

MYTHMAGICA™

The Lohengrin Haunting

Module 3 in The Scourge of Chestnut Series
for use with Mythmagica Beta 11b

A Mythmagica™ Dungeon Crawl
for 4 to 6 Characters
of Levels 7 to 14

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The Lohengrin Haunting

Warning

This module contains an adventure for the Mythmagica Role-Playing Game. Read no further unless you are the Overlord (Game Master), as the following pages contain information only intended for that role. If you are not the Overlord and continue reading, you will spoil much of the potential fun.

Introduction

Above all else, your job as Overlord is to promote fun. Feel free to change any or all of this module's details to tailor them to your group's needs and abilities.

The module describes in detail a magnificent mansion, the Lohengrin Estate. In its heyday, the estate was the center of the nearby high society, where the Lohengrin family threw countless parties and balls. On one unfortunate day, though, a series of brutal murders brought an end to its last ball, and left the mansion haunted. The whole module is both a puzzle and a maze. It is hoped that the players will learn the mansion's backstory as they explore its many rooms, gaining clues as they go, and figure out what the estate's many ghosts need to attain their final rest.

Conventions

Normal text, like this, denotes background information to give you, the Overlord, a better view of the scenario.

Boxed text, like this, is intended for you to read aloud to the players.

Italicized text, like this, are instructions intended for you to carry out.

Picking the Difficulty Level

For flexibility, this module provides four Difficulty Levels of monster stats: Easy for Avatars of Levels 7-8, Moderate for Levels 9-10, Hard for Levels 11-12, and Extreme for Levels 13-14. Monster stats for each of these Difficulty

Levels are provided at the end of the module. If, after playing the adventure for a while, you find that the group is having a particularly difficult or easy time, feel free to switch to a different Difficulty Level appropriately.

In the module, we use the term "Comparable" to refer to a Level at the upper end of the range of the chosen Difficulty Level (8 for Easy, 10 for Moderate, 12 for Hard, and 14 for Extreme). The term "Superior" refers to a Level two higher than Comparable, and the term "Inferior" refers to a Level two lower. So, a Superior Level at a Moderate Difficulty would be 12.

Sometimes, a Threshold is given as a Comparable, Superior, or Inferior Threshold. When this is done, it refers to a value equal to 10 plus the corresponding Level. So, a Superior Threshold at a Moderate Difficulty would be 10 + 12, or 22.

Ciphers

There are a number of places in this module where the Avatars will encounter arcane glyphs in various scripts, such as Cuneiform Script, Occult Script, and others. They act as simple puzzles that provide clues in a fun way that helps bring to life the cultural context of the story. You are encouraged to hand out these ciphers to the players, so that they can have the fun of deciphering them, using the various cipher tables found in [The Codex of Cultures](#) and [The Oculus of Occultism](#).

Rumors in Town

The following are various rumors that the Avatars may encounter in town prior to the adventure:

- “A ghostly boat was seen on the lake last night. They say it was surrounded by swans, a sure sign of the banshee.”
- “Some folks have taken down ill. They think it might be the King’s Evil. But, nobody knows for sure.”
- “Folks are scared. A lot of them are packing up and moving out of town.”
- “The town is cursed! A lot of folks are acting odd, and many others are missing. Folks say they ... changed ... before disappearing. They say one man had eight eyes and another grew a forked tongue that flickered in and out of his mouth!” *This is true. Many unfortunate citizens were possessed with the larval offspring of Amishalama (a leech demoness that makes her primary appearance in The Lohengrin Haunting module). Amashilama is recruiting cult members to worship the Mesopotamian demoness she serves, Ishara-Uttu. The possessed people are slowly gaining spider-like and/or snake-like characteristics.*
- “That banshee boat was on the lake again. I got more details about it. They say the swans were attached to it by gossamer chains of silver that glittered in the moonlight. The ghostly devils pulled the vessel up the Blue River. And, they say it contained the specter of a knight!”

If the characters observe the lake at night:

You see an eerie light on the water surrounding an ethereal boat in the shape of a swan. It glides across the water’s surface without causing the slightest ripple. A ghostly knight dressed in armor stands at its aft, guiding the rudder. The boat moves toward the river feeding the lake. In the middle of the boat are a beautiful woman and two children, all ghostly. The boat continues up the river until passing out of sight.

The boat is foreshadowing the adventure at the Lohengrin Estate. Its occupants are four of the main characters haunting the mansion: Godfrey, Ida, Elsa, and Elias Lohengrin. It also

serves as a subtle indication that the party must go upstream to find the mansion.

If the Avatars follow the boat, it will lead them all the way to the mansion. No matter how fast they pursue, the boat will adjust its speed so that they can just barely keep it in sight.

Backstory

Godfrey Lohengrin was a knight in the Crusades of long ago, and a devoted Catholic. Although not a member of the Templar order himself, Godfrey befriended and fought alongside many Templars. Using his influence with the Templars, Godfrey had occasion to save the life of an educated Arabian man, Khalid Alam, who was both a scholar and musician. For this favor, Khalid asked to pay his life-debt by returning with Godfrey to his homeland and serving him. Godfrey was reluctant, as he had no love of the Muslims that his beloved Church had fought in endless wars over the Holy Lands. But, Khalid was persistent, insisting that Godfrey would find his talents useful. Godfrey agreed that he would need a tutor for his daughter, Elsa, in both philosophy and the arts. So, Godfrey agreed, and brought them all back to his homeland, including Khalid’s wife, Fairuz, and their young son Shadeed.

Although Godfrey came from a wealthy family, he increased his family’s holdings significantly from the plundered treasure he acquired in the Holy Lands. He also brought back a number of interesting artifacts which he used to decorate his home. One of them was an obscure statue of Ishara-Uttu, a minor Mesopotamian demi-goddess. Unfortunately, the statue was cursed, being possessed by Amashilama, an Uruku leech demoness who served Ishara-Uttu. As soon as the statue was brought into the house, Amashilama began plotting the downfall of its occupants.

After taking up residence on the estate, Khalid proved to be an excellent tutor. Godfrey and Ida, his wife, also came to value Fairuz, as she was a seamstress of considerable skill and a good nanny. So, Godfrey soon got over his concerns, and the two men became friends, of sorts. Even so, being noble, Godfrey always made sure that Khalid understood who was lord and who was servant.

Several years passed. Elsa grew to be a beautiful teenage girl, and Ida began training her in the arts of witchcraft. Ida was quite knowledgeable of the Occult, having delved into it while Godfrey was away at war. Ida had, in fact, become powerful enough to found her own coven. But, her Occult practices had to be kept secret from Godfrey, whose religion

taught that witchcraft to be the work of the Devil. All the while, Amashilama would whisper lies of impending betrayal into the ears both families as they slept.

While Elsa was undergoing her initiation into the coven, Ida became pregnant and gave birth to a boy, whom they named Elias.

Around this time Elsa started having romantic notions concerning Khalid's son Shadeed. Shadeed was a strapping young man with a dry sense of humor and a beautiful voice. It wasn't long before the two of them fell in love. Shadeed asked Elsa to marry him, and she joyously agreed.

Elsa told her mother in confidence about their affair, as Ida was quite liberal about such things. But, she warned them to be cautious, as Godfrey and Khalid would never agree to their union. Godfrey was an unwavering Catholic, and Khalid was a staunch Muslim. Both would consider a marriage to be a betrayal of their respective religions.

So, Shadeed and Elsa planned to abandon their families, travel to another land, and make a life together. The particulars didn't matter to them, as long as they were together. They weren't fools, though. They both knew that life would be hard for a time. So, rather than impulsively run away from home, they decided to take time to prepare.

That decision was their undoing. One night, during Elsa's Coming Out Ball that was held at the estate, Godfrey unexpectedly caught Shadeed and Elsa in a romantic embrace. The sudden sight sent Godfrey into a rage. Believing Shadeed had shamefully befouled his little girl, Godfrey swung his sword with the skill of a seasoned knight, and brutally beheaded the young Shadeed in a single stroke. Elsa, splattered in the blood of her dead fiance, clutched Shadeed's body screaming at her father with tears streaming down her face. "How could you! Why?!" Godfrey stood there in shock for a moment. He then slowly turned and walked away, coming to the realization of what he had just done. Godfrey listlessly shambled down to the great room, dragging his sword behind him.

Elsa's screams quickly drew attention, and news of the tragedy swept through the manor. When Fairuz got past the initial horror of seeing her son's lifeless body, she swore revenge.

Godfrey shambled down to the empty great room and cast aside his sword. He sat in a chair facing the fireplace, and stared blankly into its flames. Soon thereafter, the sound of footsteps behind him alerted him, and he sat up straight. He knew what was coming, and he knew he deserved it.

Without saying a word, he awaited judgment. Frustrated at Godfrey's silence and apparent indifference, Khalid said, "My debt is paid!", and drove the blade of his jambiya down between Godfrey's neck and collarbone.

When Ida arrived upstairs to see the bloody horror of Shadeed's lifeless corpse, she asked Elsa what had happened. But, Elsa only whispered through gasping sobs, "Daddy ... daddy". Realizing what had happened, and not knowing what else Godfrey would do, she called out to him and ran downstairs to the crowd of guests in search of him.

Meanwhile, unaware of the revenge Khalid was exacting on Godfrey, Fairuz grabbed Elias, the Lohengrin's young son, from his nursery and dragged the toddler to the dining hall. At the same moment, Ida arrived searching for her husband. There, in plain view of all those assembled, Fairuz held the blade of her long scissors to Elias's neck, who was crying frantically. A gasp rose from the crowd.

Ida begged Fairuz for mercy, desperately looking for words to console her, when Khalid entered the room covered in blood. A high-pitched scream rose from one of the guests at the sight. When Khalid saw what Fairuz was doing, he cried out, "No!" Fairuz hesitated and began lowering her scissors, sobbing. But, the estate's two guard dogs lunged out of nowhere and attacked. They were demonically possessed to ensure the murder spree continued. Elias's throat erupted in a spray of blood.

The sight broke something in Ida's mind, and she unleashed a whirlwind of magic that tore through the crowd, casting one spell after another until she was too exhausted to continue. Ida was surrounded by corpses, including those of Fairuz and Khalid.

When her fury subsided, and Ida saw the devastation that she had caused, she thought of her daughter once again. She called out, "Elsa!", and ran toward the grand staircase. As she ran, Ida heard Elsa's voice, which oddly lacked expression. "Coming, my love." Elsa got there just in time to see her daughter drop into view from above the grand staircase. Her neck instantly snapped as the noose tied around it became suddenly taut. Elsa was dressed in the beautiful white silk gown that Ida herself had worn at her own wedding many years ago. Its train, embroidered with an elegant swan, dragged back and forth across the stairs as Elsa's twitching body swung to and fro. Whatever vestiges of sanity Ida had remaining evaporated.

Unable to accept the possibility that her loved ones could perform these acts, Ida came to the conclusion that they had been possessed. When she found her husband's lifeless body

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in the great room, she lost all doubt. Clearly, a demon was loose in the house.

Ironically, her twisted mind came to a conclusion near the truth. The house was possessed, to be sure. But, although infernal forces had brought them all to the precipice of murder, their acts were wholly their own.

To warn others, Ida hung a sign on the front door, which said, "Demons Possess this Place! Beware!" When people from the nearby town came inquiring about what had happened, Ida would drive them off with her considerable powers of witchcraft to emphasize the point. She imprisoned those that refused to leave in the family crypt. It was for the greater good, after all. Eventually, word spread about the demons possessing the house, and people started avoiding the estate altogether.

As the only surviving family member, it was Ida's responsibility to protect her family's memories, and provide them all with decent resting places. Placing their bodies in the family's crypt would be too obvious, though. The demon would see right through that. So, Ida decided to fashion a secret crypt in the heart of the house. She found a small pile of bricks in the basement, left over from constructing a smokehouse near the stream behind the mansion, and began bricking up the corridor between the great room and the dining hall. She had no mortar, so she used mud taken from the riverbank as a substitute.

Before she had completely finished the second of the two brick walls required to block off both ends of the short hallway, though, Ida realized how out of place the bricks and mud looked in the otherwise glorious mansion. To solve this problem, her broken mind came up with a plan to make her make-shift tomb's walls look like nothing out of the ordinary, something the demon would overlook: Ida decided to brick up other doorways and passages throughout the house.

She got to work, but it wasn't long before Ida ran out of the bricks she had found in the basement. And so, she turned her attention to the smokehouse itself. Its walls contained more than enough bricks to suit her needs. And so, with hammer and chisel, Ida deconstructed it one brick at a time. She worked for months, and probably couldn't have accomplished the task without using witchcraft to summon otherworldly servants to help. During this time, she occasionally caught glimpses of Elsa wandering throughout the house, and heard the pitter-patter of Elias's little feet running about. At these moments, Ida would feel elation that her children had returned to her. Then, she would return to

the tomb, and see their still corpses, and decide that it was the demon playing tricks on her. She'd return to her self-imposed task, and eventually the job was done. The house was a veritable maze.

Finally, desperately lonely and wanting to join her family, Ida bricked herself up in the tomb she fashioned, and slowly starved to death.

So, despite her fractured mind, Ida was fundamentally correct. Her house had been possessed by a demoness serving the demi-goddess Ishara-Uttu. Ishara-Uttu is the divine Mesopotamian patron of snakes, war, and weaving, and is known to revel in the entrails of her fallen enemies. The statuette has the form of a hybrid creature with a beautiful woman from the waist up, having snakes for hair. From the hips down, it takes the form of a large spider. In each hand, the statuette clutches a two-headed snake. Proud of his acquisition, Godfrey had put the statuette in his art gallery as its main centerpiece, to his family's demise.

As soon as Godfrey settled back into home life after the war, the demon inhabiting the statuette began exploring its new environment. While doing so, it became familiar with all of the estate's occupants, and began a long slow process of corrupting them. Amashilama's ultimate goal was to establish a power base for Ishara-Uttu within Celtic lands. That would require a significant amount of dark energy which, in turn, would require the sacrifice of a great deal of human life. Amashilama reveled in the thought.

So, while the estate's occupants slept, Amashilama began influencing them through their dreams, which slowly became more and more nightmarish. Finally, when Godfrey caught his daughter and Shadeed in each other's arms, he had been conditioned to react violently, as had everyone in the house. A cascade of murders followed.

Overlord Overview and Guidelines

This section contains a general overview and some guidelines for running an adventure in the estate.

Traveling to the Estate

The estate is to the north-east of Hinkypunk Swamp, and is located within the Deep Wood. If the party starts out in the town of Chestnut, they will either need to trek the whole way through the woods, or travel up the Blue River from there to the swamp, and then approach the estate by

continuing to boat up the river from there. As such, you should use the [Forest Wilderness](#), [Fresh Water Wilderness](#), [Swamp Wilderness](#), and [Wilderness Road](#) challenges as appropriate. It is recommended that the trip to the estate be handled as a Wilderness Challenge with a Difficulty Threshold of 20 and a Challenge Countdown of 5. (See [The Overlord's Omnibus](#) for details on Wilderness Challenges.)

The stats for a number of creatures that may be encountered on the trip are provided in the Creature Examples section at the end of this module under the headings of Wilderness Creatures.

Architectural Style

The Lohengrin Estate is an over-the-top mansion having the architectural style of a German renaissance palace. For architectural enthusiasts, its style is a cross between that of the Medieval Schwanenburg Castle (Swan Castle) in Cleves, Germany, and the Renaissance style Cesvaine Palace in Cesvaine, Latvia.

The Lohengrin estate was already quite old when the ghosts haunting it were alive. The current setting is several centuries later. So, the estate qualifies as ancient, although its relatively well-kept state does not appear to be so.

The exterior of the house was built using white limestone (travertine) blocks. However, the dark forces that possess the house have caused the coloration of the stone to change over the centuries to a dark blood-red brick. If the house is purged of its haunting, the stone will immediately change color back to white.

The Estate does not Decay

The demonic forces currently possessing it, and feeding off of its malicious energy, ensure that it does not fall prey to entropy over time. The spiritual force imbuing the house causes it to “bleed” a reddish ectoplasm when damaged, and thereby heal itself. The bleeding will be quite evident to the Avatars, should they damage the house at any point. But, the healing process will always take place abruptly when they are no longer present.

The Windows and Many Passages are Bricked Up

If you look at the estate's maps, you will see many reddish rectangles with brick patterns on them. These are all brick walls, laboriously constructed by Ida Lohengrin after she

lost her mind due to the unbearable grief over the deaths of her husband and children. These bricked up passages turn what is otherwise an ordinary, albeit spectacular, mansion into a three-dimensional maze.

These bricked-up passages almost beg the Avatars to breach them. It is almost certain they will try to do so at one point or another, so we might as well have some fun with it. These brick walls may be attacked and damaged like any other wall. (See [Bricked-up Doorway](#) in the [Barriers](#) section of [The Overlord's Omnibus](#) for how to manage this.) However, if they are damaged, they will bleed. While most of them can be physically breached, they will miraculously re-appear fully formed the next time they are encountered, even if they are out of view for only a few seconds.

The first time the Avatars attempt to smash through a bricked-up doorway, allow them to do so without repercussion. On any subsequent time, one or more of the following happens:

- Ida Lohengrin's ghost (a galley beggar) appears and attacks those assailing the wall. She will swing once or twice with her trowel, then cackle and bounce from the floor, walls, and ceiling to escape. Ida's powers as a specter are supercharged by the house. As such, if she is defeated in this brief period, she will simply escape and re-appear at some later point to continue in her guerrilla warfare tactics.
- The bricks easily fall away, revealing the passage beyond. But, the breached doorway is actually a magical portal to some other place within the mansion (preferably, somewhere the Avatars have not yet explored). This works as the Occult spell [Place Large Spatial Portal](#). (The other end of the portal will correspond to some other bricked-up passage of similar size.) After the Avatars venture out of sight of the portal, it terminates and the brick wall reappears.
- A Comparable Larva Swarm floods into the room and attacks. The first such swarm starts at 3 Swarm Batches, but the swarms become progressively larger every time one appears.
- Grasping hands emerge from the bricks and floor, grappling anyone attacking the wall. This works as if it were the Occult spell [Raise Large Patch of Grasping Damned Souls](#), cast at a Superior spell rank, but persists only as long as the attacks on the wall continue.

The Undead Hellishly Relive Moments of their Past Lives

The undead in the house are re-living important moments from their past lives, over and over again. Many of these moments come from a murderous evening of bloodshed that ended most of their lives. They all desperately want to be rescued from their endless torture, and rest in peace. But, the dark energies of the house won't let them.

The Undead Communicate their needs through Apparitions

The undead of the house aren't aware that they are dead, and so don't really comprehend their true needs. But, they do sense that something is very wrong, and subconsciously try to convey their desperation through various visions. As the Avatars wander through the estate, they will see bits and pieces of the overarching story, in a haphazard fashion, and will hopefully be able to put all the clues together to figure out what they must do to cleanse the house.

The apparitions are illusory, and may be Disbelieved like any other phantasm. If any given illusion is Disbelieved, the underlying reality of the house's appearance will be revealed for all to see. Even so, the Disbelieved illusion will repeat itself after a time. Again, and again, and again.

Handling Illusions that Cover Bricked Up Passages

Further, as mentioned before, a number of the doorways in the house are bricked up. The periodic illusions covering these doorways will either display a closed door at that location, or show a scene of what the next room looked like in ages past. However, if someone approaches one of these bricked-up passages, and tries to open one of these illusory doors, or tries to pass through what appears to be an open passage, the illusion will instantly be dispelled as soon as they contact the brick barrier.

There are multiple descriptions for some rooms

Many of the rooms are set up with multiple blocks of text to be read at different times. In general, these are separated out based on the number of times the specific room has been visited. So, on the initial visit to a room, one block of text

should be read. On the second visit, the next block should be read, etc.

When this is the case, the visits are separated out with headers like the following:

□ First Visit to the Dining Hall

The box on the left of the header is there to help you keep track of what the players have experienced and what they haven't. If you print out the module, put a check mark in the box once the players have experienced that content.

Once you have covered all of the listed encounters for a given room, feel free to replay any apparitions that the ghostly inhabitants perform on future visits to the room. Many of these apparitions explain the house's history, and give clues about what the players need to do to purge the house of its haunting. Try to avoid reading these in the same order as the players have already experienced them, though. You want to give a sense that the ghosts are endlessly reliving their past lives in a way that is utterly chaotic and tormenting to them.

Feel Free to Distort Space

Being haunted, the estate has a stronger than normal connection to the Astral Plane. So, feel free to take advantage of that fact. In particular, the ghost of Elias Lohengrin is a Haunt, and Haunts have an ability that allows a doorway in one location to both see beyond and give passage through a doorway in another location. It might help to disorient the players by taking advantage of this fact once or twice. (It's even possible to split the party up by canceling this effect when only part of the group has passed through such a passage.)

Further, the brick walls of the house exist to make the players feel like they're in a maze, put them off balance, and make them feel uneasy. The adventure is designed so that there is (almost) no strict order in which the various rooms and scenes must be played out. It is all set up as a space for the Avatars to explore and in which they can experience the estate's history in an almost schizophrenic way.

So, if you forget that a particular brick wall exists in a certain location, and allow the Avatars to simply walk through a passage that is supposed to be bricked up, don't sweat it. Rather, use the opportunity to raise the tension. If the Avatars return to the passage you previously forgot to

brick up, put the missing brick wall back. This will throw the players even more off balance. From then on, they won't be sure when brick walls will vanish and when (or where) they will appear. This will make the house seem like even more of a maze than it already is. So, you might even want to do this on purpose once or twice.

Don't distort space too often, though, or it will quickly become repetitive and overly frustrating. Also, try not to do this too early in the adventure. When the Avatars initially arrive, the house will seem disorienting in itself. Allow the players to explore and get comfortable with the environment first, so that they feel like they have a firm grasp of the situation. Then, hit them with some creepy spatial distortions to mess with their heads, and throw them off balance again.

You should avoid doing this to allow passage into the Heart of the House (room 1.7), though, as that is (potentially) where passage to the next adventure is located. You don't want to reveal that prematurely.

The Major Characters

The Forces of Ishara-Uttu

Amashilama

Amashilama is an Uruku, a type of Mesopotamian demon that takes the form of a giant leech. She is a servant of Ishara-Uttu, a Mesopotamian demi-goddess of weaving and war, who is associated with spiders and snakes (particularly the black desert cobra), and who revels in the entrails of her fallen enemies.

As long as Amashilama is well fed, she brings forth countless Wee-sized demonic leeches, that spread Ishara-Uttu's influence (they are actually demonic Larvae as described in [The Monsters of the Mediterranean](#)).

Amashilama lairs in the house's Cistern, which is fed by the psychic blood of the estate. So, she is continually gorged. At present, her "offspring" spread a scourge through the nearby waterways that slowly transforms its victims into monstrous servants of Ishara-Uttu. The exact nature of the transformation depends on the individual, but spider and serpent characteristics are ubiquitous.

When not in her physical form as a leech, Amashilama often demonically possesses the mansion itself, filling it with her malicious sentience.

Omarosa

Omarosa is both a Pagan Priest and a Sorceress. She has devoted her life to the Mesopotamian Forces of Tiamat, in the service of Ishara-Uttu. To prove her devotion to Chaos, Omarosa willingly sacrificed her original humanity and adopted the accursed half-human/half-spider form of an Arachnida. At Ishara-Uttu's instruction, she traveled from Mesopotamia to assist the leech demoness Amashilama in bringing a steady stream of Larvae demons into the mortal realm. This is only possible due to the weak boundary between the mortal and astral planes within the Lohengrin estate. This weakening is tenuous, though. It persists only due to a curse on the Lohengrin family originally established by Amashilama. The scourge brought by the Larvae is key to Ishara-Uttu's plans in the region, though. So, Omarosa will defend the Lohengrin mansion, and its curse, with her life.

Omarosa will attempt to interact with the Avatars, initially presenting herself as a friendly inhabitant of the estate, possibly as one of its undead occupants. In order to do so, she will assume the familiar form of a human by using her spells of [Polymorph into Human](#) and, possibly, [Present Semblance of Death](#). She will be dressed in a loose-fitting red silk robe with a Tiny-Sized Gleaming Red Spider sitting on her shoulder. She won't appear right away, though. She'll let the Avatars explore a bit, and time her introduction when she can appear to give some friendly advice. One such opportunity could arise should the Avatars attempt to break through one of the bricked-up passageways scattered throughout the mansion. At that point, she could appear and calmly say something like, "I wouldn't do that. You'll make the house angry."

Her goal is to defend the house and its curse. If possible, she'll try to lure the Avatars down to the basement cistern, where she can combine her forces with Amashilama in overpowering the intruders. Note that she is allied with the demonic forces possessing the house. So, they won't attack in her presence unless she orders them to do so. However, she has no control over the house's apparitions, which will continue their hauntings as normal.

One of Omarosa's favorite escape tactics is to fill a doorway or passage with webbing with her [Generate Large Morass of Dire Web](#) spell. Since she is an Arachnida, Omarosa is immune to the effects of webs. So, she can pass freely through the webbing, while those following her likely cannot.

The Alams

Khalid Alam

Khalid Alam is the husband of Fairuz and father of Shadeed. Khalid met Godfrey Lohengrin when Godfrey traveled to the Holy Lands to participate in the Crusades. Godfrey ended up saving Khalid's life, and they became friends. After the war, Khalid returned with Godfrey to his homeland. Being highly educated, Khalid was employed by the Lohengrins as Elsa's personal tutor.

In death, Khalid rose as an Ekimmu, a type of Middle-Eastern spirit filled with rage at injustices done to them during their lives. In this case, Khalid was enraged at Godfrey having killed his son, Shadeed.

When he appears in the mansion, Khalid has black hair and a beard, is dressed in blue robes, and wears a blue taqiyah, a traditional Islamic cap.

Fairuz Alam

Fairuz Alam is the wife of Khalid and mother of Shadeed. In life, she was employed by the Lohengrins as a seamstress and as a nanny to their toddler son Elias.

During the night of the bloody ball, Fairuz was focused on exacting revenge for her son's murder by killing Elias. In the end, Fairuz could not bring herself to carry out so heinous a deed, but the toddler died anyway. After she was, herself, killed by Ida, Fairuz arose as a Banshee due her anguish over the part she played in Elias's death.

Most of the encounters with Fairuz are only seen as bloody footprints appearing on the floor. In these encounters, Fairuz is retracing her steps when she had the murder of Elias on her mind. During these episodes, only her bloody footsteps can be seen, and she is entirely focused on the rage and despair in her mind. In these encounters, she will not take notice of anyone else, nor interact with them. However, any character with Astral Vision will be able to see her ghost.

When her ghost is visible, Fairuz appears as a woman wearing a turquoise hadif and a beige dress. In apparitions, she appears as she did while living, and will refrain from attacking the Avatars. But, in some encounters, particularly the one in the Solarium (1.9), she will cry out in despair with her Banshee wail.

Shadeed Alam

Shadeed is the son of Khalid and Fairuz, and the fiance of Elsa Lohengrin. In life, Shadeed was exceptionally polite, and a dashing gentleman.

He was beheaded by Godfrey Lohengrin, who was sent into a furious rage when Shadeed and Elsa were caught in a romantic embrace in her bedroom. After death, Shadeed arose as a Decapitated Phantom.

When he appears in the mansion, Shadeed is dressed in burgundy clothes, usually a kurta, which is a type of traditional Islamic clothing.

The Lohengrins

Godfrey Lohengrin

Godfrey Lohengrin is the master of the Estate, husband of Ida, and father of Elsa and Elias.

In life, Godfrey was a Mystic Knight, and a trusted adviser to the Templar Knights during the Crusades. He was quite successful during these campaigns, and brought back many treasures from the Holy Lands. One of these was a bronze statue of the Mesopotamian demi-goddess Ishara-Uttu. Unfortunately, the statue was possessed by the demon Amashilama. It was this mistake that ended up cursing his household.

When he appears in the mansion, Godfrey has blond hair, is clean shaven, and is dressed in a black cape with white feathers around his shoulders.

Godfrey was killed by Khalid Alam in revenge for having killed Khalid's son, Shadeed. After death, Godfrey arose as a wraith, and, in this form, is portrayed as being completely invisible except for the cape on his shoulders and the sword he wields.

Ida Lohengrin

Ida is the Lady of the Manor, wife of Godfrey, and mother of Elsa and Elias. She is a central figure in the house's haunting, as it was she that bricked up so many of the doors and windows of the mansion to transform it into a three-dimensional maze.

Ida was a formidable witch, and had red hair and green eyes while alive. In her appearances in this module, she wears a green dress, the gown she wore on the night of bloodshed. The death of her two children and husband drove her insane. So, after death, she rose as a Superior Galley Beggar, a type

of ghost with the appearance of a skeleton. In specter form, Ida still wears her green dress, and has wild, unkempt red hair.

You should play Ida in a manner that illustrates her broken mind. She is a ghost (specifically, a Galley Beggar) and completely mad, so she is constrained by neither physical laws, nor what a sane mind would consider normal. Feel free to have her bounce off walls and crawl on the ceiling. She should laugh and cry at inappropriate times and accuse the Avatars of nonsensical and unsubstantiated crimes.

If the brick walls blocking passages are ever attacked, she will often appear and attack whoever is attempting to destroy her masonry work with her ghostly trowel. She will use guerrilla tactics, though, only remaining for one or two Rounds at most, and then dash away, bounding across floor, walls, and ceiling.

It is expected that the party will encounter Ida's specter several times throughout the module. Since she is a spirit, Ida can quickly return even if the Avatars defeat her. If things get slow, and you want to liven things up a bit, have Ida bound in for a Round or two, and, inexplicably leave by jumping through a bricked-up doorway. Make sure to allow for sufficient time to pass between her appearances, though, or they will quickly become monotonous and interfere with your story's pacing.

Here is a block of text you can use when Ida appears:

A high-pitched cackle pierces your eardrums, as a ghostly skeleton with wild red hair and dressed in a green evening gown does hand-springs into the room. It bounces off a wall and lands on the ceiling where it pauses briefly. It chatters its teeth and exclaims in a raspy female voice, "Thieves! Robbers! Trespassers! It'll be a jail cell for you all!" It then lunges at you.

Ida is a Superior Galley Beggar. She intends to lock everyone in the family crypt in the basement (B.18). Being a non-corporeal specter, though, she is actually unable to physically take them there. If she ends up defeating the Avatars, she will become furious with frustration and confusion at her inability to do so, will lose interest, and leave. She will quickly forget all about the Avatars. In any later encounter, she will treat them as if they had just met for the first time.

Elsa Lohengrin

Elsa is the daughter of Godfrey and Ida Lohengrin, sister of Elias, and fiancée of Shadeed Alam. In life, Elsa was an accomplished singer.

Elsa committed suicide after her lover, Shadeed, was brutally murdered by her father. In death, Elsa's spirit rose as a White Lady.

When she appears in the mansion, Elsa is associated with the color peach, and always wears a peach ribbon in her hair. She is often seen wearing either a peach dress, or the white wedding dress she put on before hanging herself.

Elias Lohengrin

Elias is the toddler son of Godfrey and Ida, and brother of Elsa. Fairuz Alam acted as his nanny. He was a very active, playful child in life, and his heart was filled with love for all those around him.

Elias died on the night of the bloody ball, after Fairuz dragged him down to the Dining Hall and put her scissors to his throat. Fairuz intended to kill him in front of his parents for the murder of her own son, Shadeed. In the end, Fairuz couldn't go through with it. But, Elias died a bloody death from her scissors' blade anyway, when Fairuz was attacked at the last second by the Lohengrin's Rottweilers.

In death, Elias's spirit arose as a Haunt. He died as a toddler, and continues to act as one. He occasionally throws temper tantrums, but is most often quite playful. As a Haunt, Elias has the unsettling ability to warp space. (See his stat block in the Creature Examples section for details.) He uses these abilities to playfully trick and disorient anyone he encounters.

The Estate

The following sections describe the Lohengrin estate in detail.

Environmental Traits

The following are temporary traits that anyone spending a night in the house adopts. These traits persist as long as they remain on the estate grounds:

Irritable
Fears ghosts

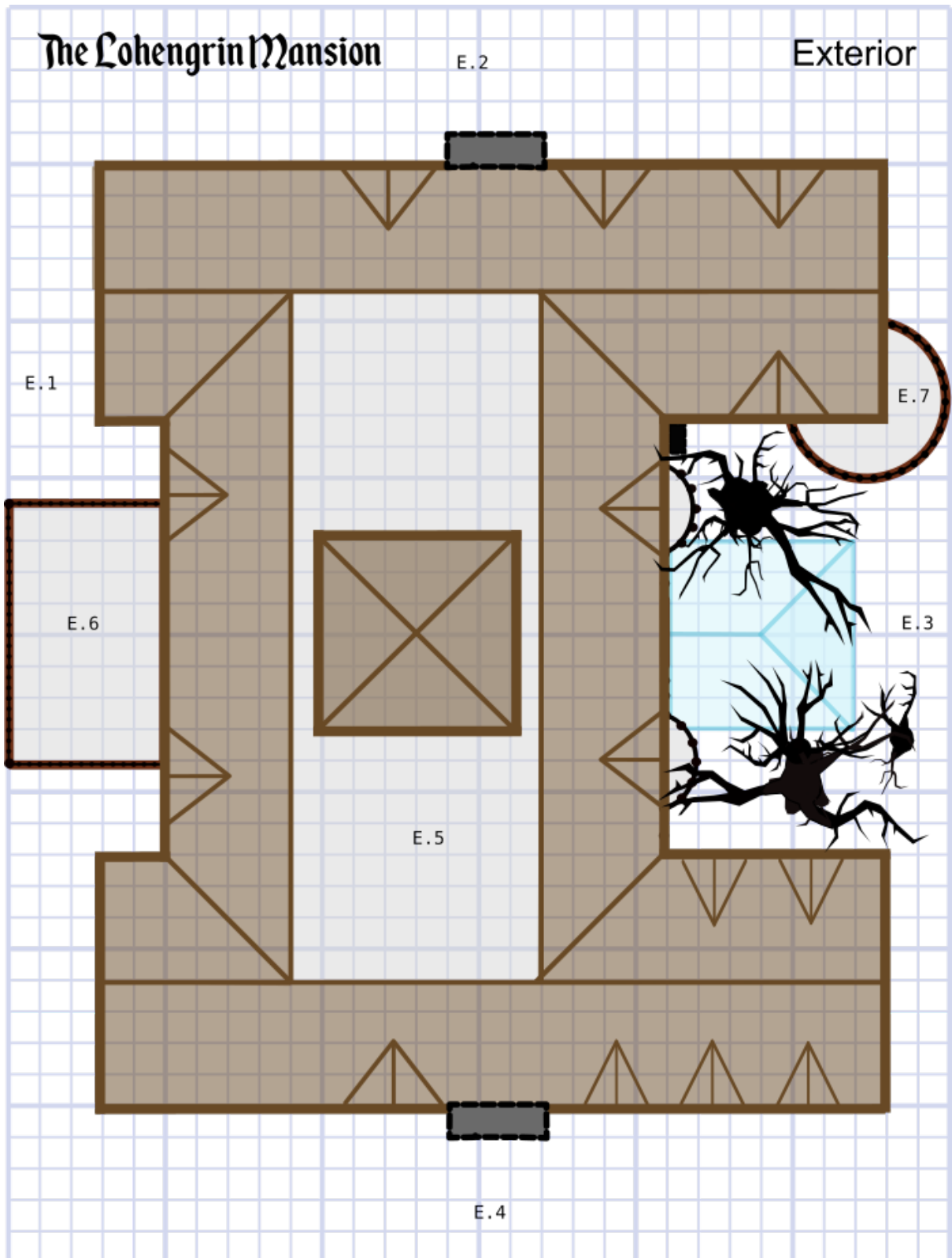
Random Encounters within the Mansion

The mansion is not really a place where anyone can get a good night's sleep. But, the party may decide they have no choice but to rest within it. In this case, roll a d20 to determine how many hours of rest they get before having an encounter. Then, either pick one of the options on the list below or roll a d20 to determine a random outcome.

- 1-2 The party is attacked by a Comparable Larva Swarm. The first time this happens, the swarm should have 3 Swarm Batches. Every time this happens thereafter, its size progressively increases by 1 batch.
- 3-4 The party hears the faint noise of discordant instruments playing off in the distance, as if an entire orchestra is tuning their instruments. (The sound originates from the Music Room (3.3) on the 3rd floor.). The noise persists for a few minutes, but has no deleterious effects.
- 5-6 The party hears a cackle approaching before a skeletal ghost (Ida Lohengrin) dressed in a green silk gown bounds into the room and swings a ghostly trowel at random people a few times. The ghost then bounds off a wall and out of the room, her cackle fading off into the distance.
- 7-8 The ghost of a young woman (Elsa Lohengrin) dressed in a white wedding gown floats out of a wall, her face striped with the black tears of ruined makeup. Without a glance in anyone's direction, she wafts through the air and exits through another wall.

