **Armor** 0; **Damage** lunge or swipe 1 (*hand*); **Boots** none; **Wants** to expand the colony; **Moves** ▶ Lurch erratically ▶ Leave a flaky residue ▶ Fall to pieces.

When you *strike the animate yellow mold with a blunt weapon*, a cloud of spores bursts forth, and everyone in the vicinity not already holding their breath must roll +CON: **on a 10+**, you inhale some of the spores, but manage to cough them out with no ill effect; **on a 7-9**, burn 1d4 Constitution as you gasp and choke; **on a 6-**, mark Constitution, and the Judge makes a move. When *yellow mold spores colonize dead tissue*, the new colony will mature into an animate yellow mold 2d4 days.

14. STUDY: Three shuttered windows on the west wall will flood the room with gray sunlight when opened. Facing these windows is an **expansive writing desk**, its surface and drawers marred by axe blows. **Goosefeather quills, sheets of parchment, and a bottle of ink** lie scattered on the floor as if swept from the desktop, amongst **many torn and water-damaged books** once housed by the **bookshelves** lining the east and west walls. Salvageable tomes include **a copy of *A History of House Leget*** (see page X), ***The Manual of Puissant Skill-at-Arms, Selected Epistles of Mother Marquotte, Varieties of the Unliving***, and ***Garthin Ombra's Guide to a Dread-Free Existence***.

*illo of
books*

 ***The Manual of Puissant Skill-at-Arms*** (25 sp, 1 use per reader, wt 1): A well-worn book, its title stamped in gold on a red cover, filled with practical guidance for the aspiring warrior. When you *are a Fighter and take the time to read the manual*, roll +INT: **on a 10+**, mark 3 XP; **on a 7-9**, mark 2 XP; **on a 6-**, mark 1 XP, and the Judge makes a move.

15. CONSERVATORY: The exterior walls and roof of this structure are a **wrought-iron grid set with panes of glass**, each about 1'x1'. Most of the panes are broken, leaving the interior exposed to the elements. The door to the courtyard is latched from the inside, and the **strong smell of rhododendrons** pervades. **Wrought-iron planters, hanging pots, and shelves** are variously emptied of contents or overgrown by **pink and yellow rhododendrons**. The **tiled floor, slippery with rainwater**, is covered in **potting soil peppered with shards of glass**.

16. NORTH ANTEROOM: Checkerboard marble floor, faint smell of rotting fruit from the **Servants' Stairs** (GF-18). The **coat closet** here contains **various articles of mouldering outerwear**, along with an **ornate walking stick** (12sp, 1 wt). Removing a **black wool cloak** from a peg on the wall reveals a **leather purse** that contains coins equal to the finder's Luck x2.

17. SERVANTS' STAIRS: The **strong smell of must and rotten grapes** fills the area. The door connecting to the Steward's Room (area 16, opposite) is a swinging door.

18. KITCHEN: An enormous space filled with all of the equipment necessary to feed the Leget household: **tables, counters, cabinets, cupboards, two fireplaces, racks of utensils, pots, pans, etc.** **Cobwebs** cover everything, and the dust on the floor shows **multiple tracks of indiscernible origin**. A **low fire** crackles in one of the fireplaces, over which is suspended a **cast-iron pot of boiling soup**, which will fling itself (inflicting 1d3 scalding damage) at anyone who approaches. **5 butcher knives** in a wooden rack on a counter will animate and fly, one after another, at whomever disturbs the contents of the room, inflicting 1d2 damage each if they hit. A **clay pot** on a table holds a revolting cold stew, sealed with a layer of fat. A thorough ransacking of the place for items of value will turn up **2d6 china plates** (2sp each) and **2d6x2 silver forks and knives** (2sp each).

 **Revolting stew** (2 rations, 1 wt): Utterly indigestible when cold. When you *warm up the revolting stew*, it becomes edible, and each ration consumed heals 1d6 points of the brave diner's choice.

19. CLOSET: Clearing the **thick cobwebs** that fill this space will reveal a **wall of shelves** and a collection of **buckets and brooms**. Anyone stepping in will cause a **scrawny black cat** (called "Charbon" by the former residents) to hiss and make a run for it. Anyone who reaches up to search the top shelf will lay a hand on a **vial of hazelnut liqueur**, reddish-brown in color.

 **Hazelnut liqueur** (10sp, 1 use, 0 wt): When you *swallow the hazelnut liqueur*, you heal 1d4 points of Strength, Constitution, and/or Dexterity (your choice).

20. CHAPEL OF DONNAVIEVE: Two sets of **wooden pews**, some overturned, face the domed sanctuary where stands a **bronze statue of Donnavieve**—head and arms shorn off, vandalized by many blows, overgrown to the waist by **black mold** that has crept in through the windows. The area at her feet is spattered with **dried black blood**, nearly indistinguishable from the black mold. **Faint mumbling becomes chanting** as the statue is approached, intensifying until **the specter of Brother Massim**, the manor's chaplain, appears in front of the statue, apparently defending it. He lets out a shriek of terror before his upper half disappears in what looks like the bite of a massive creature. Then, his lower half fades from view. A moment later, **the pipe organ** in the Chapel Gallery above (First Floor area 14, page XX) begins playing a dirge. A **copper incense burner** (15sp, 1 wt) sits face-down between some pews.

*illo of
vandalized statue
of Donnavieve*

illo of
Abbeline's the Nun's corpse

21. HALL: The thoroughly decayed **corpse of Abbeline the Nun** lies on the floor, clutching a **wooden figurine of Donnavieve** in one hand and a **morningstar** (1d6, *close, stun*, 1 wt) in the other. **Bones of 3 fallen skeletons** lie in heaps about her. When anyone other than a *good* person picks up the figurine, the skeletons begin to reassemble. Those present have a moment to react before the skeletons attack. Placing the figurine back in Sister Abbeline's hand has no effect.

 **Skeleton** (*evil, medium, horde, undead, vulnerable* (crushing damage)); **HP** 3; **Armor** 0; **Damage** skeletal hands 1 (or by weapon); **Booty** none; **Wants** to dispatch uninvited guests; **Moves** ► Seize available weapon ► Surround them ► Drag them to the ground.

22. CHAPLAIN'S QUARTERS: The door to this room has been torn off, the bed and other furniture inside destroyed. Searching through the **wreckage** will turn up a **Donnavievian Hymnal**, a **gold pendant** shaped like a single tear (holy symbol of Donnavieve; 15sp, worn, 0 wt), and **Brother Massim's journal**.

 **Donnavievian Hymnal** (10sp, 5 uses, 0 wt): When you *sing a song of sorrow or hope from the many herein*, roll +CHA: **on a 10+**, everyone who relates to the song heals 1 ability point of their choice and takes +1 forward against foes of Donnavieve; **on a 7-9**, anyone who has already expressed or chooses now to express devotion to Donnavieve receives those same boons; **on a 6-**, mark Charisma, and the Judge makes a move.

 **Brother Massim's journal** (0 wt): a record of Massim's experience as chaplain of House Leget, detailing the 12 years he served before coming to a violent end by way of Sciedevang's sorcery. Of particular interest are the entries from the months preceding the shuttering of the manor, which recount Sciedevang's increasingly strange behavior and the illness of various family members. The final entry (at right) is written quickly and in a shaky hand.

23. GARDEROBES: A pair of circular **holes** cut into a **stone bench** empties into a void beneath the Manor. The passage of time has rendered whatever waste lies below nearly odorless.

MASSIM'S LAST ENTRY

The gibbering and snarling that once only disturbed our dreams now echoes through the house itself. I fear the worst—that S has meddled with the divine order and stirred the darkness left behind by those driven from these lands by Lazare I. My hand moves to lock the door against it, and pray for salvation alone in my quarters; my heart tells me to defend the sanctuary from impending desecration. Heart wins over hand, as it has from the day the church took me in. Lady preserve us all.

24. GUARD ROOM: The door to the courtyard is locked from the inside. **3 bunk beds**, **6 footlockers**, a **small table**, **2 chairs**, and a **coat rack** hung with insect-eaten cloaks hint at the function of this room. **An oil lamp** (5sp, *dim, fragile*, 5 duration, needs oil, wt 0) and a **handful of knucklebones** sit on the table, and a **large clay amphora** full of oil (*flammable*, 10 uses, 3 wt) sits in one corner. The footlockers are all locked, and contain: **13sp** and a **shoulder bag**; **32sp**; **36sp**; nothing; a **locked steel strongbox** containing 160sp and a **rolled-up wall hanging** embroidered with a beetle pattern (80sp, wt 1); and a **sealed clay jar** of headless pickled pearlsnakes (100sp as a delicacy, 3 rations, 1 wt). The **small adjoining room** is the armory, which holds **4 spears**, **2 swords**, **2 light crossbows**, **2 quivers**, **12 ammo worth of crossbow bolts**, **2 sets of leather armor**, and **4 shields**.

