

# The Nobleman's Manor

A Level 3-5 Adventure for the Braunhaven Campaign Setting

DESIGNED FOR USE WITH

**OLD-SCHOOL  
ESSENTIALS**

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## ON THE COVER

The hunting manor of Duke Bartholomew, located on the edge of the Silvanus Forest.

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# Introduction

## About this Adventure

*The Nobleman's Manor* is an adventure set in an extravagant manor house on the edge of the Solvanus Forest. The adventure is meant to be a part of the Braunhaven Campaign Setting and is part of a larger plot set in that world. For more information on the town of Braunhaven, and the region that shares its name, please see *The Braunhaven Campaign Setting*.

## Old-School Essentials

The referee will require a copy of *Old-School Essentials Advanced Fantasy* to run this adventure. While the *Classic Fantasy* rules may work equally well, this adventure and the campaign setting have not been tested with those rules. Other B/X compatible systems may work, as well.

## Character Levels 3-4

*The Nobleman's Manor* is suitable for 3<sup>rd</sup> and 4<sup>th</sup> level characters. As an adventure in the old-school style, it is not intended for all encounters to be balanced to the character's abilities. Indeed, not all encounters are meant to be met head on! Players should use a copious amount of stealth, tricks, parley, and

common sense when dealing with the creatures and the characters they will meet. Not everything should be dealt with violently. Encourage the players to interact with the environment and to explore everything. And always, always ask questions.

## Social Scenes

Unlike a regular dungeon crawl, *The Nobleman's Manor* contains a lot of social interaction. Of course, players being what they are, they may run in headfirst anyway. But if they go full murder hobo, they risk missing out on many of the clues that will advance the story.

Due to the social nature, this could pose a problem for referees to award XP. Of course, the normal method of awarding XP for a monster or NPC in a social situation is to just give out the XP reward as though the monster or NPC was defeated. However, this will feel a bit underwhelming and ignores some of the nuance that may be present. As such, Social Scenes are shown throughout. Social Scenes give out the possible information to be gained through roleplay and an XP reward range for the referee to award.

As would be expected, rooms will be seeded with treasure, as well. This gives the stealthy characters a chance to skulk about and add to the reward of the adventure.



# Adventure Overview

## Background

In the previous adventures, *The Thing in the Basement* and *The Light in the Church*, it is discovered that a local noble has hired the Rok-Skull orc tribe to tunnel under the town of Braunhaven. This noble, Duke Bartholomew, specifically wanted the orcs to find a holy symbol of Janus. The orcs hired hobgoblin and goblin sappers to tunnel under the town into the catacombs and up into the undercroft of the All Faiths Temple. But try as they might, they were unable to locate the holy symbol because they simply didn't know what to look for. With this knowledge in hand, the characters should have more than a few questions for Duke Bartholomew.

The duke has recently obtained a land grant for an old hunting manor in the Braunhaven region. About twenty-four miles from the town of Braunhaven, the manor has stood at the edge of the Solvanus Forest for centuries. Local farmers in Braunhaven tell stories that Duke Bartholomew was able to renovate the old manor almost overnight. They state that he must enjoy hunting at night, as they can hear his hounds howling just beyond the edge of the forest when the moon is highest in the sky.

Since the duke and his retinue have moved into the area, the farmers have noted other strange happenings. Tales of scarecrows coming to life in the fields and attacking families or of entire farmsteads being found abandoned with no sign of the family that lived there are becoming more and more common.

## What's Really Going On

Athram Bartholomew was a low-level aristocrat from the Imperial capital, Glaustshine. The Bartholomew family made their fortunes through shrewd business investments in trade during the height of the Imperial Port at Tasadantilis' Tower and later leveraged their wealth into minor political seats throughout the city. It was these political machinations that solidified the Bartholomew family in Glaustshine. While not giving them any real power to the throne, the family was able to rub elbows with most of elite society in the city and they enjoyed many perks. Unfortunately for Athram, this would lead to a very peculiar discovery about the family name.

The scholars of the Chapel of the Known Gods made the discovery, completely by chance, that the Bartholomews are distantly related to the, now extinct, Braun family of Braunhaven. Legally, this would give Athram Bartholomew a legitimate claim to the Braunhaven region and the town of Braunhaven. This was a little secret that could work out very well for the Imperial Crown. Things then took a much darker turn when Emperor Belusian Cestus took word of the news to his master: Vueslux, The One God, The Cronefather.

Almost two-hundred years ago, Vueslux and Tasadantilis waged a terrifying war. Tasadantilis recognized the darkness that Vueslux, a Greater Devil, would bring upon the world and endeavored to put an end to the coming reign of evil. But Tasadantilis

underestimated the cunning of Vueslux and was tricked by the Devil into becoming trapped in an extradimensional space within his own tower. To secure his power, and to prevent the region from raising any armies against him, Vueslux then brought about the Demon Plague that would wipe out nearly two-thirds of the population. With his power base secure, Vueslux elevated Belusian Cestus, a distant relative of Glaust, to Emperor. Belusian would be the new face of the Glaustian Empire.

What nobody other than Vueslux knew was that Tasadantilis had secured two keys to enter the extradimensional space in his tower. The first of these keys was delivered to the Braun family in the year -295 and is said to be secreted somewhere in the ruins of Castle Braun. The second key was delivered to King Nathrim'Ston of the lost Dwarven citadel of Drothumstone, deep in the Schelus Mountains. If these two keys were ever found, it would be possible to release Tasadantilis.

From a political standpoint, Athram Bartholomew is perfect. He has no real ambition of his own and is a qualified yes-man to the throne. An aristocratic fop that cares more about keeping up appearances than ruling anyone. Athram is far better at spending money than he is at devising new methods to make it. However, from the viewpoint of practicality, Vueslux needed something more. Athram is an idiot and would certainly bungle securing the keys.

At Vueslux's bidding, Emperor Belusian Cestus dispatched his prize Imperial assassin:

the Doppelganger Pietrus. Pietrus murdered Athram Bartholomew and took his form. "Athram," then traveled with his retinue to the Braunhaven region and took over the ruins of an old hunting manor on the edge of the Solvanus Forest. Making the journey with Pietrus was Lady Bernadette, a Fey Hag witch, the Imperial tax assessor Nester Falcious, a Wight, and a priest of Vueslux simply known as "The Bishop."

Pietrus has already started to work towards obtaining the first key from Castle Braun. It is said that the key can only be obtained from a locked vault that can be opened with a holy symbol of Janus, found in the All Faiths Temple in the town of Braunhaven. Unfortunately, Pietrus' plans to use orcs from the Rok-Skull tribe was subverted by some plucky adventurers in the town.

It is from the hunting manor that Pietrus will secure his base of power and work towards obtaining the keys to Tasadantilis' prison. Will the characters be able to foil the plot in *The Nobleman's Manor*?



# Rumours

The referee may provide one or more of the following rumours about the hunting manor and the region. These rumours could easily be picked up in the Braunhouse Coaching Inn taproom or from people around the town.

False rumours are appended with (F) and the partially true with (P).

## 1d10 Rumour

1	Emperor Belusian Cestus is coming to the area to attend a feast at Duke Bartholomew's hunting manor. (F)
2	The duke's hunting hounds are really Hellhounds. (P)
3	Lady Bernadette is really a princess from another land. (F)
4	A priest of Vueslux traveled here with the duke. (P)
5	Shrivelkin have been spotted attacking farmsteads. (P)
6	Father Ainsworth is in fear for his life over what was found in the undercroft of the All Faiths Temple. (F)
7	Beware of the scarecrows in the fields! (P)
8	The duke plans to raise taxes across the region! (F)
9	The shadow of a dragon was seen flying over the Schelus Mountains a fortnight ago. (P)
10	Bandits have fled their camps near the ruins of Castle Braun. (P)

# Social Scene XP

The following XP can be gained through social interaction at various points in the adventure. Scenes that are roleplayed well should be rewarded higher XP over ones that rely strictly on ability checks.

Area	Scene
Forest	Elven rangers. 400 - 800 XP
Farm	Hay Bale for the Night. 300 - 600 XP
Farm	Abandoned Farm. 200 - 450 XP
Manor	Dinner with the Duke. 1,200 - 3,000 XP
Manor	Lady Bernadette. 200 - 600 XP
Manor	Duke Bartholomew. 1,800 - 2,200 XP
Manor	The Grand Ball. 800 - 2,000 XP

**Total Social Scene XP:** 4,900 – 9,650 XP



# Treasure

The following treasure is located throughout this adventure. Much of it is hidden or guarded. Only the most thorough and cunning parties will find all of it.

Area	Treasure
Manor 5	525 sp
Manor 6	1,200 gp, 500 ep, 2,000 sp, 3,000 cp
Manor 7	Magicae Arcanum, treasure map V, treasure map VIII, spell scrolls
Manor 8	350 sp
Manor 14	500 pp, 1,200 gp, 400 ep, 1,300 sp, 3,000 cp
Manor 15	crossbow of speed +1, 300 pp, 1,200 gp, 500 ep, 2,500 sp, 4,000 cp
Manor 16	50 sp, 800 cp
Manor 17	200 pp, 1,300 gp, 1,000 sp, 1,200 cp, ring of spell storing
Manor 18	Chainmail armour, 300 gp, 1,400 sp, 2,000 cp
Manor 19	225 gp, 900 sp, 1,200 cp, plate mail +1
Cellar 24	50 gp, 500 sp, 900 cp
Cellar 26	500 gp, 800 sp, 1,350 cp

**Total value of monetary treasure: 12,983 gold pieces.**

# Random Wilderness Happenings

## 1-in-6 Chance per Every Three Hours

Every hour (6 turns), roll 1d6. On a 1, roll 1d12 and consult the following table. Encounters with NPCs and monsters occur 2d6 x 10' apart.

1d12	Event
1	1d8 brigands attempt to ambush the characters.
2	1d3 jackalwere are on the hunt.
3	1d4 hay golem scarecrows are terrorizing the countryside.
4	In the distance, the hazy form a beautiful maiden can be seen. She then vanishes into thin air.
5	A ratling living in a tree stump invites everyone for tea.
6	A hungry owl bear is foraging for food.
7	Farmers are attempting to repair a broken wagon wheel.
8	1d6 bandits attempt to shake down the characters.
9	1d4 hellhounds are causing as much destruction as possible.
10	A litter of 1d4 fairy kittens plays in the grass.
11	1d12 shrivelkin ambush the characters.
12	1d4 3HD veterans of the duke's guard approach the characters. 1-6 chance of hostility.



# The Overland Map





## 1. The Hunting Manor

This manor has been situated in this spot, at the edge of the Solvanus Forest, since just after the war with the elves. Built by a long-forgotten nobleman, the hunting manor was abandoned around the time of the Era of Plague. Recently, Duke Athram Bartholomew arrived from Glaustshine with a royal land grant for the Braunhaven region. Nobody knows how long the duke has been at the manor, but locals claim that the structure was completely renovated almost overnight.

Despite the welcoming appearance of the hunting manor, farmers in the area talk of the duke hunting in the forest late at night. The braying of his hounds can be heard when the moon is at its highest in the night sky. Others claim those hounds are much more, setting farms ablaze with fiery breath and hunting the farmers in the area.

### Approaching the Hunting Manor During the Day

When the characters are within six miles of the hunting manor (2 hexes), they will be approached by a 1d6 retinue of the duke's personal guard. These soldiers are all veterans of the Imperial army and well trained. No expense has been spared on their arms and equipment. Unlike any veterans that the characters had previously met, there is no chance of hostility this time. If the veterans are aware of any previous encounters, they show no sign of it (or they don't care).

The guards extend an invitation to the characters to join Duke Bartholomew, Lady Bernadette, and Nestor Falcious for dinner.

“His Lordship, Duke Bartholomew, wishes to extend to you an invitation to join him for dinner tonight. Lady Bernadette and the Imperial tax assessor, Nestor Falcious, will

also be in attendance. Please, allow us to escort you to the hunting manor so that you may be given rooms for the night.”

### Veteran

**AC** 2 [17], **HD** 1 to 3 (4/9/13hp), **Att** 1 x sword (1d8) or polearm (1d10), **THAC0** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (Fighter 3), **ML** 9, **AL** Neutral, **XP** 35, **NA** 2d4 (2d6), **TT** V

- **Level and alignment:** A group may all be of the same level and alignment, or these may be determined randomly, per individual.

### Approaching the Hunting Manor During the Night

After dark, the region becomes much more dangerous. Indeed, it appears that the locals have been correct about the duke's hunting habits, as the sound of riders on horseback can be heard just beyond the forest line. The howling of dogs can be heard, and it isn't long before the characters learn another terrible truth: a pack of 1d6 3HD hellhounds bursts from the tree line when the characters are within nine miles of the hunting manor (3 hexes).

On the third round of combat, a 2d6 retinue of the duke's personal guard arrives on the scene and assists with dispatching the hellhounds. Once the battle is finished, these veterans will claim that the area has had difficulty with packs of hellhounds and that they have been hunting them at night, when the packs are most active. The guards will offer the same invitation as they would when approaching by day, but for the following evening. They will offer to escort the characters to the manor to get rooms for the night.



## Hellhound

**AC** 4 [15], **HD** 3 to 7\* (13/18/22/27/31hp), **Att** 1 x bite (1d6) or 1 x breath (1d6 per HD), **THACO** By HD (17 [+2] to 13 [+6]), **MV** 120' (40'), **SV** By HD, **ML** 9, **AL** Chaotic, **XP** 50/125/300/500/850, **NA** 2d4 (2d4), **TT** C

- **Fire breath:** 2-in-6 chance per round of breathing fire. One target. **Save versus breath** for half damage.
- **Fire immunity:** Unharmd by non-magical fire.
- **Detect invisible:** 75% chance per round. 60' range.
- **Pets:** Sometimes found with other creatures with an affinity to fire.

