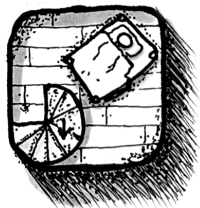


MacPerrin Manor

MacPerrin Manor lies in the thick woods north of Merish Land- ing, along the banks of some unnamed minor river. If it is ever spoken of, it is described as being infested by witches, heretics, and deviants, who commune with dæmons, and who have sum- moned beastly weasels to serve as their slaves. The inhabitants are also rumored to be wealthy beyond compare.

•Tower•



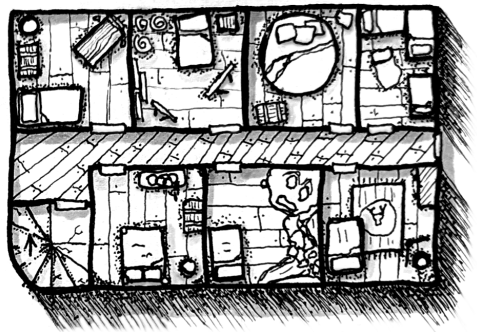
Written and illustrated by Isaac VanDuyn
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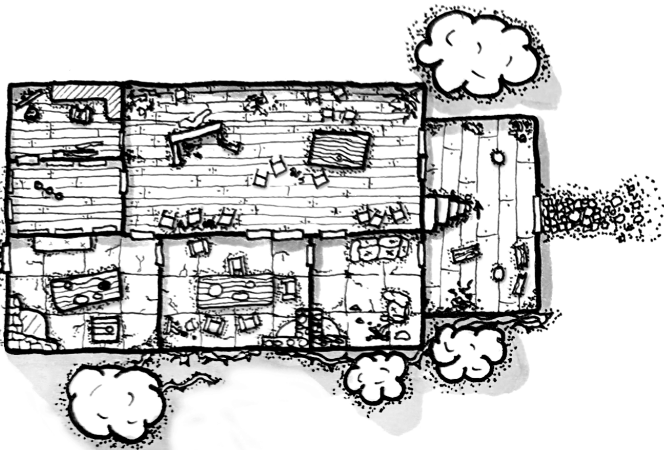
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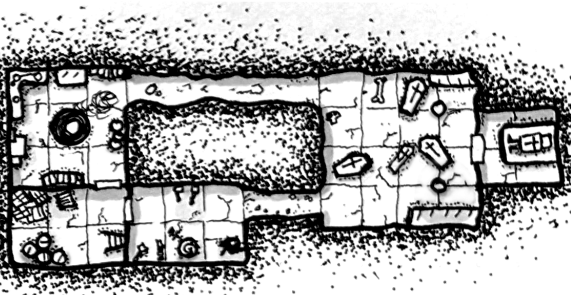
•Upper level•



•Ground level•



•Lower level•



•Background•

In Cleardor, the northern lordling Randolph MacPerrin became involved with a group of aesthetes called The Explorers. All were younger children of landowners with meaningful inheritances. Rather than committing themselves to trade or to a monastery, they put their wealth towards the exploration of sensation and earthly experience, in whatever forms that might take.

One evening’s entertainments went particularly awry and the group found themselves fleeing Cleardor. Young Randolph offered up his family’s manor house. It was far to the north, away from prying eyes,wagging tongues, and the flames of witch hunters.

Shortly after relocating to the manor, one particular experiment brought the group to their current strange state. The Alchemist, a senior group member, breached the doors of the family crypt, and found the bones of its patriarch. Driven by an urge he did not fully under- stand, the Alchemist ground the bones into a powder, and began creating various liquids, pastes and unguents from them. He shared these creations with the others, who ingested them, smeared them on their bodies, and eventually, painted with them.

The Artist soon discovered that any paintings created using the bone dust paint had a mystical effect on the subject, changing their personality to match the archetype of the way in which they were painted. His first subject was the Alchemist, and his second was a self portrait. Seeing how these paintings increased the latent talents of both Explorers, the others clamored to have their portraits painted. The Artist obliged, and the Explorers began to change...