25. SILVER ROOM: All of this room's **furniture** has been used to **barricade** the doors and entry to the stairwell. The **air smells faintly of burnt wax**. In the middle of the room is a **large brocade pillow**, next to which lie **the remains of a man and woman**, noble clothing decayed against shriveled flesh. Surrounding them is a **circle of black candles**, now little more than hardened pools of wax. The **wide black stain** on the ceiling in the northwest corner and the **black drip marks** on the floor directly beneath appear to be dried blood. Anyone searching the corpses will discover that each wears a **silver amulet** bearing an occult symbol (20sp, improvise the symbol) and carries a **silver dagger** (24sp, 1d4, *hand, fragile*, 0 wt), but must Get Lucky to avoid attracting the **shadows** of the murdered couple from elsewhere in the Manor (**10+**: none appear, **7-9**: 1 shadow begins stalking the PCs; **6-**: 1d4 shadows begin stalking them). A **flame-colored satchel** amongst the broken furniture contains **4d6 silver arrowheads** (2sp each).

 **Shadow** (*evil, medium, solitary, incorporeal, undead, immune* (physical damage), *averse* (light, *good* or *lawful* holy symbol), *vulnerable* (sunlight, *good* or *lawful* divine power)); **HP** 8; **Armor** 0; **Damage** draining touch 1d3 Strength damage (*touch*, ignores armor); **Booty** none; **Wants** to drain lifeforce from the living; **Moves** ► Whisper unintelligibly ► Target the strongest ► Slip through a solid surface.

26. DRESSING ROOM: Furnished with **several dressing tables**, **dressers**, a **wardrobe**, and **two copper bathing tubs**. A **broken perfume bottle** in one of the tubs fills the room with a **strong floral odor**. Anyone rifling through drawers can Get Lucky to find **handfuls of jewelry** (**10+**: worth 2d6x10sp; **7-9**: worth 1d6x10sp; **6-**: Judge makes a move). A person opening the wardrobe is confronted by a **yellow skull wearing a scarlet robe**, forcing them to Save vs. Fear (see page XX). The skull is just a mundane skull sitting on an upper shelf, with the robe (still in good enough shape to be worth 12sp) hung beneath it. Any noise made in this room attracts the attention of the **milkspiders** in the adjoining room (27).

illo of
shadow stalking PCs

27. GREEN ROOM: A slightly sweet, musty smell is overwhelming here. Pale green plaster covering the walls is cracked and broken in many places. A chaise and two chairs, their upholstery and stuffing largely eaten by insects, are arranged near a dressing table with an oval mirror. Cobwebs drape the furniture, growing so thick toward the northwest corner of the room and stairwell as to hinder movement. A horde of milkspiders call this place home, 1d6 of them hiding in the main room, 2d6 in the stairwell area. Rifling through the dressing table will produce a silver necklace (44sp) and a Necklace of Strangulation. In the darkest corner of the stairwell may be found the bones of past victims, amongst which is a bejewelled buckler (30sp, small, +1 armor, 1 wt), a scroll of Mist Finger (priceless, magical, 1 use, power 3, wt 0), and 7sp.



Milkspider: (neutral, tiny, horde, stealthy): a pale-colored, fist-sized arachnid, round with the ichor from which it gets its name. **HP** 1; **Armor** 0; **Damage** bite 1 (touch); **Booty** none; **Wants** to lay in provisions; **Moves** ► Wait and watch in silence ► Entrap them in sticky webs ► Attack as a horde.



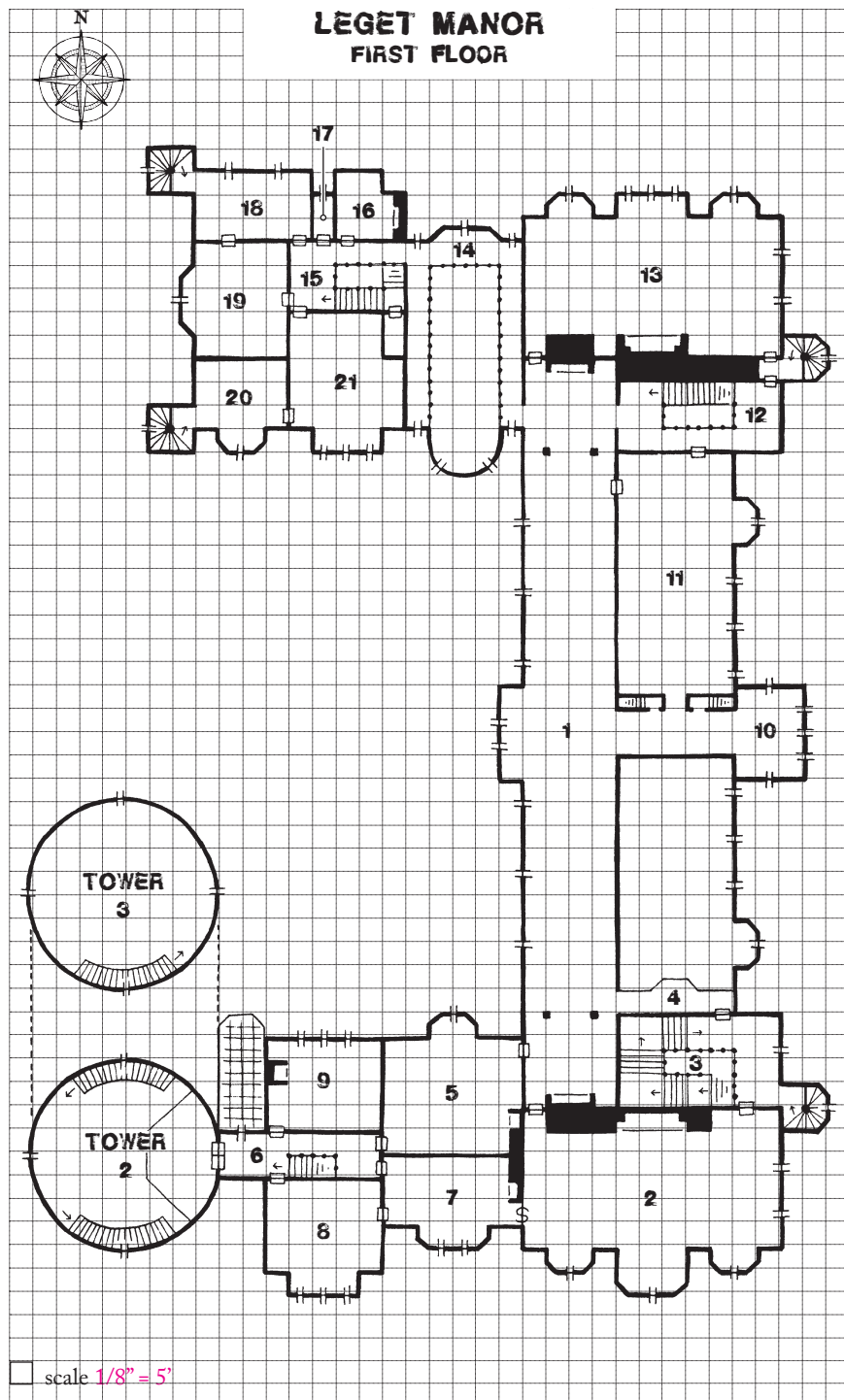
Necklace of Strangulation (100sp, worn, magical, cursed, wt 0): a beautiful gold necklace fashioned to look like a delicate strand of rope, set with tiny rubies. When you put on the necklace, it contracts instantly around your neck and begins to choke you, inflicting 1d6 damage, then 1d6 damage every few moments until you are dead. The only thing that can stop it is arcane or divine intervention.



Spell scroll (priceless, magical, 1 use, 0 wt): inscribed with words, runes, or sigils that, when uttered aloud, unleash the power with which they are imbued. When you read a spell scroll aloud, use the Cast Spell move in the Magic-User's playbook. If you are not a Magic-User, take -1 to your Cast Spell roll, and any result that calls for you to forget the spell causes you to burn 1d6 Intelligence instead.

illo of
milkspiders attacking,
+villager being strangled by necklace,
+villager trying to read spell scroll

full-page illo of
villagers ascending to first floor
via Grand Staircase (Ground Floor area 9)



FIRST FLOOR

1. PORTRAIT GALLERY: An echoing space once lined with paintings, **the broken frames and shredded canvas** of which now litter the floor. From these, depictions of members of the Leget dynasty—barons, ladies, children, pets (including one notable mastiff named “Foo”)—can be reconstructed, but every single one has either been defaced or demolished. Close examination will reveal that much of the damage appears to have been wrought by claws (belonging to vengeful servant ghouls). **A full suit of plate armor** (200sp, armor 4, *awkward, rare*, 6 wt) stands on display at the north end of gallery, grasping **a two-handed greatsword** (38sp, 1d10, *close, reach, rare*, 2h, 3 wt), while a twin suit lies scattered on the floor at the south end, dented and crushed beyond use, no sword in sight.