## 2. Muddy River

This river is small in the spring and summer months but swells in the fall and winter with runoff from the muddy hills to the east. A few of the farms have waterwheels along this stretch of the river for grinding wheat. The glens of trees along the river are also home to shrivelkin.

Loathsome creatures from the Fey Realm, Shrivelkin can be found in forests and marshes where the veil between the material plane and the Fey Realm is thinnest. Shrivelkin are around 3' tall and weigh about 110 pounds. Their outer body is covered in chitinous plates, appearing as a cross between a goblin and an insect. It is common for them to be covered in a carpet of mosses and fungi as they age. Shrivelkin are known for kidnapping babies and young children to take

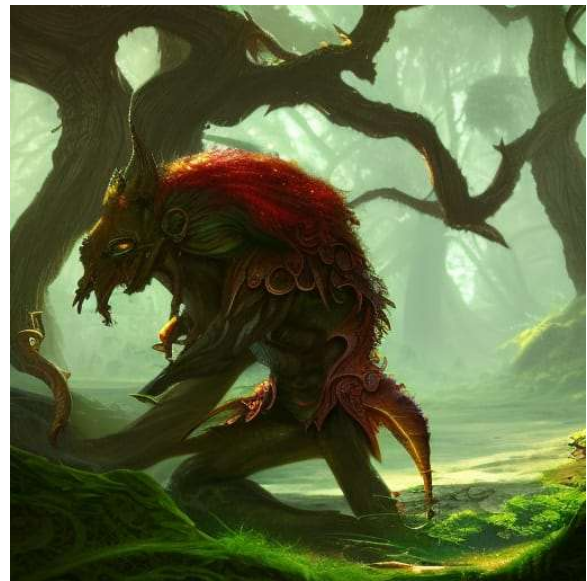
back to their forest lairs, often working in tandem with Fey Hags.

When the characters approach within six miles (2 hexes) of this area, a group of 1d12 shrivelkin will attempt to ambush them.

## Shrivelkin

**AC** 5 [14], **HD** ½ (2hp), **Att** 1 x claws (1d4), **THACO** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 6 (8), **AL** Chaotic, **XP** 5, **NA** 4d4 (3d10), **TT** Q

- **Surprise:** In a forest or marsh environment, shrivelkin have surprise on 3-6.
- **Hate elves:** Attack on site.
- **Pack tactics:** If more than 3 in a group, shrivelkin gain Morale.





# River Battle Map





### 3. The Solvanus Forest's Edge

The edge of the Solvanus Forest is home to a multitude of woodland creatures, both natural and fantastic. Its lofty boughs also make for ideal campsites for bandits, brigands, and woodsmen. Of late, the Solvanus Elves have sent scouts to the edge of the forest to keep tabs on the hunting manor. These elven rangers are more curious than hostile but can be provoked easily if the Solvanus is defiled. Many a bandit has gone missing after treading too deeply into the forest.

#### Social Scene: the Forest During the Day (400 – 800 XP)

The characters may choose to travel through the forest during the day, or perhaps set up a camp to rest. A scouting party of 1d8 elven rangers will approach the party from the cover of the forest with a 3-6 chance of surprise. The rangers are guarded, with weapons drawn, but not intrinsically hostile. If the characters do not immediately start a fight with the elves, they may be able to get some information from them.

“And what business would folk from Braunhaven have in our forest, eh? Are you brigands, attempting to evade capture, perhaps? Or are you agents of the lord of that manor?”

With good roleplay, the characters can glean the following pieces of information:

- “The duke and his retinue arrived two moons ago. His guards immediately set to cutting trees from the edge of the forest, which prompted our vigilance. We have not acted due to

our treaty with the people of Braunhaven.”

- “Work on renovations to the hunting manor ran nonstop for weeks. It was as if their workers never tired and had no need of food, drink, or sleep.”
- “My scouts have reported activity late in the evening around the stone statue at the entrance of the manor. Unfortunately, they have not been able to get close enough to investigate this further without risking notice.”
- “Three nights ago, my scouts spied some of the duke’s guard traveling with a pack of hellhounds. They set upon a farmstead and burned it to the ground. We are unsure if there were any survivors.”
- “We’ve noted that shrivelkin activity in the area has increased since the duke arrived. This may be coincidental but with the other evidence, I do find it odd.”

If the characters conducted themselves well with the rangers, the elves will offer to assist with healing any that need it by giving them 1d4 *Potions of Healing*.

### Solvanus Elven Ranger

**AC** 5 [14], **HD** 4+1\* (18hp), **Att** 1 x sword (1d8) or long bow (1d6), **THACO** 17 [+2], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (Elf Ranger 4), **ML** 8 (10 with leader), **AL** Neutral, **XP** 125, **NA** 1d4 (2d12), **TT** E

- **Spells:** Each individual has one random 1<sup>st</sup> level arcane spell.
- **Leader:** Groups of 15+ are led by an elf of level 1d6+1. The leader may have magical items: 5% chance per level for each magic item table.

## Encounter: the Forest During the Night

The characters may attempt to move through the forest in the evening to try to hide their advance on the hunting manor or perhaps set up camp for the night. This makes them the perfect opportunity for a group of bandits and brigands, led by the half-orc thief, Kurtruc. Kurtruc is accompanied by 1d6 bandits and 1d6 brigands. They will attempt to surprise the characters but only have a 1-6 chance of doing so.

### Kurtruc, Half-Orc Thief

**AC** 6 [13], **HD** 4+1\* (17hp), **Att** 1 x short sword (1d6) or dagger (1d4), **THACO** 19 [0], **MV** 120' (40'), **SV** D13 W14 P13 B16 S15 (half-orc thief 4), **ML** 8, **AL** Chaotic, **XP** 125, **NA** 1 (1), **TT** U

- **Climb sheer surfaces:** 90%
- **Hide in shadows:** 25%
- **Move silently:** 35%
- **Back-stab:** When attacking an unaware opponent from behind, a thief receives a +4 bonus to hit and doubles any damage dealt.

### Bandit

**AC** 6 [13], **HD** 1 (4hp), **Att** 1 x short sword (1d6) or dagger (1d4), **THACO** 19 [0], **MV** 120' (40'), **SV** D13 W14 P13 B16 S15 (Thief 1), **ML** 8, **AL** Chaotic, **XP** 10, **NA** 1d8 (3d10), **TT** U (A)

- **Trickery:** Use disguise or trickery to surprise victims.
- **Leader:** May have a leader of 2<sup>nd</sup> level or higher (any human class).
- **Hoard:** Only have treasure type A when encountered in their wilderness lair.

### Brigand

**AC** 6 [13], 4 [15], 3 [16], **HD** 1 (4hp), **Att** 1 x sword (1d8) or short bow (1d6), **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Chaotic, **XP** 10, **NA** 0 (1d4 x 10), **TT** A

- **Footmen:** Half the group has: leather armour, shield, sword, shortbow.
- **Cavalry:** The other half is mounted on riding horses and has: chainmail, shield, sword.
- **Leaders and commanders:** For every 20 brigands, there is a leader (2<sup>nd</sup> level fighter). For every 40 brigands, there is a commander (4<sup>th</sup> level fighter). Leaders ride war horses (with barding) and have plate mail, sword, lance.
- **Fortified camps:** Bands commonly combine and live in a camp of 5d6 x 10 brigands.
- **Camp leaders:** Combined camps are led by a 9<sup>th</sup> level fighter, plus a 5<sup>th</sup> level fighter for every 50 brigands. Also 50% chance of a magic-user (level 1d3+8); 30% chance of a cleric (8<sup>th</sup> level).



# The Forest Battle Map





## 4. Farmsteads

There are five areas on the Overland Map that show farmsteads. These represent a series of farms in a three-mile area (1 hex). Each of these areas has a different encounter or Social Scene attached to them. You can mix and match these five scenarios to whichever farmstead hex the characters happen to investigate or wander into.

### Farmstead Encounter One: Hay Golem Attack

Characters investigating this farmstead find signs of attack. In the field, they find a teenage boy and an ox lying murdered in the field. Both have nearly been disemboweled and the plow the boy was using has been nearly torn apart by the rivets. Tracks through the field lead to the farmhouse, where more carnage is found. It seems that the entire family has been murdered. Strangely, several scarecrows appear to have been set up around the house, with one even being in the main living area.

These are actually hay golems. 6' foot tall scarecrows crafted by evil Magic-Users and Fey Hags; a hay golem is imbued with restless spirits that loath the living. Burlap bodies are stuffed with hay, hands are made from old leather gloves tipped with the blades from rusty shears. Finally, the head is replicated with a jack-o-lantern that glows with candlelight once the ritual is complete. There are 1d4 hay golems lying in wait to ambush any who would investigate.

### Hay Golem

**AC** 7 [12], **HD** 2+2\* (11hp), **Att** 2 x claws (1d8), **THAC0** 17 [+2], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Chaotic, **XP** 25, **NA** 1 (1d4), **TT** None

- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Initiative:** -1 penalty due to stiff movement.
- **Flammable:** -2 to saves against fire attacks; suffers one extra point of damage per die.

### Farmstead Social Scene Two: A Hay Bale for the Night (300 – 600 XP)

The Stromvolt farm is an idyllic setting, perfect for raising a family. It even has a short white picket fence around the house. Urnhauld Stromvolt is out working his fields when he sees the characters approaching. He's heard some rumours about a band of adventurers that may be about the area, but Urnhauld doesn't pay much mind to gossip. The characters can make a CHA ability check with a -2 bonus to see if Urnhauld has heard of their recent actions in the town of Braunhaven. If they're successful, they'll learn the following information:

- "You'll want to be wary around the farmsteads. The Faulsen's were attacked by their own scarecrows. The blasted things came to life in the middle of the night, and they had to fight them off. I burned all of mine, just to be sure."
- "That new duke has his men all over the area. They've been asking about crop yield and warned everyone to keep tabs on what we sell. I imagine he'll be raising the tax. Again. As if

we don't give nearly everything we have already."

- "Brigands and bandits have been attacking folk on the Eastern Tradeway more often, as of late. They seem to be flooding out of the region around the ruins of Castle Braun, but nobody knows why and I'm sure as heck not going to ask them."
- "That tax assessor, Lord Falcious, ain't right. It seems like the air is colder when he's around and he keeps the hood of his cloak up, so you can't see his face. I can't believe there are some that refused to pay their tax. I don't need that kind of trouble and I paid him right away just to get him to leave my property!"

Assuming that characters are kind in their roleplay with Urnhauld, he'll offer them a hot meal and place to stay for the night.

"Well, I can't offer you much, but I can give you a hot, home cooked meal. And you're welcome to stay the night in my barn. At least you'll have a roof over your head. But I have to warn you to stay away from my daughter. I don't want her to get any ideas and I don't think that an adventurer would make a good suitor for her."

True to his word, Urnhauld sets the characters up in his barn and his elf wife, Miriam, offers a wonderfully cooked stew for dinner. Urnhauld's half-elf daughter, Nicholina, appears to be about 19 years old and of exceptional beauty.

Miriam picks the character with the highest CHA and starts to coax Nicholina into socializing with them (sitting her next to the character, giving prompting questions about

the character's background or their plans for the future, wondering if they ever thought about having children or settling down, etc.). The character should make a CHA ability check. Success means that Miriam's prodding has worked, and Nicholina is very interested. In fact, Nicholina is likely to sneak out to the barn to try to meet with the character behind the barn later in the evening.

The characters will need to think on their feet if they want to avoid insulting Urnhauld and Nicholina or to honor Urnhauld's rules. Perhaps a random happening occurs while Nicholina meets with the character in secret and they must protect her, then explain why she was in danger to begin with. Let the hilarity ensue.

The Stromvolt family are all considered to be normal humans.

### Normal Human

**AC** 9 [10], **HD** ½ (2hp), **Att** 1 x farm tool (1d6), **THAC0** 20 [-1], **MV** 120' (40'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 6, **AL** Lawful, **XP** 5, **NA** 1d4 (1d20), **TT** U

- **Gaining XP:** Must select a character class after gaining XP on an adventure.



## Farmstead Encounter Three: Brigand Assault

As the characters approach the farms in this area, they can see smoke coming from one of the farmsteads. As they get closer, they can see that there is a group of brigands attacking the farm and slaughtering the family that lives there. The family consists of the father, mother, four sons, and four daughters. Roll 1d10 to determine how many of the family members are left alive. The brigands will kill the father and sons first. If the characters hurry, they might be able to save some lives. The brigand force consists of 1d8 brigands, led by a 4<sup>th</sup> level fighter, named Zurof Kellsgain.

### Zurof Kellsgain, Human Fighter

**AC** 5 [14], **HD** 4\* (18hp), **Att** 1 x 2-handed sword (1d10), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (Human Fighter 4), **ML** 8, **AL** Chaotic, **XP** 125, **NA** 1 (1), **TT** D (F)

- **Leader Combat Talent:** Mercenaries or retainers under the fighter's command and within 60' gain a +1 bonus to morale/loyalty. All the fighter's allies within 60' gain a +1 bonus to saves against fear effects.