•Encounters in the Manor•

When prompted to roll for an encounter, the referee can roll **1d10** on the following table, rerolling when necessary to avoid characters teleporting unrealistically around the manor or reappearing from the dead.

1. The Ghost of Sir Theodric MacPerrin.
2. Maynard the Manservant + 1d3-1 slave servants.
3. The Deacon of Hunger.
4. The Devourer.
5. The Sensualist + 1d3 slave servants.
6. The Artist.
7. The Sadist + 1d3 slave servants.
8. Randolph MacPerrin.
9. 1d6 slave servants of the Explorers.
10. The Alchemist + 1 slave servant.

1. The Ghost of Sir Theodric MacPerrin

Known far and wide across the North for his honesty. In life he was caught poaching, hauled before his liegelord, and told the unflinching truth about the state of his family, the lord’s vassals, and the embezzlements being performed by his lord’s chief advisor. MacPerrin was promoted, and the advisor executed.

Now, Theodric’s bones have been disturbed, ground up, snorted, eaten, injected, and mixed with oil and pigments to form paint. His ghost haunts the manor, and will not rest until the Alchemist’s laboratory and the bone-dust paints have been destroyed.

2. Maynard the Manservant

A manservant who has been painted as a quintessential butler. He now performs those duties perfectly, and is never disturbed or discomfitted by any of the strange goings-on inside the manor. He is polite but firm with any outsiders, aiming mostly to assist his masters.

3. The Deacon of Hunger

The manor’s former cook has been painted as a religious servant to the Devourer. Now they are near panic, as the grain stores they use to create the Devourer’s gruel are running low. They know not where they will find more.

4. The Devourer

Sinister and jolly, The Devourer carries a golden bowl (worth **500sp**), has grown grossly fat, and is on a quest to taste and consume everything they can: inanimate objects, living things, strange substances, it makes no difference to the Devourer.

5. The Sensualist

Magnanimous, relaxed, giving off an aura of devil-may-care wisdom, the Sensualist is sensual to behold, and is dedicated to exploring the many pleasures, pains, boredoms, longings, ticklings, tastings, and feelings that human life can offer. They want to share it with all.

6. The Artist

Studious, with an eyeglass of the Alchemist’s invention, unwilling to participate in life, only wishing to observe it. The Artist paints all they see, revealing the truth (?) that all of us hide inside ourselves. We all, after all, are hoping some genius who can see deeper, understand the true currents of life, can show us ourselves. Or that is, at least, what the Artist thinks, in the throes of their heady, disdainful ego.

7. The Sadist

Greasy and slick, cruel and slimy, The Sadist delights in your pain and wields peculiar instruments to ensure its presence at all times. The Sadist is more likely to attack and capture the outcasts than other Explorers.

8. Randolph MacPerrin

Confused and a little dismayed. Randolph has not had his portrait painted, and is gently refusing to partake in the explorations, but is getting more worried by the day that he will be forever changed. Can no-one help him?

9. Slave servants of the Explorers

Lost in a mad world they don’t understand, ensorcelled by the dreams of the Somnambulist and the drugs of The Alchemist, they are trapped, innocent victims. They will, nonetheless, attack if ordered to do so by their masters.

10. The Alchemist

A power-hungry visionary and the architect of the mad world inside the manor. The Alchemist is rail-thin and wants nothing to interfere with their grand experi- ments. Defends themselves by throwing mists, dusts, and splashing liquids around. These different delivery mechanisms have the same 15’ range, and a variety of random effects (reroll any additional rolls of 8):