2. AUDIENCE HALL: Dominated by **an enormous fireplace**, flanked on either side by **a shield and pair of crossed swords**. **A cluster of tiny holes** in the plaster ceiling houses **3d6 bloodbirds**, which will respond aggressively to any disturbance of their roost. Splinters of broken wood, some rusty nails, and **a discolored patch of flooring** in front of the central southern window indicate that a large chair was once affixed there. **A bent steel wire** sticks a few feet up out of a small hole right next to this patch. When the steel wire is pulled, **a concealed trap door** in front of the fireplace falls open, dropping anything on it through the open pit in the **Summer Drawing Room** (Ground Floor area 10, page XX) directly below and into the **Pit Bottom** (Dungeon area 10, page XX) on the basement level. This 30' drop inflicts 2d6 damage.

The hardwood pilasters lining the east and west walls are crowned with **carved raven heads**. The beak of one of the ravens on the west wall is hinged such that when pulled down, **a secret door** in the wall next to it unlocks with a soft click. A section of the wall rotates on a central pivot, allowing access to the **Master Bedroom** (7). The wall automatically locks when rotated back into place.



Bloodbird (*chaotic, tiny, horde, flying*): cross between a hummingbird and mosquito, equipped with a translucent proboscis that turns red with the blood of its victim. HP 1; Armor 0; **Damage** swarm*; **Booty** none; **Wants** to feed on living mammals; **Moves** ▶ Whorl across the sky ▶ Blind them in a flurry of wingbeats ▶ Festoon every inch of exposed flesh.

***Bloodbird swarm:** When you *are swarmed by bloodbirds*, roll +CON: **on a 10+**, you withstand a barrage of needling probosci and are able to act; **on a 7-9**, burn 1 Constitution, and you must immediately try to escape the stinging cloud; **on a 6-**, mark Constitution, burn 1d4 Constitution, wherever you're bitten becomes numb from bloodbird saliva, and Make a Saving Throw with Wisdom to avoid immediately curling up into a ball on the ground.

3. MAIN STAIR: This expansive stair, with its **wide marble steps** and **wrought-iron chandelier**, was designed to impress guests of the manor. **Decaying banners** bearing the Leget crest (black raven on a red field) hang on the wall at each landing, and on the lower landing **a full suit of plate armor** (200sp, armor 4, *awkward, rare*, 6 wt) stands on display.

4. DINING HALL OVERLOOK: This balcony of elaborately carved wood surveys the **Dining Hall** (Ground Floor area 4, page XX) below. **The skeletons** seated at the table there will not respond to activity on the balcony unless physically provoked.

5. BOWLING HALL: Several couches are arranged facing a section of parquet flooring which runs from the windows to the south wall. A dozen wooden bowling pins and 3 ceramic bowling balls, each the size of large grapefruit, are scattered about the room. The balls will hurl themselves violently at anyone crossing the space (1 damage, *stun*).

*illo of
villager trying to escape
from sticky grasp of blue slime*

6. SOUTH WING PASSAGE: What appears to be a dark blue rug on the stone floor just outside the double doors to Sciedevang's Sanctum (Tower area 2, page XX) is actually a blue slime. The double doors are unlocked.

 **Blue slime** (*neutral, solitary, amorphous, immobile, vulnerable* (sunlight, heat, cold)): **HP** 16; **Armor** 0; **Damage** acid 1d6* (*touch*); **Booty** none; **Wants** to expand by consuming organic material; **Moves** ▶ Look innocent ▶ Stick to them like tar ▶ Eat through leather, cloth, and flesh.

***Blue acid:** When you *are fully dissolved by a blue slime*, it adds your hit points to its own and grows proportionately to cover more ground.

7. MASTER BEDROOM: The specter of Lady Leget sleeps peacefully on the enormous canopy bed where she was suffocated by her handmaids after they fell under the sway of Grenwee-Nwar. Stepping close to the bed causes her to re-experience her death: she struggles against unseen assailants, and the room itself reflects her plight. The doors slam, the air is sucked out of the space, and everyone within is pushed down to the floor by an invisible force. PCs must Make a Saving Throw with CON to stay conscious (10+: burn 1 Constitution; 7-9: burn 1d6 Constitution; 6-: mark Constitution and fall unconscious) in order to Make a Saving Throw with STR to move (10+: make it to the door; 7-9: make it halfway; 6-: mark Strength, and the Judge makes a move). As soon as no person in the room is moving, the specter disappears and the room returns to normal.

A gem-studded silver goblet (120sp, 0 wt) containing dried wine residue sits on Lady Leget's bedside table. A rectangular shape in the dust of her boudoir table shows where her jewelry box once sat. Searching the boudoir drawers will turn up a bulb atomizer of rhododendron perfume (10sp, 0 wt) a silver hair comb set with opaline (16sp), and a glass vial of milky fluid (antivenom, 10sp, 1 use, 0 wt). A wardrobe against one wall contains a selection of mouldering, worthless dresses.

The fireplace features decorative tiles of figures from Leget family history engaged in various activities (riding, hunting, etc.). One on the left-hand side depicts a woman holding a lamp aloft; when pressed, the secret door hidden in the adjoining wall unlocks with a soft click, allowing a section of the wall to rotate on a central pivot and open into the Audience Hall (2). The wall automatically locks when rotated back into place.

8. MASTER DRESSING ROOM: The door to the South Wing Passage (6) has been torn off its hinges. This room is buzzing with flies, and smells so strongly of death that PCs with low Constitution or Wisdom might need to Make a Saving Throw with CON to keep from getting sick. The finest furniture in the Manor—lyre-back chairs, dressers, a chaise longue, a chiffonier, and two armoires—once arranged artfully about this room, have been knocked over, smashed, and in some cases hacked apart with a hatchet or handaxe. The Manor's resident ghouls have created a number of nesting nooks amidst the ruined furniture, and piles of human and animal bones are everywhere. 1d6 ghouls will be present at any given time. Searching the wreckage thoroughly may turn up a silver necklace in the form of a raven with its wings spread (65sp), a battered gold jewelry box missing its lid (55sp, 1 wt), and a ruby ring (30sp).

 **Ghoul** (*evil, medium, group, darksight, averse* (light), *vulnerable* (silver, good or lawful divine power)): **HP** 6; **Armor** 0; **Damage** dirty claws or bite 1d6* (*touch, messy*); **Booty** Get Lucky to find 1 piece of Lady Leget's jewelry (2d6x5sp, 0 wt); **Wants** to serve Sciedevang and sup upon the flesh of the dead; **Moves** ▶ Lurch in an unexpected direction ▶ Tear something from their grasp ▶ Call others to the feast.

***Ghoul's gripe:** When you *suffer damage from a ghoul's claws or teeth*, roll +CON: on a 10+, count yourself lucky that you avoided the worst; on a 7-9, burn 1d6 Dexterity as a cold numbness splinters out from the wound; on a 6-, mark Constitution and burn 2d6 Dexterity. When *your Dexterity is 2 or lower*, you're paralyzed. When you *receive the warm touch of a friend or ally*, regain 1d6 burned Dexterity for as long as that touch is maintained.

9. RHODODENDRON ROOM: Floral-pattern wallpaper peels from the walls, and the air reeks of rhododendron perfume. A freestanding looking-glass reflects the presence of a shadow in the room, which attacks the nearest person. Destroying the mirror destroys the shadow and vice versa. A locked casket under the bed is trapped with a spring-loaded needle sticky with asp venom, released when the lid is opened. Inside are 1d6 silver chain bracelets (15sp each, 0 wt), a tiger's-eye necklace (150sp, 0 wt), and an exquisitely-detailed miniature ship carved from ebony (90sp, 0 wt).

 **Shadow** (*evil, medium, solitary, incorporeal, undead, immune* (physical damage), *averse* (light, good or lawful holy symbol), *vulnerable* (sunlight, good or lawful divine power)): **HP** 8; **Armor** 0; **Damage** draining touch 1d3 Strength damage (*touch*, ignores armor); **Booty** none; **Wants** to drain lifeforce from the living; **Moves** ▶ Whisper unintelligibly ▶ Target the strongest ▶ Slip through a solid surface.

Asp venom: when *asp venom enters your bloodstream*, roll +CON: on a 10+, you'll suffer no ill effects if the venom is sucked out immediately; on a 7-9, you start to slowly suffocate, and have 2d4 hours to find a cure before you die of respiratory failure; on a 6-, mark Constitution, and you'll suffocate within the hour unless you find a cure.

*illo of villager
seeing shadow in mirror*

10. PROSPECT: Some **withered potted plants** and a **pair of mold-blackened settees** decorate this area, along with a **few gnawed-upon human bones**. The windows offer an **expansive view** of heath and forest, sloping down and away to the east.

