

# WHISPERS IN THE BLOOD MIRE

AN OLD-SCHOOL HORROR ADVENTURE  
FROM DANIEL MARK



DESIGNED FOR USE WITH

**OLD-SCHOOL  
ESSENTIALS**

# Whispers in the Blood Mire:

a Little Maker Press production.

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# GM ADVICE ON RUNNING THIS GAME

This adventure is intended for 4 beginning adventurers. It is designed with the intention of using both XP for Encounters and XP for Gold. A group should be able to progress to Level 2 if they are careful and thorough. If you are intending on only using one XP method, either roll the encountered creature's NA instead of using the provided number or increase treasure amounts.

If you want to run this Adventure as a one-shot, start the party at the gates of The Unquiet House, having been sent to find a missing child and investigate rumors of strange noises and lights coming from the house.

This adventure requires **Old-School Essentials**.

## ADVENTURE BACKGROUND/ SYNOPSIS

As long as anyone can remember, the Blood Mire has been a place of magic and superstition. Most veteran travelers know about the Mire and know to avoid it. If you can't avoid it, they say, make sure to keep an offering in your pocket just in case you are stopped on the road by a Child of the Mire.

For generations, the small village of Edgemere held a tenuous balance with the Blood Mire. Children grew up knowing the folk tales and warnings about wandering out past the walls alone or at night and about a temple that used to be but had long since been devoured by the Mire. Some grew tired of the claustrophobic fear and distrust of the walled town. They chose to live a freer life and moved deeper into the Mire and established their own village to live off the land. Few heard or saw them once they entered.

Then Lord Robert Votts and his family moved to the area. A secretive family. They built a home in the Mire, luxurious and intimidating, and never came into town. The servants who traveled through Edgemere to begin work in the household spoke strangely and kept to themselves. Rumors swirled around the family and the carriages that would travel through town without stopping to supply the house. Eventually, the carriages stopped coming. No one knows what happened to the family but after a time, the lights went out in the Mire and that was that.

This occurred over 50 years ago. Recently, the lights are said to be on in the house once more and a strangeness like none have seen before has settling over the area. More are reporting hearing whispers and cries in the Mire late at night and seeing dancing lights when the moon is at its fullest. No one in the village dares enter the Mire in these strange times but now the children are starting to go missing. Grieving families are convinced that it is the lost children that they hear whispering in the Mire. Others believe it's something much worse.



# THE UNQUIET HOUSE: A HISTORY

The House has long been abandoned. No one knows what happened to the family who used to live there. Some say they were cursed, and the Mire took them. Some say they went mad and locked themselves away and died of starvation and cruelty. Others say that they simply abandoned the land after a sudden tragedy. No one knows the details but one thing that they can all agree upon is that no one is brave enough to even go up to the porch to check and recently, watchmen have said that they see lights coming from where the house stands. Have they returned or is there a new lord of the house?

*The story is as such: Lord Robert Votts the 2nd moved his family to the area after a few bad decisions on his part ruined his reputation in a distant metropolis. The house that was built wasn't meant to just be a home. There was a darker interest. Robert had heard the same stories that the villagers all whisper to each other about the great treasures that lay hidden on the land he bought in the Mire. Stories of a cursed and drowned temple. See, Robert was a collector. He had agents the world over keep their ears to the ground in the event they heard about any interesting objects of antiquity. The stranger the better. One of those agents told Robert about the horrible temple that had fallen to ruin and swallowed by the Mire. What is dead is only buried, he thought. So, Robert Robert built a house there for his family and him to weather the social storms he had caused. And while there, he went to work building more to the house than the family knew. He had secret passages, rooms, and trap doors built into the house that only he knew about. Robert was not only interested in collecting interesting objects, he also enjoyed collecting people. The house had a lot of trouble keeping tutors and female servants. They would always start well but eventually they would leave without notice. They never left out the front door though. Often, they would leave through the trap door in the "special" bedroom that Robert allowed his favorite employees to stay in and their story would end in a cell in the belly of the house.*

*A year into their new lives in the Mire, the youngest daughter Lily went missing, having wandered out into the trees, chasing a firefly. That wasn't the last the family would see of their darling daughter though. Stricken with grief the mother would see Lily out on the edge of the property, wet and pale, watching the house without emotion. By the time they were outside though, she would be gone. Eventually the weight of grief became too much and in a night of terror and blood, the Vott family would collectively meet their demise. First, Lady Votts was approached by the newest tutor, a shrewd spinster named Valeria Bahn with proof of Lord Roberts terrible hobby. This led to a confrontation in the dark hallways of Lord Roberts secret life. Always paranoid, Robert designed fail safes to protect his secrets and, in the commotion, accidentally triggered a cave-in at the mouth of their hallway, trapping the three of them together forever.*

*The last to fall was the son, Robert the 3<sup>rd</sup>. Unable to find his parents, he began to hear the whispers louder. Calling to him to come find them. Was it his little sister? Was it god? Was it something else? He couldn't stay in the house, that he knew. So out the door he went, alone in the Mire to never be seen again.*

# FACTIONS

## The Deadsinger

- Exiled wizard by the name of Belane Von Burmeen.
- Driven mad by his pursuit of power and the ability to control life and death.
- Goal is to become a Lich and so has taken up residence in the Unquiet House in hopes of using the weird energies to assist his work.