1. Poisoned! Pass a **CONSTITUTION** saving throw or take 1d6 damage, then make another **CONSTITUTION** save each turn or take an additional 1d4 damage, until the victim passes a save or dies.
2. Hallucinate for 1d6 turns (**WISDOM** save); surrounded by twisting, howling, monstrous beings (AC 16, 2HD, Morale 12, Move 20’, +2 to hit for 1d6 damage).
3. Blissed out (**INTELLIGENCE** save) for 1d6 turns, unable and unwilling to do much but feel super high.
4. Feel weak and feverish (**STRENGTH** save) for 1d6 turns, having an effective -2 **STRENGTH** modifier.
5. Feel no pain (**WISDOM** save) for 1d6 turns, and all damage rolls are secret, with the player having no idea how many hit points they have left.
6. Feel sloppy and clumsy (**DEXTERITY** save) for 1d6 turns, having an effective -2 **DEXTERITY** modifier.
7. Your mouth starts to heal shut (**CONSTITUTION** save). It will attempt to grow shut for 1d4 days, and will have to be cut open for 1d4 damage each morning.
8. Starting with your fingertips, your body starts turning slowly to gold over 2d20 days unless the Alchemist (who will be fascinated) is assisted with in finding a cure. The body will be worth **50,000sp**.

+Slave servants+

CHA +0 **CON** -1 **DEX** -1 **INT** +0 **STR** -1 **WIS** -1

AC 11 **HD** 1 **HP** 1d8-1 (4) **SAVE** +0 **MORALE** 4

MOVE Walk 15’ [3 squares]

AMBIVALENT PUNCH

-1 to hit, 1d2 damage.

KNIFE SWIPE

-1 to hit, 1d4-1 damage.

+The Devourer+

CHA +0 **CON** +2 **DEX** -2 **INT** +0 **STR** +2 **WIS** -1

AC 10 **HD** 4 **HP** 4d8+8 (28) **SAVE** +2 **MORALE** 5

MOVE Blob about 10’ [2 squares]

FLABBY SLAP

+4 to hit, 1d8+2 damage.

KNOBBY-TOOTHED BITE

-1 to hit, 2d4+2 damage.

+The Sadist+

CHA +1 **CON** +1 **DEX** +1 **INT** +1 **STR** +2 **WIS** -2

AC 14 **HD** 3 **HP** 3d8+3 (18) **SAVE** +1 **MORALE** 8

MOVE Walk 15’ [3 squares]

HOOKEED CHAIN

+4 to hit, 1d4 damage and victim must pass a **DEXTER- ITY** save or become snagged. Once snagged, the Sadist will wrap the victim in chains and attempt to drag them off to be tortured.

HOOKEED KNIFE ATTACK

+3 to hit, 1d6+2 damage.

+Mutated giant weasel+

CHA -1 **CON** +0 **DEX** +2 **INT** -3 **STR** +0 **WIS** -1

AC 14 **HD** 1 **HP** 1d8 (5) **SAVE** +1 **MORALE** 6

MOVE Skitter 15’ [3 squares]

SLAVERING BITE

+2 to hit, 1d6 damage.

+Other Explorers+

CHA +0 **CON** +0 **DEX** +0 **INT** +0 **STR** +0 **WIS** -1

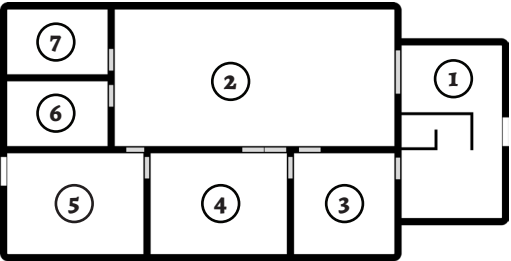
AC 12 **HD** 3 **HP** 3d8 (15) **SAVE** +1 **MORALE** 6

MOVE Walk 15’ [3 squares]

IMPROVISED WEAPON

+3 to hit, 1d6 damage.

·Ground level·



1. Filthy Foyer

Ruined furniture, foul animal droppings, animal nests in the corners, burnt out candle sconces, an awful smell.

- ♦ 1d6 mutated weasels.
- ♦ 50% chance of an encounter.
- ♦ 4 golden gewgaws in the nests worth **50sp** each.
- ♦ A creaking wooden stairway leads to the **Upper level**.