### Brigand

**AC** 6 [13], 4 [15], 3 [16], **HD** 1 (4hp), **Att** 1 x sword (1d8) or short bow (1d6), **THAC0** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Chaotic, **XP** 10, **NA** 0 (1d4 x 10), **TT** A

- **Footmen:** Half the group has: leather armour, shield, sword, shortbow.
- **Cavalry:** The other half is mounted on riding horses and has: chainmail, shield, sword.
- **Leaders and commanders:** For every 20 brigands, there is a leader (2<sup>nd</sup> level fighter). For every 40 brigands, there is a commander (4<sup>th</sup> level fighter). Leaders ride war horses (with barding) and have: plate mail, sword, lance.
- **Fortified camps:** Bands commonly combine and live in a camp of 5d6 x 10 brigands.
- **Camp leaders:** Combined camps are led by a 9<sup>th</sup> level fighter, plus a 5<sup>th</sup> level fighter for every 50 brigands. Also 50% chance of a magic-user (level 1d3+8); 30% chance of a cleric (8<sup>th</sup> level).





## Farmstead Encounter Four: Shrivelkin Kidnapping

As the character approach the farms in the hex, they can hear a woman scream. Investigating the farm, they find a lone woman on her knees crying uncontrollably. Through wracking sobs, she tells the characters that shrivelkin broke into her home and kidnapped her baby. The shrivelkin were seen running towards the edge of the forest. There are 4d4 shrivelkin and one of them is carrying the crying baby in the lead of the group. The characters should be able to catch up and any ranged attacks will cause the rest of the group to stop to deal with the characters, while the one in the lead continues to run for the trees. The characters have 4 rounds to stop the shrivelkin in the lead before it makes it to the trees and disappears into the Fey Realm with the baby.

### Shrivelkin

**AC** 5 [14], **HD** ½ (2hp), **Att** 1 x claws (1d4), **THACO** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 6 (8), **AL** Chaotic, **XP** 5, **NA** 4d4 (3d10), **TT** Q

- **Surprise:** In a forest or marsh environment, shrivelkin have surprise on 3-6.
- **Hate elves:** Attack on site.
- **Pack tactics:** If more than 3 in a group, shrivelkin gain Morale.

## Farmstead Social Scene Five: Abandoned Farm (200 – 450 XP)

The characters find a farmstead that appears to be abandoned. Doors are open,

window shutters flap back and forth in the breeze, and the fields have started to go fallow. Investigation of the farmhouse shows broken furniture and claw scratches on the walls. A rusty shear blade is found broken off in the wall of the kitchen seating area.

Characters without listening abilities have a 1-6 chance of hearing movement and whispering beneath the floorboards. Closer inspection allows the characters to see that two children are hiding under the floors of the farmhouse. A brother, Martin, and sister, Angelique, have been hiding under in the crawlspace beneath the house for over a week. They leave only to get what food and water they can before scurrying back to their hiding place. Characters can access the crawlspace through a trapdoor hidden under a floor rug in the kitchen. If the characters roleplay this scene well, they can learn the following information:

- “They came in the night and took Da and Ma. They were a group of armoured men, scarecrows from our field, and the horrible shrivelkin.”
- “The men looked like knights. They told Da that they had to come with them to see the duke about raising the taxes.”
- “One of our scarecrows cut up Ma real bad. Do you think she’s ok?”

The children beg the characters to find their parents but are unwilling to travel with them. They will choose to stay at the farmhouse but may be convinced with good roleplay and a few CHA ability checks.



# The Farm Battle Map



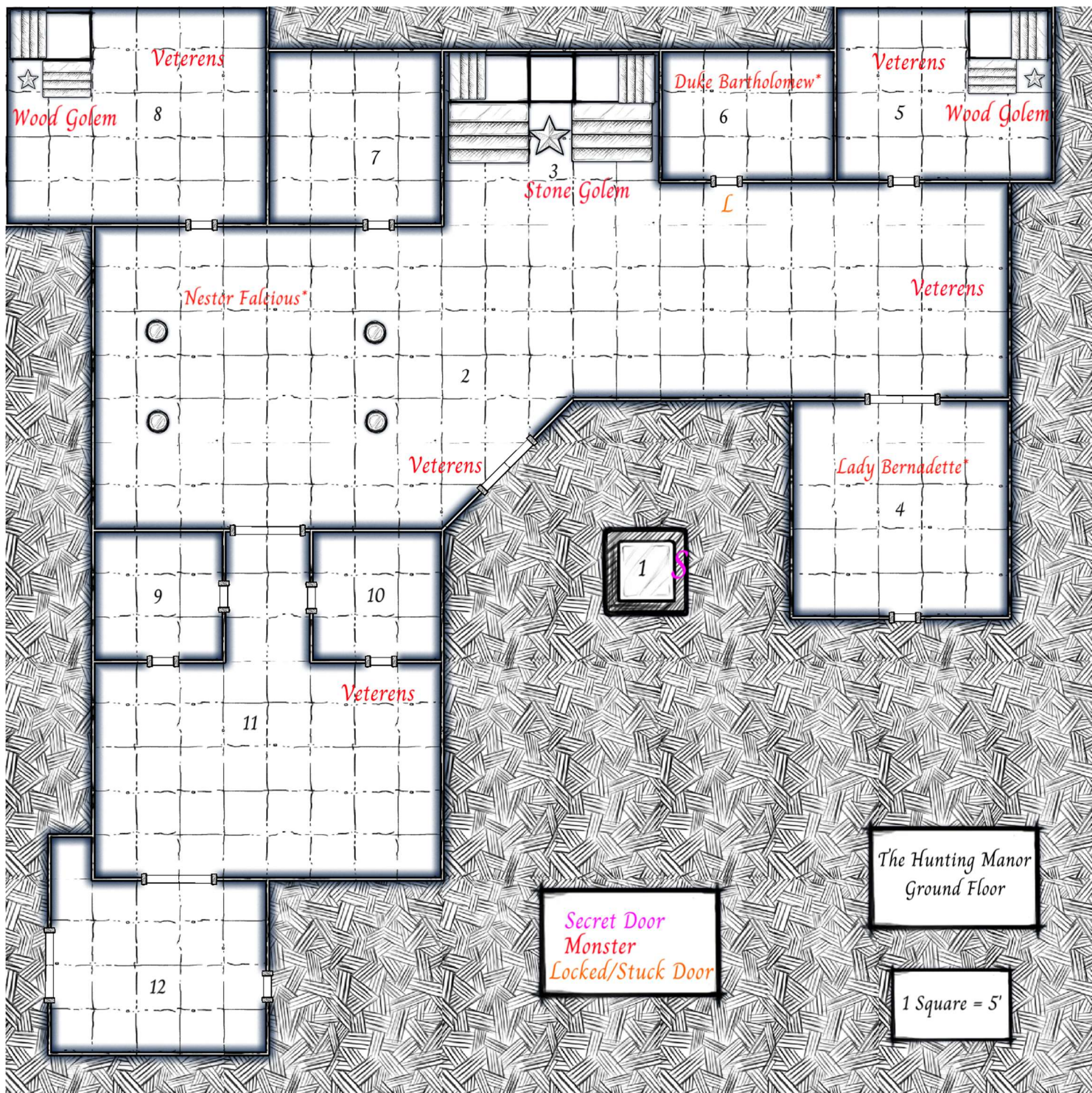


# Typical Braunhaven Farmhouse





# The Hunting Manor Ground Level Map Key



## The Hunting Manor Ground Level

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The hunting manor consists of two main floors, with a pair of towers that go up to a third floor. Beneath the fountain at the entrance (see **area 1**), is a secret cellar where The Bishop conducts his rituals. Monsters or NPCs marked with an asterisk may be present in multiple locations and will be listed in those locations.

### 1. Courtyard Fountain

**White gravel** (carriage turn around in front of double door entrance). **Stone and polished wood beams with white plaster** (manor foundation and walls). **Red veined marble fountain** (two demonic angels intertwined erotically spitting water out of their puckered mouths).

- **Northwest:** Ornate 10' tall, polished wood double doors with stained-glass windows lead into the manor.
- **North:** The sounds of a harpsicord can be heard coming from a door that leads into the manor's conservatory.
- **South:** The gravel round about converges into a wide gravel road that leads out of the edge of the forest, and curves towards the Eastern Tradeway.
- **East:** A polished wood door with a stained-glass window leads into the manor's sunroom.
- **Secret door:** Pulling on each of the demonic angel's phalluses opens a secret door in the base of the fountain. A set of stairs can be seen descending to a torch-lit landing.

### 2. Great Hall

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**Dark granite** (floor). **White plaster with polished wood beams** (20' ceiling, walls). **Fireplaces** (8' tall at the East, West, and on the south wall between the Conservatory and the main entrance). **White marble stairs with crimson runners** (10' lead up to the second floor).

- **North:** The white marble stairs have a deep crimson carpet runner running up two flights to the second level. Between the stairs sits a 10' tall white marble statue of a helmed knight, two-handed sword at the ready.
- **East:** A large 8' tall fireplace sits on the east wall at the end of the hall. Doors lead off to the north and south.
- **South:** The ornate double door entrance to the manor sits on a southeast wall. 10' tall polished double wood pocket doors lead to the grand ballroom.
- **West:** A large 8' tall fireplace rests on the west wall. Four white marble pillars enclose a 15' long banquet table and a number of high backed, rolled velvet dining chairs.
- **Nestor Falcious:** Initially, Nestor may be found at the west end of the great hall, warming himself by the fire. Later, he will be found here for the banquet.



### Nestor Falcious, Wight Necromancer

**AC** 5 [14], **HD** 4\*\* (9hp), **Att** 1 x touch (energy drain) or spell, **THACO** 19 [0], **MV** 90' (30'), **SV** D13 W14 P13 B16 S15 (Wight Necromancer 4), **ML** 12, **AL** Chaotic, **XP** 200, **NA** 1 (1), **TT** B

- **Spells:** *Chill touch, command dead, silence 15' radius, spectral hand*
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm, hold, sleep*).
- **Energy drain:** A successfully hit target permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained level (e.g. spells, saving throws, etc.). A character's XP is reduced to halfway between the former and new levels. A person drained of all levels becomes a wight in 1d4 days, under the control of the wight that killed them.

### New Spells (from The Necromancer by Gavin Norman)

#### Chill Touch

**Duration:** 3 rounds + 1 per level

**Range:** Touch

The caster's hands are enveloped with a chilling, blue miasma that disrupts the life energy of any living creature touched.

**Attack roll:** In combat, a melee attack roll is required.

**Effects:** The victim suffers 1d4 damage and loses 1 point of STR. If the victim does not have a rated STR score, they instead suffer -1 penalty to attack rolls each time they are touched.

**Recovering:** Lost points of Strength are recovered at a rate of one per hour.

#### Command Dead

**Duration:** 1 round per level

**Range:** 60'

2d6 humanoid corpses or skeletons within range rise up as undead and obey the caster's commands for a short time.

**Combat stats:** Each reanimated corpse or skeleton has 1 hit point and attacks using the stats listed below.

**Special abilities:** They are unable to use any special abilities (including spell casting) that they possessed in life.

#### Commanded Dead

**AC** 7 [12], **HD** 1 (1hp), **Att** 1 x weapon (1d6 or by weapon), **THACO** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 10

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm, hold, sleep*).

#### Silence 15' Radius

**Duration:** 12 turns

**Range:** 180'

A 15' radius area is rendered utterly silent.

**Within the area:** All sound is stopped. Conversations and spell casting are impossible.

**Noise from outside the area:** Can be heard by those within it.

**Casting upon a creature:** Silence may be cast upon a creature, which must **save versus spells**. If the save fails, the 15' radius area of silence moves with the creature. If the save succeeds, the spell's effect remains stationary; the targeted creature may move out of it.



## Spectral Hand

**Duration:** 2 rounds per level

**Range:** 60' + 10 per level

A glowing, ghostly hand formed of the caster's own life force manifests at their side.

**Moving the hand:** By concentrating, the caster can direct the hand to move, within range. The hand can move up to 60' per round.

**Touch attacks:** The hand can be used to deliver spells of up to 4<sup>th</sup> level that take effect via touch. When making a touch attack with the hand, the caster gains a +2 bonus to attack rolls.

**Concentration:** Moving, attacking, or performing any other action besides casting spells causes the hand to return to hover at the caster's side.

**Vulnerability:** As the hand is formed of the caster's life force, it is vulnerable to attack. It can only be harmed by magic and has AC -2 [21]. If the hand is damaged, the spell ends, and the caster suffers 1d4 damage.

Nestor Falcious appears as a gaunt and pale man, around 5'6" tall, clad in black robes and almost always with the hood drawn up. A heavy gold chain crosses his frail body holding a heavy leather spell book on his left hip. Nestor speaks in a hissing, rasping voice, as though the words hurt the back of his throat to speak. A faint scent of decay follows him wherever he goes followed by a heavier scent of rose petals.

The entrance to the manor is flanked by a pair of veteran guards in the royal blue and white livery of Duke Batholomew. A second set of veteran guards are at the east end of the great hall, flanking the fireplace.

## Veteran

**AC** 2 [17], **HD** 3 (13hp), **Att** 1 x Polearm (1d10), **THAC0** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (Fighter 3), **ML** 9, **AL** Neutral, **XP** 35, **NA** 2d4 (2d6), **TT** V

- **Level and alignment:** A group may all be of the same level and alignment, or these may be determined randomly, per individual.

## Social Scene: Dinner with the Duke (1,200 – 3,000 XP)

Duke Athram Bartholomew invites the characters to dine with him. Joining the party will be Lady Bernadette, his consort, and the Imperial tax assessor, Nestor Falcious. Duke Bartholomew is quite gracious and wants to know all about the characters' backgrounds, where they're from, and how things are going in the Braunhaven region. If the issue with the Rok-Skull Orcs is brought up, he seems genuinely concerned.