## The Bloatmen

- Led by Khazaan.
- Originally a smaller village of isolationists established deep in the Mire.
- Became worshippers of the Blood Tree and were “gifted” to become the embodiment of the Blood Mire.
- Unable to walk on dry land and cannot truly die if in the Mire.
- Infested and tormented by Mire Wasps who feed on them and lay their eggs in them.

## The Mire

- *Singular consciousness.*
- *The Blood Tree (or Mother Tree) is the heart of the Mire.*
  - Children of the Mire are the avatars of the Blood Tree and are used to communicate and interact with the physical world.
  - Fae-like creatures. Look eternally like pale, water-logged children wearing what look like old abandoned clothes.
- *Increases numbers by taking in lost children and transforming them.*
- *Has increased in power since the appearance of the Pale Ziggurat.*
- *Goal is Equilibrium. The Blood Mire has been asleep for some time and has recently awoken to find men living in their domain. They wish to build their power and reassert themselves in the area and possibly spread.*
- *Started taking children from the village as retribution for offerings coming to an end. If offerings are provided once again, the child stealing will end*

## Edgemere Village

- *Small and impoverished village, earning money through supplying merchant trains and travelers who pass through. Major product are turnips and cabbage.*
- *Goal is to make the Blood Mires more passable to encourage travel through their area and make their life safer and more prosperous.*

# RELATIONSHIPS

## The Deadsinger

- *Bloatmen: Interested in studying them as they cannot die but are dying.*
- *Children of the Mire: Fears them.*
- *Edgemere: Loathes them for being closed-minded. Sees them as raw materials.*

## The Bloatmen

- *Children of the Mire: Worships them as avatars of the Mire.*
- *Deadsinger: View him as a heretic. Hates him for agitating the dead, intruding into their land, using magic, and kidnapping one of their kind. (They assume but cannot prove)*
- *Edgemere: Despise them for their lack of compassion after their change and for no longer holding to the old ways.*

## The Mire

- *Deadsinger: Loathes him for his work and for attempting to exploit and drain the Mire for his use.*
- *Bloatmen: Changed them for their faith and is using them as their pawns to regain control of the forest.*
- *Edgemere: Started taking children from the village as retribution for them no longer providing offerings. (If offerings are provided once again, the child stealing will end.)*

## Edgemere Village

- *Fears everyone.*

# REQUESTS

## The Deadsinger

- *He is trapped in the top floors of the Unquiet House but needs something from a secret part of the House in order to assist with his ritual. He cannot tell you with certainty how to get there but that it isn't on any of the original floor plans of the house.*
- *He needs a magical garment found in the sealed vault in the dungeon below the house.*
- *He currently has a kidnapped child from the village, and a Bloatman.*
- *Going to perform a ritual to become a lich using the weird energies of the Mire to assist*
- *To become a Lich, he needs to perform a complicated ritual that involves dark magic and horrible sacrifice. To perform this ritual, he needs these things:*
  - *Time: 2 days after having all his items.*
  - *Innocent Offering: Clara Millendrow's niece has been kidnapped and is in a trunk in the Deadsinger's bedroom. She is still alive.*
  - *Magical Offering: A Bloatman has been kidnapped and is being held in the Unquiet House. He will be used as a conduit to draw power from the Mire when he is sacrificed. This will kill the Mire.*
  - *Nabraht: an ancient and foul ceremonial garment made of the tanned skin of a evil wizard. He does not have it and cannot retrieve without help. Currently in a sealed vault in the dungeon below the house (B13).*

## The Bloatmen

- *If Khazaan trusts the party enough, he will reveal that he has been having second thoughts about their place in the Mire. He will ask that they find a way to free them from their condition.*

## The Mire

- *Wants the Deadsinger gone and the Unquiet House destroyed.*
- *Knows a Bloatman has been kidnapped and feels the black energy emanating from the house. Needs the Bloatman rescued or killed so he can't be used to hurt the Mire.*
- *Started taking children from the village as retribution for them no longer providing offerings willingly. (If offerings are provided once again, the child stealing will end.)*