11. WINTER DINING HALL: A **trio of iron chandeliers**, festooned with cobwebs, hang above the **30' long wooden table** that dominates this room. **Numerous ladderback chairs** are arranged various configurations—on the table itself, in a broken pile, circled up in one corner. **Countless human and animal bones** are neatly stacked in a rectangular mass under the table. A **thick layer of dust** coats everything, obscuring a floor darkened by **old bloodstains**. Sitting in the exact center of the table is a **large lidded copper pot** (10sp, 2 wt) containing a **single human skull**, in the mouth of which is a **single gold coin** (10sp).

12. SERVANTS' STAIRS: **Creaky wooden stairs** descend to the ground floor, from which the **musty smell of rotten grapes** arises.

13. LIBRARY: The doors are barricaded with furniture from the inside. **Onfroi the Librarian** dwells here, venturing out only occasionally to scavenge for food. **Numerous bookshelves, two long reading tables, and a number of wingback chairs** are overlooked by **two large wrought-iron chandeliers**. Onfroi has made a bit of a **nest** in the nook of the northeastern bay windows. Of interest among the countless books here are *The Ordinall of Alchemy* (50sp, 5 uses, 1 wt), *Edible Plants for Beginners* (15sp, 3 uses, 0 wt), *The Church of Donnavieve* (25sp, 5 uses, 1 wt), *A History of House Leget* (12sp, 5 uses, 1 wt), *Folklore of the Western Reach* (15sp, 5 uses, 1 wt), *Ship's Log of the Seaborn Saber*, and the *Tabula Smaragdina*. Tucked in a high corner is a **spell scroll** of Anti-Magic Shell.

 **Onfroi the Librarian** (*chaotic* (passion; *honest, petulant, mad*), *unpredictable, book-wise*): Elderly, emaciated, sunken eyes, white beard, ragged clothing. **Quality** +1; **HP** 4; **Armor** 0; **Damage** greatsword 1d10 (scavenged from busted suit of armor in Portrait Gallery); **Wants** to see Sciedevang destroyed; **Moves** ▶ Question their intentions ▶ Recount the whole sordid tale ▶ Wield greatsword with surprising strength.

illo of Onfroi in Library

 *Ship's Log of the Seaborn Saber* (20sp, 0 wt): A century-old account by a scholar on board the *Seaborn Saber* during its legendary journey through the Wondrous Isles, where a mountain of amethyst was discovered.

 *Tabula Smaragdina* (50sp, 5 uses, 1 wt): The oldest book in the library, a sheaf of crumbling parchment bound in wood, held together by leather straps. A reader will need to Find Answers in order to decipher the spidery text, which reveals itself as a series of incantations for the unravelling of specific enchantments. When you **read an incantation aloud in the presence of an enchanted creature or object**, mark 1 use and roll +INT to make sure you got the wording right: **on a 10+**, the enchantment evaporates; **on a 7-9**, the enchantment evaporates, but your struggle with pronunciation makes it take quite a while; **on a 6-**, mark Intelligence, and the Judge makes a move.

 **Spell scroll** (*priceless, magical*, 1 use, 0 wt): inscribed with words, runes, or sigils that, when uttered aloud, unleash the power with which they are imbued. When you **read a spell scroll aloud**, use the Cast Spell move in the Magic-User's playbook. If you are not a Magic-User, take -1 to your Cast Spell roll, and any result that calls for you to forget the spell causes you to burn 1d6 Intelligence instead.

14. CHAPEL GALLERY: A balcony passage lined with a **sturdy wooden railing** which overlooks the **Chapel of Donnavieve** (Ground Floor area 20, page XX). A **dusty pipe organ** occupies the northern window bay. The pipes may spring to life at the hand of some **invisible animate force** to issue haunting, dramatic, or wild music, according to the needs of the moment.

15. NORTH WING PASSAGE: **Thick, sticky cobwebs** fill the corners of this area and drape from the stairway railing. The doors to the **Storage Closet** (17) and **Walnut Dressing Room** (18) have been torn from their hinges and lie on the floor. The door to the **Walnut Bedoom** (19) is sealed shut by webbing, inside and out.

16. TEA ROOM: A **small round table** before the fireplace holds a **silver tea tray** (20sp, 1 wt); a **porcelain teapot** (15sp, *fragile*, 0 wt); and **four porcelain teacups** (2sp each, *fragile*, 0 wt), each covered by a **cloth napkin**. **Four insect-eaten brocade chairs** are arranged around the table. One of the teacups is half-full of **Dust of Appearance**.

 **Dust of Appearance** (*priceless, magical*, 1 use, 0 wt): Resembles golden sand flecked with mica. When you **cast a handful of Dust of Appearance**, it is attracted to everything invisible and/or intentionally hidden in the vicinity, as iron filings to a powerful magnet. The dust glitters brightly for a few moments before fading into mundane sand; it may be used again, but only if enough can be recovered.

17. STORAGE CLOSET: Filled with **thick, sticky webbing** which hinders movement. Dangling from the ceiling are **two cocoon-like masses** of web, the size of adult humans. These are a **pair of villagers** caught within the past week, who may be freed and nursed back to health. If any players lose their character(s) over the course of the adventure, these villagers provide an opportunity for those players to get back into the game. However they happen to enter play, have the players roll their names and occupations as needed.

18. WALNUT DRESSING ROOM: A graveyard of **broken furniture**, clotted from floor to ceiling with **masses of sticky white webbing**. Lurking within are **Mother Milk** and 2d6 of her **milkspider progeny**. The door to the **Walnut Bedroom** (19) has been torn off it hinges. A diligent investigation of the debris may turn up **gear belonging to the cocooned villagers in the Storage Closet** (17), **1d6 pieces of jewelry** (roll on booty table using 1d8 for booty die), a **Sword of Sharpness**, and a **golden whistle**.

 **Mother Milk** (*neutral, large, solitary, slow, stealthy, terrifying*): a monstrous spider, terrifying in every aspect, not least the way it sluggishly heaves its bloated abdomen about. **HP** 16; **Armor** 0; **Damage** bite 1d10 (*close*), leg strike 1d4 (*reach, forceful*); **Booty** none; **Wants** to lay in provisions; **Moves** ► Allow offspring to have their fun ► Wait for prey to get stuck in webs ► Move with inevitable, ponderous grace.

 **Milkspider:** (*neutral, tiny, horde, stealthy*): a pale-colored, fist-sized arachnid, full of ichor from which it gets its name. **HP** 1; **Armor** 0; **Damage** bite 1 (*touch*); **Booty** none; **Wants** to lay in provisions; **Moves** ► Wait and watch in silence ► Entrap them in sticky webs ► Attack as a horde.

 **Sword of Sharpness** (*priceless, magical*, 1d8, 2 pierce, *close*, 2 wt): A blade of fine steel, seemingly mundane but enchanted to retain the sharpest possible edge.

 **Golden whistle** (25sp, 0 wt): When you **blow the golden whistle**, a spectral hound will lope into view and size you up. If you're *chaotic* or *evil*, the hound will attack you; if you're *neutral*, it will run away, never to return; if you're *lawful* or *good*, it will serve you faithfully as long as you have the whistle. When you **dismiss the hound**, it fades from view until the next time you blow the whistle.

 **Foo, the Spectral Hound** (*good, small, solitary, loyal, incorporeal, undead, immune* (physical damage)): **Quality** +1; **HP** 7; **Armor** 0; **Damage** bite 1d6+1 (*hand*); **Booty** none; **Wants** to serve a noble master, nobly; **Moves** ► Pursue quarry relentlessly ► Bay hauntingly to alert allies ► Move through solid matter.

19. WALNUT BEDROOM: The door to the **Walnut Dressing Room** (18) is missing, while the door to the **North Wing Passage** (15) is sealed shut by webbing, inside and out. **Skins of pale webbing** crisscross the space between walls and bedposts and back again, creating a sticky and treacherous landscape. A **web cocoon** the size of a human adult is affixed to the ceiling overhead. It bulges with hundreds of unhatched milkspider eggs, progeny of Mother Milk (18). Upon a **bedside table**, festooned with webs like everything else, lie **1d6 trinkets** (roll on booty tables using 1d8 for booty die). **The drawer to the bedside table** is missing, but may be found lying upside down in the southwest corner of the room. Undeneath may be found **1d4 articles of jewelry** (roll on booty tables using 1d8 for booty die).

20. ROSE ROOM: The **canopy bed, bureau, and dresser** are ornamented in a floral motif and sized for a child. A **ceramic vase** (2sp) on the dresser holds a bouquet of dead roses. When anyone draws close to the northwest corner of the room, **the specter of a young girl** suddenly appears there, cowering before she screams in terror and disappears. The wainscoting and floor in this corner are scarred by **stab marks**, and the floor is black with **old blood**.