2. Battered Ballroom

Scattered chairs pushed aside, animal nests throughout, darkened mirrors on the walls, boarded windows, broken tables, spilled liquids, shattered musical instruments.

- ♦ 1d6+1 mutated weasels and 1d3+1 baby weasels.
- ♦ 100% chance of one encounter, and 50% chance of two.
- ♦ Rooting through the nests and definitely disturbing the weasels reveals an intact gilded lute (**250sp**).

3. Slovenly Sitting Room

Moist, torn plush furniture, a cold fireplace, mildew.

- ♦ 50% chance of an encounter.
- ♦ 50% chance that 1d3 weasels are here.
- ♦ Stuffed in the couch cushions are **1d6gp**.

4. Despoiled Dining Room

Large wooden table covered in rotting food, chairs scattered, defaced portraits hang askew on the walls.

- ♦ 50% chance The Devourer is here being fed by The Deacon of Hunger, and an additional 50% chance of another encounter.
- ♦ A set of silverware can be scrounged, worth **100sp**.

5. Crumbling Kitchen

Old food and filthy crockery piled on the surfaces, a bubbling pot above the fireplace, smokey and hot.

- ♦ 1d3 servants will always be here, and there is an additional 50% chance of another encounter.

- ♦ A fine silver ladle is worth **50sp**.
- ♦ The outcasts can forage for rations, though each serving has a 2 in 6 chance of being rotten, leading to them vomiting and needing double rations to not go hungry.
- ♦ A sturdy wooden door leads outside to the rear yard.
- ♦ An obvious trapdoor opens to a very steep wooden stair-ladder to **18. Sunken Cellar** in the **Lower level**.

6. Gruesome Gallery

Water-stained walls hold roughly framed mystical portraits.

- ♦ Roll once on the encounter table.
- ♦ Portraits of each of the Explorers hang on the walls, each painted by The Artist to show them as an embodiment of their nature.
- ♦ The 8 paintings (The Alchemist, The Artist, The Deacon of Hunger, The Devourer, Maynard the Manservant, The Sadist, The Sensualist, The Somnambulist) if removed from their frames and rolled, are worth **100sp** each. In their frames they are worth **175sp** but take up 3 slots each.

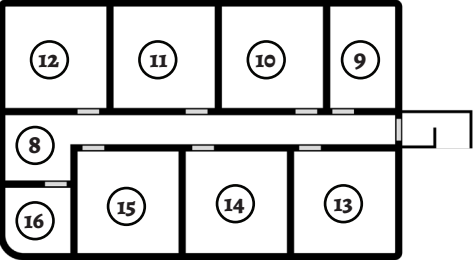
7. Stuffy Studio

Stretched and rolled canvases, paint-splattered floor, artist supplies, easels, stools for sitting and for painting.

- ♦ 50% chance the Artist is here.
- ♦ Paints and brushes are worth **100sp**.
- ♦ The artist will freely paint any outcast's portrait. It takes 2d4 + (outcast's level) in hours. The effects last until the painting is destroyed. Players should be encouraged to roleplay their portrait's effects beyond the mechanical impacts. Pick or roll for effects:

1. Angry and powerful (+2 to melee attack rolls, +1 to **CHARISMA**, -2 Reaction roll modifier).
2. Lonely and sad (+1 to 1d4 random skills, -3 to **CHARISMA**).
3. Chaste and holy (+1 to saving throws vs dark magic, refuses to partake in even petty crimes or sins).
4. Immersed in water (dripping, smell of the sea, -2 **CHARISMA**, able to breathe underwater for 10 minutes per level).
5. Burning from within (can light and control small fires, can do 1d4 damage per level with a touch to targets and themselves).
6. Lustful (pick a random character each session, the outcast is in problematic lust with them).
7. A great thinker (-3 to **STRENGTH**, +2 to 1 random skill, +3 to another).
8. A glutton (+4 hp, +1 to **STRENGTH**, -4 to **DEXTERITY**).