- 9-10 The party hears a scream. Treat this as if it were the Occult spell Invoke Colossal Deft Dire Deathly Moan, cast at a Comparable spell rank.
- 11-12 The party hears the giggle of a toddler, and the pitter-patter of tiny feet running through the room, but there is nothing to be seen. The sounds fade away without further incident.
- 13-14 A bloody footprint appears in the middle of the room. A moment later, another one appears nearby, and then another. They lead out of the room and into another part of the mansion. The footprints act like the Occult spell Flaunt Great Aura of Dire Fascination, cast at a Comparable spell rank. Anyone viewing them must make an Avoidance Roll with Willpower Adjustments or follow where they lead.
- 15-16 A pair of ghostly dogs enter the room, growl at the intruders, and attack. (Treat these as a Comparable Kirk Grims.)
- 17-18 The Avatars hear whispers: "Your friends are going to betray you ... Don't trust them ... Better to strike first ..." Treat this as a single instance of the Occult spell Devise Deft Phantasmal Murmurings, cast at a Comparable spell rank.
- 19-20 A Comparable Decapitated Phantom (that of Shaded Alam) dressed in a burgundy kurta appears in the room. Although the visage has no head, the party hears a voice singing Greensleeves. Treat this as the Lamenting Tune musical score, cast at a Comparable spell rank (see The Character Compendium for details.) The phantom will not otherwise attack. And, if attacked, will simply walk through a wall, bringing an end to the encounter.

Mansion Exterior



E.0 General Description of the Mansion

You see before you an enormous mansion, whose front faces west. It is built with reddish-brown stone blocks. The main part of the house looks like it has four stories, not including any potential attic. The mansion has a pitched roof with gables on both the north and south ends of the house that extend out from the main portion of the house. The peaks of these gables rise 55 feet above the ground. There are also dormers for windows on the upper levels which are located at various places along the roof.

A short square tower of a single level juts up from the center of the building. It has a pyramidal roof that extends a further 25 feet above the line of the main roof.

There are a number of shuttered windows scattered across the mansion, all of which are closed.

E.1 The Mansion's West Face

The gables on the front of the house extend only a short distance from the main body.

In the center of house's western face is a flat topped portico that stands 20 feet above the ground, which is held up by columns. The estate's circular drive runs underneath it. The front entrance is here as well: three white marble stairs that lead up to a set of double doors. The portico has a hand railing running around its top. You can see a pair of doors above the portico that provide access to its flat deck from the third floor.

E.2 The Mansion's North Face

This is the mansion's north face, which has a large chimney running up its center made of black stone. There are three gables at the roof line, two of which flank the chimney. There are several other shuttered windows scattered around the north face as well.

E.3 The Mansion's East Face

This is the mansion's rear, which faces east. Gabled wings on both the north and south ends of the house extend out 35 feet from the main body. Nestled between these wings at ground level is a solarium with glass walls and roof that protrudes 30 feet out from the center of the east face.

Two leafless oak trees stand on either side of the solarium, in the spaces between the solarium and the adjacent wings. These reach a height of 50 feet each, but appear to be dead, as much of their bark has fallen away. Their branches are twisted, and many are broken. There is another, smaller dead tree in the south-east corner of the solarium, just south of a glass door on the solarium's east face.

The solarium's glass roof angles up to a peak that is 25 feet above the ground. There are a pair of balconies on the house's third level just to either side of the solarium's glass peak,

There are magnificent stained glass windows on the south wing. Two of these are spaced ten feet apart in the middle of the fourth level of the wing's east face, while the third is positioned between and above them at the very top of the wing's gable. There are also dormers along the roof on the sides of the south wing that contain stained glass windows as well.

There is a circular tower on the southern corner of the north wing, which extends from the ground up to nearly the bottom of the roof. There is a hand railing around its top, and a door in the wing's gable that provides access to its this tower's top deck.

A small black chimney runs along the inner corner between the main part of the house and the north wing.

Finally, you see a staircase between the solarium and the south wing that descends into a cellar or basement.

The smaller dead tree next to the solarium door is a Comparable Large Haunted Tree Man, which will attack

anyone approaching the door. The two enormous dead oak trees are Comparable Great Haunted Tree Men. But, they will remain inanimate unless they are themselves disturbed directly by anyone on the ground. However, they will animate and attack anyone on the third floor Balcony (3.16).

If anyone closely examines the stain-glass windows under good lighting conditions:

The two larger stain-glass windows depict angels. The angel on the right has wings of brilliant blue peacock feathers. He holds a staff topped with a cross in his left hand, and a mirror embossed with an "X" in his right. The angel on the left has wings of brilliant white. He holds a sword in his left hand and a white shield with a red cross in his right.

The high stain-glass window in the middle depicts a golden chalice radiating beams of sunlight.

The angel on the right depicts the Archangel Gabriel. The one on the left depicts the Archangel Michael.

E.4 The Mansion's South Face

This is the mansion's south face, which has a large chimney running up its center fashioned from black stone. There are four gables at the roof line. One of these is to the left of the chimney, and contains a normal shuttered window, like the others scattered around the other levels of the south face. The three gables to the right of the chimney are evenly spaced, but contain stained glass windows rather than shutters.

E.5 The Mansion's Rooftop

This is a flat section of the roof above the main part of the house. A tower, thirty feet square with a single level, stands in its center. Its roof rises from the top of the tower's first level up to a pyramidal peak 15 feet above the roof's flat top. You see there are doors on the north and south walls of this tower.

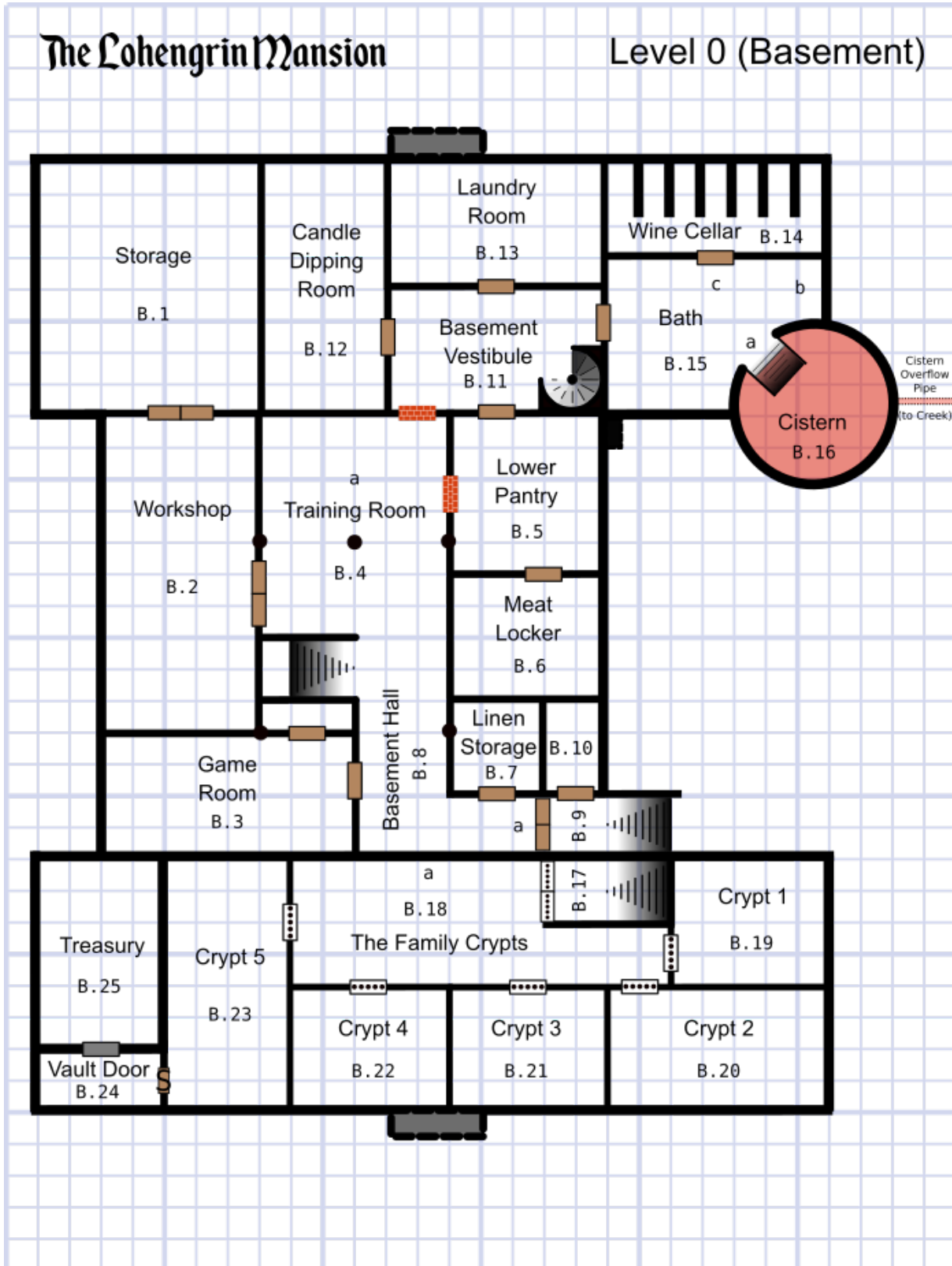
E.6 The Mansion's Front Deck

This is a flat section above the portico. There is a hand railing running around this deck, and two doors on the main house that provide access to it.

E.7 The Mansion's Back Deck

This is a flat section at the top of a circular tower in the rear of the house. There is a hand railing running around this deck, and a doors on the east face of the house's north wing that provides access to it.

Mansion Basement



B.1 Storage

This is a large storage room. It contains a wheelbarrow, a pile of bricks, and several bags of what appears to be dried mud. Dozens of doors lean against the far wall.

There is a single pair of double doors on the center of the South wall.

B.2 Workshop

This room is set up as an elaborate workshop. In the north-eastern corner is a leather-working bench. On the southern wall is a wood-working bench, and in the south-eastern corner is a tinkering workbench. Finally, on the western wall are shelves containing raw materials: blocks of wood, hides of leather, and sheets of copper and tin.

There are pairs of double doors on the northern and eastern walls.

The tools on the various workbenches are all of Quality Level 8. None are magical.

B.3 Game Room

There are two large circular tables in this room surrounded by chairs. A small table is also placed in the middle of the South wall with two chairs facing it. A chess set sits on this table. There is also a cabinet in the middle of the northern wall and a dart board hanging in the middle of the western wall.

The cabinet contains a number of games: marbles, chess, mancala, halatafl (Fox & Geese), backgammon, checkers, some dice (craps), knucklebones (jacks), a Tarot deck, some books detailing an RPG named *Legendary Quest* (along with the dice needed to play it), and a card-based story-game called *MacGuffin*¹.

The closet contains sports equipment for various games: balls, bats, rackets, croquet wickets and mallets, and a box of darts.

B.4 Training Room

This large room is set up for martial training. Benches line the East wall. In the north-western and south-western corners are racks containing a wide variety of blunt wooden swords, polearms, maces, and other weapons. In the central area is a large wool mat covering the floor, surrounded by 5 feet of stone floor on all sides. In the very center of the room is a thick wooden post on which a plate helm and breastplate are affixed, which look fairly beat up. Two wooden poles protrude from its shoulders. On the end of each is a blunt weapon: a ball and chain on one and a mace head on the other.

There are double doors on the western wall and bricked-up doorways on the northern and eastern walls. The southern wall is mostly open to a large hall, from which a wide staircase ascends.

Known as a pell, the training post in the middle of the room will rotate if one of its limbs is struck.

Nothing in this room has any significant value.

B.5 Lower Pantry

This walls of this room are lined with shelves, on which are various bottles, jars, wooden boxes, and pots. The bottles, jars and pots look like they are in decent shape, and have labels like "vinegar", "honey", "peaches", and the like. But, the boxes are heavily gnawed. All across the floor are scattered bits of burlap that have also been similarly chewed to pieces.

There are doors on the northern and southern walls, and a bricked-up doorway on the western wall.

Any food that was here was eaten by the rats in the Meat Locker, which eventually died and were subsequently possessed by Larvae demons. Any food that managed to survive the rats in the bottles, jars, and pots turned to dust long ago.

¹ Yes, that's a blatant plug.

B.6 Meat Locker

This room has a thick wooden table in its center with a meat cleaver lying on it, and a cabinet on the far wall. There are a half a dozen meat hooks hanging from the ceiling. But, all are empty. There are several bones scattered on the floor, along with the lifeless bodies of myriad tiny desiccated rats.

If anyone enters the room, the rats will animate and voraciously attack. Treat the whole throng as an Inferior Revenant Rat Swarm with 5 Swarm Batches.

The cabinet contains a variety of tin pots, and various knives. None of them have any value.

B.7 Linen Storage

This appears to be a large linen closet. The walls are lined with shelves, on which there are pillows, folded sheets, blankets, tablecloths, and quilts. You notice that one of the checkered quilts has fallen onto the floor in a heap.

This room is paired with the third floor linen closet (3.22) The metaphysical forces that imbue the house have created a link between these two locations.

There is nothing of any significant value here.

If anyone enters the room from here and closes the door:

When they open the door again, they will find themselves along with whole room they are in, transported to the location of the third floor linen closet (3.22). In actuality, the two rooms swap locations. But, the effect only works if both doors are closed (which they normally are). Once this effect is triggered, it won't work again for a day.

It is quite possible that the players won't discover this little tidbit about the house, which is fine. However, the room is set up to be a very inviting place for the Avatars to rest. If they do so, the situation may help throw them off balance.

B.8 Basement Hall

This is a wide open hall. The north is completely open, beyond which you can see a large training room. There is a wide ascending staircase in the north-western corner of the hall, and doors on both the eastern and western walls. Finally, a wide hallway extends east from the south-eastern corner.

As you survey the area, a pair of large black dogs appears from around a corner. They look odd, though, as their bodies appear to be semi-transparent, and their eyes glow a dull red.

The dogs are the ghosts of the Rottweilers that the Lohengrins used to keep as guard dogs. They have risen as Comparable Kirk Grims, and will attack all intruders in this area. After the spectral dogs are encountered here, they may be encountered outdoors later. But, they won't venture into the upper floors of the house, which were off limits to them while they were alive.

B.8.a

This is a wide hallway that is open on the West end, with a set of double doors on its East end.

The double doors are locked with Locks having a Superior Quality Level. A key to open the doors is on a keychain in the Butler's Office (2.3).

B.9 Rear Basement Stairs

This is a short corridor with an ascending set of wide stone stairs to the East, and a pair of double doors to the West.

The double doors are locked with Locks having a Superior Quality Level. A key to open the doors is on a keychain in the Butler's Office (2.3).

The stairs lead up to the back yard (1.14).

B.10 Tool Closet

This room contains a variety of yard tools: shovels, hoes, scythes, and rakes lean against its walls. There are also stacks of ceramic pots, some of which contain dirt. Sickles and hand spades hang from hooks.

There is nothing of significant value here.

B.11 Basement Vestibule

As you enter the room, your senses are pummeled by the putrid stench of rotting flesh, and you hear a low buzzing sound. This room itself is empty. It has doors on all four walls, as well as an additional bricked-up door on the South wall, and an ascending spiral staircase in the South-East corner.

On a successful Perception Check against a Threshold of 10, a character can determine that the buzzing sound is coming from behind the East door.

If the East door is opened:

As you open the door, a swarm of flies bursts forth, and quickly fills the room you are in. The air is so thick with them that you cannot see more than 10 feet. It is obvious that the stench you smell is coming from this direction, as its intensity increases.

The fly swarm has an effect identical to that of the Pagan Nature Spell Obscuring Swarm, although it fills the entire Basement Vestibule (B.11), Bath (B.15), and Cistern (B.16) areas. The fly swarm will not expand beyond this room, though, as the insects are attracted to the stench originating in the Cistern.

B.12 Candle Dipping Room

On its West wall, this room has several racks of candles in various stages of production. The candles hang from long wicks. On the East wall are several pots containing wax, and a table on the northern wall on which are scattered various items.

Each of the pots sits on a stand and has a small oil lamp underneath it, none of which are currently lit. The wax in the pots was once melted, but is now cool.

If the items on the table are inspected:

The table contains spools of string, scissors, and a chest containing bees wax. The most eye-catching item, though, is a mummified human hand and wrist with a candle set in its open palm, as if the hand were a candle holder, and its wrist the handle.

Treasure:

The mummified hand is a Hand of Glory, as described below.

Hand of Glory

A Hand of Glory is a mummified hand that acts as a light source. It was created by the Sorceress Arachnida whose lair is in the attic (5.4). (See the Occult spell Empower Ample Hand of Glory in The Oculus of Occultism for details.) It is 9th Quality Level (value of 6464 s.oz.). The following glyphs are tattooed on the back of the hand:

Anyone that reads Occult Cipher can decipher them as saying, "Hand of Glory".

B.13 Laundry Room

Upon First Observing the Room:

This room contains three large wooden tubs, each with a wash board in it. There are a couple of wooden tables in the room, a pile of folded linens lies on one of them. On the other table are placed several bricks of lye soap. The tubs are dry rotted and are splitting in places. The linens are quite yellowed with age.

Treasure:

The room contains no treasure other than a half dozen bars of old soap.

B.14 Wine Cellar

There are half a dozen wine racks protruding from the northern wall. There are a great many wine bottles stored in them.

Treasure:

All of the wine turned to vinegar centuries ago. Because of its proximity to the Cistern, all 100 bottles of wine are cursed. The wine is imbued with infernal energy, making it equivalent to unholy water having a Quality Level of 10. Treat the wine identically to Holy Water, as described in The Wicked Workshop, with the exception that it delivers Infernal Damage rather than Righteous Damage. Further, it has no healing powers. Rather, if it is imbibed, the drinker is affected as the Pagan Pandemonium spell Grim Rot.

B.15 Bath

As you enter the room, the stench somehow increases, and you feel bile rising in your throat giving you the urge to retch. The flies are so thick in here that you cannot see more than 10 feet.

The swarm of flies have an effect identical to that of the Pagan Nature Spell Obscuring Swarm, although it fills the entire Basement Vestibule (B.10), Bath (B.14), and Cistern (B.15) areas.

Further, the stench in this room (and the Cistern) has the effect of the Occult spell Pitch Great Fumes of Deft Slowing Nausea, as if cast at a Superior spell rank.

B.15.a Rotted Doorway

You see an open doorway. It obviously used to have a door, but it has completely rotted away. Only a few vestiges of its wooden frame remain. The door frame and the walls are covered in filth.

B.15.b Tub

You see an empty bathing tub, which is covered in filth, as are the walls behind it.

Anything that used to occupy it was destroyed long ago.

B.15.c Wine Cellar Door

You see a heavy wooden door, covered in filth.

The door is locked with a Superior Quality Level lock. The keychain in the Butler's Office (2.3) opens it.

B.16 Cistern

This room is the old cistern of the house, where all of the house's rain water used to collect to provide a convenient reservoir for the house's needs. The drainage system on the roof dumps water into a number of pipes at various points. These pipes wind through the exterior walls and dump their proceeds into this room. A large grated overflow pipe on the east wall keeps the water level from rising too high. This underground pipe leads out to the nearby creek, where it dumps any excess liquid.

The room is no longer filled with water, though. Instead, the water that passes through the house is transformed into a blood-like ectoplasmic goo, which resonates with the house's dark metaphysical energy. As such, this room is the focal point of all of the house's malevolence and evil.

Amashilama has adopted this cistern as her lair. She is an Uruku, a giant Mesopotamian leech demon.

Upon First Observing the Room:

As you peer into the room, the mass of flies continues to obscure your vision. The walls near you indicate the room to be circular with a diameter of about 15 feet, although the far wall cannot be seen.

After a moment's inspection, you see that a short staircase descends from the doorway into a glistening deep red liquid at the base of the room. At first, the liquid is perfectly still. But, after a few seconds, you see a slight ripple in the water moving toward you.

Pause for a moment to let the players absorb the information and ask questions.

When the ripple makes it to the doorway, the liquid explodes in a deluge of crimson red as a monstrous leech lunges toward you, torrents of blood streaming off its body.

The monster is a Superior Uruku demon named Amashilama. As a major named character of this module, she has Guts points to spend.

Amashilama will do her best to pass through the cistern's doorway and move the combat out into the next room. Unfortunately, Amashilama is Large, which means she must squeeze through the doorway. Despite appearances, she is quite intelligent. If her foes don't allow her to pass through, she will use her Guts to succeed in attacking whoever is in her way, grab hold (as her form allows), and then proceed to drain them of their blood. If the opportunity arises, she will maneuver them into the cistern and attempt to drown them while simultaneously draining them of their life essence.

This preservation of this house is vital to Amashilama, as it is providing her with the psychic energy to sustain her ongoing infestation of the surrounding area. More importantly, though, it is the source of the energy she needs to expand the Astral portal in The Heart of the House (1.7) to be big enough to allow her master, Ishara-Uttu, to pass through from the Astral realm into the Mortal realm. Ishara-Uttu is unforgiving of failure. As such, Amashilama will spend whatever Guts points are necessary to either kill the intruders, or drive them away. Escape is not her goal here.

If Amashilama is killed, she will be banished to Hell (where Ishara-Uttu will punish her harshly). One major consequence of her defeat will be that the infestation of the nearby waterways will stop expanding. But, her defeat will do nothing about the multitude of Larvae that she has already brought into the mortal realm. So, the demons possessing the various objects in the house (and surrounding areas) will continue their activities. However, once they are defeated, they will no longer be replenished.

If the party cleanses the house of its haunting, the ectoplasmic blood in the Cistern will quickly disperse, and the bones of Ida's mother will be exposed at its bottom.

B.17 The Crypt Entrance

A wide corridor continues a short distance at the base of the stairs, which leads to a heavy wrought iron gateway with double gates. There is a heraldic crest made of polished brass above the gateway, comprised of a swan with outstretched wings on a coat of arms. Across both gates, written out in scroll-like brass Gothic lettering is written a single word,

There is a faint yellow light coming from the otherwise dark room beyond. Several gaunt figures notice your presence and stagger toward the gate. They are dressed in dirty ragged clothes and are obviously starving. When they reach the gateway, they stretch their arms out toward you. "Please let us go, my lady", one of them pleads. "We won't cause you no more trouble. We're starvin' in here. We was just lookin' for our missin' kinfolk. We weren't tryin' to rob you or nothin'" They then stand there with pitiful forlorn expressions.

The Gothic lettering on the gate is shown below:

ΛQHENTRIN

Anyone that can read Gothic text can decipher it as the name "Lohengrin".

The starving prisoners are an apparition that is replaying a scene that happened long ago. They can't respond to the Avatars in any way. If anyone successfully Disbelieves them, the apparition will fade away.

The gates are locked with a Superior lock. The keys to the crypt can be found in the Study on the 3rd floor (3.13).

B.18 The Family Crypts

Upon First Observing the Room:

You see a large room, with several gated doorways along its walls. The room is dark, except for a yellowish glow coming from a golden crest in the middle of the northern wall. Below the crest is a large black granite table, which is about five feet wide, ten feet long, and three feet high.

A number of dry, splintered bones are scattered across the room, on both the table and floor.

The crest and table are located at the place marked “a” on the map. It gives off enough light for people with Day Vision to see to a radius of 20 feet from it. Characters with Night Vision or Dark Vision can see to a radius of 40 feet.

Upon Entering the Room:

As you enter the room, you hear the squeaking of metal hinges as the gates on the southern wall swing open. Gray-skinned humanoids run out from the rooms beyond. They are extremely thin, with their gray skins stretched out over their protruding ribcages. They have a look of absolute hunger and desperation as they run toward you.

The humanoids are a group of half a dozen Comparable Ghouls. They are what remains of the many people that came looking for loved ones after the murderous party that happened at the estate all those many years ago. Those that were put in here either died of starvation, or doomed themselves to ghoulish undead by eating their companions.

The gate of Crypt 5 is still locked with a Superior lock. All of the other adjoining crypts are unlocked.

If the crest is closely examined:

The crest is a golden heraldic coat of arms on which is depicted a swan with outstretched wings. It appears to be made of granite covered in gold leaf, which has flaked off in a few places.

The crest is magical. It will cast the Mystic spell Soothe at 8th spell rank on anyone kneeling before it. See The Codex of Cultures for details. It is permanently attached to the wall.

B.19-B22 Crypts 1 through 4

This room contains a number of stone sarcophagi, whose lids have been pushed aside. Bone splinters are scattered across the floor, but there is little else.

There is nothing of value in any of these rooms.

B.23 Crypt 5

The door to this crypt is locked with a Superior lock. Its key is on the keychain found in the Study (3.13).

Upon First Observing the Room:

You see a two large black granite stone sarcophagi sitting in the middle of the room. On the top of one is carved an effigy of a reclining knight, dressed in plate mail. On the other is the effigy of a beautiful young woman dressed in a flowing gown.

There is a secret door on the south end of the eastern wall. Finding it requires beating a Superior Threshold using Finding Secret Doors.

Upon Closely Examining the Sarcophagi:

The knight holds an axe to his chest. On the side of the knight's sarcophagus is engraved the name “**Brangemuer**”. The lady's sarcophagus is engraved with the name “**Fionella**”.

If Fionella's Sarcophagus is Opened:

Within the sarcophagus is the skeleton of a large bird, apparently that of a swan. It is surrounded by dust and scattered white feathers.

The sarcophagus contains nothing of value.

If Brangemuer's Sarcophagus is Opened:

You see a skeleton lying within the sarcophagus, covered with a thin layer of dry desiccated flesh. He is dressed in faded robes that were regal long ago, but which look like they would turn to dust at the slightest touch now. The corpse holds a large axe in his hands, and wears a ring on one finger that glows softly.

If Brangemuer's remains are disturbed:

The dry flesh of the corpse crumbles into dust, and begins to swirl in a tornado-like vortex. You hear an angry scream, and the writhing cloud lashes out.

The cloud is Brangemuer's angry spirit, which is a Superior Bound Fury. It will attack anyone disturbing its corpse or

possessions. However, it is unable to venture out of the crypt in which its sarcophagus is placed.

Treasure:

The axe and ring are magical:

Axe of Reach

The Large Axe is Quality Level 12, delivers an additional +3 points of damage when it strikes, and is magical (value of 103423 s.oz.).

The axe casts the Mystic spell Boost Reach when its wielder speaks the phrase, “Wisdom lies beyond reach of the fool”. (See The Codex of Cultures for details.) It draws the Setback needed to cast the spell from its wielder. The command phrase is engraved along the axe’s handle in Gothic letters.

YISDOM LIES BEYOND
REACH OF THE FOOL

Ring of Inflate

The ring is Quality Level 12, and is magical (value of 33791 s.oz.).

It casts the Eldritch spell Inflate Self when its wearer speaks the phrase, “The Spirit of the Lord God is upon me”. (See The Character Compendium for details.) It draws the Setback needed to cast the spell from its wearer. The phrase is engraved in Gothic letters on its inner surface as shown below.

THE SPIRIT OF THE LORD GOD IS UPON ME

Removing the ring restores the user to their original size.

B.24 Vault Door

This is an empty room, with stone walls. There is a smooth rectangular metal panel extending from floor to ceiling in the middle of the northern wall.

The panel is flush with the wall, and polished to a mirror finish. A stylistic swan is engraved in its center, which frames a group of nine ivory buttons. Each button has a different symbol engraved on it.

There is also writing engraved on the panel below the swan.

Show the players the B.24 Handout

Pushing the buttons in the proper order opens the door to the vault. The handout provides enough information to figure out the proper sequence. If you look at the symbols on the buttons, each is a stylized digit combined with its own mirror image. If the buttons for 5, 6, 2, 7, and 4 are pressed in that order, the vault door will open. (These are the number of letters in the capitalized words in the accompanying poem.)

As characters press buttons, they light up with a golden light.

If no button is pressed for 30 seconds thereafter, all of the lit symbols darken.

Needless to say, the vault door is magical.

If the players read the writing on the door:

There is a short English poem engraved below the swan. It reads:

*Mated swans, Nordic founders
Of ivory line, Slumber
upon Urd's aqua pura,
reflecting paired number.*

If 2 or more buttons are pressed simultaneously:

You feel a jolt of electricity.

The character sustains 5 Electrical Damage (no Conflict Roll). If any buttons are lit, they turn off.

If a lit button is pressed:

You feel a jolt of electricity.

The character sustains 5 Electrical Damage (no Conflict Roll). All lit buttons turn off.

If the wrong sequence of 5 buttons are pressed:

You feel a jolt of electricity.

The character sustains 5 Electrical Damage (no Conflict Roll). All lit buttons turn off.

Note that this occurs only after the fifth button is pressed in an incorrect sequence. So, a person cannot simply determine the correct sequence by pressing them at random until

The Lohengrin Haunting

finding the first one that doesn't zap them, then proceed to find the second correct button by randomly pressing buttons, etc.

If the character pauses for 30 seconds after pressing buttons:

The lit symbols all go dark.

Nothing else happens. The lock is reset for another attempt.

If the correct sequence (5,6,2,7,4) is entered:

The symbols flash with a green light, and the steel slab slowly advances into the room, with remarkable silence. After advancing about 5 feet, it stops. You see a passage behind the door.

The passage grants access to the Treasury (B.25). The door can be easily pushed back into place. If anyone does so, the symbols will briefly flash red, and go dark. Opening the door again thereafter requires entering the combination again.

B.25 Treasury

This room has sturdy shelves lining its walls with bags sitting on them. Chests of various sizes are placed below the shelves, both wooden and iron. There is also a large table in the room's center with a brass chest sitting on it, along with plates, cups, candelabras, statuettes, and other worked items. These trinkets are fashioned of silver and gold, many of which have inlays of mother-of-pearl and lapis lazuli. Almost all of these artistic works are fashioned in the styles of the Mesopotamian, Arabic, and Egyptian cultures.

This is an excellent opportunity to present the players with a treasure map leading to an optional side adventure. That would provide them with a truly meaningful reward for having solved the puzzle to enter the treasury vault. With this in mind, if the players haven't already experienced The Curse of Merneptah module, you could take the opportunity to hand that module's introductory map to them. (The map is provided in that module.) It would then be their decision as to when, or if, to go on that side adventure.

The bags and chests are filled with silver and gold coins and bars.

The brass chest contains gems and jewelry, obviously of Arabic, Mesopotamian, and Egyptian origin.

None of the treasure in the room is magical. But, in total, it is worth 300,000 s.oz. About one-fourth of that value is in gold, one-half is in jewelry, and the remainder is in silver. The jewels have notable craftsmanship, and are listed hereafter:

Amber Tiara

A non-magical small silver tiara with amber gemstones of 9th Quality Level (value of 12970 s.oz.).

Diamond Earrings

A non-magical pair of medium diamond earrings of 11th Quality Level (each has a value of 5160 s.oz.).

Emerald Necklace

A non-magical medium heavy emerald necklace of 8th Quality Level (value of 5160 s.oz.).

Fire Opal Ring

A non-magical medium ring of gold adorned with a fire opal of 9th Quality Level (value of 8191 s.oz.).

Lumina Ring

A non-magical simple medium ring fashioned from pure lumina of 13th Quality Level (value of 13003 s.oz.).

Moonstone Pendant

A non-magical tiny jeweled pendant having a solitary moonstone of 12th Quality Level (value of 7537 s.oz.).

Peacock Broach

A non-magical medium jeweled broach fashioned with myriad colorful gems into the form of a peacock. It is 12th Quality Level (value of 16383 s.oz.).

Peridot Coronet

A non-magical medium jeweled coronet with a single peridot gemstone of 9th Quality Level (value of 32767 s.oz.).

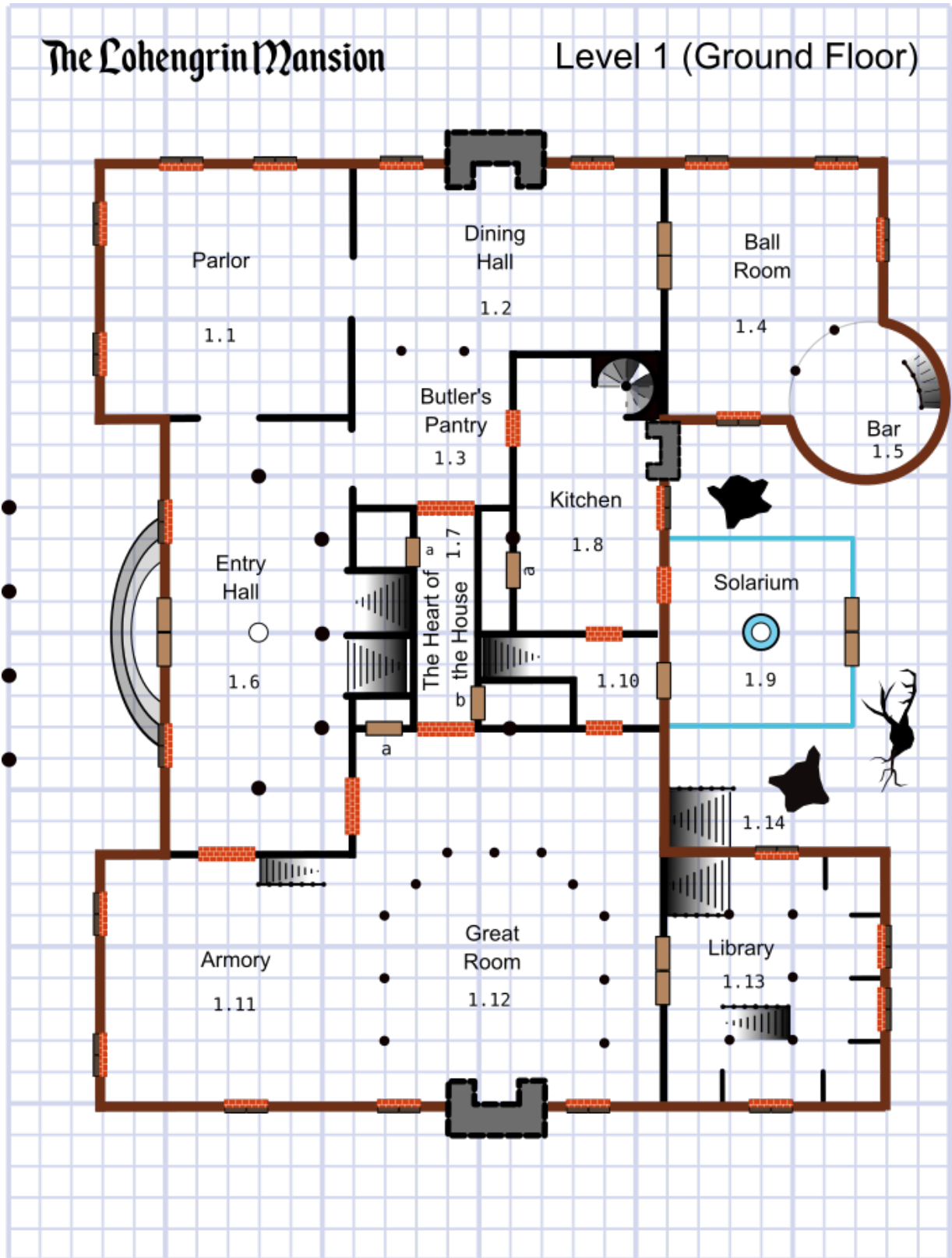
Ruby Amulet

A non-magical medium ruby amulet of 9th Quality Level (value of 8191 s.oz.).

Sapphire Bracelet

A non-magical small sapphire bracelet of 10th Quality Level (value of 2573 s.oz.).

Mansion Level 1 (Ground Level)



1.1 Parlor

This room is filled with ornate furniture. Chairs and love seats are upholstered with needlepoint stitching of a heraldic crest with a swan on it.

There are wide open passageways on the East and South Walls. The room's windows are bricked over.

1.2 Dining Hall

Several brief apparitions play out in this room at various times. These apparitions appear real. But, they are mere illusions covering the actual ghosts of the main characters Ida, Fairuz, Khalid, and Elias. If the apparition is disbelieved, the illusion will vanish. But, the ghosts will continue playing their roles until their parts are complete, oblivious to the Avatars' actions. Once their parts have been played for any given Scene, the individual ghosts will fade away.