"Surely this cannot be true! Someone of foul purpose must be impersonating my noble signature and stamp! I truly hope that you felled such foul beasts that would hold my word as their honor!"

The duke seems to recover from this and promises to have his "most trusted servants look into these foul deeds." He then seems to be jovial with the characters, wanting them to regale him with tails of their exploits in the catacombs and undercroft. He seems intent, pouring more drinks and wanting more detail. On the surface, the duke seems to be a foppish noble wanting to live vicariously through the exploits of others. Allow a WIS ability check in secret and privately tell the

succeeding characters that they do not believe the duke's brevity. To them, he almost seems bloodthirsty.

The Lady Bernadette seems much older than the duke, and it is with some surprise that she is his consort. While the duke seems to be in his early 30s, Lady Bernadette is well into her 60s. She sups at her soup delicately and listens to the conversation with little input. When asked about her relationship with the duke, she simply states:

"It was an arranged marriage between our families. I was a spinster, and such things are not unusual in Glaustshine."

Beyond this, Lady Bernadette has little to say. She continues to sup on her soup and drink her wine, content to listen to the conversation. She does seem slightly aghast at any mention of the roaming scarecrows or shrivelkin, and voices her concern for "the poor, poor people of the countryside. We must do something to assist them, do you not think? Please Athram, we must help."

Nestor Falcious sits very still at the table, listening to all that is said. There is a 2-in-6 chance that characters will realize that he isn't really eating; he pushes his food around on the plate but seems to ignore the wine and never eats the soup. If the issue of raising the taxes comes up, Nestor waspily hisses out:

"There have been no plans for a tax increase in the region. I only ask that the landowners pay what they currently owe. I realize that the current tax may seem punitive, but I do not make the tax laws of the realm. I am only here to collect. I am innocent in these matters."

Nestor has little to say, beyond this. He nods and seems to agree with everything the duke or Lady Bernadette has to say but has little to add to the conversation. If asked about his rasping voice, he says that it is a childhood malady from having the Demon Plague in his youth.

The following pieces of information can be gleaned from chatting at the dinner table. Items that are false are noted with (F), while items that are partially true are noted with (P).

- From the duke: "The Emperor granted me this land to deal with threats coming in from the old Imperial Port. I hear that Tasadantilis created many horrors [shudder] that come up from that fell place. It is my intention that we safeguard the region from these terrible monsters!" (F)
- From Lady Bernadette: "I heard that the Braun family was put down by his Lord the Emperor because they practiced child sacrifice to the demon legions of the hells. I, for one, feel much safer not having those kinds of people around me." (F)
- From Nestor Falcious: "Can you please pass the rolls? They're delicious." Butter the roll, put it on your plate, ignore it. (F)
- From the duke: "We're planning a new treaty with the Solvanus Elves! It is to take place tomorrow night at a grand ball. You simply must attend!" (P)
- From Lady Bernadette: "I hear that the Emperor has great plans for this entire region, starting with the Imperial Port. He plans to demolish

Tasadantilis' Tower! It will be so good to be rid of that eyesore!" (P)

- From Nestor: "I don't believe that the scarecrows are coming to life. That's likely just silly peasant superstition. Truly, if they were to be assaulted, wouldn't the dead be a better army?" (P)

Once the characters have asked their questions and talked with the table full of nobles, they can retire to their rooms on the second floor or explore more of the ground floor.

### 3. The Great Statue

**White marble statue** (10' tall, helmed knight with two-handed sword at the ready). **Dark granite** (floor). **White plaster with polished wood beams** (walls, 20' ceiling). **White marble stairs with crimson runner** (lead up to the second floor).

- **North:** A grand staircase, made of white marble, ascends to the second floor. The center of the stairs are lined with a crimson carpet runner.
- **South:** The great hall stretches from east to west with the manor's entrance to the south.
- **Statue:** The 10' tall marble statue of a helmed knight is actually a stone golem that can be commanded to attack by any of the duke's staff.

#### Stone Golem

**AC** 4 [15], **HD** 14\* (63hp), **Att** 1 x fist (3d8), **THAC0** 9 [+10], **MV** 60' (20'), **SV** D8 W9 P10 B10 S12 (7), **ML** 12, **AL** Neutral, **XP** 2,300, **NA** 1 (1), **TT** None

- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Immunity:** Unharmed by gas; unaffected by *charm*, *hold*, *sleep* spells.
- **Slow aura:** Anyone within 10' must **save versus spells** or be slowed for 1 turn (move at half normal speed, attack or cast spells only every second round).
- **Entergy immunity:** Unharmed by fire, cold, and electricity.

### 4. The Conservatory

**Polished hardwood** (floor, bottom 4' of walls). **White plaster** (walls, 15' domed ceiling). **Mural** (ceiling painted to depict flaming angels being cast from the heavens). **Polished harpsichord with ivory keys** (the size of a grand piano, sits in the southeastern corner). **Red velvet furniture and polished tables** (rolled velvet backed chairs and couches are arranged around the room with polished wood tables).

- **North:** 10' double doors lead out of the conservatory to **area 2**.
- **South:** A 7' wood door leads out the back of the conservatory to the front grounds of the hunting manor.

#### Social Scene: Lady Bernadette (200 – 600 XP)

Lady Bernadette is initially found in the conservatory, playing the harpsichord. She seems to play the instrument masterfully, though few will recognize any of the songs that she plays. Elves or bard characters have a 2-6 chance of recognizing the songs as from



the Fey Realm. Any characters that recognize the music and wish to accompany Lady Bernadette with musical instrument or vocals, gain a +2 bonus to all CHA ability checks in the future with her.

Lady Bernadette appears to be well into her 60s and is much older than Duke Bartholomew. She is guarded, perhaps shy, and the following information can be gained through casual conversation:

- “The duke’s family did my family a great favor when they proposed a marriage between us. I’m embarrassed to say, but my family had fallen on hard times. Duke Bartholomew is a very sweet man and doesn’t wish for anyone to deal with hardship.” (F)
- On the topic of the music: “Oh, these were old songs that I was taught as a child. I’m really not sure of their origin.” (P)
- “The wedding is scheduled for the first Wedding of Janeau in the Chapel of the Known Gods in Glaustshine. It would be wonderful if you could make it!” (F)



### Lady Bernadette, Fey Hag

**AC** 4 [15], **HD** 4\*\* (17hp), **Att** 2 x talons 1(d6), 1 x bite (1d8+1), or gaze, **THAC0** 16 [+3], **MV** 150' (50'), **SV** D11 W11 P12 B13 S14 (5), **ML** 9, **AL** Chaotic, **XP** 80, **NA** 1 (1d4), **TT** D

- **Hideous gaze:** Three times per day, may gaze at a character within 30'. The target must **save versus spells** or be weakened (-2 penalty to attacks and damage) for 1d6 turns.
- **Illusion immunity:** Completely unaffected by illusions and phantasms.
- **Cloak true form:** Can cloak true appearance with an illusory form, usually that of an old village woman.

## 5. East Tower Base

**Dark granite** (floor, walls, 20' ceiling).

**Wood staircase** (leads up to the second level of the tower). **Wooden statue of a gargoyle** (polished carved wood).

- **North:** Well-worn wooden stairs trundle up to the second floor of the tower.
- **South:** An 8' wood door leads to **area 2**.
- **Statue:** The 8' wooden statue of a gargoyle stands in the alcove at the base of the stairs. This is actually a wood golem that will answer the calls of the guards, should it be needed.

**Treasure:** The guards are betting on their dice game. A pile of 525 sp is on the table.

## Wood Golem

**AC** 7 [12], **HD** 2+2 (11hp), **Att** 1 x fist (1d8), **THACO** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Neutral, **XP** 25, **NA** 1 (1), **TT** None

- **Mundane damage Immunity:** Can only be harmed by magical attacks.
- **Initiative:** -1 penalty due to stiff movement.
- **Flammable:** -2 to saves against fire attacks; suffers one extra point of damage per die.

Four guards lounge in the base of the tower, playing dice and drinking ale during their off hours.

## Veteran

**AC** 2 [17], **HD** 3 (13hp), **Att** 1 x Polearm (1d10), **THACO** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (Fighter 3), **ML** 9, **AL** Neutral, **XP** 35, **NA** 2d4 (2d6), **TT** V

- **Level and alignment:** A group may all be of the same level and alignment, or these may be determined randomly, per individual.

## 6. The Duke's Study

**Locked door** (The 8' door to the study is locked, the duke has the key). **Polished hardwood** (floor and bottom 4' of walls). **White plaster and polished beams** (walls, 15' ceiling). **Crimson red floor rug** (the Glaustian Imperial crest in bright gold brocade in the center of the rug). **Polished wood bookshelves** (contain a variety of mundane and boring books on history and military doctrine). **Polished wood desk** (covered in papers, books, and maps in the northern section of the room).

- **South:** The 8' wooden door leads to **area 2**.
- **Bookshelves:** Spending 1 turn investigating the bookshelves turns up nothing but military history and pointless religious doctrine. However, 2 turns gives a 2-6 chance of turning up a spell scroll of *wizard eye* and a scroll of *remove curse*.
- **The desk:** Papers are scattered all over the desk, numerous open books, and a quill pen complete the mess. Characters that investigate the desk will find a note (see **Player Handouts**) and a rough map of the area. The note is written in Maluminferus (Chaotic) and can only be deciphered with that language or a *read languages* spell.

**Treasure:** A lockbox on the desk contains 1,200 gp, 500 ep, 2,000 sp, and 3,000 cp.

This is where the doppelganger Pietrus (Duke Athram Bartholomew) spends most of his time. He pours over maps, old texts, and religious documents to determine the exact final resting place of the keys to 'Tasadantilis' vault. Resting on this desk are the full details of what is needed to gain access to the next areas. In code.

Should the characters stealth in (completely possible, given the characters ingenuity), They can discover the code to the maps for both the Ruins of Braun Castle and a map to the lost dwarven citadel of Drothumstone. But they have to know *read languages*, Damhshek (dwarven) and Handeln (Common). Otherwise, these maps are unreadable to the common person. They may decipher bits, but not all, if they do not have access to all three.

### Social Scene: Duke Bartholomew (1,800 – 2,200 XP)

It is unlikely that the characters will be invited into this room. However, should this be the case, the duke will be gracious and offer drams of Zolotoheim 300 year whiskey and intricately carved pipes with bowls of Shire Smoke. The duke will quickly clean up the desk and push all of the scrolls, maps, and books filled with notes into a drawer. Then quickly lock it, using a slight of hand check with a 90% chance of success, slipping the key into a vest pocket. He will then engage the characters in conversation, mostly banter, but the following may slip his lips if they make a successful CHA ability check:

- “The economic situation in Glaustshine is...desperate. Taxes will need to be increased. I am attempting to find a rather soft way of

implementing this, terrible, endeavor and I hope that the people will understand my plight.” (F)

- “The Emperor has entreated me with the ability to grant certain noble functions to those of Braunhaven.” (P)
- “I’ve heard that bandits and brigands are a terror on the Eastern Tradeway. The Emperor has plans to deal with that and I am the first step in doing so.” (P)
- “My dear sweet Lady Bernadette would be absolutely heartbroken if she knew that I lusted after another. Please, don’t show her the picture on the desk.” (F) (The picture is a tintype of (the real) Duke Bartholomew with a beautiful young woman in black and white relief in a gold frame. He uses this to maintain his form).





The duke will be quick to get anyone to vacate his office, either suggesting that they go to the conservatory (**area 4**) or the western end of the great hall for a banquet (**area 2**).

### Duke Bartholomew, Doppelganger Assassin

**AC** 5 [14], **HD** 6\* [14hp], **Att** 1 x bite (1d12), or dagger (1d4) + poison, **THACO** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P11 B14 S13 (Assassin 6), **ML** 10, **AL** Chaotic, **XP** 500, **NA** 1d6 (1d6), **TT** E

- **Shape stealing:** Can adopt the form of any human-like creature (7' tall or less) observed. Then proceed to attack the person mimicked.
- **Trickery:** Will attempt to kill the PC, take on their role, then attack the party by surprise (e.g. during battle).
- **Reversion:** If killed, reverts to its original form.
- **Spell immunity:** Unaffected by *sleep* and *charm* spells.

## 7. The Library

**Polished hardwood** (floors). **Cream plaster and polished wood beams** (15' ceiling).

**Polished hardwood bookshelves** (walls, run floor to ceiling). **Brass rolling ladder** (a ladder on rollers glides along a rail at the top of the ceiling, allowing access to books on the top shelves). **Red velvet furniture** (high backed chairs and cushioned couches sit about the room). **Polished wood and stained-glass bar** (the small bar has several decanters of various liquors, a rack of tumblers and wine glasses, a wine rack, and pipe stand with a tobacco jar).

The library has an extensive collection of books, scrolls, and manuscripts. Characters that spend 6 turns searching the library can find the following collection of texts:

- **“Magicae Arcanum”** – A treatise on the creation of new arcane spells, by Maximillion Tasadantilis. A week spent reading this book will give a character insight into the creation of new spells, cutting the price in half for the next spell they create.
- **“The Diary of Captain Jorgon Braun”** – Jorgon Braun was a black mark on the Braun family, as he operated as a pirate in the Dragon Sea. The diary details the location of a remote island, far to the south, where Jorgon made his lair. It contains a *treasure map: V* and a *treasure map: VIII*.
- **1d4 Arcane Spell Scrolls.**
- **1d4 Divine Spell Scrolls.**
- **“Pontificus Divinitas”** – A large tome that speculates on the ecology of the original plane of existence of the Twelve Known Gods.