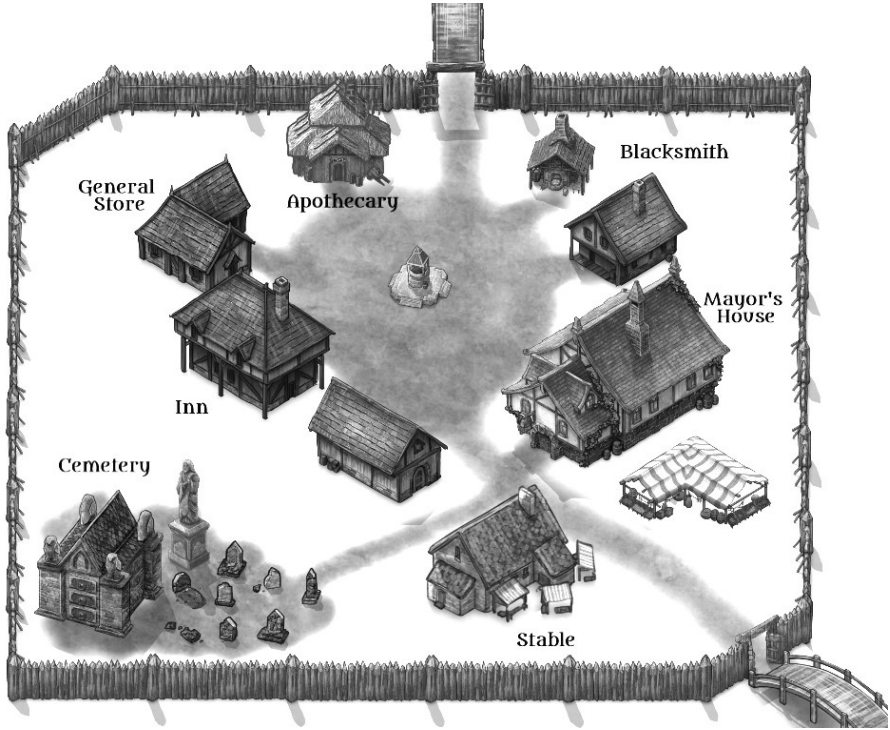
## Edgemere

- *Looking for someone to find their lost children and bring them back.*
- *Make the pathways through the Mire safe again so that trade can begin again.*

# RUMORS

1. We are already dead, and this is purgatory. (F)
2. A wizard lives in these swamps and is looking for an assistant. (PT)
3. There are plague carriers who hide in the Mire. (PT)
4. The local baker's boy went missing recently. A couple days later, they found him on the edge of the Mire with bite marks all over his body and drained of blood.
5. Old woman Myrna says that there is a swamp spirit that can grant your greatest wish, if you can give it what it desires. (F)
6. A merchant came through town recently with many fantastical baubles. He ignored warnings and sped through the Mire. Some say that they heard screaming late that night out near the house. (T)
7. There is a path that is marked in runes. If you follow it proper and answer it's riddles, you'll get through the Mire without a scratch. (F)
8. If you can gather wood from a tree deep in the Mire, Jonathan the Blacksmith can craft you a weapon of power. (T)
9. No one has seen or heard from the mayor in a month. He has been holed up in his home with the curtains drawn the whole time. People are starting to talk. (T)
10. There are no monsters in the Mire. They are mere illusions cast by a swamp witch to keep adventurers away from her treasures! (F)

# EDGEMERE VILLAGE



## The Town (General)

### Features

A small village that has sat on the edge of the Mire for hundreds of years. The buildings have a worn, waterlogged look to them. Paint peeling where it was once applied. There is a near constant drizzle of rain. The village is divided by a long stone packed thoroughfare running towards the entrance to the Mire. On either side are various businesses and the Mayor's House. Villagers live in small houses set behind the businesses. The cemetery is on the southeast border of town, up against the Mire. Populated by small headstones and the occasional mausoleum honoring the wealthy families of times long gone.

The villagers tend to keep to themselves and are rife with superstition and habits. They fear the Mire and will often have small talismans on the ratty fence that separates the solid ground of Edgemere and the soft peat and bog mud of the Mire.

## **Mayor's House**

- *Mayor Villani Modrah*
  - Missing twin daughters
  - Has been dead for a while. Can be found in her bedroom with a vial containing 2 doses of **Poison** still in her hand.
  - Her diary refers to the grief she is feeling about losing her daughters and the belief that the town is doomed.

## **General Store**

- *Basic goods and equipment can be found here.*
- *Owned by Clara Millendrow*
  - Niece is missing.

## **Apothecary**

- *Herbs, raw ingredients, drugs, and minor healing salves can be purchased here.*
- *Owned by Lady Sirah*
  - Suspected by the village to have something to do with the missing children but no one can prove it.
  - Believed to be a witch and able to see into the future.