□ First Visit to the Dining Hall

Upon First Observing the Room:

This is clearly the Dining Hall. Its ceiling is twenty feet high. Overall the room is thirty feet wide and fifty feet long. On the northern wall is a grand stone fireplace, big enough to walk into. A few sizable logs are currently burning within a wrought-iron cradle in its center. In the middle of the room is a grand dining table that is twenty-five feet long and five feet wide, with twelve chairs positioned around it. A sumptuous feast of roasted pheasants, ale, cheese, bread rolls, and cakes is arrayed along the table's length.

There is a wide passage to the West, and double doors on the East wall. There is a balcony halfway up the Western portion of South wall. There are rooms both above and below the balcony in plain sight.

Pause for a moment to let the players absorb the information and ask questions. Feel free to read the descriptions of the Butler's Pantry (1.3) and/or the Upper Dining Hall (2.2) if they are in plain sight of the Avatars.

The feast and fire in the fireplace are illusions. The fire gives off no heat. But, it does give off illusory light. This firelight reflects off of the various ghosts and furniture in the room, as it appeared ages past. But, the light does not reflect off of the Avatars, who appear like dark silhouettes unless they have their own light source.

If anyone tries to eat the food:

As you reach for the food and come in contact with it, the entire spread of food vanishes instantly.

After staying in the room for a minute or two:

An apparition begins to play out. It is an illusion covering the actual ghosts of the main characters Ida, Fairuz, Khalid, and Elias. If the illusion is disbelieved, it will vanish along with all the color. But, the ethereal ghosts will continue playing their roles, oblivious to the Avatars' actions, albeit in monochromatic shades of gray.

A red-haired woman dressed in a green flowing evening gown appears in the middle of the room, just to the South of the table. She is kneeling on the floor with a look of horror on her face. She holds a toddler in her arms with one hand gripped tightly over his throat. Blood periodically gushes out from under her hand in spurts and spills onto the floor. The boy looks up at her and silently mouths, "Mommy" as the life drains from his eyes.

Two figures appear standing next to them. One is a woman dressed in a beige servant's dress and a turquoise hijab. She is being roughly held by a man in blue robes. Both have dark olive skin and both are covered in blood. The woman holds scissors in her hand, blood dripping from it to the floor.

The matron looks up at them, "You did this!", she exclaims. She mutters a few angry words in an arcane language and makes a gesture. The air around her erupts in a cyclone of wind and hail.

The vision fades away, but the cyclone remains.

Most of western portion of the dining table is hit by the Occult spell Release Great Deft Dire Winter Cyclone as cast by Ida Lohengrin. Anyone in that area is affected by the spell.

□ Second Visit to the Dining Hall

A woman with olive skin and wearing a beige dress and a turquoise hijab enters the hall from the double doors to the East. She roughly drags a young crying toddler with one hand and clutches a pair of long scissors with the other. Her hair is disheveled and she has a frantic look on her face, she proceeds to the center of the room, just to the South of the dining table. You see that her footsteps leave bloody footprints behind. All the while, she screams out, "Lord Godfrey! Where are you, you son-of-a-bitch!" She looks directly at you. "Where is Godfrey!" She screams again.

The vision fades.

□ Third Visit to the Dining Hall

A woman and a man appear between the columns in the South-West part of the room. The woman has red hair and wears a green evening gown. The man has black hair and olive skin, and wears blue robes and a Taqiyah on his head. At his side he wears a short bronze scabbard for the curved dagger he holds in his hand. His face, hands, robes, and dagger are covered in blood. Both are looking toward the center of the Dining Hall.

The red-haired woman startles, as if just noticing him, and looks at all the blood covering him in wide-eyed astonishment. "What have you done?" she asks.

Ignoring her question, and with a sudden look of horror in his eyes, the man cries out, "Noooo!"

The vision fades.

□ Fourth Visit to the Dining Hall

A trail of bloody footprints starts appearing on the floor, one footprint at a time. They start at the double doors on the East wall and continue on to the middle of the room, just to the South of the great dining table.

□ Fifth Visit to the Dining Hall

A red-haired matronly woman wearing a flowing green evening gown enters from the room to the South. "Fairuz, I'm so sorry about your son. Let's all just calm down", she says. She is speaking to a woman wearing a turquoise hijab who suddenly appears in the middle of the room. The woman has a firm grip on the arm of a toddler boy.

"You don't tell me what to do. Not anymore!", the servant woman responds as tears run down her face. She flicks open a pair of long scissors she is holding and puts its blade to the boy's neck.

"Fairuz, *please*. Just give me Elias. I know you. You're a good person. You don't want to do this", pleads the matron.

The vision fades.

□ Sixth Visit to the Dining Hall

A matronly woman in a green dress appears. She is talking to another woman in a turquoise hijab kneeling on the ground. The kneeling woman has a firm grasp on a young toddler boy and holds scissors to his throat.

The matronly woman speaks. "Fairuz, *please*. Just give me Elias. I know you. You're a good person. You don't want to do this", she pleads.

A confused look crosses the face of the kneeling woman, as if she can't believe what's happening. She pauses and begins lowering the scissors when a pair of Rottweilers burst into the scene, teeth bared. They lunge at the kneeling woman, and a spray of blood arcs across the room.

The vision fades.

1.3 Butler's Pantry

China cabinets with glass doors line the walls of this room, obviously intended to put the estate's lavish dishes on display. There is also a wooden waist-high chest of drawers in the middle of the room on which is set an ornate silver punch bowl.

There is an extensive set of fine silverware in the chest of drawers. It is locked, with locks having a Superior Threshold. There is a key chain in the butler's office (2.3) that opens them.

Treasure

The china collection is worth 50,000 s.oz. But, it would need to be carefully packed in crates and transported by wagon to survive transport. The silver punch bowl is worth 3,000 s.oz. The silverware is worth another 2,000 s.oz.

1.4 Ball Room

□ First Visit to the Ball Room

This is a grand ballroom. The ceiling is twenty feet high, with an immense crystal chandelier hanging in its center. The floor is gray and white marble, with black accents. An image of a white swan is inlaid in the floor beneath the chandelier. Oddly, the floor near the walls looks pristine, albeit dusty. But, the floor in the center of the room looks quite worn, as if it had weathered poorly over the years.

Skeletons dressed in battered ballgowns and formal attire are scattered at various points on the floor.

There is a double door on the West wall. In the room's south-eastern corner a circular balcony extends into the room, supported by a couple of marble pillars. The windows are all bricked-over.

Beneath the balcony, you can see a bar and a staircase leading up.

The skeletons on the ground are Inferior Ghastly Skeletons. However, during this scene, they remain inanimate unless attacked.

Treasure

If the skeletons are searched, they have no money. But, they are wearing some fabulous jewelry, with a total value of 5,000 s.oz.

□ Second Visit to the Ball Room

As you enter the grand ballroom you hear music playing from the balcony in the South-East corner, where you see ghostly musicians performing. It is a ball. Men and women dressed in regal suits and ballgowns are paired up and dancing and spinning to and fro in a slow circle around the room.

The dancers are actually the Inferior Ghastly Skeletons, with illusions on them making them appear alive and well.

The music is the Danse Macabre, by Camille Saint-Saens. It has the effect of the Musical Score of Toe Tapping Tune as written up in The Character Compendium. Anyone hearing the music must make an Avoidance Roll with Willpower Adjustments against a Superior Threshold. The roll must be made with an Extreme Drawback (due to the rules for Group Conflict Rolls - there are 4 performers). Anyone succumbing to its effects will join the dance. These Conflict Rolls must be made every Round by every character. But, once a character succeeds, the music has no further effect on them.

The music will continue until all the Avatars succeed on a roll, at which time the music will abruptly stop. The skeletal dancers will fall to the ground, and their illusory appearance of life will fade, revealing them to be mere skeletons dressed in fine regalia.

□ Third Visit to the Ball Room

Skeletons dressed in battered ballgowns and formal attire are paired up and dancing and spinning to and fro in a slow circle around the room.. Other than the sound of their feet shuffling, though, the room is silent.

A trail of bloody footprints starts appearing on the floor, one footprint at a time. They start between the two pillars holding up the balcony in the South-East portion of the room. They then continue on to the double doors on the West wall.

Again, the dancers are actually the Inferior Ghastly Skeletons, that occupy this room.

□ Fourth Visit to the Ball Room

Men and women dressed in regal suits and ballgowns are scattered about the room looking toward the West doors. One of them lets out a high-pitched scream.

A man with black hair and beard, and wearing blue robes and a Taqiyah on his head, enters through the doors. In his arms he is tightly holding on to an olive-skinned woman wearing a beige servant's dress and a turquoise hijab. They are both covered in blood.

They walk quickly, apparently headed toward the staircase leading up to the balcony. When they make it to the center of the room, another woman with disheveled red hair and wearing a green gown enters through the same doors. In a rage, she screams something unintelligible and extends a hand toward them.

The room suddenly erupts in a cacophony as a torrential downpour of hail rains down from out of nowhere. Clinging desperately to one another in the onslaught, the blood-covered man and woman slump to the ground. Many of the surrounding guests do likewise.

The man in the blue robes is Khalid and the woman in the turquoise hijab is his wife, Fairuz. The apparition is that of the scene immediately after Fairuz killed Elias, Ida's son. The woman in the green dress is Ida. In her grief and fury, she unleashed the Occult spell Pitch Great Slick Fell Hailstorm. In taking her revenge, she killed not only the couple, but also most of the dancers as well.

The dancers are, once again, the Inferior Ghastly Skeletons that occupy this room. In this scene, they have illusions cast over them to appear as they did on that murderous night so many years ago.

Although the apparition of a lively ball is illusory, Ida's specter and the hailstorm spell are very real. Anyone in the center of the room will be struck by the spell, which Ida casts at 12th spell rank.

1.5 Bar

□ Second Visit to the Bar

A trail of bloody footprints starts appearing on the floor, one footprint at a time. They start at the top of the staircase, and continue down the stairs. They then continue on between the two pillars holding up the balcony above.

1.6 Entry Hall

This is the house's grand Entry Hall. As such, it is often the first room of the estate visited by the Avatars. So, just a reminder, some of the rooms of the estate, including this one, have multiple descriptions, which are intended to be experienced at different times as the Avatars explore. You are advised not to rush through them. Just because they step out of a room and return a minute later doesn't mean you should jump to the next description. They are best experienced spaced out over time.

□ First Visit to the Entry Hall

Upon First Observing the Room:

This is the house's magnificent Entry Hall, which was obviously built to impress visitors. It has a gray and white marble floor, with ceilings that are twenty feet high.

The room has an upper balcony halfway up that runs the length of the room on the northern, eastern, and southern walls that is held up by Greek-style white marble pillars.

Grand white marble staircases on the eastern wall ascend and descend to the next levels.

The centerpiece of the room is a polished bronze statue of a swan with wings outstretched as if taking flight, sitting on a five-foot tall marble pedestal. The swan faces the eastern wall.

On the ground level, there is a double front-door in the middle of the western wall with tall windows on either side of it through which the light of the setting sun illuminates the room. Passages exit the room on the northern and southern walls, and two

additional passages exit on the eastern wall, one at its northern end and one at its southern end. Just to the east of the descending staircase is a door.

On the balcony level, you again see passages on the northern and southern ends of the east wall. And, there is a set of double doors on the northern wall.

The room’s appearance is actually illusory, which will immediately become apparent if anyone tries to walk through the bricked-up exits. If the illusion is otherwise Disbelieved, read the description under The True Appearance of the Entry Hall below.

If the Avatars entered through the front door:

A smartly dressed butler slowly approaches with a smile. “Lady Ida has been expecting you,” he says, “She will be down momentarily. If you’d be so kind as to follow me, I’ll show you to your seats.” He turns and walks out the passage to the north.

The butler is actually an Inferior Ghastly Skeleton with an illusion cast over him to look like a butler. In fact, it actually is the skeleton of the estate’s old butler, risen to re-live a night of bloodshed of centuries ago over and over again.

If questioned, the butler will be exceedingly polite, and will insist that the Lady of the house will answer all questions when she arrives. He will be so polite, in fact, that he won’t attack even if attacked, but will patiently wait for their acquiescence.

Pause for a moment to let the players absorb the information and ask questions.

If the Avatars follow the butler:

The butler will lead the group out the north passage and then into the Dining Hall, where he will ask them to sit at the table. If they do so, the butler will take his leave and calmly walk out, heading to the Butler’s Office upstairs (2.3) by way of the Entry Hall.

After a few minutes, the apparition of the house will play out the scene with Ida wiping out the Dining Room and its occupants with her witchcraft. The Avatars will almost certainly be caught by her fury as well.

If the Avatars refuse to follow the butler’s instructions:

The butler will simply say, “As you wish. Please make yourself at home”. He will then excuse himself and head to the Butler’s Office (2.3).

□ Second Visit to the Entry Hall

Upon Observing the Room:

The Entry Hall appears as it did before, all sparkly clean and well kept, except it is much darker as there is no light streaming in through the West windows. The only illumination comes from flickering firelight coming in from the passages on the northern and southern ends of the east wall. A matronly woman with red hair and a green dress runs into the room from the northern passage frantically calling out, “Elsa! Elsa!” You hear a young woman’s voice call out from the darkness of the balcony above the grand staircase with a deadpan expression, “Coming, my love.”

A moment later, you see the figure of a young woman dressed in a white gown drop into view from above the ascending grand staircase. The figure’s descent stops abruptly as the rope tied around her neck goes taut, and you hear a muffled, “crack” as her head suddenly jerks to one side. Her body starts twitching and swings slowly from side-to-side, dragging the train of her gown across the marble stairs.

The light quickly fades, and everything goes dark. A moment later, light fades back in, and you see the same room, which has obviously been neglected for many years.

If the players have not experienced the true appearance of the room before, read the description under The True Appearance of the Entry Hall below.

The True Appearance of the Entry Hall

Upon Observing the Room:

This grand room was obviously built to impress, but it has not been well maintained. Its ceilings are twenty feet high, and it has an upper balcony halfway up that runs the length of the room on the northern, eastern, and southern walls. The balcony is held up by white marble pillars.

The room has a gray and white marble floor.

Grand white marble staircases in the middle of the eastern wall ascend and descend to the next levels.

The centerpiece of the room is that of a bronze swan statue, wings outstretched, with a corroded blue-green patina. It sits on marble pedestal facing the eastern wall.

There is a double front-door made of weathered oak in the middle of the western wall with tall windows on either side of it that have been bricked up. A passage exits the room on the northern wall, and another passage exits on the northern end of the east wall.

There are bricked up passages on both the southern wall and on the south end of the east wall. Just to the east of the staircase leading down is a door. You see extensive cobwebs in the various dark corners of the room, and dust covers everything.

1.7 The Heart of the House

You see a dusty hallway running north and south. There is a door on the northern end of the west wall, and another on the southern end of the east wall.

This area was originally just a hallway between the Dining Hall and Great Room. For reasons known only to Ida's insanity driven mind, she bricked up the hallway on either end and used the two closets as crypts for herself and her husband, Godfrey, and their two dead children, Elsa and Elias. This modest hallway became the resting place for Ida's family, and has now become the Heart of the House. It

is the focal point for all of the emotional energy of the house's restless spirits and undead.

The brick walls at either end of the hallway simply cannot be breached without first cleansing the house by performing a marriage ceremony for Elsa and Shadeed in the Chapel. However, if someone puts their hand on either brick wall, it will throb with a periodic vibration, akin to a heartbeat.

If you want to continue the campaign in the Astral Realm:

This is an ideal place to put a portal into the Astral Plane as a passage to the next adventure, if desired. Such a portal can be explained as a rift to the Astral Realm that was opened up by all of the emotional energies of the estate's undead who unconsciously wish to pass on to the afterlife. This portal opens and closes intermittently, causing the estate's throbbing heartbeat. One obvious possibility is that it leads to the Astral palace of Ishara-Uttu, the demi-goddess that Amashilama serves, and is therefore the ultimate source of the house's malevolence. In that case, you should introduce clues that the Avatars may have only temporarily cleansed the house, but that the haunting may return if the source of the malevolence isn't eradicated as well.

In the very center of the hallway, hanging in mid-air, you see what appears to be a rift in space. It periodically opens and closes, with the rhythm of a slow heartbeat. When it slams shut, you feel vibrations through the soles of your boots. When it opens, you see a foreboding darkness broken only by the illumination of your own light sources. Famished souls are scattered about on the ground nearby, wrapped in chains. They squirm in obvious agony as countless vipers surround them, frequently striking with their fangs.

1.7.a The Crypt of Godfrey, Ida, and Elias

From the looks of this small room, it was originally a closet. But, it has apparently been put to a different use.

There are large ceramic vases filled with dead flowers set on the floor in the north-western and south-western corners of this small room. In the center of the floor are three desiccated corpses lying on silk bed sheets, their heads resting on silk pillows. The first is dressed in a regal black cloak with white feathers about his neck and shoulders. The second is dressed in a green evening gown and wears a mantle of black feathers. Together, they hold the corpse of a small child wrapped in a light-blue blanket with a swan embroidered on it. The whole scene is covered in dust.

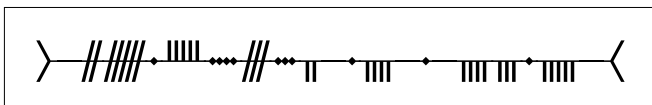
Treasure:

The garment with black feathers is a Mantle of Swan Form that transforms its wearer into a black swan:

Mantle of Swan Form

The mantle is Quality Level 12, fits perfectly to its wearer, and is magical (value of 26112 s.oz.).

When the wearer says the command phrase, “Graceful as a Swan”, it draws 6 Setback from them and transforms them into a small swan as the Eldritch skill Shift to Small Swan Form. (See The Character Compendium for details.) When transformed, the wearer uses the stats for Flying Critter as found in The Tome of Terrors. The command phrase is sewn into the inner neckline of the mantle using Oghamic script as shown below:



The wearer can resume their original form by removing the garment.

1.7.b The Crypt of Elsa and Shadeed

From the looks of this small room, it was originally intended for storage. But, it is apparently being used for another purpose.

There are large ceramic vases filled with dead flowers set on the floor in the north-eastern and south-eastern corners of this small room. In the center of the floor are two desiccated corpses lying on silk bed sheets, their heads resting on silk pillows. The first is dressed in an Arabian-style burgundy kurta. The second is dressed in a magnificent white dress and a shawl of white feathers. The whole scene is covered in dust.

Treasure:

The shawl is a Mantle of Swan Form, with the powers and command phrase similar to those found in 1.7.a. Although, it transforms its wearer into a white swan rather than a black one.

1.8 Kitchen

This is a kitchen. There is a long wooden island in its center with cabinet doors and a thick chopping-block style top. Sitting on this cabinet top are stacks of china dishes, and a set of carving knives. Above the island hang a wide assortment of copper pots and pans. There is a similar cabinet on the West wall, and a table beneath a bricked-up window in the middle of the eastern wall.

There is a door on the southern part of the west wall, and a spiral staircase in the north-eastern corner that goes both up and down. Just to the south of the spiral staircase is a sizable pot-bellied stove whose pipe runs out a chimney.

The rest of the doors and windows in this room are all bricked-up.

The kitchen is haunted by the ghost of the chef, risen as a Comparable Poltergeist. He was inadvertently killed by Ida’s torrent of anger and fury when Elias was killed. He was serving dinner to the guests in the dining room at the time, and his death went largely unnoticed by all involved, a fact that has driven him to a furious state. He will attack any

intruders by throwing the pots, pans, and dishes found throughout the kitchen. Each such throw delivers 2 damage (plus Margin) to the target.

Treasure

The carving knives are 8th Quality Level. There is nothing else of any significant value here.

1.8.a Kitchen Pantry

This is a pantry. Its walls are lined with shelves on which are placed various jars, pots, and bottles. Their contents obviously turned to dust many years ago.

There is nothing of value or significance here.

1.9 Solarium

□ First Visit to the Solarium

Upon First Observing the Room:

This room is a solarium. Its angled roof and three walls are made of glass panes. The glass allows scattered light to pass through, but they are covered with grime. So, you can only see shadowy forms through them.

The floor is made of white marble with gray streaks running through it, and dried leaves scattered across it. Along the walls are pots of various sizes containing a number of dead plants. These include dry flowers, spindly vines crawling up the walls and ceiling, and two large rose bushes positioned on either side of the glass double-doors in the center of the West wall.

The centerpiece of the room is a bronze statue of a swan covered with a corroded blue-green patina. It is positioned in a large round white marble basin facing West, as if floating on its now absent water.

There is another door on the southern end of the west wall, and a bricked-up doorway next to it.

The two rose bushes act as Large Anthropomorphic Brambles, and will attack anyone approaching the double-doors, or entering through them. They are not living, nor undead. Rather, they are demonically possessed.

□ Second Visit to the Solarium

Sitting on the edge of the white marble basin, which is now filled with water, is a woman wearing a beige dress and a turquoise hadif. She is busy scrubbing clothes in the water. The clothes are quite small, apparently those of a toddler. They are bloodstained, and the water has scarlet rivulets drifting through it. As you enter the solarium, the washer woman looks up, and you see that her eyes are red and swollen. Tears stream down her face.

If the Avatars have encountered her before, they may recognize the woman as Fairuz Alam. She is a Superior Banshee. If the Avatars enter the room or address the banshee in any way, she will cry out in long drawn out wails of despair.

After the Banshee is encountered, the toddler's clothes and water will fade away along with the Banshee (as they are illusions).

After Encountering the Banshee:

The solarium appears as before, although the marble basin is devoid of water.

1.10 Rear Vestibule

This room appears to be a rear entry hall. It contains no furnishing. There is a wide staircase leading up from the western wall, and a door on the eastern wall. There are also bricked-up doorways on the northern and southern walls.

There is nothing of significance here.

1.11 Armory

This room is an armory, filled with myriad high quality weapons and armor pieces from various cultures. It is apparently a collection, as there don't seem to be any duplicates. There are also shields on the walls, and a chainmail shirt draped over a wooden stand shaped like a man's torso. Also, a full suit of platemail armor stands in the center of the room with its gauntlets resting on top of the handle of a large axe, whose head rests of the ground, and whose handle stands upright.

The platemail armor is enchanted to defend the collection. If anyone lifts its visor to look inside, it is empty. Guests are welcome to pick up and peruse the items in the collection. But, if anyone tries to leave the room with an item in the collection, a loud booming voice coming from the platemail armor e will say, "Put. That. Back!". If the voice is ignored, or if the platemail is attacked, it will animate and attack the thief until he either falls in battle or complies. Treat the armor as Superior Animated Armor.

Treasure:

The weapons and armor are non-magical, but all are high quality, and a few are exceptional. The overall collection is worth a fortune. The chain mail shirt is 12th Quality Level, The weapons inventory is shown on the following table. Note that the values provided are retail sale prices. At best, the Avatars could expect to get half this amount if sold to a merchant:

Armory Inventory Table

Weapon	Size	Quality Level	Value (s.oz.)
Axe	L	8	16256
Axe	M	8	6580
Axe	S	8	5021
Bow	L	8	40769
Bow	M	12	74751
Bow	S	8	7064
Bow	T	8	5780
Cat-o-Nine-Tails	M	8	7870
Crossbow	L	8	10128
Crossbow	M	8	5290

Weapon	Size	Quality Level	Value (s.oz.)
Crossbow	S	8	4510
Dagger	S	12	32085
Dagger, Parrying	S	8	5532
Dagger, Throwing	S	8	4510
Dart, War	S	8	4127
Falcata	L	8	22384
Falcata	M	8	7870
Hammer	L	8	16256
Hammer	M	8	6580
Hammer	S	8	5021
Harpoon	L	8	16256
Iaculum	M	8	5290
Khopesh	L	8	16256
Khopesh	M	8	6580
Longsword	M	8	11740
Longsword	S	8	7064
Mace	L	8	16256
Mace	M	8	6580
Mace	S	8	5021
Mace and Chain	L	8	22384
Mace and Chain	M	8	7870
Maul	L	8	16256
Pick	L	8	16256
Pick	M	8	6580
Pick	S	8	5021
Poleaxe	L	8	22384
Poleaxe	M	12	50175
Quarterstaff	L	8	5532
Quarterstaff	M	8	4322
Rapier	M	8	6580
Rapier	S	8	5021
Rapier	T	8	4593
Scimitar	L	8	16256
Scimitar	M	12	41983
Scimitar	S	8	5021
Scimitar	T	8	4593
Scythe	L	8	16256

Weapon	Size	Quality Level	Value (s.oz.)
Shield	L	8	16256
Shield	M	8	6580
Shield	S	8	5021
Short Sword	M	8	9160
Sickle	M	8	5290
Sickle	S	8	4510
Spear	L	8	16256
Spear	M	8	6580
Trident	L	8	28513
Trident	M	8	9160
War Hammer	L	8	16256
War Hammer	M	8	6580
War Hammer	S	8	5021
Whip	M	8	7870
Whip	S	8	5532

1.12 Great Room

This is the house's Great Room. It is the sight where the Lord of the manor was killed.

□ First Visit to the Great Room

This the house's Great Room. It is a truly magnificent sight. The main portion of the room has ceilings twenty feet high, with an immense fireplace located on the south wall whose chimney extends up all the way to the ceiling. There is a balcony halfway up the western, northern, and eastern walls, with a series of columns on the lower level supporting it.

In the central portion of the room are several overstuffed leather couches and chairs surrounding a large bear-skin rug. Over one of the chairs is slung a regal black cloak with white feathers around its neck and shoulders. On the chimney above the fireplace hangs a large shield painted white with a red cross on it. Below the shield hangs an ax at a 45 degree angle, as if it was intended to form an "X" by crossing another weapon, now missing.

The western wall of the room on the lower level is open to an adjacent room filled with all manner of armor and weaponry.

On the southern part of the east wall is a large set of double doors.

On the northern part of this room, there are three exits. Two of these are dark passages that are 10 feet wide. These are in the north-western corner of the room on the west and north walls. Another, normal sized door is on the eastern end of the north wall.

Pause for a moment to allow the players to absorb the information and ask questions.

After a brief pause:

Fire suddenly appears in the fireplace. Modest flames dance across the surface of a few charred logs of smoldering embers. You see the firelight reflecting off of a blond haired man sitting motionless on the leather chair over which the cloak is draped. He is facing the fire, and is apparently unaware of you. The light the fire gives off is scant, barely reaching the walls of the immense room. But, it is enough to trace the man's muscular outline and regal attire, identifying him as some kind of lord. A bloody bastard sword also glistens in the firelight nearby, apparently cast to the floor. The lord holds a half-empty brandy bottle.

The apparition fades.

Again, pause for a moment.

After Viewing the Apparition:

The doorway on the northern end of the west wall and the nearby 10-foot wide passages in the north-western corner are now bricked up. The bastard sword still lies on the floor as it was before. But, its blade is now covered in dust rather than blood. The cloak also remains draped over the chair.

□ Second Visit to the Great Room

A lordly figure with blond hair appears, wearing a black cloak with white feathers on the neck and shoulders. The figure sits quietly on one of the room's leather chairs and broods as he gazes into the fireplace. He holds a brandy bottle in one hand, nearly drained of its contents.

Another man with olive skin and having a black beard bursts in from the north-eastern door, obviously in a fury. He wears blue robes and a Taqiyah on his head, and carries a curved dagger. He yells out, in a Middle-Eastern accent, "You murdered him! My boy! Why?!!"

The blond haired man in the chair sits up straight, but gives no other reaction. He just keeps staring into the fire. The other man continues, "Answer me, you devil!" as he runs toward the lord brandishing his weapon. "Answer me!". But, he receives no answer.

The black-haired man lifts his dagger and cries, "My debt is paid, then!" With an incoherent yell of sheer anguish, he plunges the dagger downward between the shoulder and collarbone. Again and again, he strikes the lord, who accepts the blows without complaint until he collapses to the ground.

The apparition fades, and the room briefly goes dark.

True Appearance of the Great Room

The main portion of this room has ceilings twenty feet high, with an immense fireplace located on the south wall whose chimney extends up all the way to the ceiling. There is a balcony halfway up the western, northern, and eastern walls, with a series of columns on the lower level supporting it.

In the central portion of the room are several overstuffed leather couches and chairs, whose leather is dry and cracked. They surround a large tattered bear-skin rug. Over one of the chairs is slung a regal black cloak with white feathers around its neck and shoulders. On the chimney

above the fireplace hangs a large dusty shield painted white with a red cross on it. Below the shield hangs an ax at a 45 degree angle, as if it was intended to form an "X" by crossing another weapon, now missing.

On the southern part of the eastern wall is a large set of double doors. There is also a standard-size door in the room's north-west corner. The remainder of the doorways and windows on the lower level of the room are all bricked-up.

It has been a long time since anyone has maintained this room. There is dust covering everything, and ample cobwebs hang in all of its dark recesses.

If anyone disturbs the sword or the cloak, they will immediately spring into action. They are controlled by Godfrey's restless spirit, in the form of a Superior Medium Wraith. The cloak and sword will and dance in mid-air. The sword as if wielded by an invisible warrior and the cloak as if worn by him. In his fury, he will attack all intruders.

Treasure:

The sword and black cloak are both magical:

Godfrey's Haunted Sword

The Large Longsword is Quality Level 12, delivers an additional +3 points of damage when it strikes, and is magical (value of 259071 s.oz.).

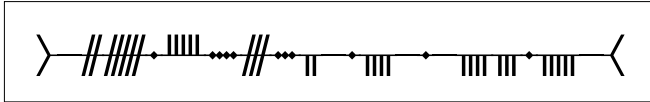
When Godfrey wielded it in life, the sword was not magical. However, the sword is the focal point of Godfrey's own tormented soul. In essence, the sword is haunted with Godfrey's spirit, which makes it magical.

Godfrey's spirit is restless and angry. Until the estate's curse is lifted, he (and the sword) will resist anyone possessing it. However, once the curse is lifted, Godfrey will be favorably disposed to his rescuers. The sword will thereafter act in a manner similar to a Summoning Bell (as described under the Occult spell Empower Summoning Bell (of Girardius) in The Oculus of Occultism). To summon his spirit, the possessor need only speak his name. He will appear and give whatever advice and/or training he is capable of.

Godfrey's Cloak of Swan Form

The cloak is Quality Level 12, and is magical (value of 25856 s.oz.).

The garment fits itself perfectly to its wearer. And, when the wearer says the command phrase, “Graceful as a Swan”, it draws 6 Setback from them transforms them into a small swan as the Eldritch skill Shift to Small Swan Form. (See The Character Compendium for details.) It casts its spell at 12th spell rank. When transformed, the wearer uses the stats for Flying Critter as found in The Tome of Terrors. The command phrase is sewn into the inner neckline of the mantle using Oghamic script as shown below:



The wearer can resume their original form by removing the garment. This can be easily done by the wearer using their swan beak to tug at the feathers on their chest.

1.12.a Great Room Closet

This small room has hooks lining the walls, on which are hung a variety of cloaks, coats, shawls, and hats. There are several pairs of boots set neatly at the base of the walls.

Treasure:

None of the garments are magical. But, all are of 8th Quality Level. There are 3 cloaks, 2 coats, 2 shawls, and 7 hats (4 feminine and 3 masculine). There are also 3 pairs of shoes, and 2 pairs of boots. 1 coat, 1 shawl, and 1 hat, and 1 pairs of boots are peach colored and are of Small size. The rest are of Medium size and have a variety of colors.

1.13 Library

This huge room is a massive library with two levels. The second level is a mezzanine, which is held up by columns spaced ten feet apart. It is open in the center, and runs along the northern, eastern, and southern walls.

There are book cases on all the library's walls, on both levels, as well as more that jut out at right angles to the walls. All these shelves are filled with countless books.

There are double doors on the western wall. In addition to the aforementioned ascending staircase

leading up to the mezzanine, there is a wide descending staircase in the north-western corner. All the windows in the room are bricked-up.

Treasure:

The library contain an exceedingly wide array of books covering all the topics found in the Academic Domain section of The Character Compendium. A notable exceptions is the topic of Street Smarts, which can't really be covered in literary form. The remaining topics have extensive books providing in-depth information.

The entire collection of books is worth several hundred thousand silver pieces, although it is unlikely that a single buyer could be easily found. Further, it would require many, many wagon loads to transport it all.

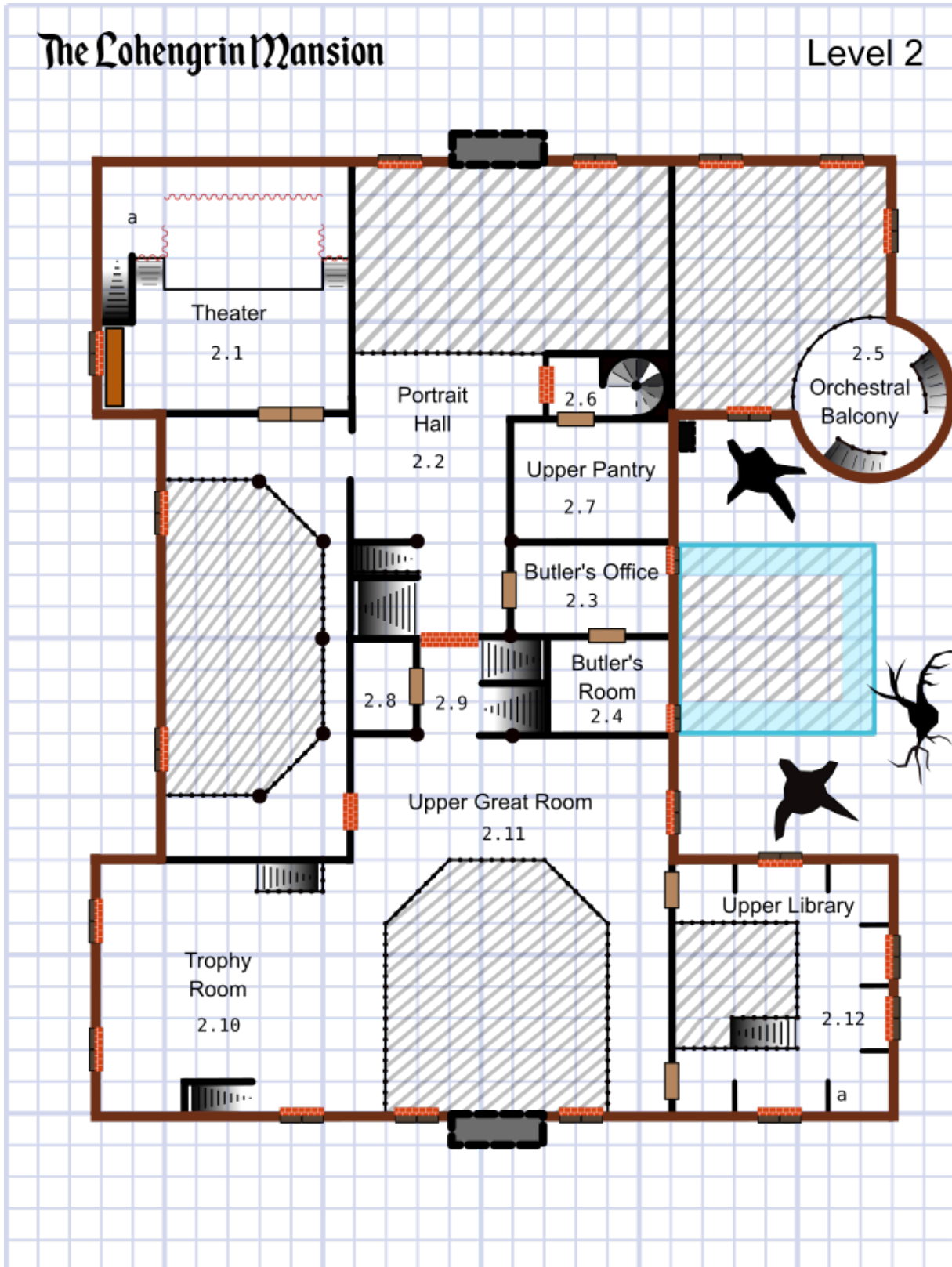
□ First Visit to the Library

A young ghostly woman appears at the double doors on the west wall. She is blond, with a peach ribbon in her hair, and is dressed in a white flowing gown. She glances back over her shoulder and then around the room as if looking for someone, but takes no notice of you. The apparition wafts across the room and ascends the staircase to the next level. When she gets to the top of the stairs, she turns right and disappears from view behind a bookcase.

The ghostly woman is the spirit of Elsa Lohengrin. She is a Comparable White Lady. She will not attack the party unless attacked herself. In fact, she won't even take notice of them unless forced to do so.

The bookcase she disappears behind is marked “a” on the map.