·Upper level·



8. Humid Hallway

Warped wooden floors, moisture pooling in the corners near the ceiling, two guttering torches, many doors.

- ♦ 50% chance of meeting 1d4 mutated weasels.
- ♦ 50% chance of an encounter.
- ♦ A creaking wooden stairway leads down to **1. Filthy Foyer** on the **Ground level**.

9. The Servants' Suite

Choleric atmosphere, cramped bunk beds that smell of unwashed humanity, mattresses packed on the floor.

- ♦ 1d3 servants here trying to rest, holding their hapless heads in their hopeless hands.

10. The Sensualist's Sanctum

Large custom-built round bed, with a non-stop orgy happening on, across, and around it. Smells of sex, sweat, and opium.

- ♦ 1d3+1 slave servants are engaged in orgiastic excess at all times, and there is a 75% chance the Sensualist is joining them, along with a 25% chance of an additional encounter.
- ♦ The outcasts will be enthusiastically invited to join in. If they do, they must make a **WISDOM** save to be able to leave this center of sensation.
- ♦ The chest in the corner contains 1d4 ornate and elaborate fetish toys or accessories, each worth **50+1d100sp**.

11. The Artist's Alcove

Spartan chamber, rolled and stacked canvases and unfinished or destroyed portraits.

- ♦ 25% chance the Artist is here.
- ♦ The 2d4 unused canvases take up 2 slots each and are worth **25sp**.
- ♦ The chest in the corner contains pigments (including a vial of bone-dust pigment) worth **100sp**.

12. The Sadist's Cell

Neatly made bed, a blood- and fluid-stained rack in one corner, whips and manacles, scents of death and pain.

- ♦ 50% chance of a tortured slave being held on the rack.
- ♦ 25% chance the Sadist is here. An additional 25% chance of another encounter.
- ♦ If the Sadist is here, they will attempt to capture one of the outcasts to torture them (though not kill them).
- ♦ The chest contains 1d4 torture devices, each worth **50+1d100sp**.

13. Randolph's Retreat

A normal bedroom with cozy finery, dusty. A stag's head-motif rug on the floor. The chamber pot is clean and tidy.

- ♦ The door is **locked** (keys are held by both Randolph and Maynard, other servants are not allowed in).
- ♦ 50% chance Randolph is here.
- ♦ The chest is locked (Randolph has the key), and contains **50gp** in a leather pouch, a pouch of gemstones worth **500sp**, and **350sp** in a small wooden box.

14. The Alchemist's Apartment

A strange, oily, chemical smell. A bubbling, colorful, chemical mass on one side, consuming the wall and ceiling, moaning.

- ♦ The chemical ooze thing is becoming sentient, moaning and screaming. Inside it are several valuables worth **1d10 x 50sp** each, but it will try to pull in and dissolve anyone who reaches in, and they must make a **DEXTERITY** save to avoid being sucked in. If they are sucked in, a **STRENGTH** save to leave. Once inside, they take 1d4 damage per turn.
- ♦ 25% chance The Alchemist is here.

15. The Devourer's Dormitory

Befouled, fecal, enormous four-poster bed, overflowing chamber pot, credenza stacked with dishes and fly-ridden food.

- ♦ 25% chance The Deacon of Hunger is feeding The Devourer breakfast in bed.
- ♦ If encountered here, the Devourer will try to eat one of the outcasts, assisted by the Deacon.
- ♦ The chest contains 10 preserved rations.

16. A Stultifying Stairway

A quiet spiral stair where sound is muffled and the light burns strangely blue.

- ♦ Ascends sleepily skyward to **17. The Somnambulist's Seat of Slumber** in **The Tower**.