21. GOLD ROOM: The molding is painted gold, and **gold-striped wallpaper** peels from the walls. A **gilded bed, boudoir table, and dresser** are dusty and covered in cobwebs. An **endtable** near the stairwell holds a **small keg of golden wine** (3sp per use, 5 uses, 2 wt) with a spigot. Each use of the wine heals 1d3 points of hit points and/or ability points (except Wisdom or Intelligence), but burns 1 point of Intelligence.

vignette illo of trinkets, jewelry,
keg of golden wine

THE TOWER

1. COUNSEL CHAMBER: The double doors leading into this area are barred from the inside. **Four large, ash-filled copper braziers** (each 20sp, 4wt) are situated about the room. In the center is **a large, circular table** surrounded by **six heavy chairs**. Two chairs, opposite each other, are larger than the rest; one is carved with the crest of House Leget, while the other is decorated with numerous astrological and alchemical symbols. **A single, stout, unlit candle** sits in a **silver candle holder** (12sp) in the center of the table.



Everburning Candle (120 sp, *magical*, wt 1): a 4" thick, 8" tall white candle of paraffin, swirled with alchemical ingredients. When you **touch the wick of the unlit candle**, it ignites and illuminates with a magical green light as bright as a torch. When you **touch the wick of the lit candle**, the magical flame is extinguished. An Everburning Candle gives off no heat, lasts indefinitely (it does not melt), and can only be extinguished by the touch of a living creature.

2. SCIEDEVANG'S SANCTUM: The double doors opening into the manor proper are unlocked, but concealed by **a heavy, moth-eaten crimson curtain** on the inside. **Stairs** wind up to **Sciedevang's Quarters** (3) on the tower's topmost floor and down to the **Counsel Chamber** (1).

Sciedevang's **ornate wooden chair**, formerly that of Lord Leget, overlooks **a recessed area** where specters and ghosts materialize when seeking audience or convening to perform at their master's behest. Patches of sloppily-applied gold leaf indicate an amateur's attempt to fancify the chair.

The western half of the chamber is devoted to **shelves lined with books**, **two scroll racks**, and **several long work tables** filled with the expected **alembics**, **crucibles**, **retorts**, **a glass jar containing a misshapen black brain suspended in murky fluid**, and other alchemical accoutrements, covered by cobwebs and dust to a degree that suggests sporadic use.

Cauldrons of various sizes and materials—including **a silver cauldron** (180sp, 4 wt) and **a small gold cauldron** (220sp, 3 wt)—are suspended on hooks within the **oversized fireplace**, bearing evidence of Sciedevang's experiments with the propagation of oozes.

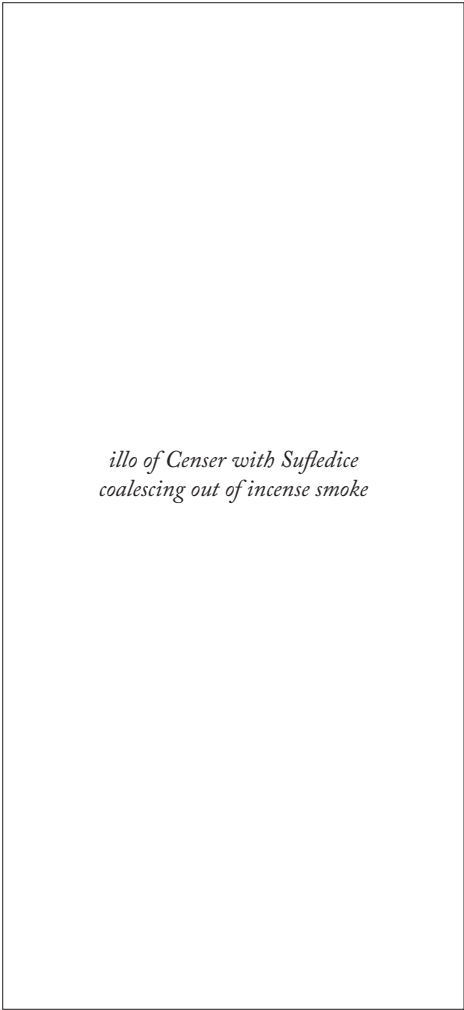
On the shelves may be found *An Examination of Common Minerals and Their Application in Arcane Practice* (12sp, 3 uses, 0 wt), *A Natural History of the Ooze* (12sp, 3 uses, 0 wt), *Witchcraft in the Western Reach* (22sp, 5 uses, 1 wt), *The Book of Bones and Dust* (*fine*, 44sp, 5 uses, 1 wt), and *Elements at Hand: Summoning from Simple Ingredients* (22sp, 4 uses, 0 wt). The scroll rack contains short treatises on a number of different subjects, but among them may be found **1d6 spell scrolls** (roll each on spell name table). Anyone giving the various drawers and storage slots in the furniture a thorough search will turn up **2d6 spell components** (snake foam, dead crickets, mole teeth, basilisk blood, crab eyes, etc.).

The work tables are protected by **an invisible electric force field** generated from **three wrought-iron spheres** fixed to the ceiling; it's on when the interlopers arrive, but can be turned off using **a hidden lever** between some bookshelves. When you **touch the electric force field**, you suffer 1d6 damage (ignores armor) and must Make Saving Throw with CON or STR to avoid being hurled backward.

Page spread illo of Sciedevang's Sanctum

Among the vessels and tools on the tables are a **Censer of Summoning**, a **Many-Stoppered Jug**, and the **Cauldron of Keridwen**. Investigating the chaotic collection of other accessories will turn up the following items of interest:

- A **white ceramic vial sealed with red wax**, containing an amber liquid that smells of honey and lavender (heals 1d8, 1 use, *fragile*, 50sp).
- A **squat clear glass bottle with a ceramic stopper**, half-full of an odorless, iridescent oil (2 uses, *fragile, magical*, 70sp per use). When you *coat something in the oil*, it becomes *ethereal* and *magical* until the oil wears off.
- A **corked brown glass bottle** marked with an “X”, containing a brown liquid that smells like ancient rum (2 uses, *fragile*, 5sp). When you *drink the brown liquid*, Make a Saving Throw with CON to avoid suffering 1d6 damage from this rancid poison.
- **Two greenish-black, fist-sized, lumpy seedpods**, containing a gluey white substance (1 use each) that turns hard as stone shortly after being exposed to air.



*illo of Censer with Sufledice
coalescing out of incense smoke*



Censer of Summoning

(*priceless, magical*, 2 wt): a lantern-sized silver censer, covered with an intricate curlicue design that suggests gusts of wind, containing a coil of white incense. When you *burn the incense and call upon the air or wind*, the smoke roils and whirls until it assumes the form of **Sufledice the Cyclonic**. While you *hold the Censer*, Sufledice must obey your verbal commands; let go and all bets are off.



Sufledice the Cyclonic

(*chaotic (disruption), resourceful, vain, deceitful; small, solitary, extraplanar, incorporeal, resistant (physical damage), immune (electricity)*): a sentient whirlwind that fluctuates in size between housecat and halfling. **Quality** +1; **HP** 6; **Armor** 0; **Damage** buffet 1d6 (*hand, close, reach*); **Booty** none; **Wants** to wreak havoc; **Moves** ► Demonstrate the undeniable beauty of the vortex ► Scatter everything that's not nailed own ► Suck things in and fling them out willy-nilly.



Many-Stoppered Jug

(*priceless, magical*, 2 wt): a beehive-shaped brown ceramic jug with a dozen spouts, each stoppered with an aged cork and marked with a different alchemical symbol.

When you *uncork one of the Jug's spouts*, there's a brief pause before exactly 1 use of an alchemical ingredient is dispensed (roll 1d12):

1d12	SUBSTANCE	DESCRIPTION
1	Lye	A yellowish-white liquid with a biting, alkaline odor.
2	Milk of Brimstone	A milky white liquid that smells of sulphur.
3	King's Yellow	A thick, bright yellow pigment that smells of sulfur.
4	Oil of Vitriol	A colorless, odorless, viscous acid that eats through all metal except copper and tin, and is a powerful dehydrant.
5	Strong Water	A translucent yellow acid that slowly eats through anything except copper and silver.
6	Oil of Hartshorn	A foul-smelling heavy liquid that freezes objects on contact.
7	Quicksilver	A fascinatingly liquid metal which is either a life-extending elixir or a slow-killing poison.
8	Royal Water	A yellowish-orange, fuming corrosive that dissolves gold.
9	Oil of Resin	A sticky brown fluid that smells strongly of pine; heals 1 HP when applied topically.
10	Water of Death	A colorless, tasteless poison which can sicken and kill an adult human within 1d4 doses.
11	Fulminating Silver	A stinking silver liquid that explodes for 1d4 damage upon contact with acid or open flame.
12	Fulminating Gold	A glittering liquid which explodes for 1d4 damage when jarred or upon contact with direct sunlight, leaving a cloud of purple vapor behind.