Mansion Level 2



2.1 Theater

This large room is set up as a theater. The stage is in the northern part of the room. It is raised about three feet off the floor. Curtains surround the stage behind it and to either side. Flanking the stage are a pair of short staircases leading up to it. In the southern half of the room are about a dozen ornate cushioned chairs facing the stage. In an alcove on the west wall is a long ornate table on which rests an empty china punch bowl and several china cups. Behind the table is a bricked-up window.

Pause for a moment to let the players absorb the information and ask questions. Then, proceed with the following:

A blond haired teenage girl wearing a peach dress appears in the middle of the stage. She begins singing a sad, high-pitched opera.

The girl is an apparition of Elsa, who will fade away when she finishes the song (which takes about 1 ½ minutes). If the apparition is disbelieved, the ghost of Elsa will remain until the song is over. She wears her mother's white wedding gown, with a peach ribbon in her hair.

The song the girl sings is *Oh, my Beloved Father!*, which has the affect of the Profound Theme music score as detailed in The Character Compendium. Its sad melody will affect anyone in the room hearing it. Its lyrics are in Italian, and provide a subtle clue to the adventure. Anyone speaking Romance can understand their meaning:

*Oh, my beloved father
I love him, I love him!
I'll go to Porta Rossa
To buy our wedding ring*

*Oh yes, I really love him
And if you still say no,
I'll go to Ponte Vecchio
And throw myself below!*

*My love for which I suffer,
At last I want to die!
Father, I pray, I pray!
Father, I pray, I pray!*

If anyone asks about the stage

The stage is made of wood. It has several unobtrusive cabinet doors on its front facing the chairs.

Various large painted canvas backdrops are rolled up and stored behind the cabinet doors. Each has a label such as "Ocean", "Woods", "Town", etc. They don't have much artistic nor monetary value.

2.1.a Back Stage Area

This is the backstage area of a theater, which has various stage props scattered about. Curtains act as the only partitions between this area and the theater's main stage. Just to the south of the western window is a staircase leading up.

The props have no intrinsic value.

2.2 Portrait Hall

□ First Visit to the Portrait Hall

This is an "L" shaped area, with a balcony railing to the north that overlooks the grand Dining Room below. On the wall just to the east of this railing is a bricked-up doorway. The southern wall has another wide bricked-up passage. In the south-western corner are two grand staircases, one ascending and the other descending. Across from these staircases on the east wall is a door, and on the west wall to the north of these staircases is an open passageway.

In the north-west portion of the room are several stuffed chairs surrounding a small coffee table.

Finally, on the north-west and east walls are several portraits. The single portrait on the north-western wall is that of a young blond man posed standing behind a chair in which a beautiful red-haired young woman sits. The man is clean shaven and wears a black cloak with a white feathered mantle. The woman wears a green dress with a black feathered shawl.

There are several portraits on the eastern wall of various people, who were apparently wealthy nobles, dressed in various regalia that was fashionable in ages past. The central portrait is that of an elderly woman with white hair. She wears a yellow dress and sits in a chair. She holds an infant wrapped in a light blue blanket on which is embroidered a white swan. In front of her sits a young blond girl in a peach dress holding a large china doll. Behind the chair are standing the same man and woman shown in the portrait on the north-western wall, but somewhat older.

□ Second Visit to the Portrait Hall

The portraits on the walls of this room capture your attention again. The portraits depicting what you recognize were the last occupants of the house remain the same. But, you also recognize the faces of some of the other portraits to be those of your group.

The demon possessing the house has cast an illusion on some of the portraits to put the intruders on edge. Feel free to tailor the paintings to suit your group's needs, doing your best to creep them out.

□ Third Visit to the Portrait Hall

The portraits of your group that you noticed earlier look a little different. They still show the same individuals as before. But, there are shadows under their eyes, whose pupils now look reptilian. Further, their pallor looks pale and mottled, as if infected with some plague.

Again, feel free to embellish your descriptions to have the greatest impact on your players.

□ Fourth Visit to the Portrait Hall

The portraits depicting your group are changed yet again. Their heads are tilted and their mouths hang open. Their eyes are sunken in and glazed over, and their flesh has started to rot. Clearly they are all quite dead.

2.3 Butler's Office

The door to this room is locked with a lock having a Superior Threshold.

This is a modest office. There is a desk and chair positioned on the northern wall, a chair in the south-eastern corner, and a bookcase on the south-western wall.

There is a bricked-up window on the eastern wall, and a door on the southern wall.

Unless the Avatars killed the butler on another encounter, it is likely he will be sitting at his desk here. He is an Inferior Ghastly Skeleton. The butler has an illusory disguise that makes him appear as he did while alive. He will react to the Avatars, but only to insist that the guests are not allowed upstairs at this time, and will offer to escort them to the Dining Hall. He will certainly become irate if they search the office or go into his bedroom (2.4).

The desk is locked with a lock having a Comparable Threshold. There is a set of keys in the upper drawer of the desk, that opens various storage cabinets and closets throughout the house.

2.4 Butler's Room

The door to this room is locked with a lock having a Superior Threshold.

This is a modest bedroom. There is a single bed in the south-western corner of the room with its headboard on the southern wall. There is a wardrobe on the northern wall to the east of the door, and a dresser on the southern wall to the east of the bed.

There is also a bricked-up window on the southern part of the east wall.

2.5 Orchestral Balcony

This area is a balcony overlooking a large ball room. The balcony is circular in shape and has a hand rail. There are curving staircases that ascend and descend on the southern and eastern portions of the circular back wall, respectively. A set of four chairs is placed in a semicircle in the middle of the room, facing the ball room, each of which has a music stand in front of it.

□ Second Visit to Orchestral Balcony

A trail of bloody footprints starts appearing on the floor, one footprint at a time. They start at the top of the southern staircase, and continue over to the balcony railing. After a moment, more footprints appear which lead from the balcony back over to the top of the eastern stairway, and continue down the stairs.

2.6 Spiral Staircase Landing

This room is a small landing for the spiral staircase that both ascends and descends on its eastern wall. There is a door on its southern wall, and a bricked-up doorway on its western wall.

The door is locked with a lock of Comparable Quality Level. There is a key to it on the keychain in the Butler's Office (2.3).

2.7 Upper Pantry

This is a pantry. Its walls are lined with shelves on which are placed various jars, pots, and bottles. Their contents turned to dust many years ago.

There is nothing of value or significance here.

2.8 Second Floor Closet

This is a storage closet. It contains brooms, mops, buckets, and shelves filled with towels, sponges, and feather dusters.

There is nothing of significance here.

2.9 Second Floor Landing

This is a short hallway, which is blocked off by a brick wall on the northern end and open on the southern end to a large room. Wide stairways ascend and descend on the eastern wall, and there is a door on the west wall.

2.10 Trophy Room

This room has a wide variety of stuffed beasts, all covered in dust, which are apparently the past conquests of proud hunters. The heads of various creatures hang on the walls: deer, a cougar, elk, and even the head of a large warg.

There are other full-bodied beasts standing in various poses in other parts of the room as well. A grizzly bear stands upright with claws and teeth bared in the north-western corner, and a large boar stands in the south-western corner. A large crocodile sits on the floor in the middle of the western wall. The windows are all bricked-up.

The room's most impressive trophy is standing in its center: a large griffon-like creature with a distinctive look. Its fur and feathers are brilliant white, with the exception that some of its plumage is a glorious explosion of rainbow colors. It has a crest of colorful feathers running from the top of its head down the back of its neck, and its wings are similarly spectacular. It is positioned with its beak pointed upward, as if looking down its nose at you.

The griffon is a trophy Godfrey brought back from the holy lands. (Specifically, it is a Minoan griffin, which is only found in the holy lands and the areas immediately surrounding it.) The griffin, bear, and boar are all possessed by demonic Larvae. They will animate and attack when anyone walks into the space between the three of them. Treat all three as if they are undead: a Superior Large Griffin Revenant, a Comparable Large Bear Revenant, and a Comparable Medium Boar Revenant.

2.11 Upper Great Room

This is a balcony that overlooks the Great Room below. You can also see into another room to the south-west that contains myriad stuffed beasts.

The balcony's main distinguishing characteristic is a life-size bronze statue of a knight wearing plate armor in the north-east corner of the room. He is looking down at a serpentine dragon apparently writhing in pain at his feet. The knight holds a spear, whose point he is driving downward into the dragon's throat.

There is a ten-foot wide passage on the northern wall, and two doors on the eastern wall. The remainder of the doorways and windows on this level are bricked-up.

The statue is a representation of Saint George.

2.12 Upper Library

This huge room is a massive library with two levels. You are on the upper level, which is a mezzanine. The floor is wide open in the center, and you can see the level below. A staircase in the south east part of the room descends to the lower level.

There are book cases on all the library's walls, on both levels, as well as more that jut out at right angles to the walls. All these shelves are filled with countless books.

There are doors on the north and south portions of the western wall. The windows are bricked over.

□ First Visit to the Upper Library

A young blond ghostly woman appears at the top of the stairs. She has a peach ribbon in her hair and is dressed in a white flowing gown. She turns right and disappears from view behind a bookcase, only to peek out from behind it a moment later, scanning the room. But, she remains oblivious to your presence.

If the Avatars approach the location on the map marked "a":

You see the young ghostly woman kneeling in front of the bookcase. She removes a few ghostly books from the lowest shelf, reaches to the back of the bookcase, and pulls out another ghostly book. Then, glancing around once again, she sits in a chair next to the bookcase, opens the book, and starts reading it.

If the Avatars search the lowest shelf behind other books:

You find a book hidden behind the other books. It appears to be a spell book of some kind.

The book is a witchcraft spell book, containing all of the Witch spells requiring lore ranks of 8 and below (See [The Oculus of Occultism](#) for details). When picked up, a slip of paper will fall out of it, which is provided in the handouts section. For easy reference, the note says the following:

Elsa,

You've earned your very own Spellbook! It is well deserved, and I am so proud of you.

You're all grown up now. So, if intruders ever invade the house, grab your brother, get to the roof, and use your shawl to escape.

Use the portal mirror if that would be faster.

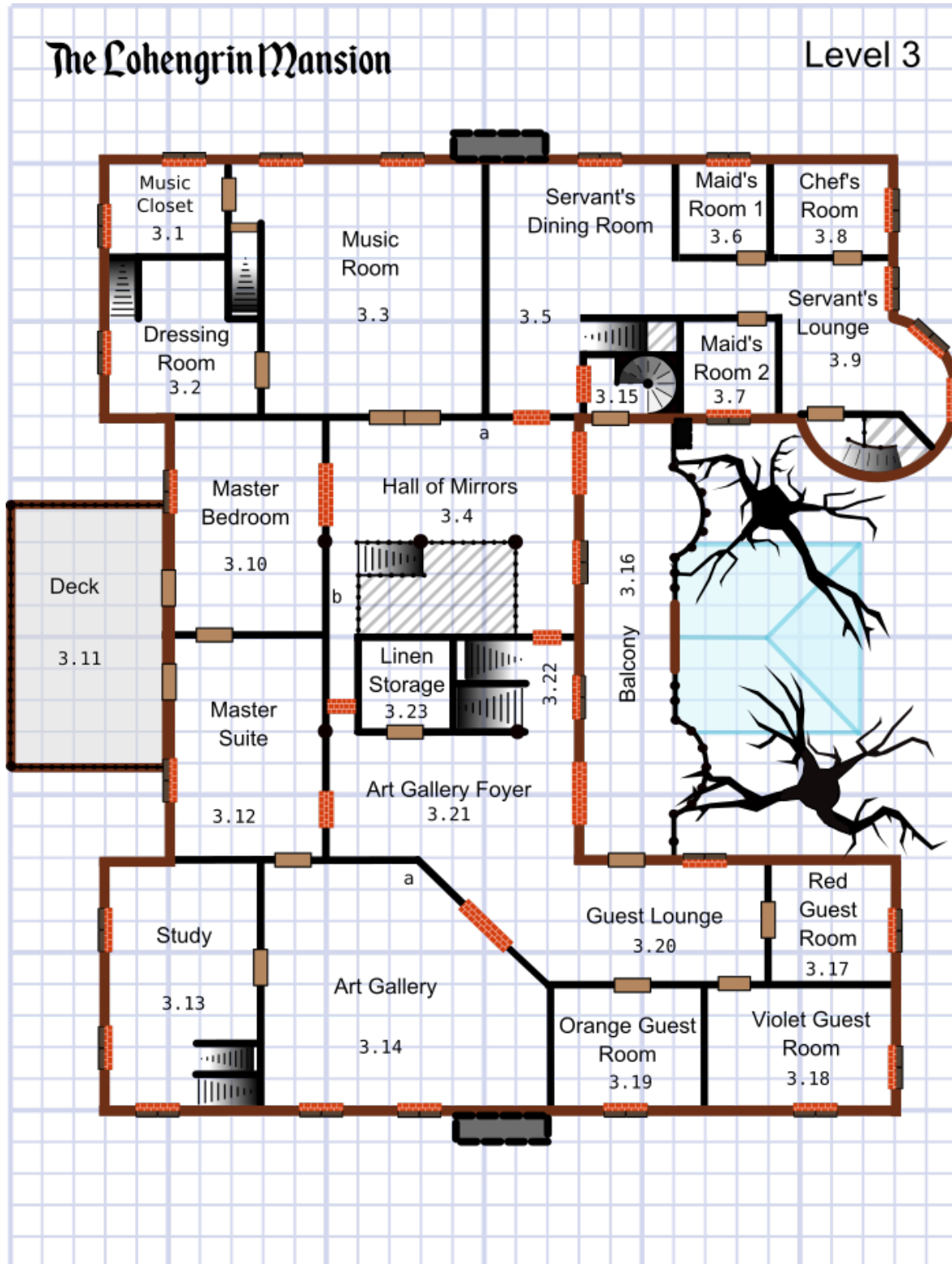
Remember, to open it, touch the mirror and say: "Archangel Gabriel, reveal the way"

And, to close: "Archangel Michael, guard the way"

With all my love,

Mom

Mansion Level 3



3.1 Music Closet

This appears to be a storage room for musical instruments. There are a variety of cases obviously designed to hold them set in the cubbyholes of a honeycomb-like wooden structure on the southern wall. In the North-West corner there is a wooden cabinet.

There are also two bricked-up windows.

The cases are all empty. Their instruments are in the Music Room (3.3). The cabinet contains sheet music for all the instruments of an orchestra. The collection contains a variety of compositions that can be used as a complete collection of all of the musical scores listed in [The Character Compendium](#).

3.2 Dressing Room

□ First visit to the Dressing Room

The northern region of this room is filled with many racks of colorful costumes. There are several cabinets and chests on the southern wall. In the middle of the room are a couple of cushioned benches.

There is a great variety of costumes on the racks, from peasant clothes to royal robes. All of them are made of cheap cloth, have poor craftsmanship, and have little value.

The chests and cabinets are unlocked.

If the chests and cabinets are opened

The chests and cabinets are filled with myriad toy-like props. These include lightweight wooden weapons painted to look real, light-weight helmets and armor made of tin, dishes, candelabras, and countless other knickknacks.

The cabinets and chests contain nothing of any significant monetary value.

□ Second visit to the Dressing Room

You see a young blond girl and an olive-skinned boy with black hair playing in the middle of the room. They are both around 10 years old. The girl is wearing an oversize flowery peach dress and a conical hat with a gossamer veil hanging from it. She is standing on a bench looking down at the boy with her clasped hands raised up next to her cheek. The boy is wearing a robe and a burgundy turban, both of which are too big for him. The girl giggles as the boy bends down on one knee, and begins strumming the lute he holds.

The girl is Elsa Lohengrin and the boy is Shadeed Alam, as they appeared as preadolescents. It is an illusory apparition that obscures the actual spirits of Elsa and Shadeed. If disbelieved, their ghosts will be seen to be quietly standing there for a few minutes before fading away. Elsa is an Inferior White Lady, while Shadeed is a Comparable Decapitated Phantom. Neither will attack unless attacked themselves.

3.3 Music Room

You see a large dusty room containing more than a dozen chairs set up in a semi-circle consisting of three rows facing east. In front of each chair is a music stand. In the center of the semi-circle is a small raised platform on which sits another music stand holding sheet music and a baton.

On the chairs and on various stands set beside them rests an assortment of musical instruments. Behind the semi-circle of chairs in the north-eastern corner is another music stand surrounded by percussion instruments.

There are double-doors on the southern wall of the room, and a door on the southern end of the west wall. There are also two bricked-up windows on the northern wall, and an alcove in the north-western corner. On the west wall of the alcove is a door, and there is another on the alcove's southern wall.

Pause for a moment to allow the players to take in the information.

The instruments all abruptly burst into a cacophony of ear-splitting noise.

The instruments are all possessed by demonic Larvae. They will animate and perform this unholy noise anytime anyone enters the room.

Anyone in the room is affected as the musical score Discord, performed at an Inferior threshold. However, due to their sheer number, the instruments have Edges on the Discord rolls as described under Group Conflict Rolls in The Rules Reference.

If the instruments are attacked

Treat the xylophone and brass instruments as Inferior Small Brass Anthropomorphs. The kettle drum should be treated as an Inferior Medium Brass Anthropomorph. The cello should be treated as an Inferior Medium Wooden Anthropomorph. Treat the rest as Inferior Small Wooden Anthropomorphs.

They won't attack physically. But, the Discord will continue. And, every Round the assault persists, one of the brass instruments will blare out a cone of Sonic Damage as described in the musical score Trumpet of Jericho (performed at an Inferior rank - see The Character Compendium for details.) The horn blaring the Trumpet of Jericho will do its best to get as many of the Avatars as possible while avoiding as many instruments as possible. But, it is possessed by a demon. So, it won't be overly concerned for the welfare of its comrades if its own interests are better served by their sacrifice.

If anyone taps the baton on the conductor's stand

The instruments will go silent (for now). If they then proceed to wave the baton back and forth in rhythm, the instruments are compelled to perform whatever musical score is set on the conductor's stand. The instruments will then go silent until the next time the room is visited. The sheet music that is currently on the stand is Night on Bald Mountain. It has the effect of an Infernal Opus, which gives all demons hearing the music an Edge on all actions. However, there is an assortment of sheet music in the Music Closet (3.1). If the instruments are compelled to perform Ode to Joy, it will have the effect of a Heavenly Opus, which will purge the instruments of their demonic possessions.

Treasure:

The instruments are all 8th Quality Level. All of them are magical, because they are all possessed by Larva demons. If

rid of their demons without damaging them, the instruments will lose their curses (as well as their magical auras). Even so, they are all quite valuable.

There are a couple of trumpets (each worth 510 s.oz.), a trombone (worth 1290 s.oz.), a french horn (worth 1290 s.oz.), two violins (each worth 510 s.oz.), a cello (worth 1290 s.oz.), three flutes (each worth 296 s.oz.), two clarinets (each worth 296 s.oz.), a saxophone (worth 510 s.oz.), an oboe (worth 510 s.oz.), a snare drum (worth 255 s.oz.), a kettle drum (worth 645 s.oz.), and a xylophone (worth 255 s.oz.).

3.4 Hall of Mirrors

First visit to the Hall of Mirrors

This is a large open hall whose walls are lined with framed mirrors of various sizes and shapes.

There is a wide opening in the floor abutting the south wall of the room. A hand rail surrounds this opening, and a staircase descends from its north-western corner.

There are double doors on the western part of the north wall. All the other passages and windows in this room are bricked up.

Second visit to the Hall of Mirrors

You see a young blond girl wearing a peach dress standing in front of a particularly grand mirror, framed in gold. She looks nervously around the room behind her, oblivious to your presence. She then steps through the mirror and vanishes.

The mirror is one one located at the location marked "a" on the map.

Upon examining the Mirror at the location marked "a"

This is a full-length mirror surrounded by a deep ornate frame. It has figures of winged angels blowing trumpets on each corner, while the rest is carved with a bas-relief of leaves. The entire frame is covered in gold leaf.

This mirror is a Portal Mirror. It has a twin in the Chapel Storage room (5.7).

Portal Mirror

The mirror (and its twin) is Quality Level 8, and is magical (value of 5290 s.oz.).

This full-length mirror is triggered when the phrase "Archangel Gabriel, reveal the way" is spoken by anyone touching it. At that point, the mirror will draw 6 Setback from the user and cast the spell Place Medium Spatial Portal to create a magical portal to its twin mirror (assuming the two mirrors are Proximate to one another). The portal will remain open until anyone nearby speaks the phrase "Archangel Michael, guard the way". While the portal is open, anyone looking toward the mirror will see through to the other location as if it were an open doorway. Anyone stepping through the portal will step out of the mirror there, and visa-versa.

□ Upon viewing of the Mirror at "3.4.b"

This is a tall, narrow mirror having an oval frame. You see your reflection in the mirror, but it quickly fades. You then see a young blond woman standing on the railing behind you, facing the mirror. She wears a peach ribbon in her hair, and a beautiful long white gown with a shawl of white feathers on her shoulders. An opal tiara fashioned into the shape of a swan adorns her head. One end of a rope is tied to the base of one of the railing posts. The other end of the rope is tied in a noose around the woman's throat. Tears stream down her face as she raises her arms as if ready to take flight. She says, "Coming, my love." There is a look of desperation in her eyes as she purposefully leans back and falls out of sight. The rope trails behind her, and suddenly goes taught. The view fades, and you see your own reflection once again.

3.5 Servant's Dining Room

□ First Visit to Servant's Dining Room

This room is a simple dining room in the rough shape of an inverted "L". There is a plain wooden table in the center of the north-eastern section surrounded by chairs, a large wooden cabinet on the eastern wall, and a bricked-up window on the northern wall. On the room's southern leg, there are bricked up doorways on the southern and eastern walls and a staircase ascending to the east just to the north of them. Finally, there is a wide passage exiting the eastern-most wall.

The cabinet contains half a dozen mops and broom, and a couple of buckets with scrub brushes.

If the cabinet is opened

The brooms and mops will animate, and attack. Rather than bludgeon the Avatars, though, they will use their shove attack to split the party, driving half of them down the eastern corridor. After one or two Rounds of this, the table will animate, standing upright on two of its legs and using its other two legs as cudgels to attack whoever is left in the room. Treat the brooms as Comparable Animated Brooms/Mops, and the table as a Superior Animated Table.

□ Second Visit to Servant's Dining Room

A trail of bloody footprints starts appearing on the floor, one footprint at a time. They start at the bottom of the stairs and continue down the hallway.

3.6 Maid's Room 1

This is a small, modest bedroom, with a single bed on the western wall, a chest of drawers on the southern wall next to the door, and a bricked-up window on the northern wall.

There are maid's clothes in the chest of drawers, but nothing of significant value here.

3.7 Maid's Room 2

This is a small, modest bedroom, with a single bed on the western wall, a chest of drawers on the northern wall next to the door, and a bricked-up window on the southern wall.

There are maid's clothes in the chest of drawers, but nothing of significant value here.

3.8 Chef's Room

This is a bedroom, with a double bed on the western wall, a chest of drawers on the northern wall, and a bricked-up window on the eastern wall.

There are chef's clothes in the chest of drawers, but nothing of significant value here.

3.9 Servant's Lounge

This is an oddly shaped room, shaped roughly like a boot. There is low coffee table in the center of the room, and several cushioned chairs scattered about.

There are three bricked-up windows, and doors on the northern and southern walls. There is also a wide passage exiting the northern end of the western wall.

□ Second Visit to Servant's Lounge

A trail of bloody footprints starts appearing on the floor, one footprint at a time. They start at the eastern hallway, and lead to the door on the southern wall.

3.10 Master Bedroom

You see a dusty bedroom. It is decorated with various shades of green with black trim throughout. The bed has a canopy, and abuts the north wall. On either side of the bed are bed stands draped with red tablecloths. The room's walls are painted pale green.

On the western wall are a door and a bricked-over window with black-trimmed green curtains that match the bedspread. In the middle of the eastern wall is a bricked-over ten-foot wide doorway.

On the southern wall is a vanity. There is a wardrobe on the eastern wall just to the south of the bricked-over doorway, and another one between the window and door on the western wall.

The northern wardrobe contains men's clothes. The southern wardrobe contains women's clothes, including several dresses, most of which are a variety of green.

If the group searches the room:

This is a good opportunity to have an encounter with Ida's specter, as this is her bedroom. Even if she has been defeated before, she will keep reappearing periodically until the house is cleansed of undead. See the description of Ida Lohengrin in the introductory section of the module for a block of text you can use to describe her entrance.

Treasure:

There is an assortment of feminine jewelry in a jewelry box on the vanity, worth a total of 5,000 s.oz. In addition to these relatively mundane baubles, there is a Broach of Vanishing:

Broach of Vanishing

The magnificent emerald broach is Quality Level 8, and is magical (value of 4322 s.oz.).

The broach is triggered when the wearer says the phrase, "Time to Sneak". (See [The Character Compendium](#) for details.) At that point, the broach draws 6 Setback from its user and casts the Eldritch spell [Vanish](#) at 8th spell rank. The command phrase is engraved on the back of the broach in Cyrillic lettering:

ТИМЭ ТО СНЭАК

3.11 Deck

This is a flat deck on the exterior of the house above the western portico. It is surrounded by a white marble railing, and there are two doors on the house's western face. There is nothing else here other than scattered dry leaves.

Both doors are locked with Superior Locks.

3.12 Master Suite

This is a comfortably furnished room, with a large overstuffed leather sofa on the eastern wall with a coffee table in front of it, and a pair of overstuffed chairs facing it.

There are doors on the northern, western, and southern walls, and a bricked-up doorway on the eastern wall. There is also a bricked-up window to the south of the western door.

3.13 Study

This room has wood panel walls, and a large mahogany desk facing the center of the room in the middle of the northern wall. There is a large chair with leather upholstery behind it, and a pair of smaller chairs in front of it.

There are ascending and descending staircases in the room's south-east corner, and a door on the eastern wall. The windows are bricked over.

Treasure: If the desk is searched, it contains a set of keys which opens the Crypt gates (B.17).

3.14 Art Gallery

As you enter the room, you are instantly struck by the acrid smell of burning incense. The scent is apparently coming from two incense burners set on the floor next to a pedestal in one of the room's corners, on which is set a small bronze statue.

In looking around the room, you see it is an art gallery, of sorts. There are several glass cases containing myriad tiny well-worn artifacts taken from an assortment of ancient cultures, including stylized carvings of many different fantastical creatures. Ceramic vases, statuettes, and pots are set on pedestals. On the eastern wall is hanging a ceramic mosaic depicting a bull-headed man. It is laid on top of a flat slab of limestone, and was apparently cut directly from some old ruin. On the western wall, to the south of the door on that wall is a large stone bas-relief sculpture of a knight battling a serpentine dragon.

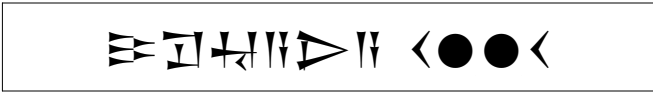
This room has five walls. The first four are lined up with the cardinal directions of North, South, East, and West. But, the fifth is an angled wall in the north-eastern corner. The room has two doors. One is in the center of the western wall, while the other is on the western end of the north wall. There is a wide bricked-up passageway in the middle of the north-eastern wall, and two bricked-up windows on the southern wall.

Upon more closely examining the bronze statue:

The bronze statue is about two feet tall, with a blue-green patina indicating its extreme age. It is a figure of a monster with the torso, head, and arms of a woman with serpents for hair. However, its lower extremities are the thorax and legs of a great spider. She holds a snake by the tail in each hand, as if wielding them like whips. The statue's base has a series of glyphs inscribed on it.

This statue wouldn't particularly stand out from the others in the room, were it not for the two incense burners on either side of it. In front of the statue is a magnificent circular silk rug, which is mostly black with a red border.

The bronze statue depicts Ishara-Uttu, a demonic Mesopotamian demi-goddess.. The inscription on its base states her name in Cuneiform lettering:



Ishara-Uttu is worshiped by Amashilama, the demon that possesses the house. It was brought back from Mesopotamia by Godfrey when he returned from the Crusades in the Holy Lands. This was an unfortunate acquisition, because it was possessed by the leech demon Amashilama. By bringing this spoil of war into his house, Godfrey inadvertently brought a curse upon his household.

The incense and rug were placed here by Omarosa, the Arachnida who lairs in the attic (5.4). The Arachnida serves Amashilama, the demonic servant of Ishara-Uttu. Amashilama has given strict orders that nothing is to be taken from the house, and that it should be disturbed as little possible to avoid disrupting the psychic energies it generates, and on which Amashilama feeds. However, the Arachnida convinced Amashilama to allow this shrine as a place of worship. The Arachnida replaces the incense daily as a sign of devotion.

If the statue of Ishara-Uttu is damaged:

A faint high-pitch chorus of screams slowly builds in the distance.

A few Rounds after the statue is damaged, a Comparable Larva Swarm consisting of 7 swarm batches will flow into the room and attack. A few Rounds thereafter, Omarosa will attack with her spells as well, assuming she is still alive. The infernal statue is lionized by the demonic forces cursing the house, who will defend it mercilessly.

Upon more closely examining the rug:

The rug is mostly black with a red border. It is decorated with the white outline of a spider poised in the middle of a web that extends to the rug's edge. The red edge takes the form of a serpent, whose mouth is biting its own tail.

Treasure:

There is nothing magical in this room. However, the artifacts are quite valuable, if sold to a museum or a collector of antiquities. All total, the collection is worth 100,000 s.oz. However, it is very bulky. At a minimum, the collection requires two large wagons to transport.

3.15 Spiral Staircase Landing

This is a small room with a bricked-up doorway on the western wall, a door on the southern wall and a descending spiral staircase on the eastern wall. There is nothing else.

3.16 Rear Balcony

Upon first viewing the "room":

You see a long corridor running north and south, with doors on each end. The walls are made of brick and the floor and ceiling are gray marble. On the western wall next to each of these doors, there are bricked up passages that appear to have once been double doors. Between these are what appear to be two shuttered windows. Dry leaves have collected at the base of the western wall. The eastern wall is blank.

This is actually the house's rear balcony. The East wall described above is illusory. If anyone tries to touch it, their hand will pass right through it. The illusion is created by the demon possessing the house, and will be re-established within a day if disrupted in any way.

The illusion is intended to give the element of surprise to the two Comparable Great Haunted Tree Men just outside the balcony. Being unaffected by illusions, the trees will perceive and attack anyone on the balcony. The Northern tree can only attack those on the North half of the balcony, while the Southern tree can only attack those to the South.

3.17 Red Guest Room

This is a bedroom, with a double bed with a red canopy and bedspread, whose headrest abuts the northern wall. There is a vanity desk on the south wall, and a small wardrobe just to the west of it.

There is a bricked-up window on the eastern wall with green curtains.

There is nothing of value here.

3.18 Violet Guest Room

This is a bedroom, with a king-sized bed with a light violet canopy and bedspread, whose headrest abuts the northern wall to the east of the door.

The room has two bricked-up windows with violet curtains, one on the southern wall and the other on the eastern wall.

There is a vanity desk to the west of the window on the south wall, a large wardrobe in the middle of the western wall, and a free-standing full-length mirror in the south-west corner between them.

□ First Visit to the Violet Guest Room

You see a young, blond-haired man of perhaps twenty years standing with his back to you in front of the full-length mirror. He is adjusting his clothing, it has a deep purple color, and appears to be the regalia of royalty, appropriate for a formal ball.

If the group tries to catch the attention of the young man:

The youth turns abruptly, apparently surprised to see you, and then vanishes.

If the group searches the room:

You find an embossed invitation on the vanity, which is provided in the handouts section. It reads, “Honorable Duke Huxley, you and your family are cordially invited to attend the coming out ball of our daughter, Elsa. She is most eager to meet your son, Reginald. The ball will be held at our

estate this year on the evening of March 15. Your devoted friends, Godfrey and Ida Lohengrin”

3.19 Orange Guest Room

This is a bedroom, with a queen-sized bed with a light orange canopy and bedspread, whose headrest abuts the western wall. There is a vanity desk on the eastern wall.

There is a bricked-up window on the southern wall with orange curtains, and a wardrobe just to the east of it.

There is nothing of value here.

3.20 Guest Lounge

In the middle of this room is an enormous Persian rug, 10 feet wide by 30 feet long. There are two doors on the south wall, a door on the north wall next to a bricked-up window, and a door on the east wall.

The west wall is entirely open, beyond which you can see an angled wall with a bricked-up double-doorway in its center, and a large room to the north.

□ First Visit to the Guest Lounge

From the passage to the North, you hear sounds like a ball bouncing down a stairway: “Thump ... Thump ... Thump ... Thump ... Thump ... Thump ... Thump ... Thump”

3.21 Art Gallery Foyer

A passage leads north from the north-east corner of this room. The entire eastern portion of the south wall is open, beyond which you can see a large room to the south-east.

The remainder of the doorways, passages, and windows in the room are bricked-up.

□ First Visit to the Art Gallery Foyer

A round table dominates the center of the room, on which rests an impressive sculpture of a swan carved from white alabaster. It is encircled by five squat porcelain vases, from which protrude bouquets of dry, dead rose stems. Dry leaves and petals litter the tabletop.

□ Second Visit to the Art Gallery Foyer

The vases on the table overflow with vibrant bouquets of peach-colored roses.

A young blond woman dressed in a magnificent peach ball gown stands facing a blond man dressed in black formal attire. The woman has tears in her eyes as the man speaks to her, with obvious irritation, "What are you talking about? He's a perfectly fine suitor." The woman covers her face with a hand as she begins crying in earnest. She turns and rushes out of the north-west passage with as much haste as her gown allows. The man shakes his head and walks after her. "He's going to be a Duke, for God's sake."

As he exits the room, the vision fades. The bouquets on the table are once again dry and dead.

3.22 Third Floor Landing

□ First Visit to the Third Floor Landing

From up the stairs, you hear sounds like a bouncing ball: "Thump ... Thump ... Thump ...". A disembodied head with black hair bounces down the stairs. Droplets of red liquid spray out from it and splatter across the stair walls. The head bounces to the bottom of the stairs and hits the eastern wall, bringing it to a stop with its face staring upward. Its face is that of a young man, who has a wide-eyed surprised look on its face. His eyes suddenly dart toward you as he opens his mouth and begins singing.

The head is that of Shaded Alam, which is a Comparable Decapitated Phantom. He sings O Fortuna, having the effect of a Harmonic Chorus musical score as described in The Character Compendium. (Rather than being antagonistic, the musical score encourages groups to work together, which is a subtle hint to the players.)

Shaded will not attack unless attacked. If he is not attacked, his apparition will fade when the song ends.

Anyone who speaks Romance can understand the lyrics:

*Oh! Fortuna!
like the moon
your state varies,
ever waxing or waning;
detestable life
now depriving
and then providing
on a whim
poverty,
power
dissolved like melting ice.*

*Fate – monstrous
and empty,
you ever turning wheel,
evil state,
empty salutation
amounting to nothing,
overshadowed
and in veil
you plague me too
now with your games*

*naked am I
by your wickedness.*

*Fate, in health
and in virtue,
is against me,
driven on
and weighted down,
always enslaved.*

*So at this hour
without delay
pluck the strings;
since Fate
strikes down the strong man,
everyone weep with me!*

3.23 Linen Storage

This appears to be a large linen closet. The walls are lined with shelves, on which there are pillows, folded sheets, blankets, tablecloths, and quilts. Everything appears to be nice and tidy.

This room is paired with the basement linen closet (B.7). The metaphysical forces that imbue the house have created a link between these two locations.

There is nothing of any significant value here.

If anyone enters the room from here and closes the door:

When they open the door again, they will find themselves along with whole room they are in, transported to the location of the basement linen closet (B.7). In actuality, the two rooms swap locations. But, the effect only works if both doors are closed (which they normally are). Once this effect is triggered, it won't work again for a day.

It is quite possible that the players won't discover this little tidbit about the house, which is fine. However, the room is set up to be a very inviting place for the Avatars to rest. If they do so, the situation may help throw them off balance.

Mansion Level 4



4.1 Sewing Room

□ First Visit to Sewing Room

This is apparently a sewing room. There is a long table along the West wall beneath two bricked-up windows. On this table are laid a pair of scissors, several spools of thread of various colors, and a pin cushion in which are stuck numerous needles and pins. In the north-eastern corner, there is a spinning wheel, next to a large basket of wool. Directly to the south of this is a table on which are laid needlework hoops of several sizes. To the south of this table is a bricked-up doorway.

In the middle of the room, a staircase leads down. It is surrounded by a handrail. Directly to the west of this staircase is a large loom, in which there is a half-finished rug or tapestry.

Along the northern wall, whose upper half is angled inward to follow the roof-line, there are many shelves on which many bolts of cloth are stored.