## 8. West Tower Base

**Dark granite** (floor, walls, 20' ceiling).

**Wood staircase** (leads up to the second level of the tower). **Wooden statue of a leprechaun** (polished carved wood).

- **North:** Well-worn wooden stairs trundle up to the second floor of the tower.
- **South:** An 8' wood door leads to **area 2**.
- **Statue:** The 8' wooden statue of a leprechaun stands in the alcove at the base of the stairs. This is actually a wood golem that will answer the calls of the guards, should it be needed.

**Treasure:** The guards are betting on their dice games. A pile of 350 sp sits on the table.

### Wood Golem

**AC** 7 [12], **HD** 2+2 (11hp), **Att** 1 x fist (1d8), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Neutral, **XP** 25, **NA** 1 (1), **TT** None

- **Mundane damage Immunity:** Can only be harmed by magical attacks.
- **Initiative:** -1 penalty due to stiff movement.
- **Flammable:** -2 to saves against fire attacks; suffers one extra point of damage per die.

Four guards lounge in the base of the tower, playing dice and drinking ale during their off hours.

## 9. Kitchen

**Gray granite** (floor, 15' ceiling). **White marble tile** (walls, counters). **Polished wood** (cabinets). **Brick oven and cast-iron stove** (8' tall brick oven with attached stove).

A chef and four assistants are constantly busy in the kitchen. Household staff make their way in and out of the kitchen during mealtimes or when there is a ball.

- **East:** The eastern door is on spring loaded hinges to allow for easy push open access and automatic closing.
- **South:** The south door is on spring loaded hinges to allow for easy push open access and automatic closing.

## 10. Smoking Room

**Polished hardwood** (floors, walls). **Cream plaster and wood beams** (15' ceiling). **Burgundy area rugs** (two large area rugs cover the floor). **Leather furniture and polished wood tables** (numerous leather chairs sit around the room with small round tables). **Polished wood and stained-glass bar** (the small bar has several decanters of various liquors, a rack of tumblers and wine glasses, a wine rack, and pipe stand with a tobacco jar). **Stoneoak and green felt billiard table** (the billiard table sits in the center of the room).

- **West and South:** Polished wood doors lead out of the smoking room and into the grand ballroom (**area 11**).

## 11. The Grand Ballroom

**Polished hardwood** (floor, bottom 4' of walls). **Cream plaster and wood beams** (walls, 20' ceiling). **Mural** (ceiling is painted to appear as a night sky). **Stage** (a small stage is set in the southeast corner).

- **North:** Polished wood double doors slide away into pockets in the wall, allowing the ballroom to be open to the great hall (**area 2**).
- **South:** Polished brass and stained-glass doors lead to the sunroom (**area 12**).
- **Veterans:** Two guards are always posted in the grand ballroom.

### Veteran

**AC** 2 [17], **HD** 3 (13hp), **Att** 1 x Polearm (1d10), **THAC0** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (Fighter 3), **ML** 9, **AL** Neutral, **XP** 35, **NA** 2d4 (2d6), **TT** V

- **Level and alignment:** A group may all be of the same level and alignment, or these may be determined randomly, per individual.

## Social Scene: The Grand Ball (800 – 2,000 XP)

The night after the characters attend dinner with Duke Bartholomew, a ball is thrown to commemorate the proposal of a new peace treaty between the Glaustian Empire and the Solvanus Elves. The elven delegation in attendance is Ilimitar Ularis, a leader among the council of Drzewodolek, the elven city. Joining him is Ashryn Venthana, a female wood elf ranger. The pair have

brought fifteen other elves and wood elves with them.

### Elf

**AC** 5 [14], **HD** 1+1\* (5hp), **Att** 1 x sword (1d8), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P13 B15 S15 (Elf 1), **ML** 8 (10 with leader), **AL** Neutral, **XP** 19, **NA** 1d4 (2d12), **TT** E

- **Spells:** Each individual has one random 1<sup>st</sup> level arcane spell.
- **Leader:** Groups of 15+ are led by an elf of level 1d6+1. The leader may have magical items: 5% chance per level for each magic item table.

### Ilimitar Ularis

**AC** 5 [14], **HD** 5+1\* (25hp), **Att** 1 x sword (1d8+1), **THAC0** 14 [+5], **MV** 120' (40'), **SV** D10 W11 P11 B13 S12 (Elf 5), **ML** 10, **AL** Neutral, **XP** 400, **NA** 1 (1), **TT** E

- **Spells:** *Magic missile, shield, invisibility, web, haste.*
- **+1 sword**

### Ashryn Venthana

**AC** 5 [14], **HD** 4+1\* (20hp), **Att** 1 x short sword (1d6), 1 x short sword (1d6), or long bow (1d6+1), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D10 W11 P11 B13 S12 (wood elf 4), **ML** 10, **AL** Neutral, **XP** 200, **NA** 1 (1), **TT** E

- **Spells:** *Cure light wounds, light, bless, speak with animals.*
- **+1 long bow**

Through good roleplay and a CHA ability check (+2 bonus for elven, ranger, and druid characters), the characters can learn the following from Ilimitar and Ashryn:



- From Ilimitar: “It is unlikely that the elves will sign the treaty with the Empire. It is too sweeping and Drzewodolek will never be under the rule of humans.”
- From Ashryn: “I fear what will become of the wood elves, should Emperor Belusian Cestus reassert his power over the entire region. We will not bend the knee to humans, and we will not tolerate their domination of our woods.”
- From Ilimitar: “We have had to deal with more incursions from the Imperial Port to the south. Mostly hobgoblins, but some undead, as well.”
- From Ashryn: “I do not trust this new duke, nor do I like this manor. There is something about him that simply unnerves me.”

## 12. The Sunroom

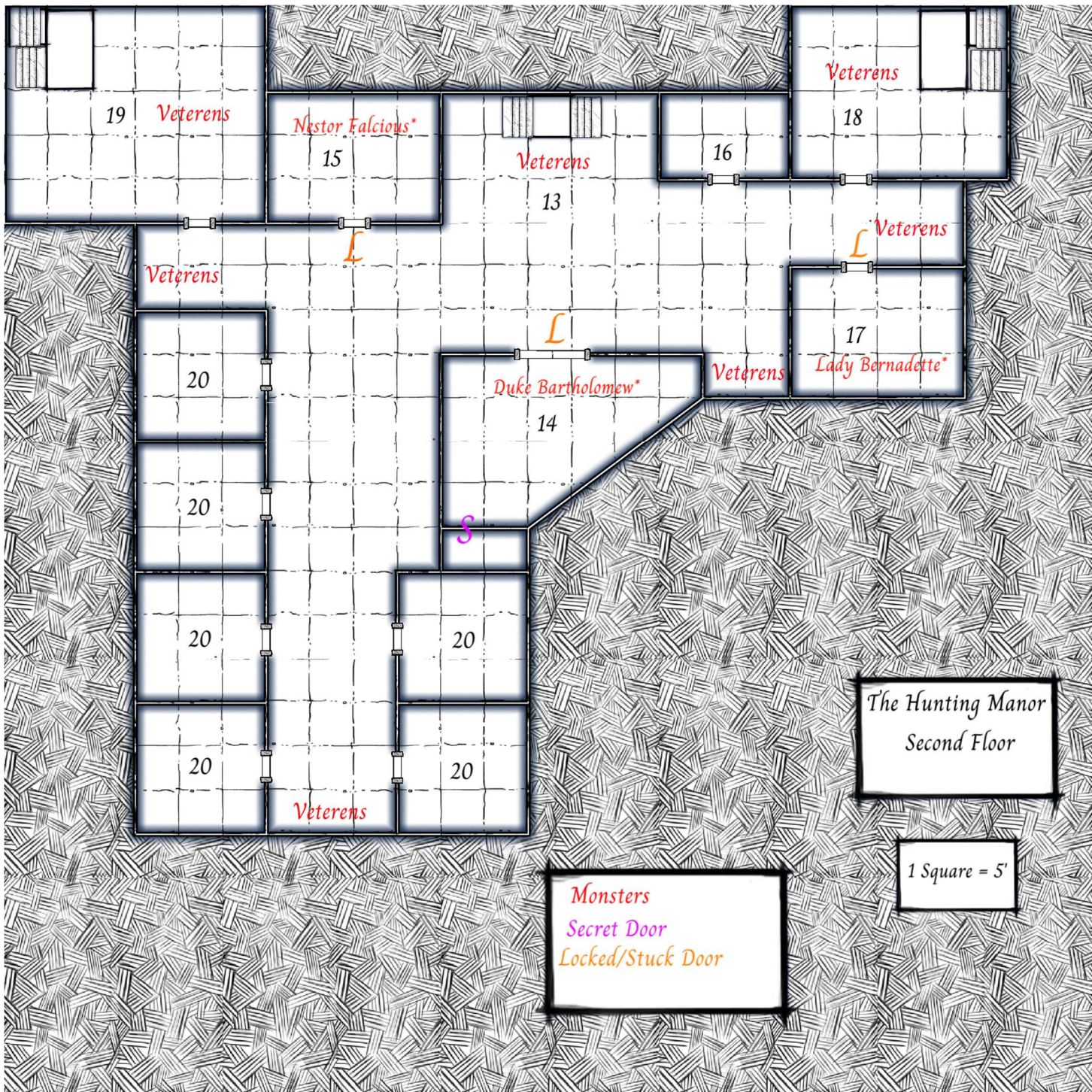
**Dark flagstone** (floor). **Brass and glass** (walls, 20' vaulted ceiling). **Tropical plants and flowers** (the sunroom is a well cultivated garden of tropical plants and flowers from far to the east).

- **North:** Polished brass and stained-glass double doors lead into the grand ballroom (**area 11**).
- **East:** A brass and stained-glass door leads out to the front of the hunting manor.
- **West:** Polished brass and stained-glass double doors lead out to the garden on the east side of the hunting manor.





# The Hunting Manor Second Floor Map Key



## 13. Upper Hall

**Polished hardwood** (floors). **White plaster and wood beams** (walls, 15' vaulted ceiling). **Crimson runners** (rich crimson carpeted runners are on the floor of the hall).

- **North:** The grand staircase leads down to the ground floor (**area 3** and **area 2**). Two guards stand at the top of the grand staircase.
- **East:** The hall ends 50' to the west in a 10' tall stone fireplace. Two guards stand at the end of the hall, near the fireplace. Doors lead to the north and south.
- **South:** 8' tall wood double doors lead to the master bedroom. Two veterans stand in an alcove, near a window overlooking the front courtyard, to the north of the master bedroom. Further south, the doors on the east and west wall lead to the guest rooms. The hall ends 70' to the south in a 10' tall stone fireplace. Two guards stand on either side of the fireplace.
- **West:** The hall ends 50' to the west in a 10' tall stone fireplace. Two guards stand near the fireplace. A pair of doors lead to the north.
- **Guards:** The guards on the second floor are veterans and very bored. They are likely to engage guests in conversation, if prompted.

### Veteran

**AC** 2 [17], **HD** 3 (13hp), **Att** 1 x Polearm (1d10), **THAC0** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (Fighter 3), **ML** 9, **AL** Neutral, **XP** 35, **NA** 2d4 (2d6), **TT** V

- **Level and alignment:** A group may all be of the same level and alignment, or these may be determined randomly, per individual.

## 14. Master Bedroom

**Polished hardwood** (floor). **White plaster and wood beams** (walls, 10' vaulted ceiling). **King sized four-post bed** (heavy furs and blankets sit atop a thick, down filled mattress). **Bay window** (a bay window overlooks the ground floor courtyard and fountain).

- **North:** 8' tall wood double doors lead out to the upper hall (**area 13**). The doors are normally kept locked. Duke Bartholomew keeps the key in his vest pocket.
- **South:** An 8' tall fireplace sits on the south wall.
- **Secret door:** The fireplace acts as a secret door to a small 10' wide alcove. By pulling on the rod-iron fireplace poker stand, the fireplace will rotate in place allowing access. A chest rests on the east wall of the alcove, along with a letter bearing the royal seal of the Emperor (see **Player Handouts**).

**Treasure:** The chest contains 500 gp, 1,200 gp, 400 ep, 1,300 sp, and 3,000 cp.



When not in his study (**area 6**) or entertaining guests in the great hall and grand ballroom (**area 2** and **area 11**), Pietrus the doppelganger can be found here. Pietrus is careful to never drop his form as Duke Bartholomew, however. He does occasionally meet here with Lady Bernadette to discuss plans.

It is highly unlikely that the duke would invite one of the characters to his master bedroom, but nothing is out of the question where players are concerned. The usual scenario for a character to be here is that they break in and are discovered by the duke or hide under the large bed and overhear a conversation with Lady Bernadette. If a character is discovered in the master bedroom, Pietrus has no issue with killing the character and assuming their form to then ambush the other characters. This can lead to an end-game scenario quite quickly.

If the character(s) can stay hidden, they may be able to get the following information by eavesdropping on a conversation between the duke and Lady Bernadette:

- Lady Bernadette refers to the duke as “Pietrus.”
- Lady Bernadette: “It is clear from his correspondence to you that Emperor Belusian is unhappy with your work. I told you that you should have let me dispose of the duke’s body.”
- Duke Bartholomew: “Belusian is a fool to think that an heir to the Braun family is of any concern. But I will do as commanded. See if any of our guests are knowledgeable on the lineage of the Braun family.”