When you *smash the Jug*, it explodes, inflicting 5d6 damage on anyone nearby and creating a thick cloud of yellow and purple poisonous gas. When you *inhale the poisonous gas*, Make a Saving Throw with +CON to avoid suffering 2d6 damage to Constitution.



Cauldron of Keridwen (*priceless, magical*, 1 wt): a small hardwood cauldron, carved

with a pattern of interwoven vines, its interior charred black. When you *fill the bowl of the Cauldron to the top with water*, a bolt of electricity leaps from the Cauldron to the nearest metal surface, inflicting 3d6 damage (ignores armor) on anyone it strikes who fails to Get Lucky. The water is transformed into 10 uses of **Keridwen's Curative**. When you *drink Keridwen's Curative*, you heal 1 ability point or hit point at each sunrise for the next 10 days.



*vignette illo of
Many-Stoppered Jug*

3. SCIEDEVANG'S QUARTERS: Sciedevang has no need for sleep, but sometimes still lies in his **substantial four-posted bed** and contemplates the **elaborate alchemical diagrams** painted on the ceiling. Stacked on the **bedside table** are the *Book of Bones and Dust* and Sciedevang's **spellbook**, atop which lies his **Wand of Cold**. An **end table** opposite the bed, covered sloppily with a **gold leaf**, holds **the head from Baron Leget's statue** (see GF2) along with **the Baron's actual skull**. The arrangement is festooned with **crimson candles**. An **enormous tapestry** (*fine*, 280sp, 16 wt) depicting various momentous events in the history of the Leget line has been repurposed as a rug.

Sciedevang's Soulstone is hidden inside a **hollow block of false masonry** that fits perfectly into the wall, noticeable for three reasons: it's slightly out of line, of a slightly different color than its neighbors, and covered with condensation. Removing the freezing-cold block reveals it to be about six inches on a side, and with a lid that slides off. The space inside is filled with **ice crystals** clustering around a **bundle of dark blue cloth**, which in turn holds a **fist-sized chunk of basalt**: the receptacle of Sciedevang's soul. When you **disturb Sciedevang's Soulstone**, the lich knows where you are and will seek to end you at the expense of all else.

 **Wand of Cold** (*priceless, magical, touch, close, reach, near*, 2d6 uses, 1 wt): A twisted wand of white wood, business end carved to look like a skeletal finger, its tip turned black as if by frostbite. When you **point the wand with harmful intent**, mark 1 use and unleash a ragged flicker of subzero temperature that inflicts 2d6 damage and freezes whatever it touches (mitigated by a Saving Throw at the Judge's discretion).

 **The Book of Bones and Dust** (*priceless*, 5 uses, 1 wt): a primer on the dark art of necromancy, consisting of a thick sheaf of loose vellum held together by two gray tooled-leather covers and a black ribbon stitched with silver symbols of death and decay. It can be used as a normal book to Establish or Find Answers within the scope of necromancy, but also contains *Servant of Bones*, the first spell in the arsenal of any budding overlord of the undead.

 **Sciedevang's spellbook** (*priceless, magical*, 1 wt): This black leather book is covered in flaking gold leaf and inscribed all over with wizard writing. It contains all of the spells in the former vizier's repertoire: *Ensorcelling Salt*, Sciedevang's *Cerulean Will*, *Blinding Claw*, *Inescapable Mouth*, *Call Vermin*, and *Servant of Bones*.

 **Sciedevang's Soulstone** (invaluable, wt 0): a fist-sized chunk of black basalt, unbearably cold to the touch. When you **touch the soulstone with bare flesh**, that flesh is immediately frostbitten, and will need to be excised unless steady warmth is applied to the area for at least 6 hours. When you **break the soulstone**, a burst of intense cold freezes everything within arm's reach (Make a Saving Throw with CON to resist), and lich himself is destroyed utterly, in whatever suitably dramatic fashion the Judge deems most entertaining.



SCIEDEVANG THE LICH

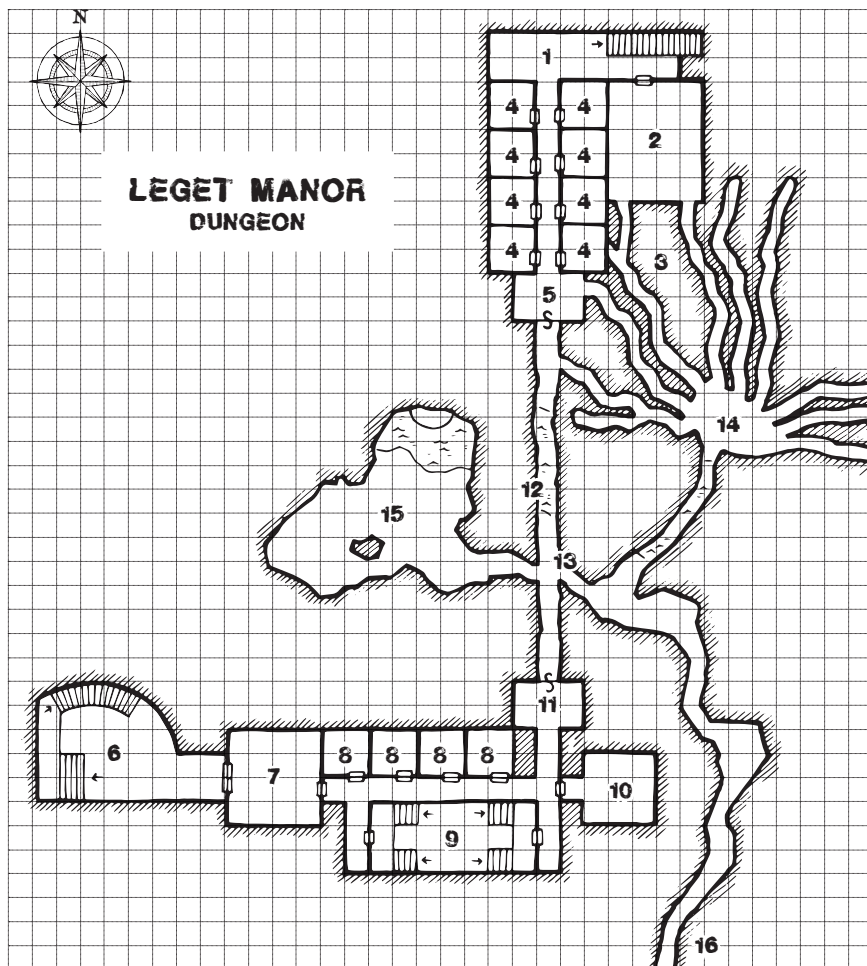
(*evil* (hatred), *gluttonous*, *doubtful*, *egotistical*; *medium*, *solitary*, *leader*, *intelligent*, *organized*, *undead*, *magical* (spellcaster), *terrifying*, *resistant* (physical damage), *immune* (cold, fear), *vulnerable* (sunlight, good or lawful divine power): corrupted by the influence of Grenwee-Nwar, Sciedevang took the arcane measures necessary to live on as a lich, then killed himself in an act of suicidal sacrifice. Now quite mad, he holds court in the Tower, where he occasionally compels the manor's undead denizens and ghouls to reenact scenes from the history of the Leget family for his amusement. **HP** 16; **Armor** 2 (magical protection); **Damage** powerful spell 1d10+1 (*near, far*, see spells below) or by weapon; **Booty** Lord Leget's signet ring (200sp), 3 gold necklaces (120sp each), 1 gold necklace set with citrine (220sp); **Wants** to get out of this maddening obligation and on to greater accomplishments; **Moves** ► Cast a spell (*Ensorcelling Salt*, Sciedevang's *Cerulean Will*, *Blinding Claw*, *Inescapable Mouth*, *Call Vermin*, *Servant of Bones*)
► Call minions (skeletons, ghouls, shadows)
► Point out the futility of their efforts
► Strike a deal.

*vignette illo
of Sciedevang*

When Sciedevang consumes the soul of a creature during or immediately after its death, he regains hit points equal to that creature's hit points. If the creature consumed had at least 4 hit points, Sciedevang's maximum HP increases by 2 (to a maximum of 24).

No longer able to enjoy eating, the once-corruptent wizard derives some small pleasure from consuming the souls of living things, which in the manor are mostly limited to rodents and insects, summoned with his *Call Vermin* spell. Despite this uncivilized diet, Sciedevang fancies himself an undead lord of taste, favoring crimson, dark blue, and gold in his garments and decorative touches. Baron Leget's former adviser is quite unhappy with his lot; in sacrificing his mortal life to Grenwee-Nwar, he became contractually obligated to protect the Shrine (D15), but longs to escape the Manor and pursue his necromantic ambitions elsewhere.

Confronting Sciedevang head-on may prove disastrous, but there are two alternatives (in addition to whatever clever plans the PCs may hatch): destroying his soulstone will annihilate his being for good, and destroying the Shrine of the Frog-God will free the lich from the dark god's service. The latter will only prove fruitful if the PCs have struck a deal with Sciedevang to spare the village; otherwise, Sciedevang's first order of business will be to turn the villagers into the beginnings of an undead army.