Finally, on the western part of the south wall is a low rack with many spools of yarn. The upper part of this section of the south wall is also angled to follow the roof-line. But, this angle does not carry all the way across it. Instead, directly to the east of the yarn rack is a door. And, right next to that door is another door, which is perpendicular to the first.

This second door is on a short section of wall that protrudes into the room.

There is nothing of value in this room. However, the scissors will detect as magical, since the ghost of Fairuz Alam is bound to them.

If anyone picks up the scissors:

You see a drop of blood run down the length of the scissors and fall onto the floor. Another one follows it, and then another. Horrified, you realize that your own palms are covered in the red liquid. You blink and the blood is gone. You hold an ordinary pair of scissors.

□ Second Visit to Sewing Room

A trail of bloody footprints starts appearing on the floor, one footprint at a time. They start at the bricked-up doorway on the eastern wall, and continue over to the table on the western wall next to where the scissors lay. They pause for a moment, and then continue back toward the bricked-up doorway.

The footprints mark a portion of the path that Fairuz took after deciding to murder Elias Lohengrin, and continuing to the location where Elias died.

4.2 Grandma's Room

□ First Visit to Grandma's Room

You see a dusty bedroom. The bed has a yellow bedspread and canopy, and abuts the South wall. On either side of the bed are bed stands draped with lace doilies. Its walls are painted light yellow.

On the northern wall are a vanity and wardrobe.

The top of the western wall is sloped inward, except for a window that is bricked over. It is decorated with yellow curtains that match the bedspread.

There are doors on the North and East walls exiting the room.

□ Second Visit to Grandma's Room

As you enter the room, you notice a figure lying on the bed wearing a yellow night gown, sleeping quietly under its covers. It is a frail old woman with white hair.

A moment later, you notice a worm-like creature squirming on the pillow beside her head. Glistening in moonlight coming in from the nearby window, you estimate the worm to be about the length and girth of her arm. Without a sound, it slowly rears up while opening up a maw of rasping teeth that is surprisingly wide for its size. With the speed of a cobra strike, the worm lashes out at the old woman's face and latches onto her mouth.

With a start, the woman's eyes open in fear. She sits up and you can see both her and her attacker better in the moonlight. The worm is covered in slime and has a dark reddish-brown coloration. You hear a muffled scream, and then a gurgling/sucking sound. The woman tries to grip the slimy worm, but cannot grab hold; her fingers merely slip down its length. Undulating ripples move up and down the worm's body, which begins to expand as the creature gorges itself on her blood.

The feeble woman gets up off the bed, her attacker in tow, and begins to struggle toward the door. She only makes it halfway there before collapsing on the floor. As the vision fades, you see the monstrous leech grow to the size of a gallon wine-skin. A moment later, the room grows darker and you see that the window is, once again, bricked over, and the apparition of the woman and leech have vanished.

The woman is Ida's mother, Elsa and Elias's grandmother. The monstrous leech is the demoness Amashilama, in the first direct assault on the human residents of the estate. In this attack, the demoness gained enough power to produce larvae offshoots of herself that tempted the house's inhabitants to murderous rages. After the old woman was killed, Amashilama possessed the body and walked it into the house's Cistern (B.15) in the basement to hide it.

Amashilama now draws her energy directly from the house's ectoplasmic blood, and has set up her lair in the Cistern in order to do so most conveniently.

□ Third Visit to Grandma's Room

You see a ghostly old woman wearing a yellow night gown standing in the middle of the room. She is holding a lit candlestick, and looks directly at you. She beckons to you with her free hand and walks out the room's south-east door.

This is the ghost of Ida's mother, who is a Comparable Jack-o'-Lantern. She wants to show the Avatars where her body is hidden, in the Cistern (B.15), and will use her Flaunt Great Aura of Dire Fascination ability to force the issue, if necessary. In doing so, she will follow the same circuitous route that Amashilama took when the demon possessed her body. She will go down the stairs of the 4th Floor Hall (4.3)

to the Third Floor Landing (3.21), go around the corner of the Guest Lounge (3.20) out to the Balcony (3.16), cross over and re-enter the house (3.15), and go down the spiral staircase all the way to the basement. She will then enter the Bath (B.15), and finally go into the Cistern (B.16). Needless to say, if anyone actually follows her, they will be put in quite a bit of peril, although that is not the spirit's intent.

4.3 Fourth Floor Hall

□ First Visit to Fourth Floor Hall

This is a broad hallway, forty feet long and fifteen feet wide. It has a seven-foot wide staircase going down and a door just to the north of it on the eastern wall. On the northern and southern walls are bricked-off doorways. There are two more doors on the northern and southern ends of the west wall. Between these two doors is a large painting of an elderly woman sitting in a rocking chair. She has white hair and is wearing a yellow dress. She is holding an infant wrapped in a light blue blanket. At her feet is sitting a blond-haired girl wearing a peach dress and holding a doll.

There are large cobwebs in the north-eastern and south-eastern corners of the hallway, which span from the ceiling to the floor.

□ Second Visit to Fourth Floor Hall

You see a pair of bloody footprints near the top of the stairs pointing east. After a moment, a new bloody footprint appears just to the north of those, pointed northward. A second later, another one appears, and then another. The trail of bloody footprints continues forming until it meets up with the bricked-up passage to the north. At that point, the footprints stop appearing.

The footprints will linger briefly, and then fade away.

□ Third Visit to Fourth Floor Hall

A young woman with a peach ribbon in her hair kneels in the center of the hall over the decapitated body of a young man on the floor. The woman's shoulder's are bare, and she is wrapped in a white sheet. The body lies in a pool of blood, which is soaking into the sheet.

The young woman looks up at you with tears in her eyes. "How could you! Why?!!"

The vision fades.

4.4 Staircase to Attic

This room is a tall square vertical shaft about 15 feet wide. It contains a sequence of ascending staircases along its walls, each five feet wide. Each section of the staircase ascends five feet before meeting a landing, at which point the staircase turns at a right angle and continues ascending.

The staircases are almost entirely filled with cobwebs, although a five-by-five foot shaft in the center of the room is relatively free of them. You can see the tiny clumps of webs scattered here and there, indicating where some tiny creatures were apparently caught and wrapped up in the webs.

The webs can be easily burned away with a torch or other open flame. A Comparable Medium Spindly Spider lurks in the webs. It will attack if disturbed.

It only takes ascending a couple of rises to make it to a door that opens up into the Arachnida Lair (5.4). But, the staircase continues spiraling up until reaching the Tower Room (6.1).

The wrapped up creatures are the tiny desiccated corpses of bats that flew down from the Tower Room above.

4.5 Elsa's Room

□ First Visit to Elsa's Room

As you open the door, you immediately see a young black-haired man and a young blond woman in a romantic embrace. With wide eyes, both of their heads jerk toward you and then emit a brief gasp. The couple then abruptly vanishes.

You see a dusty bedroom. The bed has a peach bedspread and canopy, and abuts the northern wall. On either side of the bed are bed stands draped with peach tablecloths. The room's walls are also painted a light peach.

On the southern wall are a vanity and wardrobe.

The top of the western wall is sloped inward, except for a window that is bricked over. It is adorned with peach curtains that match the bedspread.

Treasure:

There is an assortment of feminine jewelry in a jewelry box on the vanity, worth a total of 1,500 s.oz.

Finally, there is a small white silk pouch and a crystal wand in a drawer of the vanity. Both are wrapped in a peach silk scarf.

The pouch contains a magical golden ring, but its styling is decidedly masculine. Elsa intended to give it to Shadeed as a wedding ring. **The ring is key to sending the undead spirits haunting the house to their final rest (see the Chapel description (4.15) for details).**

Shadeed's Wedding Ring

This ring has a heavy masculine styling, and is set with a deep burgundy gemstone. Its inner surface is engraved with the phrase, "Liberated by Love".

The gem is a spinel. The ring is Quality Level 8 and is magical (value of 5290 s.oz.). It is paired with the wedding ring intended for Elsa in Shadeed's Bedroom (5.6). Anyone carrying the ring (or its match) will tend to be targeted by the demons possessing the house (as the Pagan Pandemonium spell Tempting Target).

The ring is magical only because the spirit of Elsa is bound to it. It currently has no beneficial powers, but will gain some (while losing its curse) if used in a wedding ceremony between Elsa and Shadeed. These powers are detailed in the description of the Chapel (4.15).

Wand of Glazing

The crystal wand is magical and is Quality Level 8 (value of 4322 s.oz.). When its possessor points the wand and says the command phrase, “Winter Glaze”, the wand draws 8 Setback from them and casts the Occult spell Generate Great Glaze of Slick Ice. The command phrase is etched into the length of the wand in Occult Cipher as shown below:

4.6 Classroom

This is a classroom, with a modest podium in the middle of the eastern wall facing two small desks near the western wall. Behind these desks is a bookcase containing a handful of textbooks.

The upper half of the northern wall angles inward as it accommodates the roof line. On the western portion of this wall is a bricked-up window. The room's only door is on the eastern end of the south wall.

The bookcase contain primer books of a smattering of topics, but mostly cover aspects of Philosophy, as described in The Character Compendium.

If anyone inquires about a particular Academic topic:

A man with olive skin and a black beard appears behind the podium. He is dressed in Arabian-style blue robes and wears a blue Taqiyah on his head. He begins lecturing.

The apparition is that of Khalid Alam, who acted as tutor to the Lohengrin children. He will continue lecturing for ten minutes or so, at which point the apparition will fade away.

If a question is asked in this room, or if a particular academic topic is brought up in conversation, the apparition will appear providing whatever lecture Khalid gave in the

distant past that most closely provides the queried information.

If a character were to sit through enough of these lectures, they could become Schooled in pretty much any Academic skill they wished. Each such skill would require a month's time to acquire in this way. However, if anyone actually *sleeps* in this room, they may become Schooled in one such skill in a single night, as Khalid lectures them in their dreams. Any such character will waken exhausted, however, and will forego any healing that would otherwise have been provided by their Daily Healing Rate.

Khalid's ghost cannot, and will not, provide any direct answers to questions about the estate or its occupants. His role is strictly that of a tutor of academics.

Khalid's spirit is a Superior Ekimmu, a type of middle-eastern specter. He will not attack unless attacked himself. His apparition never acts in a manner that directly acknowledges the Avatars' presence at all, unless forced to do so. But, if this happens, he will transform from a polite scholar into a furious monster bent on exacting revenge for all the pain inflicted on him in life.

4.7 Play Room

This is apparently a play room. The floor is covered by a large soft woolen mat. The walls are painted with a variety of animals. In front of a bricked-up window is a child-sized table with chairs surrounding it, on which is placed a small china tea set. There is also a large chest against the eastern wall painted with images of dolls, horns, drums, balls, and toy soldiers.

If the chest is opened:

The chest is filled to the brim with toys: carved wooden farm animals, rag dolls, and a whole slew of tin soldiers. There is also a big china doll, the size of a small child. As soon as you open the chest, all of them animate and burst forth in a swarm.

The toys are possessed by Larvae demons.

Treat the big china doll as a Comparable Small China Doll (Fragile Anthropomorph). It will do its best to get a weapon before attacking. It will use the skill Picking Pockets to grab a dagger, if possible. If not, it will flee the room and try to

make its way to the kitchen to get a knife before seeking out the intruders. It will try to kill them in their sleep, if the opportunity presents itself.

Rather than deal with the rest of the toys individually, segregate them into three swarms: the rag dolls and stuffed animals (as an Inferior Textile Anthropomorph Swarm); the carved wooden toys (as an Inferior Wood Anthropomorph Swarm); and the tin soldiers (as an Inferior Metal Anthropomorph Swarm). Each of the swarms is comprised of two Swarm Batches.

The rag dolls are unable to deliver damage. So, instead, they will try to drag the intruders to the ground using the skill Maneuvering (see The Character Compendium for details).

4.8 Bedroom of Khalid & Fairuz

This is a bedroom. Most of the upper half of the northern wall angles inward, following the house's roof line. The only exception to this is a bricked-up window in a dormer set in about five feet from the western wall. A double size bed abuts the western wall with night stands on either side of it. A chest of drawers is placed in the north-eastern corner, and a small vanity desk and chair sit under a bricked-up window on the eastern wall.

The chest of drawers contains folded blue robes, a blue taqiyah (muslim head covering), a couple of beige dresses, and a turquoise hijab.

The vanity desk contains some modest Islamic jewelry worth 1,000 s.oz.

4.9 The Alams' Living Room

This is a comfortable living area. There is a cushioned love seat on the northern wall facing a bricked-up window in a dormer on the southern wall. The remainder of the upper half of the southern wall angles inward to accommodate the roof line. Under the window is a cushioned bench, and just to the west of it in the south-west corner is a small table on which rests a hefty leather-bound book with golden Arabic lettering on its cover.

A pair of modest 3-by-5 foot Persian rugs lie side-by-side on the floor in the south-east corner of the room. Rather than being lined up with the walls,

though, they are angled with their narrow ends pointing south-east.

In the north-east corner of the room there is a 15-foot wide alcove.

There are doors on both the western and eastern walls, and on the northern and western walls of the alcove. Finally, there is another, smaller, bricked-up window just to the north of the door on the eastern wall.

The book on the table is the Quran, the Muslim holy book. It is written entirely in Arabic. The Persian rugs are prayer mats facing the Muslim holy lands.

The western door is locked with a Comparable Lock. The eastern door provides access to the rear deck on top of the circular tower. It is locked with a Superior Lock.

4.10 Fourth Floor Vestibule

□ First Visit to Fourth Floor Vestibule

This is an oddly shaped room. It is about fifty-five feet long. On its western end, it is 30 feet wide, but on its eastern end it is only 15 feet wide. A section of the Southern wall is angled in the middle, joining the room's wide end to its narrow end. There is a door in the middle of this angled wall, and two more doors on the northern wall. On the eastern end of the room is a descending staircase. On the west and south walls of the wider end are two bricked up doorways.

□ Second Visit to Fourth Floor Vestibule

A trail of bloody footprints starts appearing on the floor, one footprint at a time. They start at the doorway on the angled southern wall, and lead to the descending stairs on the eastern part of the room. They continue down the stairs.

The footprints are those of Fairuz Alam. They will linger briefly, and then fade away.

□ Third Visit to Fourth Floor Vestibule

A trail of bloody footprints starts appearing on the floor, one footprint at a time. They start at the bricked-up doorway on the western wall and lead to the doorway on the angled southern wall.

The footprints will linger briefly, and then fade away.

□ Fourth Visit to Fourth Floor Vestibule

A trail of bloody footprints starts appearing on the floor, one footprint at a time. They start at the southern bricked-up doorway, and lead to the bricked-up doorway on the western wall.

The footprints will linger briefly, and then fade away.

4.11 Nursery

□ First Visit to Elias’s Nursery

This entry door to this room is on an angled wall in the north-western corner. The upper half of the eastern wall slopes inward, save for a dormer containing a bricked-up window. The southern wall is broken into two sections, The eastern end is set 5 feet further back than its western end, and there is a door in the recessed section. In the center of the northern wall is a wooden rocking horse, and a wooden crib sits in front of the window. In the north-west corner is a rocking chair facing south-west.

As you peruse the room, you hear a giggle and the pitter-patter of tiny feet. A moment later, the rocking horse begins to rock back and forth.

The rocking horse will rock for a minute or two, and then stop.

The room is occupied by the spirit of Elias Lohengrin, who rose as a Very Inferior Haunt after his death.

There is nothing of value in this room.

□ Second Visit to Elias’s Nursery

A trail of bloody footprints starts appearing on the floor, one footprint at a time. They start at the doorway on the angled north-western wall, and lead

to the crib. After a moment, new footprints appear leading back to the same door from which they originated.

The footprints will linger briefly, and then fade away.

4.11.1 Nursery Closet

This area is a wide, shallow closet containing piles of folded diapers, blankets, pillows, and clothes suitable for a toddler.

There is nothing of value here.

4.12 Art Studio

□ First Visit to the Art Studio

This room is set up as an art studio. There is an easel and chair near the western wall next to two bricked-up windows, and a potter’s wheel with a short stool sitting next to it in the south-western corner. Myriad paintings on canvas and wooden panels lean against the North wall.

A table is set in the middle of the room around which disparate stools and chairs are haphazardly placed. Clay and paint smears cover the table’s surface. Just to the south of the table is a 10-foot wide protrusion jutting out from the middle of the southern wall, which has a door on its eastern side.

There is a door on the east wall, and a cabinet just to the south of it.

The paintings are unremarkable, and have little value. The cabinet contains various art supplies, including paint brushes, pots of colored paints, pens, ink, and blocks of clay.

□ Second Visit to the Art Studio

An elderly woman wearing a yellow dress and a paint-stained apron sits on the chair next to the windows, through which sunlight is streaming. She is holding an artist’s palette in one hand, and a paint brush in the other, which she is applying to a canvas sitting on the easel.

A young girl with a peach ribbon tied around a blond ponytail sits at the table in the center of the room. She is wearing a smock stained with many colors. She dips her hand in a pot of paint sitting on the table, and then slowly swipes it across a canvas lying on the table. As she does so, her face beams a smile toward the woman sitting next to the window. "Grandma! Lookee!" The woman looks up and smiles back, but her attention is drawn to the door across the room as a man with blond hair walks in.

He carries a couple of puppies in his hands. The wriggling pups have short black hair with brown patches under their chins, and cropped upright ears. They squirm out of his hands and fumble their way toward the girl.

The girl squeals in delight, wipes her hands on her smock, and gets down on the ground to play with them. "Oh, daddy! Are these ours? Can we keep them? Oh, please!" The man laughs and nods. "If you insist, sweetie."

The room goes dark as the apparition fades. The windows through which the sunlight was streaming are once again bricked-up.

4.13 Chapel Foyer

This is a large empty room. It is mostly rectangular, but there is an angled wall in the north-eastern corner. There is a door in the middle of this angled wall, and another in the center of the western wall.

There is a bricked-up window on the western end of the south wall. The upper portion of the remainder of the southern wall angles inward, obviously following the building's roof line.

A doorway on the northern wall is bricked-up, as is a double-wide doorway on the eastern wall. The eastern wall is notable, in that it has bas-relief figures carved into its stone. On one side of the door is an image of a cross sitting on top of a steep hill. The image on the other side of the door is that of an armored knight wielding a spear. The

spear's point is buried in the neck of a serpentine dragon which is coiled and writhing at the knight's feet.

The knight is a representation of St. George slaying a dragon. A closer inspection of the "cross on a hill" image will reveal that the cross has characteristics of a sword hilt, and the hill is comprised of one large boulder. It is a reference to the link between Christianity and King Arthur.

4.14 Chapel Storage Room

This room has the basic shape of a backwards "L". The entry into the room is in the middle of a wall in the room's south-western corner, which runs from the north-west to the south-east. There is another door near this one on the northern wall. Most of the upper half of the eastern wall angles inward, except for a dormer that contains a bricked-up window.

This room would be suitable as a bedroom, but it is apparently being used for storage. Scattered throughout the room are a number of chests and cabinets, as well as many piles of decorations.

The decorations are grouped according to different seasons. There is one grouping with harvest themes containing baskets of dried gourds, paper-mache pumpkins, and ceramic vegetables of various kinds. Another pile consists of glass icicles and snowflakes, white draperies, and a ceramic nativity scene. Yet another contains bushels full of silk flowers, garlands, and other greenery.

There is nothing of significant value here.

4.14.1 Chapel Storage Room Closet

This area is a wide, shallow closet with shelves full of more decorations.

There is nothing of value here. However, a moment after the door is opened, the decorations will animate and attack as a Wooden Toy Swarm consisting of 5 Swarm Batches.

4.15 Chapel

This is the estate’s chapel. It has a cathedral ceiling that extends up thirty feet. On the far eastern wall, are a trio of gorgeous stained glass windows. Two are at the floor level flanking a modest altar, while one is placed high near the ceiling’s apex. On the altar rest a golden cross, cup, and plate. On either side of the altar, in front of the stained glass windows, are free-standing silver candelabras which are about a man’s height.

On the northern and southern walls are more lovely stained glass windows, two on the north wall and three on the south. On the western portion of the room, there is a balcony ten feet above the floor that serves as a choir loft.

There is a 10-foot wide bricked up doorway on the western wall and a staircase in the north-western corner that ascends.

The altar is marked “a” on the map.

If anyone examines the stain-glass windows:

The high stain-glass window in the middle depicts a golden chalice radiating beams of sunlight.

The stain-glass windows on either side of the alter depict angels. The angel on the left has wings of brilliant blue peacock feathers. He holds a staff topped with a cross in his right hand, and a mirror embossed with an “X” in his left. The angel on the right has wings of brilliant white. He holds a sword in his right hand and a white shield with a red cross in his left.

There are glyphs engraved into the stone walls beneath each of the angels.

The angel on the left depicts the Archangel Gabriel. The one on the right depicts the Archangel Michael. Anyone that can read Gothic Script can decrypt the words beneath the angels.

The one on the left says “Archangel Gabriel, reveal the way”:

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The one on the right says “Archangel Michael, guard the way”:

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ԴՈՒՐՆ ՄԵ ԿՂՕ

If anyone approaches the Altar:

A young black-haired man with olive skin appears next to the altar wearing a burgundy kurta. He smiles and turns toward the west just as a lovely blond young woman wearing a white flowing gown fades into view and steps forward next to him, giving him a big smile. A peach ribbon adorns her hair.

Each of them extends a hand toward you, as if expecting something.

The man is the ghost of Shadeed and the woman is that of Elsa. Neither of them is capable of speaking. Shadeed and Elsa are hoping to get married. Neither of them cares about the particulars of the ceremony, only that they will be declared man and wife when it is over. They are extending their hands to receive the wedding rings they intend to give to each other. These are found in Elsa’s Room (4.5) and Shadeed’s Room (5.6).

Despite being ethereal, Shadeed and Elsa are capable of physically holding the rings, due to the strong spiritual connection they have with them. If both rings are not provided within about a minute, the ghosts will fade. If only one ring was provided, it will fall to the ground with a light “ping-ping” sound as it hits the floor. Of course, the couple will reappear if anyone approaches the alter at a later time.

The ghosts of the house desperately want Elsa and Shadeed to be married, so that they can finally rest. Elsa and Shadeed cannot directly communicate to the Avatars. But, if the party needs more clues to find the rings, Elsa and/or Shadeed will appear at some point and try to lead them there.

If the couple are given both wedding rings:

The couple smiles as they receive the rings and look into each others' eyes.

Several people fade into view a little to the East of the couple, and to either side. Near the blond woman stands a blond man wearing a black cloak with white feathers about its neck and shoulders and a red-haired matron wearing a bright green evening gown and a mantle of black feathers. Next to the young man stands a black-haired bearded man with olive skin wearing blue robes and a woman wearing a beige dress and a turquoise hijab.

The couple looks at the new arrivals and smile, and then look back at you expectantly.

The couple is waiting to be declared married, in whatever fashion or ceremony the Avatars choose to use. Pause here briefly to let the scene sink in before proceeding, as the Avatars have completed everything required to force a final, climactic battle.

Whatever demons remain in the house will do everything in their power to prevent the couple from being married, as they know that will cleanse the mansion of its haunting. As such, the demons will attack directly to prevent that from happening.

You hear an unexpected pounding from the western wall of the chapel. "BOOM!" As you turn to see its source, you hear another. "BOOM!" The bricked-up doorway shudders as mortar cascades to the floor and the wall begins to crumble. "BOOM!" The bricks explode into the room in a cloud of dust.

If Amashilama has not yet been defeated:

Amashilama is pissed, and she wants blood, literally. She is a Superior Uruku demoness.

As the dust settles, you see a monstrous leech squirming its way toward you with surprising speed. It glistens with a coating of slick blood as it winds its way into the room. Smoke quickly starts to rise from its form.

The smoke is due to the fact that the sanctuary is Blessed. As such, Amashilama immediately sustains 2

Righteous damage entering the area, and cumulatively sustains additional Righteous damage every Round as described under Blessed in the Area Conditions section of The Rules Reference. The demoness currently is forced to enter and defend the estate's curse, but will try to draw the party out of the sanctuary if possible.

If Amashilama was previously defeated:

Amashilama is not available to defend the mansion's curse. But, you'll want an exciting climax here. So, as an alternative, have any remaining Larvae swarm and attack as a Superior Larva Swarm King (whose characteristics are described under the Swarm King Overlay in The Tome of Terrors):

As the dust settles, you see a mass of seething worms, making up a vaguely humanoid shape. It glistens with a coating of slick blood as it plods toward you. Smoke quickly starts to rise from its form.

Again, the smoke is because the demon is sustaining Righteous Damage from the Blessed sanctuary.

If the couple is provided with a wedding ceremony, and declared to be married:

The couple beams with happiness as they embrace in a long kiss. The other people surrounding them begin clapping and laughing in obvious joy.

You hear a rumble to the West and feel vibrations ripple through the house. As you look in that direction, you see the remaining bricks falling away from the large doorway in the West wall, until they are no more than a pile of rubble.

All members of the ghostly wedding party smile at you once again in obvious gratitude. They close their eyes and fade from view.

At this point, all of the brick walls blocking the various windows and doorways throughout the estate crumble into rubble, allowing free passage throughout the house.

Further, all of the undead within the estate are laid to rest, and are no longer bound to haunt it. However, the demon infestation remains unless the demoness Amashilama is slain. (Her lair is in the Cistern (B.15).

Treasure:

Once the happy couple is wed, the rings are blessed. They are permanently charmed as Rings of Kinship, which will form a magical link between any two people wearing them:

Rings of Kinship

Rings of Kinship always come in pairs. When the rings are worn by two people, the gemstones in each of the rings transitions from being dull and cloudy to being clear with the twinkle of reflected light. From that point on, when one of the wearers experiences an extreme emotion, such as ecstasy or terror, the other will feel its echo in their heart, no matter the distance between them. Further, if one has a Healing spell cast upon them, that spell also heals the wearer of their ring's twin, as long as they are Proximate to one another. When sold together, the pair is worth 10580 s.oz.

If either of the wearers should remove their ring or die, the gemstones will once again become cloudy.

If you wish to continue the adventure in the Astral Plane:

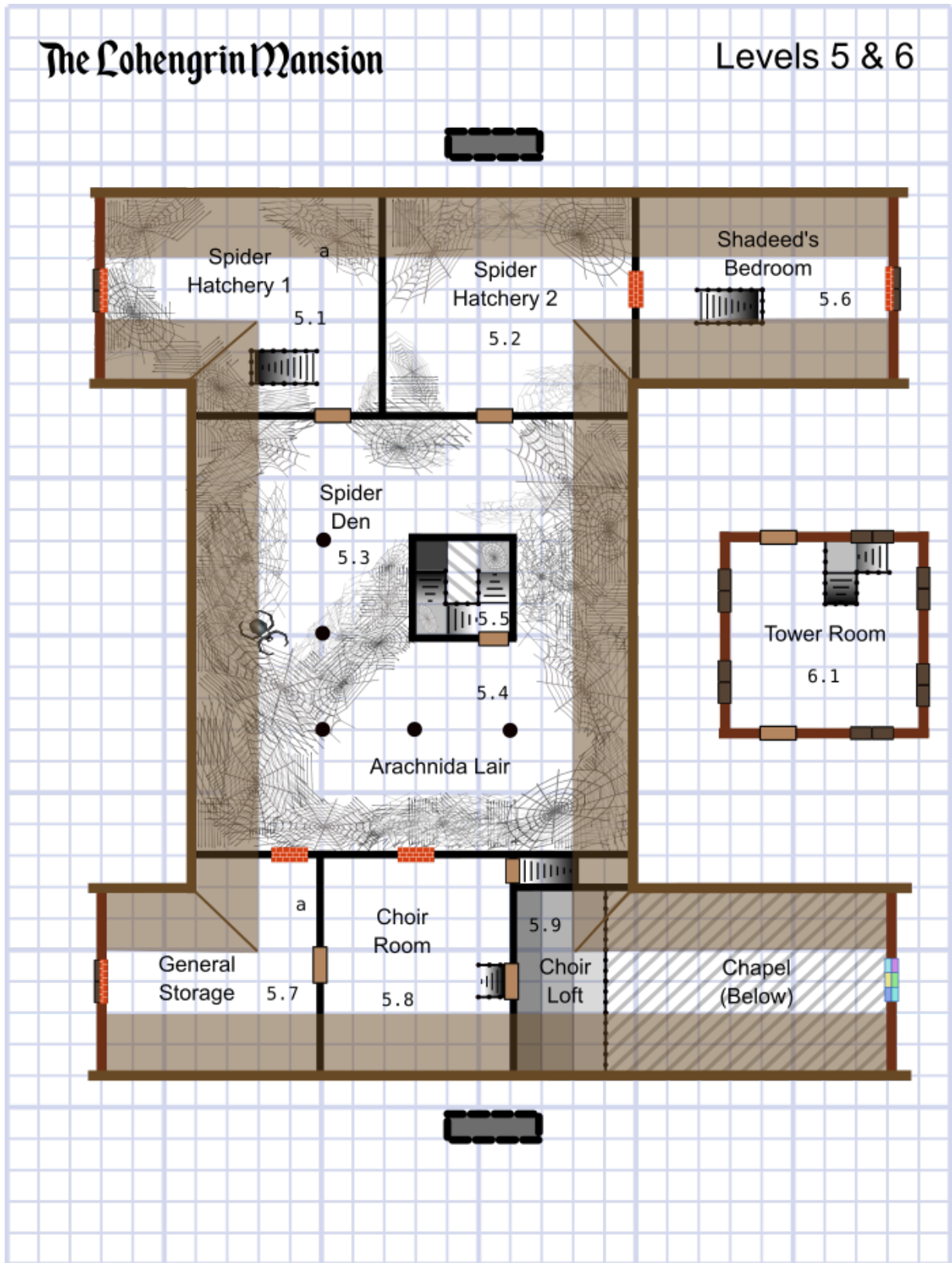
This is a prime opportunity to set up the next adventure, perhaps on the Astral Plane. If you want to end the campaign here, skip this part. On the other hand, if you want to continue to the next adventure², read the following.

The vibrations rippling through the house continue in pulses, like a slow heartbeat.

The vibrations originate in the Heart of the House (1.7), where an Astral Portal periodically opens and closes with the rhythm of a slow heartbeat. As the Avatars get closer to it, the vibrations become more noticeable.

2 At the time of the release of this module, a sequel module to this one has not yet been written. But, this is a good potential lead into one of your own making, should you choose to do so.

Mansion Level 5 (Attic)



5.1 Spider Hatchery 1

This room is slightly “L” shaped, with a bricked-up window on the western wall, and a door on the southern wall. The entire northern wall, and the inner portion of the “L” angle inward from the floor, clearly following the roof line.

Near the door, offset slightly into the room is a staircase leading down. The corners and much of the ceiling of this room are covered in webs. The webs waft in the slight breeze created by your approach. In the north-eastern corner, you see a man-sized bulbous shape hanging from the ceiling that moves slightly.

The webs won’t burn, but they will easily melt away from the heat of a torch directly applied to them.

The man-sized shape is an egg sac, which will burst open if disturbed, and an Inferior Spider Swam will pour out and attack the closest intruder(s). Its location is marked by the “a” on the map.

5.2 Spider Hatchery 2

This room has a bricked-up doorway on the eastern wall, and a door on the southern wall. The entire northern wall, and the south-western corner of the room angle inward from the floor, clearly following the roof line.

The corners and much of the ceiling of this room are covered in webs. The webs waft in the slight breeze created by your approach. On the floor in the middle of the room, you see a man-sized bulbous shape lying on the ground that moves slightly. There is a medium-sized short sword lying on the ground nearby.

Again, the webs won’t burn, but they will easily melt away from the heat of a torch directly applied to them.

The short sword is unremarkable, being of standard quality.

The man-sized shape lying on the ground is a Comparable Common Revenant wrapped up in webbing. The revenant arose from the corpse of an earlier adventurer who was overcome by spiders, bound in webs, and slowly drained of

his blood over the course of weeks. After his death, the corpse was possessed and animated by a Larva, but has been unable to free itself. If the webbing is cut open, the revenant will tear itself free of the webbing and attack anyone nearby. It is wearing a suit of standard Chain Mail. If it can pick up the short sword lying nearby, it will do so and attack with it. Otherwise, it will bludgeon with its gauntlets (while wearing the gauntlets, its fists deliver an additional 1 point of damage per blow).

Treasure:

The revenant has a pouch containing 50 gold coins. It also wears a pair of magic gauntlets:

Gauntlets of Pain

These magic gauntlets fit themselves to the wearer, are Quality Level 12, and deliver an additional +3 damage when used to punch a foe (value of 74751 s.oz.).

If their wearer says the command phrase, “Fists of Pain”, the gauntlets draw 6 Setback from them and cast the Occult spell Manifest Dire Tormenting Touch. The command phrase is engraved on the back of the gauntlets in Nordic runes. The left gauntlet states: “Fists”, while the right one reads: “of Pain”:



5.3 Spider Den

Upon first viewing the room:

The walls of this room are completely covered in webbing. It is quite bumpy in places, though. You can see corners of furniture, boxes, rolled-up carpets, and other miscellaneous materials peeking through. The webs also hang down from above, to the point that the ceiling itself is completely obscured. One portion of the southern wall is free of webs, and you can see that it is made of brick. The rest of the southern wall angles further south, but all you can see is a mass of webbing.

There are two doors on the northern wall. The doors themselves are relatively free of webs, but the webs cling to the walls around them, and extend into the room.

Upon entering the room:

As you enter, half a dozen man-sized spiders drop down from above and approach with glistening greedy eyes.

This room of the attic was used to store the houses unused furnishings and other paraphernalia.

The spiders are Comparable Ghastly Spiders, and will immediately attack. Note that Ghastly Spiders emit an aura of fear. If their auras overlap, use the rules for Group Conflict Rolls to reduce the number of rolls the players must make. If the encounter seems too easy, have more spiders creep out of the webs.

The clutter is of reasonable quality, but contains nothing of significant value.

The angled Eastern portion of the South wall is entirely made of thick, matted webs. It is possible to burn through this wall with torches, although the house itself will resist it. As such, it will take a full five minutes to burn through. The webs will not ignite, but will slowly melt away. Doing so will alert the Arachnida in the Southern lair to their presence. Further, the demon possessing the house will command spiders throughout its interior to re-establish the web wall. Unless the spiders have been completely eliminated, the wall will once again be fully formed within a day.

5.4 Arachnida Lair

Most walls of this room and the ceiling appear to be completely covered in what appears to be spider webs. But, rather than being disorganized and chaotic like most webs, these webs form smooth walls that sheen like silk.

You can see the eastern portion of the north wall is made of brick, and has a door in it. The rest of the northern wall angles from the south-west to the north-east.

There is also what appears to be an enormous egg sac hanging down from the ceiling in the western portion of the room. The egg sac's surface appears equally silky to the other walls, and hangs down 10 feet from the 15 foot high ceiling. Oddly, there is an opening in the egg sac at the top, the bottom of which is 10 feet off the floor. The opening is roughly circular, and is about 5 feet in diameter.

From underneath this egg sac, you see two man-sized hairy spiders crawling toward you. What's worse, in the middle of the more open eastern portion of the room, there sits a large hairy spider, with legs that span a distance of ten feet!

This room is the lair of Omarosa, a Superior Arachnida, who was formerly a human cursed to the form of half-woman/half spider. She is both a Sorceress and a Pagan Priest devoted to the service of Ishara-Uttu. As such, Amashilama often trusts Omarosa with important tasks dealing with the outside world.

The two man-sized spiders are Comparable Medium Burly Spiders. The larger specimen is a Comparable Large Burly Spider. All three are under the control of the Arachnida, who will likely be in the egg sac unless alerted to the Avatars' presence. In battle, the Arachnida will use her pet spiders as a front line, and cast her Sorcery spells from the rear line.

If the Avatars burn their way through the room's Northern web wall from the Spider Den (5.3), the Arachnida will gather its satchel from within its egg sac lair, cast a spell or two when they break through, and then flee to the roof and down the side of the house, to return later on its own terms.

If the Avatars enter through the door, the Arachnida will be trapped, as there is no other easy exit from the room.

However, she and the spiders can climb on the walls and ceiling. The Arachnida will use its spells to escape, if possible. If it succeeds, it will engage in guerrilla warfare against the intruders to drive them away.

If the Avatars enter the egg sac:

The interior of the egg sac is round, with silky walls similar to those to its exterior.

However, its walls and ceiling are lined with four circular spider silk tapestries. The three on the walls are abstract, depicting a variety of colorful spider-web patterns. However, the one on the ceiling depicts a hellish landscape with tormented souls beneath the legs of a half woman / half spider. This creature radiates an aura of blackness against the orange glow of the hellish sky. Her hair is made of vipers, and she wields two fanged serpents in her hands like whips. She lashes out with them at the poor souls beneath her feet.