### Duke Bartholomew, Doppelganger Assassin

**AC** 5 [14], **HD** 6\* [14hp], **Att** 1 x bite (1d12), or dagger (1d4) + poison, **THAC0** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P11 B14 S13 (Assassin 6), **ML** 10, **AL** Chaotic, **XP** 500, **NA** 1d6 (1d6), **TT** E

- **Shape stealing:** Can adopt the form of any human-like creature (7' tall or less) observed. Then proceed to attack the person mimicked.
- **Trickery:** Will attempt to kill the PC, take on their role, then attack the party by surprise (e.g. during battle).
- **Reversion:** If killed, reverts to its original form.
- **Spell immunity:** Unaffected by *sleep* and *charm* spells.

### Lady Bernadette, Fey Hag

**AC** 4 [15], **HD** 4\*\* (17hp), **Att** 2 x talons 1(d6), 1 x bite (1d8+1), or gaze, **THAC0** 16 [+3], **MV** 150' (50'), **SV** D11 W11 P12 B13 S14 (5), **ML** 9, **AL** Chaotic, **XP** 80, **NA** 1 (1d4), **TT** D

- **Hideous gaze:** Three times per day, may gaze at a character within 30'. The target must **save versus spells** or be weakened (-2 penalty to attacks and damage) for 1d6 turns.
- **Illusion immunity:** Completely unaffected by illusions and phantasms.
- **Cloak true form:** Can cloak true appearance with an illusory form, usually that of an old village woman.

## 15. Nestor Falcious' Room

**Polished hardwood** (floors). **Royal blue area rug** (sits in the center of the room).

**White plaster and wood beams** (walls, 10' vaulted ceiling). **Queen sized four-post bed** (rests against the east wall). **Oak wardrobe** (the wardrobe rests against the west wall).

**Stone fireplace** (an 8' tall fireplace rests on the north wall).

- **South:** a 7' tall single wood door leads to the upper hall (**area 13**). The door is usually locked and Nestor keeps the key on chain around his neck.
- **Bed:** at the foot of the bed, a locked chest holds Nestor's valuables (see *treasure*) and a chapbook with sketches of the keys to open Tasadantilis' prison (a crook and a looped scepter). The chapbook also describes a ritual and presents the location of the secret cellar beneath the manor's fountain (**area 1**).

**Treasure:** The chest contains a +1 *crossbow of speed*, 300pp, 1,200 gp, 500 ep, 2,500 sp, and 4,000 cp.

Nestor Falcious rests in this room, though he doesn't require sleep, when not in the great hall (**area 2**) or with the duke. Nestor has no interest in interpersonal relationships and there is no reason he would invite characters to his private room, unless he planned to kill them and dispose of the body later.

Stealthy characters may try to break into Nestor's room, and this is the most likely case for them to be in here. Should they be discovered, Nestor will not hesitate to kill them or hand them over to The Bishop in the secret cellar.

## Nestor Falcious, Wight Necromancer

**AC** 5 [14], **HD** 4\*\* (9hp), **Att** 1 x touch (energy drain) or spell, **THACO** 19 [0], **MV** 90' (30'), **SV** D13 W14 P13 B16 S15 (Wight Necromancer 4), **ML** 12, **AL** Chaotic, **XP** 200, **NA** 1 (1), **TT** B

- **Spells:** *Chill touch*, *command dead*, *silence 15' radius*, *spectral hand*
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- **Energy drain:** A successfully hit target permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained level (e.g. spells, saving throws, etc.). A character's XP is reduced to halfway between the former and new levels. A person drained of all levels becomes a wight in 1d4 days, under the control of the wight that killed them.

## 16. Servants Chambers

**Scratched wood and plaster** (floor, 8' ceiling, walls). **Cast-iron potbelly stove** (a woodfire stove sits in the northwest corner).

**Bunk beds** (three bunks sit along the north wall).

- **South:** A worn 7' door leads to the upper hall (**area 13**).
- **Servants:** The servants in the manor are treated little better than slaves and are only in this room about five hours a night.

**Treasure:** The servants have cobbled together a sack with 50 sp and 800 cp. Anyone stealing from them is degenerate.

## 17. Lady Bernadette's Chambers

**Polished hardwood** (floors). **Purple and black velvet wallpaper** (walls). **Grey plaster and wood beams** (15' ceiling). **Queen sized four-post bed** (covered in furs and heavy blankets with a down filled mattress. On the east wall). **Purple area rug** (sits in the center of the room). **Stone fireplace** (8' tall stone fireplace sits along the south wall). **Wood wardrobe** (along the east wall, contains various dresses and cloaks). **Wood desk** (sits along the north wall, east of the door).

- **North:** An 8' tall wood door leads to the upper hall (**area 13**). The door is usually locked. Lady Bernadette keeps a key on a bracelet around her left wrist.
- **Desk:** A chapbook of sketches sits on the desk. The sketches are landscapes of a lush and verdant forest (the Fey Realm) and of long forgotten people (her human parents). A sack contains Lady Bernadette's valuables (see *Treasure*).

**Treasure:** The sack contains 200 pp, 1,300 gp, 1,000 sp, 1,200 cp, and a *ring of spell storing*.

Unless she plans to privately murder a character, it is unlikely for Lady Bernadette to invite anyone to her bed chamber. And even then, it will be an act of desperation. The most likely situation for a character to be here is that they have snuck in. If discovered, Lady Bernadette will call for the guards and make her attack.

### Lady Bernadette, Fey Hag

**AC** 4 [15], **HD** 4\*\* (17hp), **Att** 2 x talons 1(d6), 1 x bite (1d8+1), or gaze, **THAC0** 16 [+3], **MV** 150' (50'), **SV** D11 W11 P12 B13 S14 (5), **ML** 9, **AL** Chaotic, **XP** 80, **NA** 1 (1d4), **TT** D

- **Hideous gaze:** Three times per day, may gaze at a character within 30'. The target must **save versus spells** or be weakened (-2 penalty to attacks and damage) for 1d6 turns.
- **Illusion immunity:** Completely unaffected by illusions and phantasms.
- **Cloak true form:** Can cloak true appearance with an illusory form, usually that of an old village woman.





## 18. East Tower, Second Floor

**Dark stone** (floor, 8' ceiling, walls). **Cast-iron potbellied stove** (a woodfire stove sits in the northwest corner). **Bunk beds** (several rows of bunks fill the room). **Footlockers** (a footlocker sits at the end of each set of bunks).

- **South:** An 8' tall wood door leads to the upper hall (**area 13**).
- **Northeast:** The tower stairwell leads up to the third floor of the tower.
- **Footlockers:** Each footlocker holds the personal belongings of two guards (see *Treasure*).
- **Veterans:** The guards sleep in shifts. At any given time, there are four guards sleeping in this bunkhouse (-2 penalty to initiative due to being asleep).

**Treasure:** Rummaging through the footlockers will produce a suit of chainmail armour sized for a human, 300 gp, 1,400 sp, and 2,000 cp.

### Veteran

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**AC** 2 [17], **HD** 3 (13hp), **Att** 1 x Polearm (1d10), **THAC0** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (Fighter 3), **ML** 9, **AL** Neutral, **XP** 35, **NA** 2d4 (2d6), **TT** V

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- **Level and alignment:** A group may all be of the same level and alignment, or these may be determined randomly, per individual.

## 19. West Tower, Second Floor

**Dark stone** (floor, 8' ceiling, walls). **Cast-iron potbellied stove** (a woodfire stove sits in the northeast corner). **Bunk beds** (several rows of bunks fill the room). **Footlockers** (a footlocker sits at the end of each set of bunks).

- **South:** An 8' tall wood door leads to the upper hall (**area 13**).
- **Northwest:** The tower stairwell leads up to the third floor of the tower.
- **Footlockers:** Each footlocker holds the personal belongings of two guards (see *Treasure*).
- **Armour rack:** A suit of plate mail hangs on an armour rack in the southwest corner of the room.
- **Veterans:** The guards sleep in shifts. At any given time, there are four guards sleeping in this bunkhouse (-2 penalty to initiative due to being asleep).

**Treasure:** The footlockers are similar to **area 18**. 225 gp, 900 sp, 1,200 cp. The suit of armour on the rack is +1 *plate mail*.

## 20. Guest Rooms

**Polished hardwood** (floors). **White plaster and wood beams** (10' ceiling, walls). **Wood wardrobe** (each room has a wardrobe for storing clothing and cloaks). **Two full-sized beds** (each room has two beds, that could accommodate up to four people per room). **Stone fireplace** (each room has a 4' stone fireplace). **Stained-glass windows** (the windows open on brass hinges. On the west side, they overlook the rear garden. On the east side, they overlook the courtyard).

- **Doors:** Each room has an 8' tall wood door that leads to the upper hall (**area 13**).

These rooms will be assigned to the characters and any additional guests that decide to stay at the end of the grand ball. Usually, the servants keep two guests to a room, for comfort, but four to a room is possible.

Depending on what information the characters have let slip (such as being a Braun heir from **area 32** of *The Light in the Church*) the duke and his entourage may have the characters on their hit list. The goal of the duke will be to capture the characters to deliver them to The Bishop, depositing them in **area 28** of the Secret Cellar. Should capture prove too difficult, the duke has no issue with simply killing them.

Any attack that occurs will happen well after the characters have gone to sleep, believing that they will be vulnerable. The

duke will send Nestor Falcious and four guards to deal with the characters.

### Nestor Falcious, Wight Necromancer

**AC** 5 [14], **HD** 4\*\* (9hp), **Att** 1 x touch (energy drain) or spell, **THACO** 19 [0], **MV** 90' (30'), **SV** D13 W14 P13 B16 S15 (Wight Necromancer 4), **ML** 12, **AL** Chaotic, **XP** 200, **NA** 1 (1), **TT** B

- **Spells:** *Chill touch, command dead, silence 15' radius, spectral hand*
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm, hold, sleep*).
- **Energy drain:** A successfully hit target permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained level (e.g. spells, saving throws, etc.). A character's XP is reduced to halfway between the former and new levels. A person drained of all levels becomes a wight in 1d4 days, under the control of the wight that killed them.

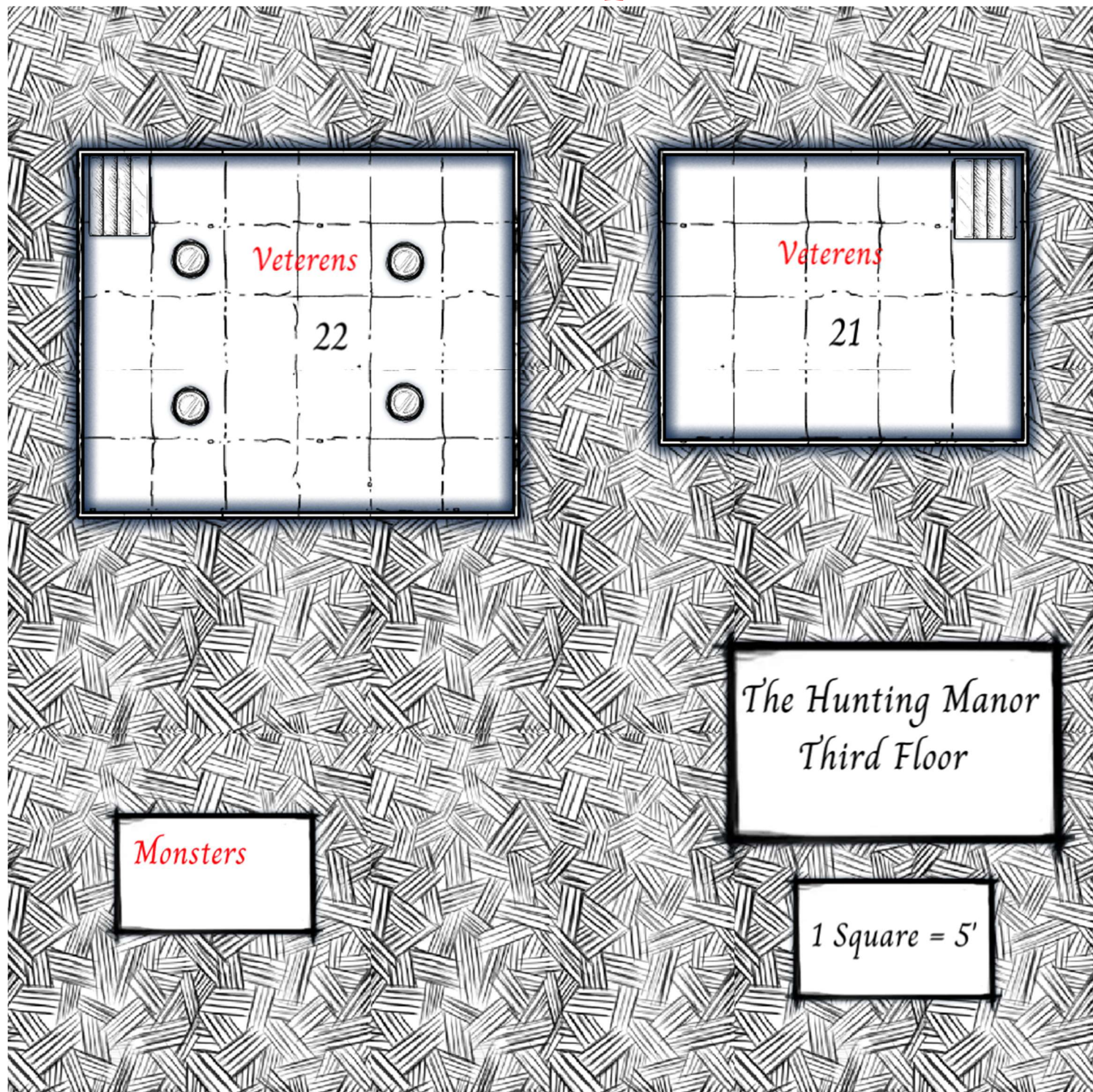
### Veteran

**AC** 2 [17], **HD** 3 (13hp), **Att** 1 x Polearm (1d10), **THACO** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (Fighter 3), **ML** 9, **AL** Neutral, **XP** 35, **NA** 2d4 (2d6), **TT** V

- **Level and alignment:** A group may all be of the same level and alignment, or these may be determined randomly, per individual.