DUNGEON

1. BASEMENT LANDING: A low-ceilinged, cobwebby area, its stone floor covered with dust. The air is thick with the musty stench of rotten grapes.

2. WINE CELLAR: The smell of rotten grapes is overpowering here, compounded by the ceaseless buzzing of flies. Most of the **bottle racks** lining the walls have been tipped over or smashed; a wall-to-wall carpet of flies seethes atop a **thick layer of sticky syrup** mixed with shattered wine bottles. **Several waist-high tunnels** are dug into the walls in various directions. The **intact wine racks** contain three different vintages: **1d6 bottles of fine wine** sealed with white wax (15sp each), **2d6 bottles of drinkable wine** sealed with yellow wax (10sp each), and **3d6 bottles of swill** sealed with red wax (worthless, spit it out). **2 intact casks of wine** are so far gone they're poisonous: anyone drinking from them must Make a Saving Throw with CON to avoid burning 1d6 Constitution.

3. BEETLE TUNNELS: Giant beetles from the Mire, drawn by the dark energy of Grenwee-Nwar, have burrowed a series of tunnels in the softer earth adjoining the basement, each roughly 4' in diameter. The first PC to enter any given tunnel must Get Lucky to avoid encountering 1d6 of these creatures.

 **Giant beetle** (*neutral, medium, group. stealthy*): garden-variety, writ large. **HP** 6; **Armor** 2; **Damage** mandibles 1d6 (*close, grab*); **Booty** beetle meat (1d4 uses of rations); **Wants** to claim meat or vegetable for its larder; **Moves** ► Pay them no heed ► Fight when cornered ► Amble off.

4. SERVANTS' QUARTERS: Each of these rooms is humbly furnished and ranges in disarray from untouched to utterly demolished.

When you *try the door to one of the servant's quarters*, roll 1d12 to see what you find:

1d12 CONTENTS

- 1-2 A **WANDERING MONSTER** (page X) has made itself at home.
- 3-4 **An infestation of black mold** covers everything; Disturbing it fills the air with dust-like spores, forcing intruders to Make a Saving Throw with CON to avoid a coughing fit that leaves them with the Black Fever (page X).
- 5-8 Dust, cobwebs, debris, and perhaps the remains of a pitiable servant.
- 9 **The specter of Bertalan the Butler** is appalled and disgusted at the intrusion of his private quarters before rising through the ceiling.
- 10-11 Nothing of apparent note, but a thorough search may turn up something valuable (roll LAIR booty using 1d4).
- 12 The door is locked, but if you get in and search the place, your efforts will likely be rewarded (roll LAIR booty using 1d6).

5. SHRINE TO DONNAVIEVE:

A chamber faced in stone, its floor covered by a **rotten, mildewy carpet**. Against the southern wall stands an **alabaster statue** resembling a robed woman, its head and arms shorn off, with an **empty alabaster basin** at its feet; both are splotchily covered in **black mold**. The section of stone wall directly behind the statue is a **secret door**, its outline easily noticeable upon inspection, which pivots on a central axis.

illo of
Shrine to Donnavieve

6. STORAGE BASEMENT: A **jumble of barrels, boxes, crates, and broken furniture** fills the area encircled by the stairs that ascend to Area 1 of the Tower. The first person to search through this junk can Get Lucky to roll LAIR booty using 1d6.

illo of
ghouls in guardroom (one with keys around neck)
fighting villagers/adventurers in guard room

7. GUARD ROOM: A pair of bunks and a table and chairs offer props for **the resident ghouls** (1d6+1 in number) to play-act as their former selves. One of them clinks with the sound of the **a ring of iron keys** worn round its neck, which can unlock all locked doors on this level.

 **Ghoul** (*evil, medium, group, darksight, averse* (light), *vulnerable* (silver, good or lawful divine power)): **HP** 6; **Armor** 0; **Damage** dirty claws or bite 1d6* (*touch, messy*); **Booty** One carries the gaoler's ring of iron keys; **Wants** to serve Sciedevang and sup upon the flesh of the dead; **Moves** ► Lurch in an unexpected direction ► Tear something from their grasp ► Call others to the feast.

***Ghoul's gripe:** When you *suffer damage from a ghouls claws or teeth*, roll +CON: **on a 10+**, count yourself lucky that you avoided the worst; **on a 7-9**, burn 1d6 Dexterity as a cold numbness splinters out from the wound; **on a 6-**, mark Constitution and burn 2d6 Dexterity. When *your Dexterity is 2 or lower*, you're paralyzed. When you *receive the warm touch of a friend or ally*, regain 1d6 burned Dexterity for as long as that touch is maintained.

8. DUNGEON CELLS: The doors of these small, bare rooms are reinforced with corroded iron. Each is pierced by **a viewing slit** at eye level and **an opening at floor level** for shoving food through. All of the doors are all locked; the keys are carried by a ghoul in Dungeon Area 7.

When you *peer into a cell for the first time*, roll 1d12 to see what you find:

1d12 CONTENTS

- 1 Something glitters in the far corner. Anyone entering will be ambushed by a **shadow**. Use 1d6 on the GEM table to identify the source of the glitter.
- 2 **A ghoul**, locked in by its "friends," muttering to itself or gnawing on a femur.
- 3-4 **A skeleton** slumped against one wall, apparently the remains of a prisoner but actually animate and ready to spring to attack.
- 5-6 **1d8+1 red slugs** start to crawl into the passage through the food slot.
- 7-12 Dust, cobwebs, and strange stains.

9. TORTURE CHAMBER: Although the entire dungeon level is cold, this room is filled with **a deathly chill**. Stone stairs lead down from either side of this chamber to its centerpiece, **a rack** upon which **the upper and lower halves of a headless skeleton** are affixed—the penultimate fate of Lord Lambric himself. **A rusty, long-bladed cleaver** (1d6, *close, messy*) lies on the ground nearby.

Trapped in this foul place by a curse formulated by Grenwee-Nwar and delivered by Sciedevang, **the headless wraith of Lord Lambric Leget** has gone quite mad. He will lunge hungrily at any living thing that dares to enter, but cannot pass beyond the threshold of the torture chamber.

When you *sanctify or destroy or the Idol of the Frog-God* (Dungeon Area 15), *destroy Lord Lambric's wraith, or reunite his actual skull* (Tower Area 3, page XX) *with his headless skeleton*, Lord Lambric's spirit is released from its earthly prison. Before his final departure, he thanks his saviors by revealing some useful secret—perhaps the location of Sciedevang's soulstone (Tower Area 3, page XX).

 **Lord Lambric's Wraith** (*evil, medium, leader, incorporeal, undead, intelligent, terrifying, averse* (light, good holy symbol), *immune* (physical damage), *vulnerable* (sunlight, good divine power)): an inchoate, headless figure, cloaked in tatters, grasping at the living with pale, attenuated fingers. **HP** 12; **Armor** 0; **Damage** draining grasp (*touch*, burns 1d6 Strength and 1d6 Dexterity*); **Booty** none; **Wants** to drain the lifeforce from any living thing within reach; **Moves** ► Lash out blindly ► Summon shadow servant ► Seek out the strongest.

***Wraithstricken:** When you *receive the warm touch of a friend or ally after suffering from a wraith's draining force*, regain 1d4 Strength and 1d4 Dexterity for as long as that contact is maintained.

10. PIT ROOM: The pit in the Summer Drawing Room (Ground Floor Area 10, page XX) opens into this cold stone chamber. **Bones and debris of the once-living** lie scattered about. The door leading west is locked from the outside (the keys are carried by a ghoul in Dungeon Area 7), and bears the **scratch marks** of the desperate soul whose **skeletal remains** lie at its foot.

Searching the debris will turn up **a battered sword** (1d8, *close*, 1 wt), **a rusty chainmail tunic** (Armor 2, wt 2), **a brass locket** (1sp) that holds a lock of brown hair, and **a pouch containing 8 silver coins**.

illo of
headless wraith and/or
rack with skeleton on it

11. SHRINE TO DONNAVIEVE: Sister to Dungeon Area 5 (page XX), this chamber is much the same, but with no carpet to soften the cold of the floor. Near the middle of the northern wall are mounted **the feet of an alabaster statue**, the rest of which lies in scattered fragments. **An empty alabaster basin** sits in front of the feet, covered in **black mold**. The section of stone wall directly behind the statue is a **secret door**, its outline easily noticeable upon inspection, which pivots on a central axis.

12. SECRET TUNNEL: A **dripping** tunnel of packed earth, occasionally reinforced by **wooden beams**. In contrast to the rest of the dungeon level, **the air is humid and oppressive**, and **the smell of mold** is powerful. One section, where the tunnel floor dips, is filled with **ankle-deep, brackish water**.