In the center of the room is a nest made of colorful silk pillows and sheets.

Treasure:

The Arachnida wields a Small Kris (Dagger), which is a Dire Acidic Brand of Quality Level 12, as described in The Wicked Workshop.

In the egg sac lair, there are four circular tapestries, each of which is 10 feet diameter in size. They are exquisite, being 12th Quality Level. They are worth 10,000 s.o.z. each, although they are quite bulky, and would be cumbersome to carry without a mount.

There is a silk satchel hidden under the sheets in the nest. In the satchel are the Arachnida's personal belonging, including 200 gold coins, and a box of incense that she uses to replenish the shrine to Ishara-Uttu in the Art Gallery (3.14). It also contains a letter from Davicina, the half-woman/ half-scorpion leading the Ziggurat construction efforts in Hinkypunk Swamp. (The letter is in the Handouts section.)

5.5 Stairway to Roof and 4th Floor

This is a tall square vertical shaft about 15 feet wide. It contains a sequence of ascending and descending staircases along its walls, each of which is five feet wide. Each section of the staircase ascends or descends five feet before meeting a landing, at which point the staircase turns at a right angle and continues.

The staircases are almost entirely filled with cobwebs, although a five-by-five foot space in the center of the shaft is relatively free of them. The south-eastern landing is also free of cobwebs, and there is a door on the landing's south wall.

Within the cobwebs, you see tiny clumps scattered here and there where various creatures became ensnared.

The webs can be easily burned away with a torch or other open flame.

It only takes ascending a couple of rises to make it to a door that opens up into the Arachnida Lair (5.4). But, the staircase continues spiraling up until reaching the Tower Room (6.1).

The ensnared creatures are the tiny desiccated corpses of bats that flew down from the Tower Room above.

5.6 Shadeed's Room

□ First Visit to Shadeed's Room

This unfinished attic space is set up as a bedroom. The northern and southern walls of the room angle upward to an apex about 15 feet above the floor where their exposed wooden beams meet. There is a bricked-up doorway on the western wall.

There is also a bricked-up window on the eastern wall with a single bed underneath it. A collection of glass animals sits on the windowsill, including an elephant, a giraffe, a horse, a camel, and a hippo. In the middle of the room is a descending staircase surrounded by a hand railing.

Pause for a moment to let the players take in all the information.

A headless ghost wearing a burgundy kurta appears at the foot of the bed, with blood oozing from the stump of its neck and running down its back and shoulders. It appears facing the window, as if enjoying the view beyond, oblivious to your presence.

The gruesome specter is the spirit of Shadeed, and has no animosity toward the Avatars. It is a Comparable Decapitated Phantom. It will ignore them. If attacked, it will simply fade away.

Treasure:

There is a magical golden ring on the neck of the glass giraffe, but its styling is decidedly feminine. Shadeed intended to give it to Elsa as a wedding ring. **The ring is key to sending the undead spirits haunting the house to their final rest (see the Chapel description (4.15) for details).**

Elsa's Wedding Ring

This ring has a delicate feminine styling, and is set with a deep light peach gemstone. Its inner surface is engraved with the phrase, "Liberated by Love".

The gem is a peach morganite. The ring is Quality Level 8 and is magical (value of 4161 s.oz.). It is paired with the wedding ring intended for Shadeed in Elsa's Bedroom (4.5). Anyone carrying the ring (or its match) will tend to be

targeted by the demons possessing the house (as the Pagan Pandemonium spell Tempting Target).

The ring is magical only because the spirit of Shadeed is bound to it. It currently has no beneficial powers, but will gain some (while losing its curse) if used in a wedding ceremony between Elsa and Shadeed. These powers are detailed in the description of the Chapel (4.15).

□ Second Visit to Shadeed's Room

If the party did not acquire the ring from their earlier visit to the room:

A headless ghost appears in the middle of the room next to the railing surrounding the staircase. It raises its arm, and points toward the bricked-up window.

Again, the specter will ignore the Avatars. If attacked, it will fade away.

5.7 General Storage

This unfinished attic space is apparently a storage room. The walls angle upward to an apex about 15 feet above the floor. There is a doorway on one wall, a bricked-up doorway the wall next to it, and a full-length mirror surrounded by a gold frame hangs on the wall between them. There is also a bricked-up window on the wall opposite the door.

The room is in general disarray, with pieces of small furniture, chests, old portraits and landscape paintings, and countless knickknacks scattered haphazardly.

It is most likely that the Avatars entered this room by stepping through the magic mirror in the Hall of Mirrors on the second floor, although it is conceivable that they got here by breaking their way in somehow.

Upon examining the Mirror at the location marked "a"

This is a full-length mirror surrounded by a deep ornate frame. It has figures of winged angels blowing trumpets on each corner, while the rest is carved with a bas-relief of leaves. The entire frame is covered in gold leaf.

This mirror is magical. It is the twin to the Portal Mirror in the Hall of Mirrors (3.4), and is fully described in that room's description. Anyone stepping through the portal will step out of the mirror there, and visa-versa.

5.8 Choir Room

This rectangular room has a short staircase near the middle of one wall leading up to a door. On the same wall in the corner is another door, and there is a third door on the wall opposite the short staircase. There is a bricked-up doorway as well.

The wall opposite the bricked-up doorway angles inward, obviously following the house's roof line.

The room has two rows of chairs in front of the bricked-up doorway. They face a podium near the angled wall. Behind the podium is a rack of what look like choir robes.

5.9 Choir Loft

This area is apparently a choir loft, overlooking a magnificent chapel below. There are three tiers of benches, with an aisle running down the middle. At the front of the bottom tier is a hand rail. The ceiling angles up to an apex about 10 feet above the highest tier.

The choir loft overlooks the Chapel (4.15). There is nothing of significance here.

Mansion Level 6 (Tower)

6.1 Tower Room

This is the estate's tower. It is square in shape, and its ceiling angles in from all four walls, rising to a pyramidal peak in the middle that is 25 feet above the floor.

There are six shuttered windows: Two on each of the western and eastern walls, and one each on the northern and southern walls. There are doors on the northern and southern walls as well.

A staircase surrounded by handrails descends in the north-eastern corner.

The strong pungent smell of guano fills your nostrils, which you can see covers the floor. You can see light coming in a few places through gaps in the rafters, which are otherwise covered almost completely by hanging bats..

Treat the bats as an Inferior Swarm of Vampire Bats with 7 Swarm Batches. They will fill the air and swarm around anyone entering, using their fear ability to drive the intruders away from the tower, if possible. Any of the Swarm Batches that cannot otherwise attack will emit a high-pitched screeches, which acts as the Occult spell Manifest Large Aura of Dire Fear cast at a spell rank equal to its Level.

B.24 Handout



**Mated swans, Nordic founders
Of ivory line, Slumber
upon Urd's aqua pura,
reflecting paired number.**

2.12 Handout



Elsa,

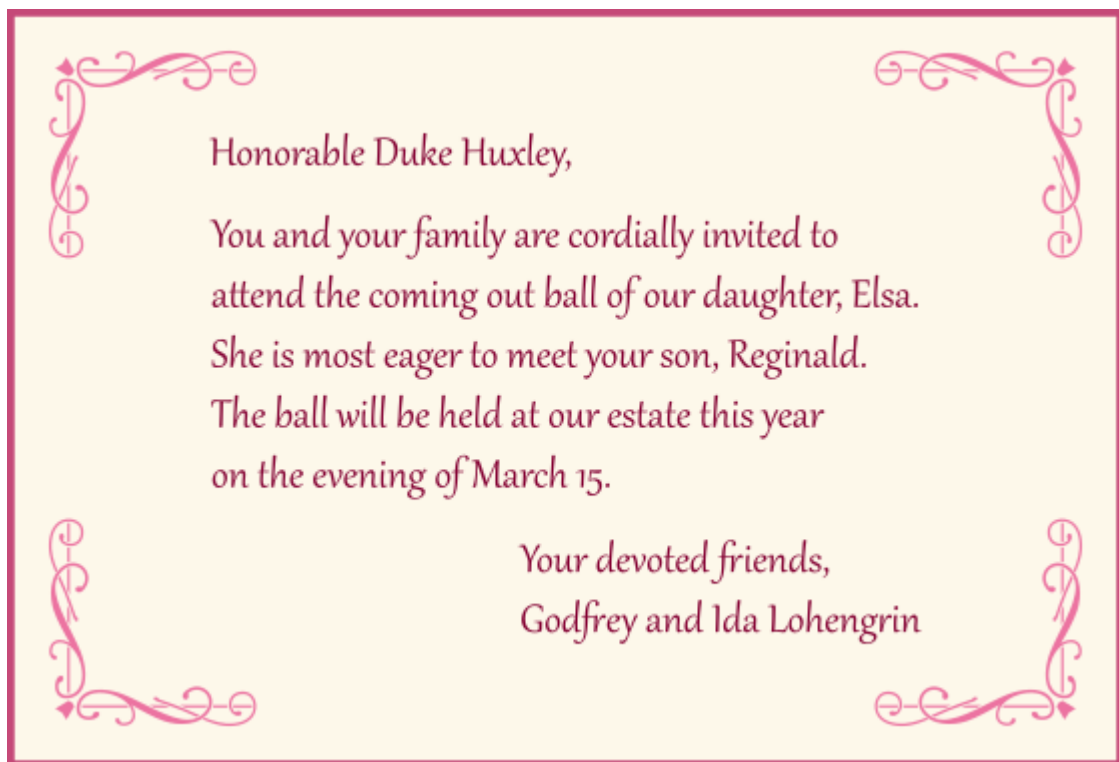
You've earned your very own Spellbook!
It is well deserved, and I am so proud
of you. You're all grown up now.

So, if intruders ever invade the
house, grab your brother, get to the
roof, and use your shawl to escape.
Use the portal mirror if that would
be faster.

Remember, to open it,
touch the mirror and say:
"Archangel Gabriel, reveal the way"
And, to close:
"Archangel Michael, guard the way"

With all my love,
Mom

3.18 Handout



5.4 Handout

Omarosa,

We ran out of palace stone for the Ziggurrat, and Nirah is pushing us hard to finish it. The only other nearby source of high-quality stone is the old church to the east of us in the swamp. We tried several times to obtain what little more we require from there, but their defenses are surprisingly strong.

As such, Nirah ordered me to take what we need from the mansion. Extract it from wherever you want, as long as it's good stone. We will send rafts upriver to collect it in a week or so. Have it ready for us when we get there, or Nirah will be FURIOUS!

Davicina

Ciphers

The various ciphers found throughout the module are repeated here, so that you can easily print or copy these pages, cut out the illustrations, and hand them out to the players.

B.12

Mummified Hand

8Δ∇∧ζΔϣ°ΛζδЖ

B.17

Gate

ΛQHENGRIIN

B.23

Axe

YISYOM NIES BEOQNY
REYCH QF ΨE FQQA

Ring

ΨE SPIRIT QFΨE ΛQRY ΓQY IS NPON ME

1.7

Mantle

> // //// • IIII •••• // •••• II • III •••• IIII IIII IIII <

1.12

Cloak

> // //// • IIII •••• // •••• II • III •••• IIII IIII IIII <

3.10

Broach

ТИМЭ ТО СНЭАК

3.14

Statue

≡ ∩ + II ∇ ∇ ∥ ∥ < ● ● <

4.5

Wand

∇♂°∇R∇δϣ°ΛΔX∇

4.15

ARQHANGEL GABRIEL
RETELL ΨE YAO

ARQHANGEL MIQHAE
ΓNARY ΨE YAO

5.2

Gauntlets

ΨIKTE

⌘Ψ LFIT

Creature Examples

This section provides four sets of monster stats. The first is intended for parties of Levels 7 and 8; the second is intended for Levels 9 through 10; the third for Levels 11 and 12; and the fourth for Levels 13 and 14. Feel free to adjust the difficulty level to make the module appropriately challenging for your group.

Easy Difficulty (Levels 7-8)

Wilderness Creatures

Black Forest Stock Creatures

Boar, Grotesque (Level 8)

Large territorial stone boar. Limit the encounter to one.

TN= 12; ST= 12; AG= -9; CR= -3; PC= 1; HT= 1; IN= -6

HP=256; FP=38; Ward=8; SP=50; Ref=CC&NN

Att | Dam | Def | Stab: gore=+15 | 20 | 25 | 35

Black Dog (Level 8)

Medium faery dog resembling a mastiff grows to Large size when angered. An encounter should consist of no more than two at a time.

Medium Black Dog

TN= 2; ST= 4; AG= 2; CR= 0; PC= 4; HT= 1; IN= -5

HP=54; FP=49; Ward=1; SP=65; Ref=CC&NN

Att | Dam | Def | Stab: bite=+18 | 9 | 26 | 28

Large Black Dog

TN= 4; ST= 10; AG= -4; CR= -2; PC= 4; HT= 1; IN= -5

HP=108; FP=49; Ward=2; SP=65; Ref=CC&NN

Att | Dam | Def | Stab: bite=+18 | 17 | 22 | 30

Two-Headed Giant (Level 8)

Large humanoid with two heads wielding clubs. He knows of the Lohengrin mansion. But, he heard a loud chilling screech coming from it once, and has avoided it ever since.

TN= 4; ST= 11; AG= -3; CR= -2; PC= 2; HT= 0; IN= -4

HP=117; FP=38; Ward=2; SP=55; Ref=CC&NN

Att | Dam | Def | Stab: club and club=+18 and +18 | 16 and 16 | 23 | 28

River Stock Creatures

Kelpie (Level 8)

Large aquatic faery with seaweed hair that can shift between humanoid and equine forms. An encounter should consist of one at a time.

Kelpie in Humanoid Form

Attack Modes: Grappling

TN= 3; ST= 7; AG= -1; CR= -2; PC= 1; HT= -1; IN= 1

HP=76; FP=32; Ward=1; SP=45 / 65 / 35; Ref=CC&NN

Att | Dam | Def | Stab: constriction=+18 | 4 (dam) + 5 (setback) | 24 | 26

Kelpie in Horse Form

Attack Modes: Herbivorous Bite / Hoof

TN= 3; ST= 7; AG= -1; CR= -2; PC= 1; HT= -1; IN= 1

HP=76; FP=32; Ward=1; SP=45 / 65 / 35; Ref=CC&NN

Att | Dam | Def | Stab: bite/hoof=+18 | 15 | 24 | 26

Worm, Skolex (Level 8)

Great-size worm. Limit the encounter to one.

TN=6; ST=12; AG= -12; CR= -4; PC=2; HT= -2; IN= -8

HP=152; FP=32; Ward=3; SP=25; Ref=ToT

Att | Dam | Def | Stab: bite=+12 | 19 | 16 | 30

Swamp Stock CreaturesEel, Comparable (Level 8)

Man-size eel. Limit the encounter to two at a time.

TN= 5; ST= 3; AG= -1; CR= 2; PC= 0; HT= -1; IN= -7

HP=64; FP=29; Ward=2; SP=35; Ref=ToT

Att | Dam | Def | Stab: bite=+14 | 8 | 26 | 27

Hungry Grass (Level 8)

Long animate grass that grabs hold of any creature that wanders within its reach. It grapples them and sucks their blood. Limit the encounter to 5 batches of grass.

TN= 5; ST= 4; AG= -1; CR= 4; PC= -2; HT= -3; IN= -6

HP=70; FP=20; Ward=2; SP=0; Ref=CC&NN

Att | Dam | Def | Stab: tendril=+15 | 8 (setback) +special | 26 | 25

Snake, Large Constrictor (Level 8)

Large snake that wraps around its prey and squeezes the life out of them. Limit encounters to one at a time.

TN= 6; ST= 8; AG= -4; CR= -1; PC= 1; HT= -1; IN= -8

HP=108; FP=32; Ward=3; SP=40 / 40; Ref=ToT

Att | Dam | Def | Stab: constriction=+16 | 4 (dam) + 5 (setback) | 24 | 29

Willow Tree Man (Level 8)

Great size anthropomorphic willow tree, which uses its whip-like branches to grab its prey and draw it into its maw. Limit the encounter to one at a time.

Attack Modes: Tendrils or Maw

TN= 9; ST= 15; AG= -11; CR= 0; PC= 2; HT= 1; IN= -1

HP=256; FP=41; Ward=5; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: tendril=+16 | 7 (setback) | 20 | 33

Mansion Characters**Mansion Major Characters**Alam, Fairuz (Level 10)

Ghostly woman (Banshee). Every 3 Rounds, Fairuz can emit a moan as the Occult spell Invoke Colossal Deft Dire Deathly Moan. However, once per day, her wail acts as the Occult spell Utter Ample Death Wail.

TN= --; ST= --; AG= 1; CR= 1; PC= 2; HT= 3; IN= 3

HP=--; FP=49; Ward=N/A; SP=35; Ref=CC&NN

Att | Dam | Def | Stab: wail=na | special | 21 | 22

Alam, Khalid (Level 10)

Ghostly man (Ekimmu). Every 3 Rounds, Khalid can emit a moan as the Occult spell Invoke Colossal Deft Dire Deathly Moan.

TN= --; ST= --; AG= 2; CR= 0; PC= 2; HT= 3; IN= 3

HP=32; FP=49; Ward=0; SP=40; Ref=MoM

Att | Dam | Def | Stab: touch=+16 | special | 26 | 26

Alam, Shadeed (Level 8)

Ghostly man (Decapitated Phantom). Shadeed is a Minstrel who is a Virtuoso in singing the following Musical Scores, all usable at his Quality Level: Air on a G String (Uplifting Dance), C above High C, Greensleeves (Lamenting Tune), Lullaby Theme, Nessun Dorma (Profound Theme), 99 Bottles of Beer (Drinking Song), Ode to Joy (Heavenly Opus), O Fortuna (Harmonic Chorus), and Pizzicato (Sneaky Song)

TN= --; ST= --; AG= 2; CR= 1; PC= 3; HT= 1; IN= 1

HP=32; FP=45; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: touch=+16 | special | 24 | 25

Amashilama (Level 12)

Uruku leech demoness. Once an Uruku bites, it latches on and begins sucking blood (as described under Blood Drain Attack in the Special Attack Modes section of The Rules Reference). It must be Overcome to detach it from its host, and drains blood from the victim's body at the stated rate every Round.

TN= 7; ST= 9; AG= -7; CR= 5; PC= 4; HT= 1; IN= 0

HP=128; FP=49; Ward=3; SP=30 / 40; Ref=MoM

Att | Dam | Def | Stab: blood drain=+18 | 14 | 26 | 37

Lohengrin, Elias (Level 0)

Ghostly toddler (Haunt). Whenever he encounters a fresh corpse, Elias wills it to rise as its "playmate." To do this, he has the following Spawn Undead gifts: Spawn Undead Ankou, Spawn Undead Haunted Tree Man, Spawn Undead Ghastly Skeleton.

Further, Elias has the unsettling ability to warp space as the Occult spells Form Large Spatial Portal and Manifest Epic Distortion Cube. He uses these abilities to playfully trick and disorient intruders.

Is effectively invisible, but his giggles and pattering feet can frequently be heard.

TN= --; ST= --; AG= 6; CR= 2; PC= 0; HT= 0; IN= 0

HP=--; FP=32; Ward=N/A; SP=30; Ref=ToT

Att | Dam | Def | Stab: touch=+6 | special | 18 | 12

Lohengrin, Elsa (Level 6)

Ghostly young woman (White Lady). Loathes malicious spirits, and will attack them when encountered To so do, she may cast the Occult spells Invoke Fell Enervation and Invoke Dire Ectoplasmic Drain. However, she does not recognize any of the Lohengrin or Alam family members as malicious.

Spells: Elsa is a Witch Neophyte with the following Occult spells, all usable at her Quality Level: Generate Large Glaze of Slick Ice, Invoke Dire Faery Pinch, Invoke Dire Frostbite, Invoke Grim Windy Blast, Manifest Slowing Snow Drift, Pitch Epic Fog, Procure Cruel Freezing Touch, Render Dire Azure Serpent.

Can also cast the following Pagan spells: Blinding Aura, Heal Bone, Healing Touch, Lift Curse.

TN= --; ST= --; AG= 1; CR= 1; PC= 1; HT= 0; IN= 3

HP=32; FP=34; Ward=0; SP=35; Ref=CC&NN

Att | Dam | Def | Stab: special=na | special | 17 | 17

Lohengrin, Godfrey (Level 10)

Ghostly man (Wraith). Touch delivers cold damage as the Occult spell Manifest Dire Freezing Touch. Has the gifts of Spawn Undead Ankou and Spawn Undead Fury. If "killed", will rise again in a week.

Godfrey is a Mystic Knight with the following Mystic spells, all usable at his Quality Level: Beatific Halo, Righteous Weapon, Disrupt Magic, Disrupt Unending Magic, Magic Prescience, Magic Reflection, Magic Repulsion, Mental Fortitude, Mental Strength, Mental

Toughness, Mental Perception, Precognition, Read Thoughts, Unworldly Weapon.

TN= --; ST= --; AG= 3; CR= 2; PC= 3; HT= 3; IN= 1

HP=49; FP=53; Ward=1; SP=50; Ref=CC&NN

Att | Dam | Def | Stab: longsword=+18 | 11 | 30 | 30

Lohengrin, Ida (Level 10)

Ghostly woman (Galley Beggar). Ida is completely insane, filled with rage, and is quite malicious. Once every 3 Rounds, she can emit a piercing cackling laugh as the Occult spell Invoke Great Fell Roar in all who hear it.

Has the gifts of Spawn Undead Fury and Spawn Undead Ghastly Skeleton.

Spells: Ida is a Witch with the following Occult spells, all usable at her Quality Level: Beseach a Tree to Animate (of Becuille), Generate Great Glaze of Slick Ice, Invoke Able Hare's Leap, Invoke Dire Faery Pinch, Invoke Great Cone of Grim Frost, Invoke Great Dire Thunderstrike of Grim Lightning, Invoke Grim Frostbite, Invoke Grim Windy Blast, Manifest Large Halo of Dire Wasps, Pitch Epic Fog, Pitch Great Patch of Fell Nettles, Pitch Great Slick Fell Hailstorm, Prime Servile Gloves (of Baba Yaga), Procure Gecko Climbing, Provide Apt Cool of Night, Release Great Deft Dire Winter Cyclone, Render Dire Azure Serpent.

She uses a combination of Procure Gecko Climbing and Invoke Able Hare's Leap to jump all over the room, ceilings and walls included.

TN= --; ST= --; AG= 10; CR= 1; PC= 2; HT= 3; IN= 1

HP=32; FP=49; Ward=0; SP=80; Ref=CC&NN

Att | Dam | Def | Stab: touch=+17 | special | 34 | 26

Omarosa (Level 10)

Human Sorceress and Pagan Priestess inflicted with the Curse of Abomination, which deformed her lower extremities into that of a spider. (Treat as an Arachnida).

Spells: May use any Sorcery spell appropriate to her Level, including the following: Beget Spindly Spider, Bond with Spider Thread, Empower Ample Hand of Glory, Generate Large Morass of Dire Web, Generate Sheet of Webs, Invoke Dire Fatigue, Invoke Large Cone of Grim Acid, Obtain Fell Acidic Fists, Pitch Great Cloud of Dire Caustic Mist, Pitch Great Fumes of Deft Creeping Nausea, Polymorph into Human, Provide Resistance to Acid, Provide Semblance of Death, Provide Tiny Size, Render Dire Bleeding, Render Wounds Bleeding.

She may also cast any Pagan Pandemonium and Wrath spells appropriate to her Level, including the following: Babble, Dire Flame Tongue, Fell Acid Rain, Fell Castigating Fire, Greater Frailty, Grim Bestial Abomination, Grim Rot, Lingering Retribution, Scald, Thunderbolt.

TN= -4; ST= 0; AG= 5; CR= 2; PC= 1; HT= 3; IN= 3

HP=23; FP=45; Ward=0; SP=50 / 30; Ref=MoM

Att | Dam | Def | Stab: dagger=+21 | 2 | 23 | 19

Mansion Stock Creatures

Animated Armor, Superior (Level 10)

TN= 13; ST= 5; AG= -2; CR= 0; PC= 1; HT= -3; IN= -4

HP=152; FP=26; Ward=9; SP=30; Ref=ToT

Att | Dam | Def | Stab: axe=+15 | 15 | 35 | 38

Animated Broom/Mop, Comparable (Level 8)

Will try to divide the party by maneuvering them apart .
Treat as Medium Wooden Anthropomorph.

TN= 3; ST= 3; AG= -2; CR= -1; PC= 3; HT= 0; IN= 2

HP=54; FP=41; Ward=1; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: shove=+13 | 4 (setback) | 23 | 28

Animated Table, Superior (Level 10)

Treat as Large Wooden Anthropomorph.

TN= 6; ST= 9; AG= -8; CR= -3; PC= 3; HT= 1; IN= 2

HP=117; FP=45; Ward=3; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: bash=+15 | 15 | 22 | 33

Bramble, Large Anthropomorphic (Level 8)

Anthropomorphic Brambles will grab hold of any creature within its reach. Treat this as a Thorny-Tendrill Attack (as described in the Special Attack Modes section of The Rules Reference). The damage delivered in this way is considered blood loss. Every Round a character has blood drained in a given Scene, they must make an Avoidance Roll with Toughness Adjustments until their first Failure. From that point until the end of the Scene, the character suffers from Lethargy. (See Lethargic in the Character Conditions section of The Rules Reference for details.)

TN= 5; ST= 10; AG= -9; CR= 0; PC= 0; HT= 0; IN= 2

HP=117; FP=32; Ward=2; SP=0; Ref=ToT

Att | Dam | Def | Stab: thorny tendrill(×3)=+13 | 11 (dam) + 8 (setback) | 18 | 27

Bat Swarm, Vampire (Level 8)

Can emit an audible high-pitched squeal that acts as the Occult spell Manifest Large Aura of Dire Fear cast at a spell rank equal to its Level. It cannot use this ability and attack with its bite in the same Round, though.

TN= 0; ST= -1; AG= 4; CR= 1; PC= 4; HT= -2; IN= -5

HP=29; FP=38; Ward=0; SP=5 / 55; Ref=ToT

Att | Dam | Def | Stab: bite=+15 | 5 | 26 | 26

Bear, Revenant (Level 8)

Demonically possessed stuffed bear.

TN= 5; ST= 10; AG= -4; CR= -5; PC= 1; HT= -1; IN= -5

HP=117; FP=32; Ward=2; SP=45; Ref=ToT

Att | Dam | Def | Stab: bite/claw=+18 | 18 | 23 | 28

Boar, Revenant (Level 8)

Demonically possessed stuffed wild boar.

TN= 5; ST= 4; AG= -1; CR= -2; PC= -1; HT= 1; IN= -5

HP=70; FP=32; Ward=2; SP=55 / 45; Ref=ToT

Att | Dam | Def | Stab: gore=+15 | 10 | 26 | 26

Fury, Superior Bound (Level 10)

Angry specter. Any living creature touched by a Bound Fury must make an Avoidance Roll with Willpower Adjustments or be afflicted by intense anger. This has the effect of the Occult spell Invoke Brief Fell Rage. The Rage is cast at a spell rank equal to the fury's Quality Level. If any target is Overcome by this rage effect, the spirit gains a temporary respite from its uncontrollable emotion as its anger is transferred to its surrogate. The swirling vortex of dust will quickly settle to the ground until the Rage effects subside in its victim. At this point, the spirit is once again free to rise if disturbed.

TN= --; ST= --; AG= 3; CR= 1; PC= 5; HT= 3; IN= -2

HP=--; FP=64; Ward=N/A; SP=50; Ref=ToT

Att | Dam | Def | Stab: touch=+20 | special | 27 | 29

Ghoul, Comparable Bound (Level 8)

Emaciated ghoul ravenous for human flesh.

TN= 3; ST= 2; AG= 1; CR= 0; PC= 0; HT= 1; IN= 1

HP=49; FP=34; Ward=1; SP=35; Ref=MoM

Att | Dam | Def | Stab: bite/claw=+15 | 9 | 26 | 25

Griffin, Revenant (Level 10)

Demonically possessed stuffed Minoan griffin.

TN= 4; ST= 7; AG= 2; CR= -2; PC= 5; HT= -1; IN= -5

HP=83; FP=45; Ward=2; SP=85 / 125 / 95; Ref=ToT

Att | Dam | Def | Stab: beak/claw=+23 | 17 | 30 | 33

Haunted Tree , Great (Level 8)

Can cast the Occult spell Pitch Great Cube of Extinguishing.

TN= 6; ST= 15; AG= -11; CR= 2; PC= 3; HT= 1; IN= -1

HP=197; FP=45; Ward=3; SP=0; Ref=CC&NN

Att | Dam | Def | Stab: branch=+16 | 23 | 17 | 31

Haunted Tree , Large (Level 8)

Can cast the Occult spell Pitch Great Cube of Extinguishing.

TN= 4; ST= 9; AG= -5; CR= 4; PC= 3; HT= 1; IN= -1

HP=99; FP=45; Ward=2; SP=0; Ref=CC&NN

Att | Dam | Def | Stab: branch=+16 | 16 | 21 | 29

Instrument, Demonically Possessed

Brass Instrument, Medium (Level 6)

TN= 5; ST= 5; AG= -4; CR= -3; PC= 3; HT= 0; IN= 0

HP=76; FP=41; Ward=2; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: punch=+11 | 7 | 18 | 25

Brass Instrument, Small (Level 6)

TN= 3; ST= -1; AG= 2; CR= -1; PC= 3; HT= 0; IN= 0

HP=38; FP=41; Ward=1; SP=30 / 30 / 30; Ref=ToT

Wooden Instrument, Medium (Level 6)

TN= 3; ST= 3; AG= -2; CR= -1; PC= 3; HT= 0; IN= 0

HP=54; FP=41; Ward=1; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: bash=+11 | 7 | 21 | 26

Wooden Instrument, Small (Level 6)

TN= 1; ST= -3; AG= 4; CR= 1; PC= 3; HT= 0; IN= 0

HP=27; FP=41; Ward=1; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: bash=+11 | 3 | 25 | 24

Jack-o'-Lantern, Comparable (Level 8)

Ghost carrying a ghostly candle. The light of this spirit's light has a powerful charming influence which acts much like the Occult spell Flaunt Great Aura of Dire Fascination. Anyone viewing the light must make an Avoidance Roll with Willpower Adjustments or follow anywhere it leads. The spell is cast at a spell rank equal to the spirit's Level.

It also has the ability to reanimate slain undead creatures as the Occult spell Beseech a Few Dead to Rise.

TN= --; ST= --; AG= 3; CR= 1; PC= 2; HT= 1; IN= 1

HP=--; FP=41; Ward=N/A; SP=30 / 70; Ref=CC&NN

Att | Dam | Def | Stab: special=na | special | 21 | 20

Kirk Grim, Comparable (Level 8)

Ghostly dog.

TN= --; ST= --; AG= 1; CR= 0; PC= 7; HT= 1; IN= -5

HP=45; FP=64; Ward=1; SP=65; Ref=CC&NN

Att | Dam | Def | Stab: bite=+16 | 8 | 24 | 30

Larva, Inferior (Level 6)

Demonic worm.

TN= -7; ST= -22; AG=12; CR=7; PC=1; HT= -3; IN= -3

HP=1; FP=1; Ward=0; SP=10 / 20 / 10; Ref=MoM

Att | Dam | Def | Stab: bite=+0 | 1 | 25 | 14

Larva Swarm, Comparable (Level 8)

Swarm of demonic worms.

TN= 2; ST= 2; AG= 0; CR= 1; PC= 1; HT= -3; IN= -2

HP=45; FP=26; Ward=1; SP=25 / 35 / 25; Ref=MoM

Att | Dam | Def | Stab: bite=+14 | 7 | 24 | 25

Larva Swarm King (Level 10)

Swarm of demonic worms conglomerated into a vaguely humanoid form.

TN= 4; ST= 7; AG= -3; CR= 1; PC= 1; HT= 0; IN= 0

HP=83; FP=34; Ward=2; SP=30; Ref=ToT

Att | Dam | Def | Stab: punch=+18 | 11 | 22 | 26

Poltergeist, Comparable (Level 8)

Angry invisible ghost that throws dishes. They can also pinch their foes as the Eldritch skill Impish Pinch, cast at a spell rank equal their Quality Levels.

Poltergeists are invisible to any creature that doesn't have Astral Vision. As such, anyone attacking them suffers from the penalties of Fighting Blind.

TN= --; ST= --; AG= 1; CR= 0; PC= 0; HT= 2; IN= 3

HP=38; FP=38; Ward=1; SP=35; Ref=CC&NN

Att | Dam | Def | Stab: touch=+12 | special | 24 | 23

Rat Swarm, Inferior Undead (Level 0)

TN= 2; ST= 0; AG= 0; CR= 0; PC= 0; HT= -3; IN= -6

HP=38; FP=24; Ward=1; SP=30 / 10; Ref=ToT

Att | Dam | Def | Stab: bite=+4 | 5 | 16 | 16

Revenant , Comparable Common (Level 8)

TN= 1; ST= 1; AG= 2; CR= 0; PC= 2; HT= 1; IN= 1

HP=38; FP=41; Ward=1; SP=40; Ref=ToT

Att | Dam | Def | Stab: short sword=+15 | 6 | 25 | 25; or punch=+15 | 3 | 22 | 22

Skeleton, Ghastly (Level 6)

Skeleton with the illusory appearance of a living person, dressed in opulent garments worthy of a grand ball.

TN= 6; ST= 1; AG= 3; CR= 1; PC= 1; HT= 0; IN= 1

HP=59; FP=34; Ward=3; SP=40; Ref=ToT

Att | Dam | Def | Stab: punch/kick=+14 | 6 | 26 | 24

Spider, Comparable Medium Burly (Level 8)

TN= 3; ST= 1; AG= 4; CR= 2; PC= 0; HT= -2; IN= -8

HP=45; FP=26; Ward=1; SP=50 / 30; Ref=ToT

Att | Dam | Def | Stab: bite=+17 | 4 +poison | 29 | 25

Spider, Comparable Medium Ghastly (Level 8)

Spider with an aura of fear as the Occult spell Manifest Large Aura of Dire Fear.

TN= 5; ST= 3; AG= 6; CR= 2; PC= 0; HT= -1; IN= -8

HP=64; FP=29; Ward=2; SP=60 / 40; Ref=ToT

Att | Dam | Def | Stab: bite=+21 | 6 +poison | 33 | 27

Spider, Comparable Medium Spindly (Level 8)

TN= -1; ST= 2; AG= 4; CR= 4; PC= 2; HT= -2; IN= -8

HP=35; FP=32; Ward=0; SP=60 / 40; Ref=ToT

Att | Dam | Def | Stab: bite=+18 | 5 +poison | 25 | 23

Spider, Comparable Large Burly (Level 8)

TN= 5; ST= 7; AG= -2; CR= 0; PC= 0; HT= -2; IN= -8

HP=91; FP=26; Ward=2; SP=50 / 30; Ref=ToT

Att | Dam | Def | Stab: bite=+17 | 11 +poison | 25 | 27

Spider Swarm, Inferior (Level 6)

TN= -2; ST= 1; AG= 4; CR= 4; PC= 2; HT= -2; IN= -8

HP=29; FP=32; Ward=0; SP=55 / 35; Ref=ToT

Att | Dam | Def | Stab: bite=+15 | 4 +poison | 22 | 20

Toy, Demonically Possessed

China Doll, Small (Level 8)

TN= -5; ST= -5; AG= 10; CR= 3; PC= 3; HT= 0; IN= 2

HP=13; FP=41; Ward=0; SP=40 / 40 / 40; Ref=ToT

Att | Dam | Def | Stab: dagger=+19 | 2 | 25 | 18

Stuffed Animal Swarm (Level 6)

TN= -1; ST= -3; AG= 4; CR= 3; PC= 3; HT= 0; IN= 0

HP=23; FP=41; Ward=0; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: tangle=+11 | 7 (setback) | 23 | 22

Tin Soldier Swarm (Level 6)

TN= 5; ST= 5; AG= -4; CR= -3; PC= 3; HT= 0; IN= 0

HP=76; FP=41; Ward=2; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: punch=+11 | 7 | 18 | 25

Wooden Toy Swarm (Level 6)

TN= 3; ST= 3; AG= -2; CR= -1; PC= 3; HT= 0; IN= 0

HP=54; FP=41; Ward=1; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: bash=+11 | 7 | 21 | 26

Moderate Diff (Levels 9-10)**Wilderness Creatures****Black Forest Stock Creatures**Boar, Grotesque (Level 10)

Large territorial stone boar. Limit the encounter to one.