# The Hunting Manor Third Floor Map Key





## 21. East Watch Tower

**Dark gray stone** (floor, walls). **Wood beams and shingled roof** (20' ceiling).

**Arrow slits** (the walls of the tower have 3' wide arrow slits). **Iron brazier** (a 5' iron brazier full of hot coals sits in the middle of the tower, providing some warmth to the guards).

- **Northeast:** The tower stairwell leads down to the second-floor bunkhouse (area 18).
- **Veterans:** Four guards are always on shift, watching for threats coming from the south, east, and north sides of the hunting manor.

### Veteran

**AC** 2 [17], **HD** 3 (13hp), **Att** 1 x long bow (1d6), or sword (1d8), **THAC0** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (Fighter 3), **ML** 9, **AL** Neutral, **XP** 35, **NA** 2d4 (2d6), **TT** V

- **Level and alignment:** A group may all be of the same level and alignment, or these may be determined randomly, per individual.

## 22. West Watch Tower

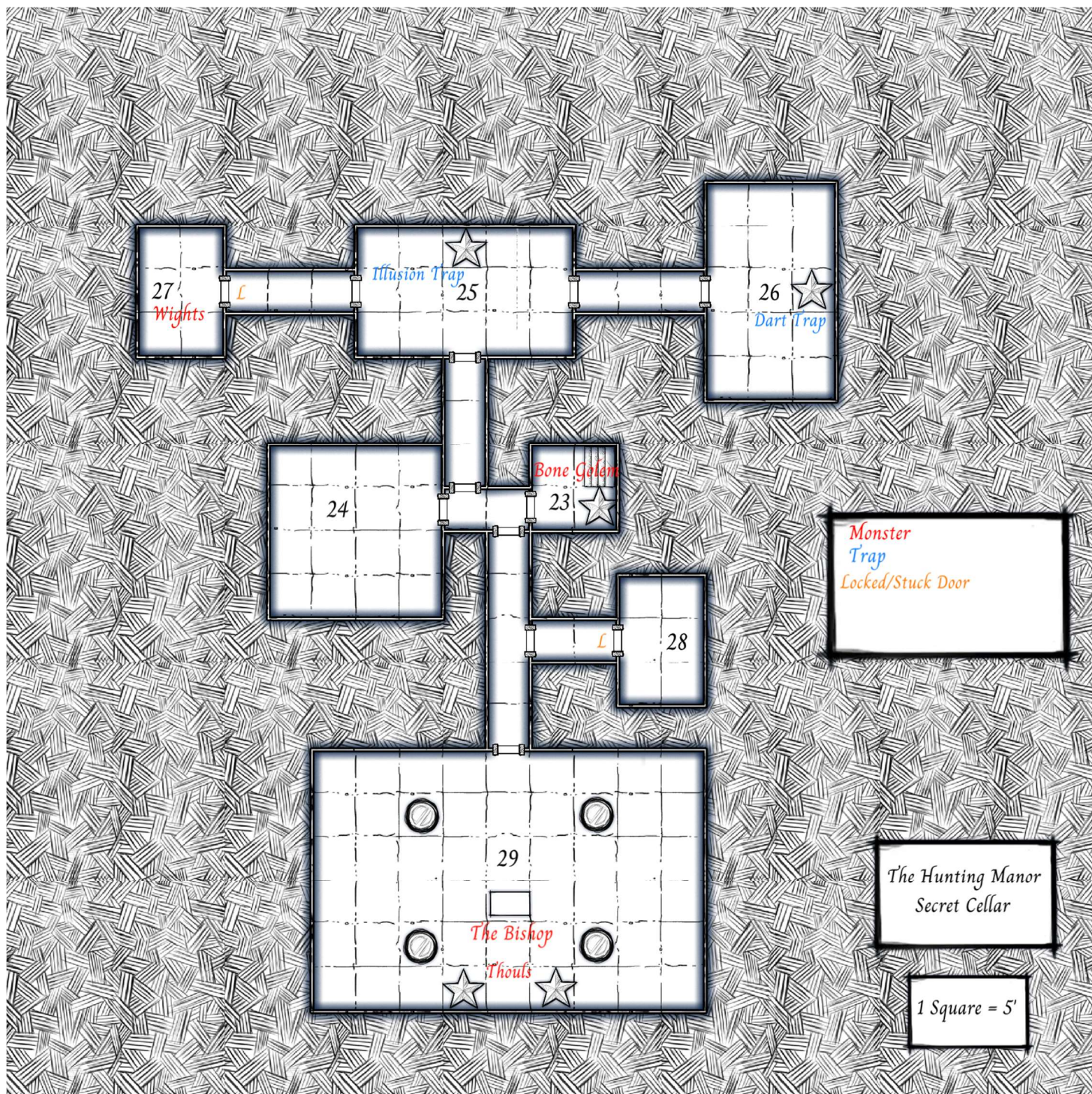
**Dark gray stone** (floor, walls). **Wood beams and shingled roof** (20' ceiling).

**Arrow slits** (the walls of the tower have 3' wide arrow slits). **Four stone pillars** (stand in the center of this large tower, running from floor to the 20' ceiling). **Iron brazier** (a 5' iron brazier full of hot coals sits in the middle of the tower, providing some warmth to the guards).

- **Northwest:** The tower stairwell leads down to the second-floor bunkhouse (area 19).
- **Veterans:** Four guards are always on shift, watching for threats coming from the south, east, and north sides of the hunting manor.



# The Hunting Manor Secret Cellar Map Key





## 23. Cellar Landing

**Dark cracked stone and roots** (floor, 7' ceiling, walls. Tree roots have pushed their way through much of the stonework here).

**Bone statue** (the menacing statue is made of bone and is a bone golem).

- **Northeast:** The stone stairs lead back up to the statue in the manor courtyard (**area 1**).
- **West:** A 5' iron bound wood door exits the room.
- **Bone statue:** The hideous statue has been cobbled together with bone, screws, and wires. It has four arms and is seen holding a short sword in each of its hands. The bone golem can be commanded to attack telepathically by The Bishop but is otherwise inert.

### Bone Golem

**AC** 2 [17], **HD** 8 (36hp), **Att** 2 or 4 x short sword (1d6), **THAC0** 12 [+7], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (4), **ML** 12, **AL** Neutral, **XP** 650, **NA** 1 (1), **TT** None

- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Immunity:** Unharmed by gas; unaffected by *charm*, *hold*, and *sleep* spells.
- **Weapons:** 4 x 1-handed or 2 x 2-handed.
- **Attack multiple opponents:** Up to 2 per round.
- **Energy immunity:** Unharmed by fire, cold, and electricity.

## 24. Cultists Chambers

**Dark gray stone** (floors, 7' ceiling, walls).

**Bedrolls and straw mats** (laid out in a haphazard manner). **Four braziers** (sit in the corners of the room burning a foul-smelling incense).

- **East:** A 5' iron bound door exits this large room.
- **Bedrolls:** The bedrolls and the straw mats are in a sorry state of filth and squalor. However, a few treasures left by the now absent cultists can be found.

**Treasure:** The cultists that used to live in this room had collected some treasure and stashed it in various straw mats. 50 gp, 500 sp, and 900 cp can be found by spending a turn poking through the soiled mats.

## 25. Crone Statue

**Dark stone** (floor, 7' ceiling, walls). **Statue of an old woman** (6' tall statue of a hunched, old woman in hooded robes. Cannot see the face).

- **East:** A 5' iron bound door exits this room.
- **South:** A 5' iron bound door exits this room.
- **West:** A 5' iron bound door exits this room.
- **Illusion trap:** The statue of the old woman is a trap. Characters that come within 5' of the statue have a 2-6 chance of triggering the illusion trap. The old woman appears to come to life and attack the characters with her cane. The illusion has AC 9 [10], THAC0 16 [+3], and deals 1d4 illusion damage. Characters that die are just unconscious. If the illusion is hit in combat, it vanishes.



## 26. Vueslux Statue

**Dark gray stone** (floors, 10' ceiling, walls).

**Statue of the Cronefather** (an 8' statue of Vueslux stands on the east wall). **Chest** (a chest sits at the feet of the statue).

- **West:** An iron banded wood door leads to the passage back to **area 25**.
- **Statue:** The life-like statue of Vueslux is intimidating to all that look upon it. While scary, it is only a statue.
- **Chest:** The chest holds the collection of offerings that cultists have offered to the Cronefather. The chest is not locked.
- **Dart trap:** Opening the chest has a 2-6 chance of triggering the trap. A dart shoots forth from between the knees of the statue, dealing 1d6 damage.

**Treasure:** The chest contains the offerings of the cultists to Vueslux. It contains 500 gp, 800 sp, and 1,350 cp.



## 27. The Cultists

**Mud brick** (8' ceiling, walls. Water leaks from the ceiling and walls in many places).

**Dirt floor** (uneven and muddy). **Stench** (the stench of death and decay can be smelled even through the locked door).

- **East:** A locked 6' iron banded door leads to a passage back to **area 25**.
- **Cultists:** The cultists from **area 24** that “survived” The Bishop’s ritual have been turned into two wights.

### Wight

**AC** 5 [14], **HD** 3\* (13hp), **Att** 1 x touch (energy drain), **THAC0** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (3), **ML** 12, **AL** Chaotic, **XP** 50, **NA**1d6 (1d8), **TT** B

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- **Mundane damage immunity:** Only harmed by silver weapons or magic.
- **Energy drain:** A successfully hit target permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained level (e.g. spells, saving throws, etc.). A character's XP is reduced to halfway between the former and new levels. A person drained of all levels becomes a wight in 1d4 days, under the control of the wight that killed them.

## 28. Prison Cell

**Mud brick** (8' ceiling, walls. Water leaks from the ceiling and walls in many places).

**Dirt floor** (uneven and muddy). **Heavy stench** (the entire cell reeks of sick, body odor, and desperation). **Prisoner** (an emaciated and bedraggled man lays in a fetal position).

- **West:** A locked 6' rusty iron cell door leads to a passage to the cellar.
- **Prisoner:** Prisoners are kept here to be sacrificed to Vueslux by The Bishop. The current prisoner is nearly dead. If the characters wish to save him, they will need to heal him, give him some rations, and water. If they aid him, he tells them that he and his wife were taken in the night by armoured men and the scarecrows from his field (**Farmstead Social Scene 5**). They took his wife, and he does not know what became of her.

## 29. Dark Chapel of the One God

**Dark stone** (floor) and **glass-like obsidian** (15' ceiling). **Mural** (walls. Depicts Vueslux enslaving and torturing the people of Braunhaven as he sits atop a throne). **Pillars and Altar** (four light grey marble pillars frame the center of the room, where a white marble sacrificial altar sits). **Crone statues** (two crone statues, similar to the one in **area 25**, stand on the east and west sides of the altar along the south wall).

- **North:** A 10' iron bound wood door leads to the main passage of the cellar.
- **Altar:** A frail woman lays atop the altar, sobbing and begging for her life.
- **The Bishop:** A black robed cleric, wearing a red devil's mask, raises an onyx sacrificial dagger as he recites a ritual incantation. The Bishop is flanked by two thoul bodyguards.

**Treasure:** The Bishop carries a +1 *mace* and wears +1 *chainmail*.

### The Bishop

**AC** 3 [16], **HD** 6\* (19hp), **Att** 1 x Mace (1d6+1), **THACO** 17 [+2], **MV** 60' (20'), **SV** D9 W10 P12 B14 S12 (Cleric 6), **ML** 9, **AL** Chaotic, **XP** 500, **NA** 1 (1), **TT** D

- **Spells:** *Cause light wounds, darkness, blight, hold person, curse, cause serious wounds.*
- **+1 mace:** +1 bonus to hit and damage.
- **+1 chainmail amour:** +1 bonus to armour class.
- **Shield:** +1 bonus to armour class.