13. INTERSECTION: The **humidity and smell of mold** intensify here, to the point that those of lesser constitution may begin to sweat and cough. **A steady procession of verminous insects** moves along the floor, walls, and ceiling between Dungeon Areas 15 and 16. A tingling trepidation intensifies among those of *good* or *lawful* alignment, while those of *chaotic* or *evil* bent will feel drawn westward by a feeling of unnameable delight.

14. BEETLE DEN: Here the giant beetles have established their larder and nursery. **Yellow-white eggs** the size of giant pumpkins and **squirming larvae** ring a central repository of foodstuff, currently comprised of **plant matter and a rotting deer carcass** upon which the young ones feed. **1d6+1 adults** will be present, and quite put out by any intrusion. Where the tunnel leading dips low, it is filled with **ankle-deep, brackish water**.

 **Giant beetle** (*neutral, medium, group. stealthy*): garden-variety, writ large. **HP** 6; **Armor** 2; **Damage** mandibles 1d6 (*close, grab*); **Booty** beetle meat (1d4 uses of rations); **Wants** to claim meat or vegetable for its larder; **Moves** ► Pay them no heed ► Fight when cornered ► Amble off.

15. IDOL OF THE FROG-GOD: The walls of this natural cave are covered with **ancient petroglyphs** telling the story of the original inhabitants of the region and their relationship to Grenwee-Nwar. **Dusty bones**, animal and human, form a **low berm** around the perimeter. **Every surface is teeming with verminous insects**. **A knee-deep pool of stinking black water** fills a depression against the north wall, surrounding a **grotesque statue of black basalt**, about the height of an adult male human, crudely cut into **the form of an obese frog**. Only the spiritually numb will fail to sense the dark power emanating from this abominable totem.

When you *approach the idol of Grenwee-Nwar*, the corrupt forces of the manor will act to defend it. Roll once on the table below for each non-evil party member present in the cave. Sciedevang himself will look the other way, since he would prefer the idol destroyed in order to be out from under the Frog-God's thumb.

1d12	DEFENDING MONSTER
1-2	1 shadow
3-4	1d4 ghouls
5-6	1d4 skeletons
7-8	1d8 milkspiders
9-10	1d8+1 red slugs
11-12	1d8+1 bloodbirds

For purposes of destruction, the idol has **HP** 20, **Armor** 3, and is *resistant* to piercing and cutting damage. When you *destroy or sanctify the idol* (**HP** 20; **Armor** 3), the Curse of Grenwee-Nwar is lifted and the Frog-God abandons its hold on the region. All undead in the manor except Sciedevang collapse or fade away, released finally from their torment, while surviving ghouls retreat to Sciedevang's side. The lich himself, left to his own devices, will leave the Manor upon next nightfall, in order to visit his necromantic ambitions upon the wider world (sparing the village only if the PCs have struck a deal with him).

16. EXIT TO THE MIRE: This tunnel, **crawling with insects** moving to and from Dungeon Area 15, winds for half a mile underground before opening out of a brambly hillside into the swampy land of the Mire (page XX).

illo of cave with idol dominating this space



WANDERING MONSTERS OF THE MANOR

The inhabitants of Leget Manor do not all wait patiently in rooms for adventurers to find them; some wander the halls or react to the presence of intruders. Introduce wandering monsters as you see fit, when you **Show Signs of a Threat, Reveal an Unwelcome Truth, or Endanger Them**. Choose or roll what they encounter:

1d12 WANDERING MONSTER

1	1 shadow
2-3	1d4 ghouls
4	1d4 skeletons
5-6	1d8 milkspiders
7-8	1d8+1 red slugs
9-10	1d8+1 bloodbirds
11	1 giant beetle
12	1d3 giant weevils

Limited population: there are a finite number of monsters in and around the Manor. To reflect this, each monster listing includes a thread which is used to track the population. When a monster of a given type is killed—whether it's wandering or described in a room listing—mark that monster's population thread; when the thread is complete, no more monsters of that type will appear; use the next monster down on the list above, or improvise!



BLOODBIRD (*chaotic, tiny, horde, flying*): A cross between a hummingbird and mosquito, equipped with a translucent proboscis that turns red with the blood of its victim.

HP 1; **Armor** 0; **Damage** swarm*; **Booty** none; **Wants** to feed on living mammals; **Moves** ► Whorl across the sky ► Blind them in a flurry of wingbeats ► Festoon every inch of exposed flesh.

***Bloodbird swarm:** When you *are swarmed by bloodbirds*, roll +CON: **on a 10+**, you withstand a barrage of needling probosci and are able to act; **on a 7-9**, burn 1 Constitution, and you must immediately try to escape the stinging cloud; **on a 6-**, mark Constitution, burn 1d4 Constitution, wherever you're bitten becomes numb from bloodbird saliva, and Make a Saving Throw with Wisdom to avoid immediately curling up into a ball on the ground.

Bloodbird population (16)

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○



GHOUL (*evil, medium, group* (1d6+1), *darksight, averse* (light), *vulnerable* (silver, *good* or *lawful* divine power)): Former retainers of the Leget family, corrupted into ghoullform by the Black Fever. Inhuman, but not quite undead; gray-skinned, yellow eyed, with claws that are actually fingerbones sprouted to twice their normal length. Compelled by the power of Grenwee-Nwar, but their ultimate master is Sciedevang.

HP 6; **Armor** 0; **Damage** dirty claws or bite 1d6* (*touch, messy*); **Booty** Get Lucky to find 1 piece of Lady Leget's jewelry (2d6x5sp, 0 wt); **Wants** to serve Sciedevang and sup upon the flesh of the dead; **Moves** ► Lurch in an unexpected direction ► Tear something from their grasp ► Call others to the feast.

***Ghoul's gripe:** When you *suffer damage from a ghoul's claws or teeth*, roll +CON: **on a 10+**, count yourself lucky that you avoided the worst; **on a 7-9**, burn 1d6 Dexterity as a cold numbness splinters out from the wound; **on a 6-**, mark Constitution and burn 2d6 Dexterity. When *your Dexterity is 2 or lower*, you're paralyzed. When you *receive the warm touch of a friend or ally*, regain 1d6 burned Dexterity for as long as that touch is maintained.

Ghoul population (12)

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○



GIANT BEETLE (*neutral, medium, group* (1d6+1), *stealthy*): garden-variety, writ large. **HP** 6; **Armor** 2; **Damage** mandibles 1d6 (*close, grab*); **Booty** beetle meat (1d4 uses of rations); **Wants** to claim meat or vegetable for its larder; **Moves** ► Pay them no heed ► Fight when cornered ► Amble off.

Giant beetle population (12)

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○



GIANT WEEVIL (*neutral, small, horde, flying*): **HP** 2; **Armor** 0; **Damage** jabbing snout 1d3 (*hand*); **Booty** thorax worth 1 use of rations (wt 0); **Wants** to find and utilize nutrient-rich egg sites; **Moves** ► Go for their food ► Skitter into a protective nook ► Land softly on someone's back.

Giant weevil population (18)

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○



MILKSPIDER (*neutral, tiny, horde, stealthy*): a pale-colored, fist-sized arachnid, round with the ichor from which it gets its name. **HP** 1; **Armor** 0; **Damage** bite 1 (*touch*); **Booty** none; **Wants** to lay in provisions; **Moves** ► Wait and watch in silence ► Entrap them in sticky webs ► Attack as a horde.

Milkspider population (20)

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○



 **RED SLUG** (*evil, tiny, group* (1d6+1), *slow*): the size of a rat, slippery to the touch, in scarlet motley. **HP** 2; **Armor** 9; **Damage** acid 1d2 (*touch*); **Boots** none; **Wants** sanguine sustenance; **Moves** ▶ Creep slowly toward the smell of blood ▶ Leave a slippery trail of slime ▶ Die with a splatter (1 acid damage to *close* person with lowest Luck).

Red slug population (24)



 **SHADOW** (*evil, medium, solitary, incorporeal, undead, immune* (physical damage), *averse* (light, good or lawful holy symbol), *vulnerable* (sunlight, *good* or *lawful* divine power)): **HP** 8; **Armor** 0; **Damage** draining touch (*touch*, burns 1d4 Strength and 1d4 Dexterity); **Boots** none; **Wants** to drain life force from the living; **Moves** ► Whisper unintelligibly ► Target the strongest ► Slip through a solid surface.

Shadow population (6)



SKELETON (*evil, medium, horde, undead, vulnerable* (crushing damage)): undead dinner guest. **HP** 3, **Armor** 0, **Damage** skeletal hands 1 (or by weapon); **Booty** 1d8; **Wants** to dispatch gatecrashers; **Moves** ▶ Seize available weapon ▶ Surround them ▶ Drag them to the ground.

Skeleton population (18)



LEGET MANOR

by Jason Lutes

This adventure is an homage to *Tegel Manor* by Bob Bledsaw (1977).



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