TN= 13; ST= 12; AG= -9; CR= -3; PC= 2; HT= 1; IN= -6

HP=279; FP=41; Ward=9; SP=50; Ref=CC&NN

Att | Dam | Def | Stab: gore=+17 | 20 | 28 | 39

Black Dog (Level 10)

Medium faery dog resembling a mastiff grows to Large size when angered. An encounter should consist of no more than two at a time.

Medium Black Dog

TN= 3; ST= 4; AG= 2; CR= 0; PC= 4; HT= 2; IN= -5

HP=59; FP=53; Ward=1; SP=65; Ref=CC&NN

Att | Dam | Def | Stab: bite=+20 | 9 | 29 | 31

Large Black Dog

TN= 5; ST= 10; AG= -4; CR= -2; PC= 4; HT= 2; IN= -5

HP=117; FP=53; Ward=2; SP=65; Ref=CC&NN

Att | Dam | Def | Stab: bite=+20 | 17 | 25 | 33

Two-Headed Giant (Level 10)

Large humanoid with two heads wielding clubs. He knows of the Lohengrin mansion. But, he heard a loud chilling screech coming from it once, and has avoided it ever since.

TN= 5; ST= 11; AG= -3; CR= -1; PC= 2; HT= 0; IN= -4

HP=128; FP=38; Ward=2; SP=55; Ref=CC&NN

Att | Dam | Def | Stab: club and club=+20 and +20 | 16 and 16 | 26 | 31

River Stock CreaturesKelpie (Level 10)

Large aquatic faery with seaweed hair that can shift between humanoid and equine forms. An encounter should consist of one at a time.

Kelpie in Humanoid Form

Attack Modes: Grappling

TN= 4; ST= 8; AG= -1; CR= -2; PC= 1; HT= -1; IN= 1

HP=91; FP=32; Ward=2; SP=50 / 70 / 40; Ref=CC&NN

Att | Dam | Def | Stab: constriction=+21 | 4 (dam) + 5 (setback) | 27 | 29

Kelpie in Horse Form

Attack Modes: Herbivorous Bite / Hoof

TN= 4; ST= 8; AG= -1; CR= -2; PC= 1; HT= -1; IN= 1

HP=91; FP=32; Ward=2; SP=50 / 70 / 40; Ref=CC&NN

Att | Dam | Def | Stab: bite/hoof=+21 | 16 | 27 | 29

Worm, Skolex (Level 10)

Great-size worm. Limit the encounter to one.

TN=7; ST=12; AG= -12; CR= -4; PC=3; HT= -2; IN= -8

HP=166; FP=34; Ward=3; SP=25; Ref=ToT

Att | Dam | Def | Stab: bite=+14 | 19 | 19 | 34

Swamp Stock CreaturesEel, Comparable (Level 10)

Man-size eel. Limit the encounter to two at a time.

TN= 5; ST= 3; AG= 1; CR= 2; PC= 0; HT= -1; IN= -7

HP=64; FP=29; Ward=2; SP=40; Ref=ToT

Att | Dam | Def | Stab: bite=+18 | 8 | 30 | 29

Hungry Grass (Level 10)

Long animate grass that grabs hold of any creature that wanders within its reach. It grapples them and sucks their blood. Limit the encounter to 5 batches of grass.

TN= 6; ST= 4; AG= -1; CR= 5; PC= -2; HT= -3; IN= -6

HP=76; FP=20; Ward=3; SP=0; Ref=CC&NN

Att | Dam | Def | Stab: tendril=+17 | 9 (setback) +special | 29 | 28

The Lohengrin Haunting

Snake, Large Constrictor (Level 10)

Large snake that wraps around its prey and squeezes the life out of them. Limit encounters to one at a time.

TN= 7; ST= 8; AG= -4; CR= -1; PC= 1; HT= 0; IN= -8

HP=117; FP=34; Ward=3; SP=40 / 40; Ref=ToT

Att | Dam | Def | Stab: constriction=+18 | 4 (dam) + 5 (setback) | 27 | 32

Willow Tree Man (Level 10)

Great size anthropomorphic willow tree, which uses its whip-like branches to grab its prey and draw it into its maw. Limit the encounter to one at a time.

Attack Modes: Tendrils or Maw

TN= 9; ST= 15; AG= -10; CR= 0; PC= 2; HT= 2; IN= -1

HP=256; FP=45; Ward=5; SP=45; Ref=CC&NN

Att | Dam | Def | Stab: tendril=+19 | 7 (setback) | 23 | 35

Mansion Characters

Mansion Major Characters

Alam, Fairuz (Level 12)

Ghostly woman (Banshee). Every 3 Rounds, Fairuz can emit a moan as the Occult spell Invoke Colossal Deft Dire Deathly Moan. However, once per day, her wail acts as the Occult spell Utter Ample Death Wail.

TN= --; ST= --; AG= 1; CR= 1; PC= 3; HT= 3; IN= 3

HP=--; FP=53; Ward=N/A; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: wail=na | special | 23 | 25

Alam, Khalid (Level 12)

Ghostly man (Ekimmu). Every 3 Rounds, Khalid can emit a moan as the Occult spell Invoke Colossal Deft Dire Deathly Moan.

TN= --; ST= --; AG= 2; CR= 0; PC= 2; HT= 3; IN= 4

HP=32; FP=49; Ward=0; SP=40; Ref=MoM

Att | Dam | Def | Stab: touch=+18 | special | 28 | 28

Alam, Shadeed (Level 10)

Ghostly man (Decapitated Phantom). Shadeed is a Minstrel who is a Virtuoso in singing the following Musical Scores, all usable at his Quality Level: Air on a G String (Uplifting Dance), C above High C, Greensleeves (Lamenting Tune), Lullaby Theme, Nessun Dorma (Profound Theme), 99 Bottles of Beer (Drinking Song), Ode to Joy (Heavenly Opus), O Fortuna (Harmonic Chorus), and Pizzicato (Sneaky Song)

TN= --; ST= --; AG= 2; CR= 2; PC= 3; HT= 1; IN= 2

HP=32; FP=45; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: touch=+19 | special | 26 | 27

Amashilama (Level 14)

Uruku leech demoness. Once an Uruku bites, it latches on and begins sucking blood (as described under Blood Drain Attack in the Special Attack Modes section of The Rules Reference). It must be Overcome to detach it from its host, and drains blood from the victim's body at the stated rate every Round.

TN= 8; ST= 9; AG= -7; CR= 5; PC= 4; HT= 2; IN= 0

HP=140; FP=53; Ward=4; SP=30 / 40; Ref=MoM

Att | Dam | Def | Stab: blood drain=+20 | 14 | 29 | 40

Lohengrin, Elias (Level 0)

Ghostly toddler (Haunt). Whenever he encounters a fresh corpse, Elias wills it to rise as its "playmate." To do this, he has the following Spawn Undead gifts: Spawn Undead Ankou, Spawn Undead Haunted Tree Man, Spawn Undead Ghastly Skeleton.

Further, Elias has the unsettling ability to warp space as the Occult spells Form Large Spatial Portal and Manifest Epic Distortion Cube. He uses these abilities to playfully trick and disorient intruders.

Is effectively invisible, but his giggles and pattering feet can frequently be heard.

TN= --; ST= --; AG= 6; CR= 2; PC= 0; HT= 0; IN= 0

HP=--; FP=32; Ward=N/A; SP=30; Ref=ToT

Att | Dam | Def | Stab: touch=+6 | special | 18 | 12

Lohengrin, Elsa (Level 8)

Ghostly young woman (White Lady). Loathes malicious spirits, and will attack them when encountered To so do, she may cast the Occult spells Invoke Fell Enervation and Invoke Dire Ectoplasmic Drain. However, she does not recognize any of the Lohengrin or Alam family members as malicious.

Spells: Elsa is a Witch Neophyte with the following Occult spells, all usable at her Quality Level: Generate Large Glaze of Slick Ice, Invoke Dire Faery Pinch, Invoke Dire Frostbite, Invoke Grim Windy Blast, Manifest Slowing Snow Drift, Pitch Epic Fog, Procure Cruel Freezing Touch, Render Dire Azure Serpent.

Can also cast the following Pagan spells: Blinding Aura, Heal Bone, Healing Touch, Lift Curse.

TN= --; ST= --; AG= 2; CR= 1; PC= 1; HT= 0; IN= 3

HP=35; FP=34; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: special=na | special | 20 | 19

Lohengrin, Godfrey (Level 12)

Ghostly man (Wraith). Touch delivers cold damage as the Occult spell Manifest Dire Freezing Touch. Has the gifts of Spawn Undead Ankou and Spawn Undead Fury. If "killed", will rise again in a week.

Godfrey is a Mystic Knight with the following Mystic spells, all usable at his Quality Level: Beatific Halo, Righteous Weapon, Disrupt Magic, Disrupt Unenduring Magic, Magic Prescience, Magic Reflection, Magic Repulsion, Mental Fortitude, Mental Strength, Mental Toughness, Mental Perception, Precognition, Read Thoughts, Unworldly Weapon.

TN= --; ST= --; AG= 3; CR= 2; PC= 3; HT= 4; IN= 1

HP=54; FP=58; Ward=1; SP=50; Ref=CC&NN

Att | Dam | Def | Stab: longsword=+21 | 12 | 32 | 32

Lohengrin, Ida (Level 12)

Ghostly woman (Galley Beggar). Ida is completely insane, filled with rage, and is quite malicious. Once every 3Rounds, she can emit a piercing cackling laugh as the Occult spell Invoke Great Fell Roar in all who hear it.

Has the gifts of Spawn Undead Fury and Spawn Undead Ghastly Skeleton.

Spells: Ida is a Witch with the following Occult spells, all usable at her Quality Level: Beseech a Tree to Animate (of Becuille), Generate Great Glaze of Slick Ice, Invoke Able

Hare's Leap, Invoke Dire Faery Pinch, Invoke Great Cone of Grim Frost, Invoke Great Dire Thunderstrike of Grim Lightning, Invoke Grim Frostbite, Invoke Grim Windy Blast, Manifest Large Halo of Dire Wasps, Pitch Epic Fog, Pitch Great Patch of Fell Nettles, Pitch Great Slick Fell Hailstorm, Prime Servile Gloves (of Baba Yaga), Procure Gecko Climbing, Provide Apt Cool of Night, Release Great Deft Dire Winter Cyclone, Render Dire Azure Serpent.

She uses a combination of Procure Gecko Climbing and Invoke Able Hare's Leap to jump all over the room, ceilings and walls included.

TN= --; ST= --; AG= 10; CR= 1; PC= 3; HT= 3; IN= 1

HP=35; FP=53; Ward=1; SP=85; Ref=CC&NN

Att | Dam | Def | Stab: touch=+20 | special | 37 | 30

Omarosa (Level 12)

Human Sorceress and Pagan Priestess inflicted with the Curse of Abomination, which deformed her lower extremities into that of a spider. (Treat as an Arachnida).

Spells: May use any Sorcery spell appropriate to her Level, including the following: Beget Spindly Spider, Bond with Spider Thread, Empower Ample Hand of Glory, Generate Large Morass of Dire Web, Generate Sheet of Webs, Invoke Dire Fatigue, Invoke Large Cone of Grim Acid, Obtain Fell Acidic Fists, Pitch Great Cloud of Dire Caustic Mist, Pitch Great Fumes of Deft Creeping Nausea, Polymorph into Human, Provide Resistance to Acid, Provide Semblance of Death, Provide Tiny Size, Render Dire Bleeding, Render Wounds Bleeding.

She may also cast any Pagan Pandemonium and Wrath spells appropriate to her Level, including the following: Babble, Dire Flame Tongue, Fell Acid Rain, Fell Castigating Fire, Greater Frailty, Grim Bestial Abomination, Grim Rot, Lingering Retribution, Scald, Thunderbolt.

Mansion Stock Creatures**Animated Armor, Superior** (Level 12)

TN= 13; ST= 5; AG= -2; CR= 1; PC= 2; HT= -3; IN= -4

HP=152; FP=29; Ward=9; SP=30; Ref=ToT

Att | Dam | Def | Stab: axe=+17 | 15 | 37 | 41

Animated Broom/Mop, Comparable (Level 10)

Will try to divide the party by maneuvering them apart .

Treat as Medium Wooden Anthropomorph.

TN= 4; ST= 3; AG= -2; CR= -1; PC= 3; HT= 1; IN= 2

HP=59; FP=45; Ward=2; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: shove=+15 | 4 (setback) | 26 | 31

Animated Table, Superior (Level 12)

Treat as Large Wooden Anthropomorph.

TN= 6; ST= 9; AG= -8; CR= -2; PC= 3; HT= 1; IN= 3

HP=117; FP=45; Ward=3; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: bash=+17 | 15 | 24 | 35

Bramble, Large Anthropomorphic (Level 10)

Anthropomorphic Brambles will grab hold of any creature within its reach. Treat this as a Thorny-Tendrils Attack (as described in the Special Attack Modes section of The Rules Reference). The damage delivered in this way is considered blood loss. Every Round a character has blood drained in a given Scene, they must make an Avoidance Roll with Toughness Adjustments until their first Failure. From that point until the end of the Scene, the character suffers from Lethargy. (See Lethargic in the Character Conditions section of The Rules Reference for details.)

TN= 6; ST= 10; AG= -9; CR= 1; PC= 0; HT= 0; IN= 2

HP=128; FP=32; Ward=3; SP=0; Ref=ToT

Att | Dam | Def | Stab: thorny tendrils(×3)=+15 | 11 (dam) + 9 (setback) | 21 | 30

Bat Swarm, Vampire (Level 10)

Can emit an audible high-pitched squeal that acts as the Occult spell Manifest Large Aura of Dire Fear cast at a spell rank equal to its Level. It cannot use this ability and attack with its bite in the same Round, though.

TN= 1; ST= -1; AG= 4; CR= 1; PC= 5; HT= -2; IN= -5

HP=32; FP=41; Ward=1; SP=5 / 60; Ref=ToT

Att | Dam | Def | Stab: bite=+17 | 5 | 29 | 30

Bear, Revenant (Level 10)

Demonically possessed stuffed bear.

TN= 6; ST= 10; AG= -4; CR= -5; PC= 2; HT= -1; IN= -5

HP=128; FP=34; Ward=3; SP=50; Ref=ToT

Att | Dam | Def | Stab: bite/claw=+20 | 18 | 26 | 32

Boar, Revenant (Level 10)

Demonically possessed stuffed wild boar.

TN= 5; ST= 5; AG= 0; CR= -2; PC= -1; HT= 1; IN= -5

HP=76; FP=32; Ward=2; SP=60 / 50; Ref=ToT

Att | Dam | Def | Stab: gore=+19 | 11 | 29 | 28

Fury, Superior Bound (Level 12)

Angry specter. Any living creature touched by a Bound Fury must make an Avoidance Roll with Willpower Adjustments or be afflicted by intense anger. This has the effect of the Occult spell Invoke Brief Fell Rage. The Rage is cast at a spell rank equal to the fury's Quality Level. If any target is Overcome by this rage effect, the spirit gains a temporary respite from its uncontrollable emotion as its anger is transferred to its surrogate. The swirling vortex of dust will quickly settle to the ground until the Rage effects subside in its victim. At this point, the spirit is once again free to rise if disturbed.

TN= --; ST= --; AG= 3; CR= 1; PC= 6; HT= 3; IN= -2

HP=--; FP=69; Ward=N/A; SP=50; Ref=ToT

Att | Dam | Def | Stab: touch=+23 | special | 29 | 32

Ghoul, Comparable Bound (Level 10)

Emaciated ghoul ravenous for human flesh.

TN= 3; ST= 3; AG= 1; CR= 0; PC= 0; HT= 1; IN= 1

HP=54; FP=34; Ward=1; SP=40; Ref=MoM

Att | Dam | Def | Stab: bite/claw=+18 | 10 | 28 | 27

Griffin, Revenant (Level 12)

Demonically possessed stuffed Minoan griffin.

TN= 4; ST= 7; AG= 2; CR= -1; PC= 5; HT= 0; IN= -5

HP=83; FP=49; Ward=2; SP=85 / 125 / 95; Ref=ToT

Att | Dam | Def | Stab: beak/claw=+25 | 17 | 32 | 35

Haunted Tree , Great (Level 10)

Can cast the Occult spell Pitch Great Cube of Extinguishing.

TN= 6; ST= 16; AG= -10; CR= 2; PC= 3; HT= 1; IN= -1

HP=215; FP=45; Ward=3; SP=0; Ref=CC&NN

Att | Dam | Def | Stab: branch=+20 | 24 | 20 | 33

Haunted Tree , Large (Level 10)

Can cast the Occult spell Pitch Great Cube of Extinguishing.

TN= 4; ST= 10; AG= -4; CR= 4; PC= 3; HT= 1; IN= -1

HP=108; FP=45; Ward=2; SP=0; Ref=CC&NN

Att | Dam | Def | Stab: branch=+20 | 17 | 24 | 31

Instrument, Demonically Possessed

Brass Instrument, Medium (Level 8)

TN= 5; ST= 5; AG= -4; CR= -3; PC= 3; HT= 0; IN= 2

HP=76; FP=41; Ward=2; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: punch=+13 | 7 | 20 | 27

Brass Instrument, Small (Level 8)

TN= 3; ST= -1; AG= 2; CR= -1; PC= 3; HT= 0; IN= 2

HP=38; FP=41; Ward=1; SP=30 / 30 / 30; Ref=ToT

Wooden Instrument, Medium (Level 8)

TN= 3; ST= 3; AG= -2; CR= -1; PC= 3; HT= 0; IN= 2

HP=54; FP=41; Ward=1; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: bash=+13 | 7 | 23 | 28

Wooden Instrument, Small (Level 8)

TN= 1; ST= -3; AG= 4; CR= 1; PC= 3; HT= 0; IN= 2

HP=27; FP=41; Ward=1; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: bash=+13 | 3 | 27 | 26

Jack-o'-Lantern, Comparable (Level 10)

Ghost carrying a ghostly candle. The light of this spirit's light has a powerful charming influence which acts much like the Occult spell Flaunt Great Aura of Dire Fascination. Anyone viewing the light must make an Avoidance Roll with Willpower Adjustments or follow anywhere it leads. The spell is cast at a spell rank equal to the spirit's Level.

It also has the ability to reanimate slain undead creatures as the Occult spell Beseech a Few Dead to Rise.

TN= --; ST= --; AG= 3; CR= 2; PC= 2; HT= 2; IN= 1

HP=--; FP=45; Ward=N/A; SP=30 / 70; Ref=CC&NN

Att | Dam | Def | Stab: special=na | special | 23 | 22

Kirk Grim, Comparable (Level 10)

Ghostly dog.

TN= --; ST= --; AG= 1; CR= 0; PC= 7; HT= 1; IN= -5

HP=54; FP=64; Ward=1; SP=65; Ref=CC&NN

Att | Dam | Def | Stab: bite=+18 | 8 | 28 | 34

Larva, Inferior (Level 8)

Demonic worm.

TN= -6; ST= -22; AG=12; CR=7; PC=1; HT= -3; IN= -2

HP=1; FP=1; Ward=0; SP=10 / 20 / 10; Ref=MoM

Att | Dam | Def | Stab: bite=+2 | 1 | 28 | 17

Larva Swarm, Comparable (Level 10)

Swarm of demonic worms.

TN= 2; ST= 2; AG= 0; CR= 2; PC= 1; HT= -3; IN= -1

HP=45; FP=26; Ward=1; SP=25 / 35 / 25; Ref=MoM

Att | Dam | Def | Stab: bite=+16 | 7 | 26 | 27

Larva Swarm King (Level 12)

Swarm of demonic worms conglomerated into a vaguely humanoid form.

TN= 5; ST= 7; AG= -3; CR= 1; PC= 2; HT= 0; IN= 0

HP=91; FP=38; Ward=2; SP=30; Ref=ToT

Att | Dam | Def | Stab: punch=+20 | 11 | 25 | 30

Poltergeist, Comparable (Level 10)

Angry invisible ghost that throws dishes. They can also pinch their foes as the Eldritch skill Impish Pinch, cast at a spell rank equal their Quality Levels.

Poltergeists are invisible to any creature that doesn't have Astral Vision. As such, anyone attacking them suffers from the penalties of Fighting Blind.

TN= --; ST= --; AG= 2; CR= 0; PC= 1; HT= 2; IN= 3

HP=38; FP=41; Ward=1; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: touch=+15 | special | 27 | 26

Rat Swarm, Inferior Undead (Level 0)

TN= 2; ST= 0; AG= 0; CR= 0; PC= 0; HT= -3; IN= -6

HP=38; FP=24; Ward=1; SP=30 / 10; Ref=ToT

Att | Dam | Def | Stab: bite=+4 | 5 | 16 | 16

Revenant, Comparable Common (Level 10)

TN= 1; ST= 2; AG= 3; CR= 0; PC= 2; HT= 1; IN= 1

HP=41; FP=41; Ward=1; SP=45; Ref=ToT

Att | Dam | Def | Stab: short sword=+19 | 7 | 28 | 27; or
punch=+19 | 4 | 25 | 24

Skeleton, Ghastly (Level 8)

Skeleton with the illusory appearance of a living person,
dressed in opulent garments worthy of a grand ball.

TN= 6; ST= 1; AG= 3; CR= 1; PC= 1; HT= 1; IN= 2

HP=59; FP=38; Ward=3; SP=40; Ref=ToT

Att | Dam | Def | Stab: punch/kick=+16 | 6 | 28 | 26

Spider, Comparable Medium Burly (Level 10)

TN= 4; ST= 2; AG= 4; CR= 2; PC= 0; HT= -2; IN= -8

HP=54; FP=26; Ward=2; SP=50 / 30; Ref=ToT

Att | Dam | Def | Stab: bite=+20 | 5 +poison | 32 | 28

Spider, Comparable Medium Ghastly (Level 10)

Spider with an aura of fear as the Occult spell Manifest Large Aura of Dire Fear.

TN= 6; ST= 4; AG= 6; CR= 2; PC= 0; HT= -1; IN= -8

HP=76; FP=29; Ward=3; SP=65 / 45; Ref=ToT

Att | Dam | Def | Stab: bite=+24 | 7 +poison | 36 | 30

Spider, Comparable Medium Spindly (Level 10)

TN= 0; ST= 2; AG= 5; CR= 4; PC= 2; HT= -2; IN= -8

HP=38; FP=32; Ward=0; SP=60 / 40; Ref=ToT

Att | Dam | Def | Stab: bite=+21 | 5 +poison | 29 | 26

Spider, Comparable Large Burly (Level 10)

TN= 6; ST= 8; AG= -2; CR= 0; PC= 0; HT= -2; IN= -8

HP=108; FP=26; Ward=3; SP=50 / 30; Ref=ToT

Att | Dam | Def | Stab: bite=+20 | 12 +poison | 28 | 30

Spider Swarm, Inferior (Level 8)

TN= -1; ST= 2; AG= 4; CR= 4; PC= 2; HT= -2; IN= -8

HP=35; FP=32; Ward=0; SP=60 / 40; Ref=ToT

Att | Dam | Def | Stab: bite=+18 | 5 +poison | 25 | 23

Toy, Demonically Possessed

China Doll, Small (Level 10)

TN= -4; ST= -5; AG= 10; CR= 3; PC= 3; HT= 1; IN= 2

HP=15; FP=45; Ward=0; SP=40 / 40 / 40; Ref=ToT

Att | Dam | Def | Stab: dagger=+21 | 2 | 28 | 21

Stuffed Animal Swarm (Level 8)

TN= -1; ST= -3; AG= 4; CR= 3; PC= 3; HT= 0; IN= 2

HP=23; FP=41; Ward=0; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: tangle=+13 | 7 (setback) | 25 | 24

Tin Soldier Swarm (Level 8)

TN= 5; ST= 5; AG= -4; CR= -3; PC= 3; HT= 0; IN= 2

HP=76; FP=41; Ward=2; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: punch=+13 | 7 | 20 | 27

Wooden Toy Swarm (Level 8)

TN= 3; ST= 3; AG= -2; CR= -1; PC= 3; HT= 0; IN= 2

HP=54; FP=41; Ward=1; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: bash=+13 | 7 | 23 | 28

Hard Difficulty (Levels 11-12)**Wilderness Creatures****Black Forest Stock Creatures**Boar, Grotesque (Level 12)

Large territorial stone boar. Limit the encounter to one.

TN= 13; ST= 13; AG= -9; CR= -3; PC= 2; HT= 1; IN= -6

HP=304; FP=41; Ward=9; SP=50; Ref=CC&NN

Att | Dam | Def | Stab: gore=+20 | 21 | 30 | 41

Black Dog (Level 12)

Medium faery dog resembling a mastiff grows to Large size when angered. An encounter should consist of no more than two at a time.

Medium Black Dog

TN= 3; ST= 4; AG= 2; CR= 1; PC= 5; HT= 2; IN= -5

HP=59; FP=58; Ward=1; SP=65; Ref=CC&NN

Att | Dam | Def | Stab: bite=+22 | 9 | 31 | 34

Large Black Dog

TN= 5; ST= 10; AG= -4; CR= -1; PC= 5; HT= 2; IN= -5

HP=117; FP=58; Ward=2; SP=65; Ref=CC&NN

Att | Dam | Def | Stab: bite=+22 | 17 | 27 | 36

Two-Headed Giant (Level 12)

Large humanoid with two heads wielding clubs. He knows of the Lohengrin mansion. But, he heard a loud chilling screech coming from it once, and has avoided it ever since.

TN= 5; ST= 11; AG= -3; CR= 0; PC= 2; HT= 1; IN= -4

HP=128; FP=41; Ward=2; SP=55; Ref=CC&NN

Att | Dam | Def | Stab: club and club=+22 and +22 | 16 and 16 | 28 | 33

River Stock CreaturesKelpie (Level 12)

Large aquatic faery with seaweed hair that can shift between humanoid and equine forms. An encounter should consist of one at a time.

Kelpie in Humanoid Form

Attack Modes: Grappling

TN= 4; ST= 8; AG= -1; CR= -1; PC= 1; HT= -1; IN= 2

HP=91; FP=32; Ward=2; SP=50 / 70 / 40; Ref=CC&NN

Att | Dam | Def | Stab: constriction=+23 | 4 (dam) + 5 (setback) | 29 | 31

Kelpie in Horse Form

Attack Modes: Herbivorous Bite / Hoof

TN= 4; ST= 8; AG= -1; CR= -1; PC= 1; HT= -1; IN= 2

HP=91; FP=32; Ward=2; SP=50 / 70 / 40; Ref=CC&NN

Att | Dam | Def | Stab: bite/hoof=+23 | 16 | 29 | 31

Worm, Skolex (Level 12)

Great-size worm. Limit the encounter to one.

TN=7; ST=13; AG= -12; CR= -4; PC=3; HT= -1; IN= -8

HP=181; FP=38; Ward=3; SP=30; Ref=ToT

Att | Dam | Def | Stab: bite=+17 | 20 | 21 | 36

Swamp Stock CreaturesEel, Comparable (Level 12)

Man-size eel. Limit the encounter to two at a time.

TN= 5; ST= 3; AG= 1; CR= 2; PC= 1; HT= 0; IN= -7

HP=64; FP=34; Ward=2; SP=40; Ref=ToT

Att | Dam | Def | Stab: bite=+20 | 8 | 32 | 32

Hungry Grass (Level 12)

Long animate grass that grabs hold of any creature that wanders within its reach. It grapples them and sucks their blood. Limit the encounter to 5 batches of grass.

TN= 6; ST= 5; AG= -1; CR= 5; PC= -2; HT= -3; IN= -5

HP=83; FP=20; Ward=3; SP=0; Ref=CC&NN

Att | Dam | Def | Stab: tendril=+20 | 9 (setback) +special | 31 | 30

Snake, Large Constrictor (Level 12)

Large snake that wraps around its prey and squeezes the life out of them. Limit encounters to one at a time.

TN= 7; ST= 8; AG= -4; CR= -1; PC= 3; HT= 0; IN= -8

HP=117; FP=41; Ward=3; SP=45 / 45; Ref=ToT

Att | Dam | Def | Stab: constriction=+20 | 4 (dam) + 5 (setback) | 29 | 36

Willow Tree Man (Level 12)

Great size anthropomorphic willow tree, which uses its whip-like branches to grab its prey and draw it into its maw. Limit the encounter to one at a time.

Attack Modes: Tendrils or Maw

TN= 10; ST= 15; AG= -10; CR= 0; PC= 2; HT= 3; IN= -1

HP=279; FP=49; Ward=6; SP=45; Ref=CC&NN

Att | Dam | Def | Stab: tendril=+21 | 7 (setback) | 26 | 38

Mansion Characters***Mansion Major Characters***Alam, Fairuz (Level 14)

Ghostly woman (Banshee). Every 3 Rounds, Fairuz can emit a moan as the Occult spell Invoke Colossal Deft Dire Deathly Moan. However, once per day, her wail acts as the Occult spell Utter Ample Death Wail.

TN= --; ST= --; AG= 1; CR= 1; PC= 4; HT= 3; IN= 3

HP=--; FP=58; Ward=N/A; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: wail=na | special | 25 | 28

Alam, Khalid (Level 14)

Ghostly man (Ekimmu). Every 3 Rounds, Khalid can emit a moan as the Occult spell Invoke Colossal Deft Dire Deathly Moan.

TN= --; ST= --; AG= 2; CR= 1; PC= 3; HT= 3; IN= 4

HP=32; FP=53; Ward=0; SP=40; Ref=MoM

Att | Dam | Def | Stab: touch=+22 | special | 30 | 31

Alam, Shadeed (Level 12)

Ghostly man (Decapitated Phantom). Shadeed is a Minstrel who is a Virtuoso in singing the following Musical Scores, all usable at his Quality Level: Air on a G String (Uplifting Dance), C above High C, Greensleeves (Lamenting Tune), Lullaby Theme, Nessun Dorma (Profound Theme), 99 Bottles of Beer (Drinking Song), Ode to Joy (Heavenly Opus), O Fortuna (Harmonic Chorus), and Pizzicato (Sneaky Song)

TN= --; ST= --; AG= 3; CR= 2; PC= 3; HT= 2; IN= 2

HP=32; FP=49; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: touch=+21 | special | 29 | 29

Amashilama (Level 16)

Uruku leech demoness. Once an Uruku bites, it latches on and begins sucking blood (as described under Blood Drain Attack in the Special Attack Modes section of The Rules Reference). It must be Overcome to detach it from its host, and drains blood from the victim's body at the stated rate every Round.

TN= 8; ST= 10; AG= -7; CR= 5; PC= 4; HT= 2; IN= 1

HP=152; FP=53; Ward=4; SP=35 / 45; Ref=MoM

Att | Dam | Def | Stab: blood drain=+23 | 15 | 31 | 42

Lohengrin, Elias (Level 0)

Ghostly toddler (Haunt). Whenever he encounters a fresh corpse, Elias wills it to rise as its "playmate." To do this, he has the following Spawn Undead gifts: Spawn Undead Ankou, Spawn Undead Haunted Tree Man, Spawn Undead Ghastly Skeleton.

Further, Elias has the unsettling ability to warp space as the Occult spells Form Large Spatial Portal and Manifest Epic Distortion Cube. He uses these abilities to playfully trick and disorient intruders.

Is effectively invisible, but his giggles and pattering feet can frequently be heard.

TN= --; ST= --; AG= 6; CR= 2; PC= 0; HT= 0; IN= 0

HP=--; FP=32; Ward=N/A; SP=30; Ref=ToT

Att | Dam | Def | Stab: touch=+6 | special | 18 | 12

Lohengrin, Elsa (Level 10)

Ghostly young woman (White Lady). Loathes malicious spirits, and will attack them when encountered To so do, she may cast the Occult spells Invoke Fell Enervation and Invoke Dire Ectoplasmic Drain. However, she does not recognize any of the Lohengrin or Alam family members as malicious.

Spells: Elsa is a Witch Neophyte with the following Occult spells, all usable at her Quality Level: Generate Large Glaze of Slick Ice, Invoke Dire Faery Pinch, Invoke Dire Frostbite, Invoke Grim Windy Blast, Manifest Slowing Snow Drift, Pitch Epic Fog, Procure Cruel Freezing Touch, Render Dire Azure Serpent.

Can also cast the following Pagan spells: Blinding Aura, Heal Bone, Healing Touch, Lift Curse.

TN= --; ST= --; AG= 2; CR= 1; PC= 1; HT= 2; IN= 3

HP=35; FP=41; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: special=na | special | 22 | 21

Lohengrin, Godfrey (Level 14)

Ghostly man (Wraith). Touch delivers cold damage as the Occult spell Manifest Dire Freezing Touch. Has the gifts of Spawn Undead Ankou and Spawn Undead Fury. If "killed", will rise again in a week.

Godfrey is a Mystic Knight with the following Mystic spells, all usable at his Quality Level: Beatific Halo, Righteous Weapon, Disrupt Magic, Disrupt Unenduring Magic, Magic Prescience, Magic Reflection, Magic Repulsion, Mental Fortitude, Mental Strength, Mental Toughness, Mental Perception, Precognition, Read Thoughts, Unworldly Weapon.

TN= --; ST= --; AG= 3; CR= 2; PC= 3; HT= 4; IN= 1

HP=59; FP=58; Ward=2; SP=50; Ref=CC&NN

Att | Dam | Def | Stab: longsword=+23 | 12 | 35 | 35

Lohengrin, Ida (Level 14)

Ghostly woman (Galley Beggar). Ida is completely insane, filled with rage, and is quite malicious. Once every 3 Rounds, she can emit a piercing cackling laugh as the Occult spell Invoke Great Fell Roar in all who hear it.

Has the gifts of Spawn Undead Fury and Spawn Undead Ghastly Skeleton.

Spells: Ida is a Witch with the following Occult spells, all usable at her Quality Level: Beseech a Tree to Animate (of Becuille), Generate Great Glaze of Slick Ice, Invoke Able

Hare's Leap, Invoke Dire Faery Pinch, Invoke Great Cone of Grim Frost, Invoke Great Dire Thunderstrike of Grim Lightning, Invoke Grim Frostbite, Invoke Grim Windy Blast, Manifest Large Halo of Dire Wasps, Pitch Epic Fog, Pitch Great Patch of Fell Nettles, Pitch Great Slick Fell Hailstorm, Prime Servile Gloves (of Baba Yaga), Procure Gecko Climbing, Provide Apt Cool of Night, Release Great Deft Dire Winter Cyclone, Render Dire Azure Serpent.

She uses a combination of Procure Gecko Climbing and Invoke Able Hare's Leap to jump all over the room, ceilings and walls included.

TN= --; ST= --; AG= 10; CR= 3; PC= 3; HT= 3; IN= 1

HP=35; FP=53; Ward=1; SP=85; Ref=CC&NN

Att | Dam | Def | Stab: touch=+24 | special | 39 | 32

Omarosa (Level 14)

Human Sorceress and Pagan Priestess inflicted with the Curse of Abomination, which deformed her lower extremities into that of a spider. (Treat as an Arachnida).

Spells: May use any Sorcery spell appropriate to her Level, including the following: Beget Spindly Spider, Bond with Spider Thread, Empower Ample Hand of Glory, Generate Large Morass of Dire Web, Generate Sheet of Webs, Invoke Dire Fatigue, Invoke Large Cone of Grim Acid, Obtain Fell Acidic Fists, Pitch Great Cloud of Dire Caustic Mist, Pitch Great Fumes of Deft Creeping Nausea, Polymorph into Human, Provide Resistance to Acid, Provide Semblance of Death, Provide Tiny Size, Render Dire Bleeding, Render Wounds Bleeding.

She may also cast any Pagan Pandemonium and Wrath spells appropriate to her Level, including the following: Babble, Dire Flame Tongue, Fell Acid Rain, Fell Castigating Fire, Greater Frailty, Grim Bestial Abomination, Grim Rot, Lingering Retribution, Scald, Thunderbolt.

TN= 13; ST= 5; AG= -2; CR= 1; PC= 3; HT= -3; IN= -4

HP=152; FP=32; Ward=9; SP=30; Ref=ToT

Att | Dam | Def | Stab: axe=+19 | 15 | 39 | 44

Mansion Stock Creatures**Animated Armor, Superior** (Level 14)

TN= 13; ST= 5; AG= -2; CR= 1; PC= 3; HT= -3; IN= -4

HP=152; FP=32; Ward=9; SP=30; Ref=ToT

Att | Dam | Def | Stab: axe=+19 | 15 | 39 | 44

Animated Broom/Mop, Comparable (Level 12)

Will try to divide the party by maneuvering them apart. Treat as Medium Wooden Anthropomorph.