·Tower·

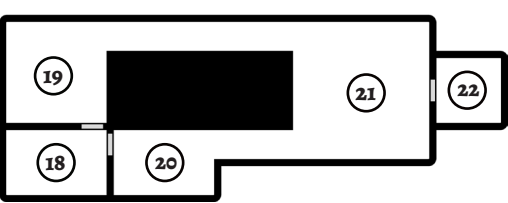


17. The Somnambulist's Seat of Slumber

Clean, cool, dark comfort. Stars seem to sparkle in the gloomy ceiling. A wrinkled figure snores gently in the huge bed.

- ♦ The Somnambulist sleeps here eternally. Referees may optionally decide (or roll a die to decide for them) that it is their dreams which are causing the entire strange effects of the manor. Or not.
- ♦ The Somnambulist is nearly impossible to wake, only ever stirring briefly and quietly but angrily demanding that they be allowed to get back to sleep.
- ♦ 6 of the stars on the 20' ceiling are gemstones, if pulled down they are worth 250sp each. But they have a 1 in 6 chance, when pulled down, of summoning 1d4 dream weasels (same stats but +4 AC) to try to eat the gems.
- ♦ Outcasts entering this chamber must make an **INTELLIGENCE** save each turn they stay here. It starts at +3 and goes down by 1 each time it is made. If they fail, they fall asleep until woken by external stimuli.

·Lower level·



18. Sunken Cellar

Barrels of wine and small beer, crates of grains and pickles.

- ♦ 50% chance of 1d3 servants puttering about, and an additional 25% chance of another encounter.
- ♦ A steep stair-ladder leads up to **5. Crumbling Kitchen** on the **Ground level**.
- ♦ 1d6 preserved rations can be scavenged from the supply crates and barrels.
- ♦ In one of the barrels is a skeleton pickled in brine with floating bits of organs and meat. On its bony fingers are rings worth **400sp**.

19. An Acrid Alchemy Lab

Racks of odd glassware and strange devices, a bubbling cauldron fills the room with colored steam, books on shelves.

- ♦ 75% chance the Alchemist is here.
- ♦ 6 well-made books detailing various strange and unusual scientific practices: The Book of Surgeries, The Book of Pigments, The Book of Strange and Foreign Recipes Most Delicious, The Book of Exotic Animal Husbandry, The Book of Other Realms, and The Book of Medicines, Anaesthetics, Druggeries, and Sleeping Aides. Each worth **250sp**, taking up 2 slots.
- ♦ Alchemy equipment is enormously difficult to transport, but is worth **1000sp** if somehow safely transported without being cracked and broken.
- ♦ Various potions and dusts and such have the same effects if encountering the Alchemist.
- ♦ The passage **21. Corrupted Catacombs** is narrow and low and made of rough-cut stone.

20. Doomed Dungeon

Manacles, a small red-hot forge, buckets of salt water and wine, pointed instruments and tools to clamp and crush.

- ♦ 1d2 servants are here, gasping and moaning, being tortured or recovering from torture.
- ♦ 75% the Sadist is here.
- ♦ The forge does 2d8 damage to anyone pushed onto it.
- ♦ The passage **21. Corrupted Catacombs** is narrow and low and made of rough-cut stone.

21. Corrupted Catacombs

Ransacked coffins, scattered skeletons, dust, and the shrieking of stinking weasels.

- ♦ 2d4+2 weasels are here, feasting on rotten corpses.
- ♦ Various rusted ceremonial weapons (as normal, but there is a 1 in 6 chance they shatter with every attack).

22. Cracked Crypt

Grim statue of Sir Theodric MacPerrin looming over his despoil sarcophagus, the skeleton pulled out and missing pieces.

- ♦ These bones are the source of the bone dust the Alchemist has been using to create the strange drugs, and bone pigment for the Artist.
- ♦ 25% chance of encountering Theodric's ghost.
- ♦ Sir Theodric's statue is wearing a golden crown worth **3000sp**. It is fixed into the head of the statue via two grooves. If pulled out, there is a loud click, and the entire manor will collapse in 1d4 turns, killing everyone inside, burying everything in a pile of rubble.