### Thoul

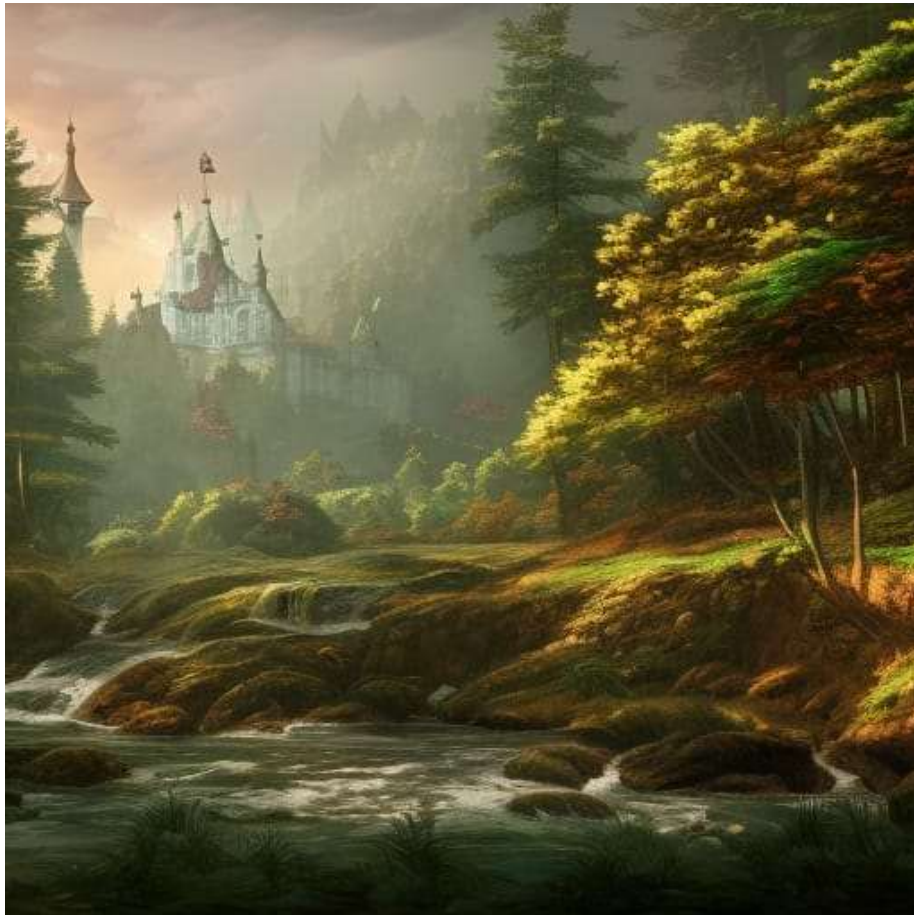
**AC** 6 [13], **HD** 3\*\* (13hp), **Att** 2 x claw (1d3 + paralysis) or 1 x sword (1d8), **THACO** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 (3), **ML** 10, **AL** Chaotic, **XP** 65, **NA** 1d6 (1d10), **TT** C

- **Paralysis:** Successful attacks cause paralysis for 2d4 turns (**save versus paralysis** negates). Elves and creatures larger than ogres are unaffected. After paralyzing a target, thouls will attack others.
- **Regeneration:** A damaged thoul gains 1 hit point at the start of each round, as long as it is alive.

# Conclusion

If the characters have roleplayed the social scenes and attempted a bit of stealthy skullduggery, they should be firmly on the path towards getting the first key to unlock the prison of Tasadantilis at the ruins of Castle Braun. Players being what they are, the referee may have to drop a few more subtle hints to lead the characters in the right direction. It is simply impossible to anticipate the actions (or inactions) of the players.

At this point in our storyline, the characters should be aware now that there is a much larger plot going on. The characters clearly have a much bigger role to play than they could have anticipated before. They should make haste to *The Ruins of Castle Braun*.





# Player Handouts

The note in the Duke's Study (**Area 6**) in Maluminferus

Κεσλγi.4<sup>Δ</sup>

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Տնտեսական և Բնական շփ և Կրթության Դեպարտամենտի և ՅՈՒՆԵՍԿՕ-ի միջև կնքված:

Է՝ սպասել չլին հսկող պետական շփ աշխարհի փոփոխությանը:

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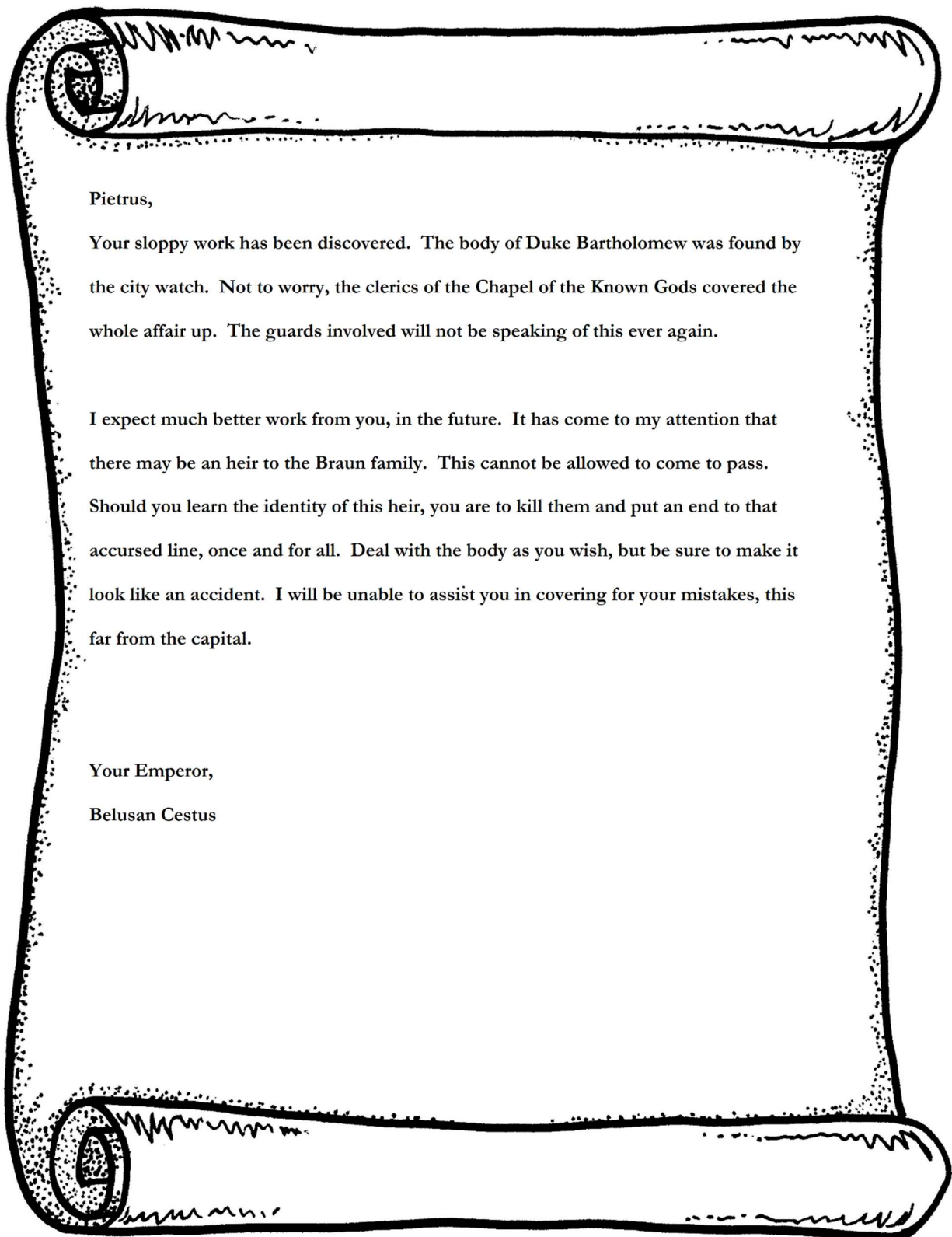
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## Հանդիմանք Եսպիւյ

The note in the Duke's study (Area 6) in Handeln



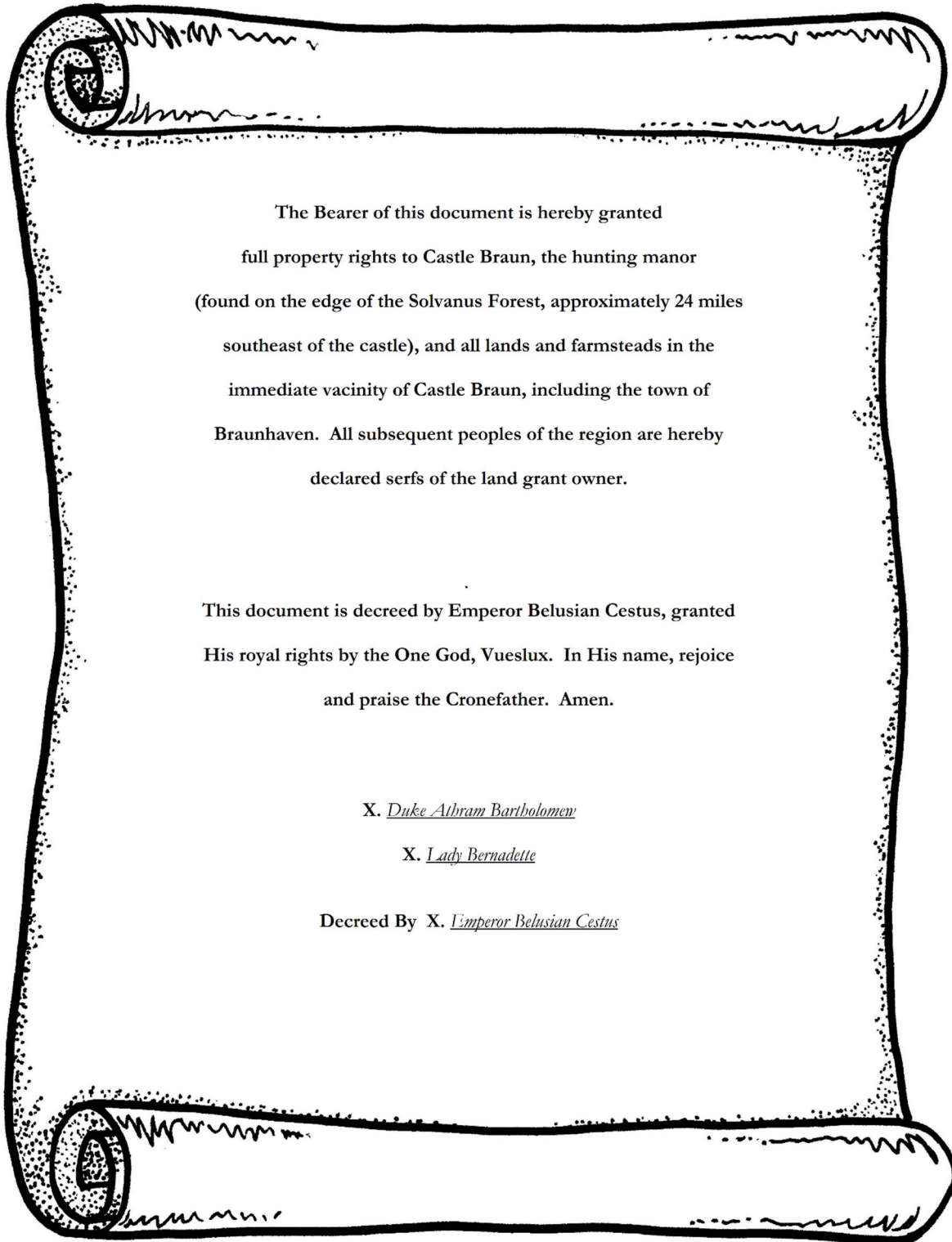


The map in the Duke's Study (Area 6)





The letter in the Master Bedroom (Area 14)



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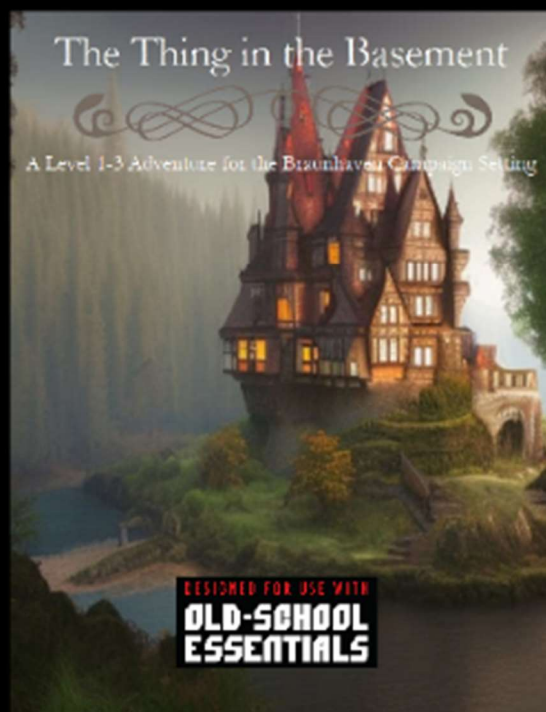
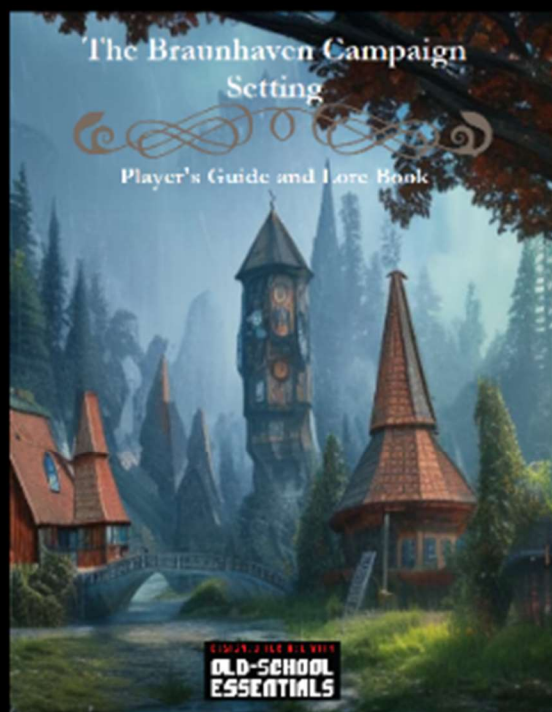
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