TN= 4; ST= 3; AG= -2; CR= 0; PC= 3; HT= 1; IN= 3

HP=59; FP=45; Ward=2; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: shove=+17 | 4 (setback) | 28 | 33

Animated Table, Superior (Level 14)

Treat as Large Wooden Anthropomorph.

TN= 7; ST= 9; AG= -8; CR= -2; PC= 3; HT= 2; IN= 3

HP=128; FP=49; Ward=3; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: bash=+19 | 15 | 27 | 38

Bramble, Large Anthropomorphic (Level 12)

Anthropomorphic Brambles will grab hold of any creature within its reach. Treat this as a Thorny-Tendrils Attack (as described in the Special Attack Modes section of The Rules Reference). The damage delivered in this way is considered blood loss. Every Round a character has blood drained in a given Scene, they must make an Avoidance Roll with Toughness Adjustments until their first Failure. From that point until the end of the Scene, the character suffers from Lethargy. (See Lethargic in the Character Conditions section of The Rules Reference for details.)

TN= 6; ST= 11; AG= -9; CR= 1; PC= 0; HT= 0; IN= 3

HP=140; FP=32; Ward=3; SP=0; Ref=ToT

Att | Dam | Def | Stab: thorny tendrils(×3)=+18 | 11 (dam) + 9 (setback) | 23 | 32

Bat Swarm, Vampire (Level 12)

Can emit an audible high-pitched squeal that acts as the Occult spell Manifest Large Aura of Dire Fear cast at a spell rank equal to its Level. It cannot use this ability and attack with its bite in the same Round, though.

TN= 2; ST= 0; AG= 4; CR= 1; PC= 5; HT= -2; IN= -5

HP=38; FP=41; Ward=1; SP=5 / 60; Ref=ToT

Att | Dam | Def | Stab: bite=+20 | 5 | 32 | 33

Bear, Revenant (Level 12)

Demonically possessed stuffed bear.

TN= 7; ST= 10; AG= -4; CR= -5; PC= 2; HT= -1; IN= -5

HP=140; FP=34; Ward=3; SP=50; Ref=ToT

Att | Dam | Def | Stab: bite/claw=+22 | 18 | 29 | 35

Boar, Revenant (Level 12)

Demonically possessed stuffed wild boar.

TN= 5; ST= 5; AG= 0; CR= -1; PC= -1; HT= 2; IN= -5

HP=76; FP=34; Ward=2; SP=60 / 50; Ref=ToT

Att | Dam | Def | Stab: gore=+21 | 11 | 31 | 30

Fury, Superior Bound (Level 14)

Angry specter. Any living creature touched by a Bound Fury must make an Avoidance Roll with Willpower Adjustments or be afflicted by intense anger. This has the effect of the Occult spell Invoke Brief Fell Rage. The Rage is cast at a spell rank equal to the fury's Quality Level. If any target is Overcome by this rage effect, the spirit gains a temporary respite from its uncontrollable emotion as its anger is transferred to its surrogate. The swirling vortex of dust will quickly settle to the ground until the Rage effects subside in its victim. At this point, the spirit is once again free to rise if disturbed.

TN= --; ST= --; AG= 3; CR= 2; PC= 6; HT= 3; IN= -1

HP=---; FP=69; Ward=N/A; SP=50; Ref=ToT

Att | Dam | Def | Stab: touch=+26 | special | 31 | 34

Ghoul, Comparable Bound (Level 12)

Emaciated ghoul ravenous for human flesh.

TN= 4; ST= 3; AG= 1; CR= 0; PC= 1; HT= 1; IN= 1

HP=59; FP=38; Ward=2; SP=40; Ref=MoM

Att | Dam | Def | Stab: bite/claw=+20 | 10 | 31 | 31

Griffin, Revenant (Level 14)

Demonically possessed stuffed Minoan griffin.

TN= 5; ST= 7; AG= 2; CR= -1; PC= 6; HT= 0; IN= -5

HP=91; FP=53; Ward=2; SP=90 / 130 / 100; Ref=ToT

Att | Dam | Def | Stab: beak/claw=+27 | 17 | 35 | 39

Haunted Tree, Great (Level 12)

Can cast the Occult spell Pitch Great Cube of Extinguishing.

TN= 7; ST= 16; AG= -10; CR= 2; PC= 3; HT= 1; IN= 0

HP=235; FP=45; Ward=3; SP=0; Ref=CC&NN

Att | Dam | Def | Stab: branch=+22 | 24 | 23 | 36

Haunted Tree, Large (Level 12)

Can cast the Occult spell Pitch Great Cube of Extinguishing.

TN= 5; ST= 10; AG= -4; CR= 4; PC= 3; HT= 1; IN= 0

HP=117; FP=45; Ward=2; SP=0; Ref=CC&NN

Att | Dam | Def | Stab: branch=+22 | 17 | 27 | 34

Instrument, Demonically Possessed

Brass Instrument, Medium (Level 10)

TN= 6; ST= 5; AG= -4; CR= -3; PC= 3; HT= 1; IN= 2

HP=83; FP=45; Ward=3; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: punch=+15 | 7 | 23 | 30

Brass Instrument, Small (Level 10)

TN= 4; ST= -1; AG= 2; CR= -1; PC= 3; HT= 1; IN= 2

HP=41; FP=45; Ward=2; SP=30 / 30 / 30; Ref=ToT

Wooden Instrument, Medium (Level 10)

TN= 4; ST= 3; AG= -2; CR= -1; PC= 3; HT= 1; IN= 2

HP=59; FP=45; Ward=2; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: bash=+15 | 7 | 26 | 31

Wooden Instrument, Small (Level 10)

TN= 2; ST= -3; AG= 4; CR= 1; PC= 3; HT= 1; IN= 2

HP=29; FP=45; Ward=1; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: bash=+15 | 3 | 30 | 29

Jack-o'-Lantern, Comparable (Level 12)

Ghost carrying a ghostly candle. The light of this spirit's light has a powerful charming influence which acts much like the Occult spell Flaunt Great Aura of Dire Fascination. Anyone viewing the light must make an Avoidance Roll with Willpower Adjustments or follow anywhere it leads. The spell is cast at a spell rank equal to the spirit's Level.

It also has the ability to reanimate slain undead creatures as the Occult spell Beseech a Few Dead to Rise.

TN= --; ST= --; AG= 3; CR= 3; PC= 2; HT= 3; IN= 1

HP=--; FP=49; Ward=N/A; SP=30 / 70; Ref=CC&NN

Att | Dam | Def | Stab: special=na | special | 25 | 24

Kirk Grim, Comparable (Level 12)

Ghostly dog.

TN= --; ST= --; AG= 1; CR= 1; PC= 7; HT= 1; IN= -4

HP=54; FP=64; Ward=1; SP=65; Ref=CC&NN

Att | Dam | Def | Stab: bite=+20 | 8 | 30 | 36

Larva, Inferior (Level 10)

Demonic worm.

TN= -6; ST= -22; AG=12; CR=8; PC=1; HT= -3; IN= -1

HP=1; FP=1; Ward=0; SP=10 / 20 / 10; Ref=MoM

Att | Dam | Def | Stab: bite=+4 | 1 | 30 | 19

Larva Swarm, Comparable (Level 12)

Swarm of demonic worms.

TN= 2; ST= 2; AG= 1; CR= 3; PC= 1; HT= -3; IN= -1

HP=45; FP=26; Ward=1; SP=30 / 40 / 30; Ref=MoM

Att | Dam | Def | Stab: bite=+19 | 7 | 29 | 29

Larva Swarm King (Level 14)

Swarm of demonic worms conglomerated into a vaguely humanoid form.

TN= 5; ST= 8; AG= -3; CR= 1; PC= 2; HT= 1; IN= 0

HP=99; FP=41; Ward=2; SP=35; Ref=ToT

Att | Dam | Def | Stab: punch=+23 | 12 | 27 | 32

Poltergeist, Comparable (Level 12)

Angry invisible ghost that throws dishes. They can also pinch their foes as the Eldritch skill Impish Pinch, cast at a spell rank equal their Quality Levels.

Poltergeists are invisible to any creature that doesn't have Astral Vision. As such, anyone attacking them suffers from the penalties of Fighting Blind.

TN= --; ST= --; AG= 2; CR= 1; PC= 1; HT= 3; IN= 3

HP=38; FP=45; Ward=1; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: touch=+18 | special | 29 | 28

Rat Swarm, Inferior Undead (Level 0)

TN= 2; ST= 0; AG= 0; CR= 0; PC= 0; HT= -3; IN= -6

HP=38; FP=24; Ward=1; SP=30 / 10; Ref=ToT

Att | Dam | Def | Stab: bite=+4 | 5 | 16 | 16

Revenant, Comparable Common (Level 12)

TN= 1; ST= 3; AG= 3; CR= 0; PC= 3; HT= 1; IN= 1

HP=45; FP=45; Ward=1; SP=50; Ref=ToT

Att | Dam | Def | Stab: short sword=+22 | 8 | 30 | 30; or
punch=+22 | 5 | 27 | 27

Skeleton, Ghastly (Level 10)

Skeleton with the illusory appearance of a living person, dressed in opulent garments worthy of a grand ball.

TN= 6; ST= 1; AG= 4; CR= 1; PC= 1; HT= 1; IN= 2

HP=59; FP=38; Ward=3; SP=40; Ref=ToT

Att | Dam | Def | Stab: punch/kick=+19 | 6 | 31 | 28

Spider, Comparable Medium Burly (Level 12)

TN= 4; ST= 3; AG= 4; CR= 2; PC= 0; HT= -2; IN= -7

HP=59; FP=26; Ward=2; SP=55 / 35; Ref=ToT

Att | Dam | Def | Stab: bite=+23 | 6 +poison | 34 | 30

Spider, Comparable Medium Ghastly (Level 12)

Spider with an aura of fear as the Occult spell Manifest Large Aura of Dire Fear.

TN= 6; ST= 5; AG= 6; CR= 2; PC= 0; HT= -1; IN= -7

HP=83; FP=29; Ward=3; SP=65 / 45; Ref=ToT

Att | Dam | Def | Stab: bite=+27 | 8 +poison | 38 | 32

Spider, Comparable Medium Spindly (Level 12)

TN= 0; ST= 2; AG= 5; CR= 6; PC= 2; HT= -2; IN= -8

HP=38; FP=32; Ward=0; SP=60 / 40; Ref=ToT

Att | Dam | Def | Stab: bite=+23 | 5 +poison | 31 | 28

Spider, Comparable Large Burly (Level 12)

TN= 6; ST= 9; AG= -2; CR= 0; PC= 0; HT= -2; IN= -7

HP=117; FP=26; Ward=3; SP=55 / 35; Ref=ToT

Att | Dam | Def | Stab: bite=+23 | 13 +poison | 30 | 32

Spider Swarm, Inferior (Level 10)

TN= 0; ST= 2; AG= 5; CR= 4; PC= 2; HT= -2; IN= -8

HP=38; FP=32; Ward=0; SP=60 / 40; Ref=ToT

Att | Dam | Def | Stab: bite=+21 | 5 +poison | 29 | 26

Toy, Demonically Possessed

China Doll, Small (Level 12)

TN= -4; ST= -5; AG= 10; CR= 4; PC= 3; HT= 1; IN= 3

HP=15; FP=45; Ward=0; SP=40 / 40 / 40; Ref=ToT

Att | Dam | Def | Stab: dagger=+23 | 2 | 30 | 23

Stuffed Animal Swarm (Level 10)

TN= 0; ST= -3; AG= 4; CR= 3; PC= 3; HT= 1; IN= 2

HP=25; FP=45; Ward=0; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: tangle=+15 | 7 (setback) | 28 | 27

Tin Soldier Swarm (Level 10)

TN= 6; ST= 5; AG= -4; CR= -3; PC= 3; HT= 1; IN= 2

HP=83; FP=45; Ward=3; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: punch=+15 | 7 | 23 | 30

Wooden Toy Swarm (Level 10)

TN= 4; ST= 3; AG= -2; CR= -1; PC= 3; HT= 1; IN= 2

HP=59; FP=45; Ward=2; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: bash=+15 | 7 | 26 | 31

Extreme Diff (Levels 13-14)**Wilderness Creatures*****Black Forest Stock Creatures***Boar, Grotesque (Level 14)

Large territorial stone boar. Limit the encounter to one.

TN= 13; ST= 13; AG= -9; CR= -3; PC= 3; HT= 1; IN= -6

HP=304; FP=45; Ward=9; SP=55; Ref=CC&NN

Att | Dam | Def | Stab: gore=+22 | 21 | 32 | 44

Black Dog (Level 14)

Medium faery dog resembling a mastiff grows to Large size when angered. An encounter should consist of no more than two at a time.

Medium Black Dog

TN= 3; ST= 4; AG= 3; CR= 1; PC= 5; HT= 2; IN= -4

HP=59; FP=58; Ward=1; SP=70; Ref=CC&NN

Att | Dam | Def | Stab: bite=+25 | 9 | 34 | 36

Large Black Dog

TN= 5; ST= 10; AG= -3; CR= -1; PC= 5; HT= 2; IN= -4

HP=117; FP=58; Ward=2; SP=70; Ref=CC&NN

Att | Dam | Def | Stab: bite=+25 | 17 | 30 | 38

Two-Headed Giant (Level 14)

Large humanoid with two heads wielding clubs. He knows of the Lohengrin mansion. But, he heard a loud chilling screech coming from it once, and has avoided it ever since.

TN= 5; ST= 11; AG= -2; CR= 0; PC= 2; HT= 1; IN= -4

HP=128; FP=41; Ward=2; SP=55; Ref=CC&NN

Att | Dam | Def | Stab: club and club=+25 and +25 | 16 and 16 | 31 | 35

River Stock CreaturesKelpie (Level 14)

Large aquatic faery with seaweed hair that can shift between humanoid and equine forms. An encounter should consist of one at a time.

Kelpie in Humanoid Form

Attack Modes: Grappling

TN= 5; ST= 8; AG= -1; CR= -1; PC= 2; HT= -1; IN= 2

HP=99; FP=34; Ward=2; SP=50 / 70 / 40; Ref=CC&NN

Att | Dam | Def | Stab: constriction=+25 | 4 (dam) + 5 (setback) | 32 | 35

Kelpie in Horse Form

Attack Modes: Herbivorous Bite / Hoof

TN= 5; ST= 8; AG= -1; CR= -1; PC= 2; HT= -1; IN= 2

HP=99; FP=34; Ward=2; SP=50 / 70 / 40; Ref=CC&NN

Att | Dam | Def | Stab: bite/hoof=+25 | 16 | 32 | 35

Worm, Skolex (Level 14)

Great-size worm. Limit the encounter to one.

TN= 7; ST= 13; AG= -12; CR= -4; PC= 3; HT= 0; IN= -8

HP=181; FP=41; Ward=3; SP=30; Ref=ToT

Att | Dam | Def | Stab: bite=+19 | 20 | 23 | 38

Swamp Stock CreaturesEel, Comparable (Level 14)

Man-size eel. Limit the encounter to two at a time.

TN= 5; ST= 3; AG= 1; CR= 2; PC= 2; HT= 0; IN= -7

HP=64; FP=38; Ward=2; SP=40; Ref=ToT

Att | Dam | Def | Stab: bite=+22 | 8 | 34 | 35

Hungry Grass (Level 14)

Long animate grass that grabs hold of any creature that wanders within its reach. It grapples them and sucks their blood. Limit the encounter to 5 batches of grass.

TN= 7; ST= 5; AG= -1; CR= 5; PC= -2; HT= -2; IN= -5

HP=91; FP=22; Ward=3; SP=0; Ref=CC&NN

Att | Dam | Def | Stab: tendril=+22 | 9 (setback) +special | 34 | 33

Snake, Large Constrictor (Level 14)

Large snake that wraps around its prey and squeezes the life out of them. Limit encounters to one at a time.

TN= 7; ST= 9; AG= -4; CR= -1; PC= 3; HT= 0; IN= -8

HP=128; FP=41; Ward=3; SP=50 / 50; Ref=ToT

Att | Dam | Def | Stab: constriction=+23 | 4 (dam) + 5 (setback) | 31 | 38

Willow Tree Man (Level 14)

Great size anthropomorphic willow tree, which uses its whip-like branches to grab its prey and draw it into its maw. Limit the encounter to one at a time.

Attack Modes: Tendrils or Maw

TN= 11; ST= 15; AG= -10; CR= 0; PC= 2; HT= 3; IN= 0

HP=304; FP=49; Ward=7; SP=45; Ref=CC&NN

Att | Dam | Def | Stab: tendril=+23 | 7 (setback) | 29 | 41

Mansion Characters**Mansion Major Characters**Alam, Fairuz (Level 16)

Ghostly woman (Banshee). Every 3 Rounds, Fairuz can emit a moan as the Occult spell Invoke Colossal Deft Dire Deathly Moan. However, once per day, her wail acts as the Occult spell Utter Ample Death Wail.

TN= --; ST= --; AG= 2; CR= 1; PC= 4; HT= 3; IN= 3

HP=--; FP=58; Ward=N/A; SP=50; Ref=CC&NN

Att | Dam | Def | Stab: wail=na | special | 28 | 30

Alam, Khalid (Level 16)

Ghostly man (Ekimmu). Every 3 Rounds, Khalid can emit a moan as the Occult spell Invoke Colossal Deft Dire Deathly Moan.

TN= --; ST= --; AG= 2; CR= 1; PC= 4; HT= 3; IN= 4

HP=32; FP=58; Ward=0; SP=40; Ref=MoM

Att | Dam | Def | Stab: touch=+25 | special | 32 | 34

Alam, Shadeed (Level 14)

Ghostly man (Decapitated Phantom). Shadeed is a Minstrel who is a Virtuoso in singing the following Musical Scores, all usable at his Quality Level: Air on a G String (Uplifting Dance), C above High C, Greensleeves (Lamenting Tune), Lullaby Theme, Nessun Dorma (Profound Theme), 99 Bottles of Beer (Drinking Song), Ode to Joy (Heavenly Opus), O Fortuna (Harmonic Chorus), and Pizzicato (Sneaky Song)

TN= --; ST= --; AG= 3; CR= 2; PC= 3; HT= 2; IN= 3

HP=32; FP=49; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: touch=+23 | special | 31 | 31

Amashilama (Level 18)

Uruku leech demoness. Once an Uruku bites, it latches on and begins sucking blood (as described under Blood Drain Attack in the Special Attack Modes section of The Rules Reference). It must be Overcome to detach it from its host, and drains blood from the victim's body at the stated rate every Round.

TN= 8; ST= 10; AG= -6; CR= 5; PC= 4; HT= 3; IN= 1

HP=152; FP=58; Ward=4; SP=40 / 50; Ref=MoM

Att | Dam | Def | Stab: blood drain=+26 | 15 | 34 | 44

Lohengrin, Elias (Level 0)

Ghostly toddler (Haunt). Whenever he encounters a fresh corpse, Elias wills it to rise as its "playmate." To do this, he has the following Spawn Undead gifts: Spawn Undead Ankou, Spawn Undead Haunted Tree Man, Spawn Undead Ghastly Skeleton.

Further, Elias has the unsettling ability to warp space as the Occult spells Form Large Spatial Portal and Manifest Epic Distortion Cube. He uses these abilities to playfully trick and disorient intruders.

Is effectively invisible, but his giggles and pattering feet can frequently be heard.

TN= --; ST= --; AG= 6; CR= 2; PC= 0; HT= 0; IN= 0

HP=--; FP=32; Ward=N/A; SP=30; Ref=ToT

Att | Dam | Def | Stab: touch=+6 | special | 18 | 12

Lohengrin, Elsa (Level 12)

Ghostly young woman (White Lady). Loathes malicious spirits, and will attack them when encountered To so do, she may cast the Occult spells Invoke Fell Enervation and Invoke Dire Ectoplasmic Drain. However, she does not recognize any of the Lohengrin or Alam family members as malicious.

Spells: Elsa is a Witch Neophyte with the following Occult spells, all usable at her Quality Level: Generate Large Glaze of Slick Ice, Invoke Dire Faery Pinch, Invoke Dire Frostbite, Invoke Grim Windy Blast, Manifest Slowing Snow Drift, Pitch Epic Fog, Procure Cruel Freezing Touch, Render Dire Azure Serpent.

Can also cast the following Pagan spells: Blinding Aura, Heal Bone, Healing Touch, Lift Curse.

TN= --; ST= --; AG= 2; CR= 1; PC= 1; HT= 3; IN= 3

HP=38; FP=45; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: special=na | special | 24 | 23

Lohengrin, Godfrey (Level 16)

Ghostly man (Wraith). Touch delivers cold damage as the Occult spell Manifest Dire Freezing Touch. Has the gifts of Spawn Undead Ankou and Spawn Undead Fury. If "killed", will rise again in a week.

Godfrey is a Mystic Knight with the following Mystic spells, all usable at his Quality Level: Beatific Halo, Righteous Weapon, Disrupt Magic, Disrupt Unenduring Magic, Magic Prescience, Magic Reflection, Magic Repulsion, Mental Fortitude, Mental Strength, Mental Toughness, Mental

Perception, Precognition, Read Thoughts, Unworldly Weapon.

TN= --; ST= --; AG= 3; CR= 2; PC= 4; HT= 4; IN= 2

HP=59; FP=64; Ward=2; SP=55; Ref=CC&NN

Att | Dam | Def | Stab: longsword=+25 | 12 | 37 | 38

Lohengrin, Ida (Level 16)

Ghostly woman (Galley Beggar). Ida is completely insane, filled with rage, and is quite malicious. Once every 3 Rounds, she can emit a piercing cackling laugh as the Occult spell Invoke Great Fell Roar in all who hear it.

Has the gifts of Spawn Undead Fury and Spawn Undead Ghastly Skeleton.

Spells: Ida is a Witch with the following Occult spells, all usable at her Quality Level: Beseach a Tree to Animate (of Becuille), Generate Great Glaze of Slick Ice, Invoke Able Hare's Leap, Invoke Dire Faery Pinch, Invoke Great Cone of Grim Frost, Invoke Great Dire Thunderstrike of Grim Lightning, Invoke Grim Frostbite, Invoke Grim Windy Blast, Manifest Large Halo of Dire Wasps, Pitch Epic Fog, Pitch Great Patch of Fell Nettles, Pitch Great Slick Fell Hailstorm, Prime Servile Gloves (of Baba Yaga), Procure Gecko Climbing, Provide Apt Cool of Night, Release Great Deft Dire Winter Cyclone, Render Dire Azure Serpent.

She uses a combination of Procure Gecko Climbing and Invoke Able Hare's Leap to jump all over the room, ceilings and walls included.

TN= --; ST= --; AG= 11; CR= 3; PC= 3; HT= 3; IN= 1

HP=35; FP=53; Ward=1; SP=85; Ref=CC&NN

Att | Dam | Def | Stab: touch=+26 | special | 42 | 34

Omarosa (Level 16)

Human Sorceress and Pagan Priestess inflicted with the Curse of Abomination, which deformed her lower extremities into that of a spider. (Treat as an Arachnida).

Spells: May use any Sorcery spell appropriate to her Level, including the following: Beget Spindly Spider, Bond with Spider Thread, Empower Ample Hand of Glory, Generate Large Morass of Dire Web, Generate Sheet of Webs, Invoke Dire Fatigue, Invoke Large Cone of Grim Acid, Obtain Fell Acidic Fists, Pitch Great Cloud of Dire Caustic Mist, Pitch Great Fumes of Deft Creeping Nausea, Polymorph into Human, Provide Resistance to Acid, Provide Semblance of Death, Provide Tiny Size, Render Dire Bleeding, Render Wounds Bleeding.

She may also cast any Pagan Pandemonium and Wrath spells appropriate to her Level, including the following: Babble, Dire Flame Tongue, Fell Acid Rain, Fell Castigating Fire, Greater Frailty, Grim Bestial Abomination, Grim Rot, Lingering Retribution, Scald, Thunderbolt.

TN= -4; ST= 2; AG= 6; CR= 2; PC= 3; HT= 3; IN= 3

HP=27; FP=53; Ward=0; SP=65 / 45; Ref=MoM

Att | Dam | Def | Stab: dagger=+30 | 4 | 30 | 27

Mansion Stock Creatures

Animated Armor, Superior (Level 16)

TN= 14; ST= 5; AG= -2; CR= 1; PC= 3; HT= -3; IN= -4

HP=166; FP=32; Ward=10; SP=30; Ref=ToT

Att | Dam | Def | Stab: axe=+21 | 15 | 42 | 47

Animated Broom/Mop, Comparable (Level 14)

Will try to divide the party by maneuvering them apart.

Treat as Medium Wooden Anthropomorph.

TN= 5; ST= 3; AG= -2; CR= 0; PC= 3; HT= 2; IN= 3

HP=64; FP=49; Ward=2; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: shove=+19 | 4 (setback) | 31 | 36

Animated Table, Superior (Level 16)

Treat as Large Wooden Anthropomorph.

TN= 7; ST= 9; AG= -7; CR= -2; PC= 3; HT= 3; IN= 3

HP=128; FP=53; Ward=3; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: bash=+22 | 15 | 30 | 40

Bramble, Large Anthropomorphic (Level 14)

Anthropomorphic Brambles will grab hold of any creature within its reach. Treat this as a Thorny-Tendrill Attack (as described in the Special Attack Modes section of The Rules Reference). The damage delivered in this way is considered blood loss. Every Round a character has blood drained in a given Scene, they must make an Avoidance Roll with Toughness Adjustments until their first Failure. From that point until the end of the Scene, the character suffers from Lethargy. (See Lethargic in the Character Conditions section of The Rules Reference for details.)

TN= 7; ST= 11; AG= -9; CR= 1; PC= 0; HT= 1; IN= 3

HP=152; FP=34; Ward=3; SP=0; Ref=ToT

Att | Dam | Def | Stab: thorny tendrill(×3)=+20 | 11 (dam) + 9 (setback) | 26 | 35

Bat Swarm, Vampire (Level 14)

Can emit an audible high-pitched squeal that acts as the Occult spell Manifest Large Aura of Dire Fear cast at a spell rank equal to its Level. It cannot use this ability and attack with its bite in the same Round, though.

TN= 2; ST= 0; AG= 5; CR= 1; PC= 5; HT= -2; IN= -5

HP=38; FP=41; Ward=1; SP=5 / 65; Ref=ToT

Att | Dam | Def | Stab: bite=+23 | 5 | 35 | 35

Bear, Revenant (Level 14)

Demonically possessed stuffed bear.

TN= 7; ST= 10; AG= -3; CR= -4; PC= 2; HT= -1; IN= -5

HP=140; FP=34; Ward=3; SP=50; Ref=ToT

Att | Dam | Def | Stab: bite/claw=+25 | 18 | 32 | 37

Boar, Revenant (Level 14)

Demonically possessed stuffed wild boar.

TN= 6; ST= 5; AG= 0; CR= -1; PC= 0; HT= 2; IN= -5

HP=83; FP=38; Ward=3; SP=60 / 50; Ref=ToT

Att | Dam | Def | Stab: gore=+23 | 11 | 34 | 34

Fury, Superior Bound (Level 16)

Angry specter. Any living creature touched by a Bound Fury must make an Avoidance Roll with Willpower Adjustments or be afflicted by intense anger. This has the effect of the Occult spell Invoke Brief Fell Rage. The Rage is cast at a spell rank equal to the fury's Quality Level. If any target is Overcome by this rage effect, the spirit gains a temporary respite from its uncontrollable emotion as its anger is transferred to its surrogate. The swirling vortex of dust will quickly settle to the ground until the Rage effects subside in its victim. At this point, the spirit is once again free to rise if disturbed.

TN= --; ST= --; AG= 3; CR= 2; PC= 6; HT= 3; IN= -1

HP=--; FP=69; Ward=N/A; SP=50; Ref=ToT

Att | Dam | Def | Stab: touch=+28 | special | 35 | 38

Ghoul, Comparable Bound (Level 14)

Emaciated ghoul ravenous for human flesh.

TN= 4; ST= 3; AG= 2; CR= 1; PC= 1; HT= 1; IN= 1

HP=59; FP=38; Ward=2; SP=40; Ref=MoM

Att | Dam | Def | Stab: bite/claw=+23 | 10 | 34 | 33

Griffin, Revenant (Level 16)

Demonically possessed stuffed Minoan griffin.

TN= 5; ST= 8; AG= 2; CR= -1; PC= 6; HT= 0; IN= -5

HP=99; FP=53; Ward=2; SP=95 / 135 / 105; Ref=ToT

Att | Dam | Def | Stab: beak/claw=+30 | 18 | 37 | 41

Haunted Tree, Great (Level 14)

Can cast the Occult spell Pitch Great Cube of Extinguishing.

TN= 8; ST= 16; AG= -10; CR= 2; PC= 3; HT= 1; IN= 1

HP=256; FP=45; Ward=4; SP=0; Ref=CC&NN

Att | Dam | Def | Stab: branch=+24 | 24 | 26 | 39

Haunted Tree, Large (Level 14)

Can cast the Occult spell Pitch Great Cube of Extinguishing.

TN= 6; ST= 10; AG= -4; CR= 4; PC= 3; HT= 1; IN= 1

HP=128; FP=45; Ward=3; SP=0; Ref=CC&NN

Att | Dam | Def | Stab: branch=+24 | 17 | 30 | 37

Instrument, Demonically Possessed

Brass Instrument, Medium (Level 12)

TN= 6; ST= 5; AG= -4; CR= -2; PC= 3; HT= 1; IN= 3

HP=83; FP=45; Ward=3; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: punch=+17 | 7 | 25 | 32

Brass Instrument, Small (Level 12)

TN= 4; ST= -1; AG= 2; CR= 0; PC= 3; HT= 1; IN= 3

HP=41; FP=45; Ward=2; SP=30 / 30 / 30; Ref=ToT

Wooden Instrument, Medium (Level 12)

TN= 4; ST= 3; AG= -2; CR= 0; PC= 3; HT= 1; IN= 3

HP=59; FP=45; Ward=2; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: bash=+17 | 7 | 28 | 33

Wooden Instrument, Small (Level 12)

TN= 2; ST= -3; AG= 4; CR= 2; PC= 3; HT= 1; IN= 3

HP=29; FP=45; Ward=1; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: bash=+17 | 3 | 32 | 31

Jack-o'-Lantern, Comparable (Level 14)

Ghost carrying a ghostly candle. The light of this spirit's light has a powerful charming influence which acts much like the Occult spell Flaunt Great Aura of Dire Fascination. Anyone viewing the light must make an Avoidance Roll with Willpower Adjustments or follow anywhere it leads. The spell is cast at a spell rank equal to the spirit's Level.

It also has the ability to reanimate slain undead creatures as the Occult spell Beseech a Few Dead to Rise.

TN= --; ST= --; AG= 3; CR= 3; PC= 2; HT= 3; IN= 3

HP=--; FP=49; Ward=N/A; SP=30 / 70; Ref=CC&NN

Att | Dam | Def | Stab: special=na | special | 27 | 26

Kirk Grim, Comparable (Level 14)

Ghostly dog.

TN= --; ST= --; AG= 2; CR= 2; PC= 7; HT= 1; IN= -4

HP=54; FP=64; Ward=1; SP=70; Ref=CC&NN

Att | Dam | Def | Stab: bite=+23 | 8 | 33 | 38

Larva, Inferior (Level 12)

Demonic worm.

TN= -6; ST= -22; AG=13; CR=9; PC=1; HT= -3; IN= -1

HP=1; FP=1; Ward=0; SP=10 / 20 / 10; Ref=MoM

Att | Dam | Def | Stab: bite=+7 | 1 | 33 | 21

Larva Swarm, Comparable (Level 14)

Swarm of demonic worms.

TN= 2; ST= 2; AG= 2; CR= 3; PC= 2; HT= -3; IN= -1

HP=45; FP=29; Ward=1; SP=30 / 40 / 30; Ref=MoM

Att | Dam | Def | Stab: bite=+22 | 7 | 32 | 32

Larva Swarm King (Level 16)

Swarm of demonic worms conglomerated into a vaguely humanoid form.

TN= 5; ST= 8; AG= -3; CR= 1; PC= 2; HT= 1; IN= 2

HP=99; FP=41; Ward=2; SP=35; Ref=ToT

Att | Dam | Def | Stab: punch=+25 | 12 | 29 | 34

Poltergeist, Comparable (Level 14)

Angry invisible ghost that throws dishes. They can also pinch their foes as the Eldritch skill Impish Pinch, cast at a spell rank equal their Quality Levels.

Poltergeists are invisible to any creature that doesn't have Astral Vision. As such, anyone attacking them suffers from the penalties of Fighting Blind.

TN= --; ST= --; AG= 3; CR= 2; PC= 1; HT= 3; IN= 3

HP=38; FP=45; Ward=1; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: touch=+21 | special | 32 | 30

Rat Swarm, Inferior Undead (Level 0)

TN= 2; ST= 0; AG= 0; CR= 0; PC= 0; HT= -3; IN= -6

HP=38; FP=24; Ward=1; SP=30 / 10; Ref=ToT

Att | Dam | Def | Stab: bite=+4 | 5 | 16 | 16

Revenant, Comparable Common (Level 14)

TN= 1; ST= 4; AG= 3; CR= 0; PC= 3; HT= 1; IN= 1

HP=49; FP=45; Ward=1; SP=55; Ref=ToT

Att | Dam | Def | Stab: short sword=+25 | 9 | 32 | 32; or
punch=+25 | 6 | 29 | 29

Skeleton, Ghastly (Level 12)

Skeleton with the illusory appearance of a living person, dressed in opulent garments worthy of a grand ball.

TN= 6; ST= 1; AG= 5; CR= 2; PC= 1; HT= 1; IN= 2

HP=59; FP=38; Ward=3; SP=45; Ref=ToT

Att | Dam | Def | Stab: punch/kick=+22 | 6 | 34 | 30

Spider, Comparable Medium Burly (Level 14)

TN= 5; ST= 3; AG= 4; CR= 2; PC= 0; HT= -2; IN= -7

HP=64; FP=26; Ward=2; SP=55 / 35; Ref=ToT

Att | Dam | Def | Stab: bite=+25 | 6 +poison | 37 | 33

Spider, Comparable Medium Ghastly (Level 14)

Spider with an aura of fear as the Occult spell Manifest Large Aura of Dire Fear.

TN= 7; ST= 5; AG= 6; CR= 2; PC= 0; HT= -1; IN= -7

HP=91; FP=29; Ward=3; SP=65 / 45; Ref=ToT

Att | Dam | Def | Stab: bite=+29 | 8 +poison | 41 | 35

Spider, Comparable Medium Spindly (Level 14)

TN= 0; ST= 2; AG= 5; CR= 6; PC= 3; HT= -1; IN= -8

HP=38; FP=38; Ward=0; SP=65 / 45; Ref=ToT

Att | Dam | Def | Stab: bite=+25 | 5 +poison | 33 | 31

Spider, Comparable Large Burly (Level 14)

TN= 7; ST= 9; AG= -2; CR= 0; PC= 0; HT= -2; IN= -7

HP=128; FP=26; Ward=3; SP=55 / 35; Ref=ToT

Att | Dam | Def | Stab: bite=+25 | 13 +poison | 33 | 35

Spider Swarm, Inferior (Level 12)

TN= 0; ST= 2; AG= 5; CR= 6; PC= 2; HT= -2; IN= -8

HP=38; FP=32; Ward=0; SP=60 / 40; Ref=ToT

Att | Dam | Def | Stab: bite=+23 | 5 +poison | 31 | 28

Toy, Demonically Possessed

China Doll, Small (Level 14)

TN= -3; ST= -5; AG= 10; CR= 4; PC= 3; HT= 2; IN= 3

HP=16; FP=49; Ward=0; SP=40 / 40 / 40; Ref=ToT

Att | Dam | Def | Stab: dagger=+25 | 2 | 33 | 26

Stuffed Animal Swarm (Level 12)

TN= 0; ST= -3; AG= 4; CR= 4; PC= 3; HT= 1; IN= 3

HP=25; FP=45; Ward=0; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: tangle=+17 | 8 (setback) | 30 | 29

Tin Soldier Swarm (Level 12)

TN= 6; ST= 5; AG= -4; CR= -2; PC= 3; HT= 1; IN= 3

HP=83; FP=45; Ward=3; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: punch=+17 | 7 | 25 | 32

Wooden Toy Swarm (Level 12)

TN= 4; ST= 3; AG= -2; CR= 0; PC= 3; HT= 1; IN= 3

HP=59; FP=45; Ward=2; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: bash=+17 | 7 | 28 | 33