## **Tavern/Inn**

- *Rooms can be had for free in exchange for being willing to help clear the Mire. Food is poor and drink is watered down but it's cheap.*
- *Owned by Renaldt Brecht*
  - Not from town originally. Moved a few years back and started the tavern.

## **Stable**

- *Place to house your horses or to, buy horse equipment and cheap horses/donkeys.*
- *Owned by Little George*
  - Suspected by some in the village to have something to do with the missing children.

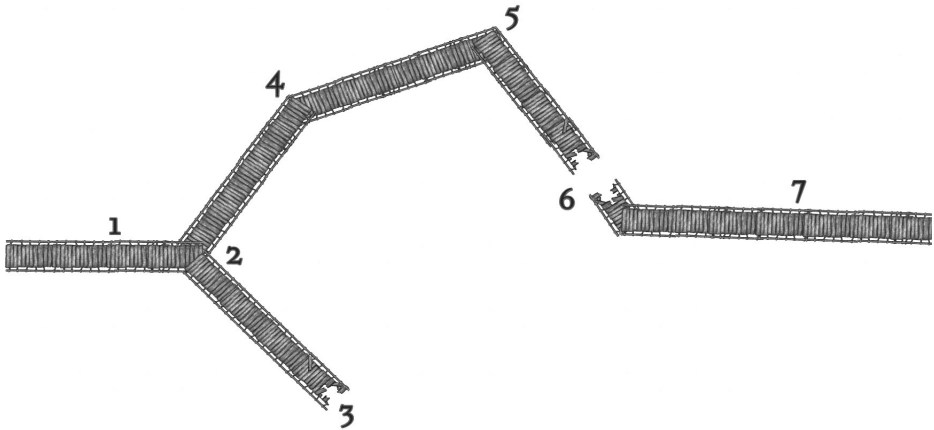
## **Blacksmith/Carpenter Shop**

- *Weapons can be made or purchased here. Limited quantity. Also has basic construction goods such as hammers, nails, rope, lengths of planks, and chalk for sale.*
- *Sells a limited number of silver arrows. (Will mention that they would have more selection but the shipment of silver that they ordered never got to her. If the party could find it, she'd be willing to make them something from it.)*
- *Options: melee weapons or chain/large chain-link bag (capable capturing a magical creature)*
  - Will take 2 days.
- *Owned by Sarah Gregori*
  - Little brother is missing

## **Cemetery**

- *Secret entrance to the tunnel that leads to the Unquiet House can be found here. Inside the empty Mausoleum for the Votts Family.*
- *Watched over by Groundskeeper Karl.*
  - He refuses to leave his house at night but spends the day tending to the grave sites.

# THE MIRE



## The Pathways

### Features

- *The Mire is a densely overgrown area teeming with life. Claustrophobic and foul smelling. The murky waters will stain skin and cloth a dark red.*
- *At one point, the area was more traversable and early settlers had built wooden elevated pathways through the Mire and walking through the Mire itself was dangerous and difficult if not impossible in some areas. The pathways have since fallen into disrepair and the trees are dense enough that taking a boat through is not a possibility.*
- *The Mire is shrouded in a fog that makes seeing very far difficult. People say that they can see faces and hear voices in the fog if you are still enough.*

### **Dangers of the Pathways:**

- *1-in-6 chance of part of the pathway collapsing under a character's feet if they are not careful or weighted down too much.*
- *If they fall, they are immediately stuck in **Bog Mud**.*

### **Walking off the Path:**

- *Walking through the Mire carefully halves halves movement speed.*
- *If they rush through without checking their footing, they will move at normal speed but run a 2-in-6 chance of getting stuck in **Bog Mud**. If familiar with traversing swamplands, 1-in-6 chance.*
- *Losing their way: Due to the strange and labyrinthian nature of the bog, every 2nd turn requires a 3-in-6 roll to see if the party has lost their direction. 2-in-6 chance if familiar with traversing swamplands.*

**Bog Mud:** Requires STR check at a +2 if victim is encumbered up to 600 coins; +4 for anything above that to pull themselves out of the bog mud. Assistance provides Advantage (Roll 2d20, take the Lowest result) to the roll. Victim has 2 turns until they are suffocated to death by the Bog Mud.

## Points Along the Path

### 1. Roll for a Random Event

#### 2. The Forked Path:

- *The walkways split off into a left and right pathway.*

#### 3. The Buried Pathway:

- *The pathway has sunk into the bog and the rest of the path is buried and lost.*
- *From the end of the pathway, the sounds of a nearby struggle can be heard.*
- *(Nearby and within sight of the party, a group of Bloatmen (2d8) are fighting a group of Bog Corpses (4d6). Unless they announce themselves or make a lot of noise, neither group will notice the party).*
  - To determine who is winning: roll the combined HD for each group. Whoever is higher has the upper hand.

### 4. Roll for a Random Event

#### 5. The Warning on the Path:

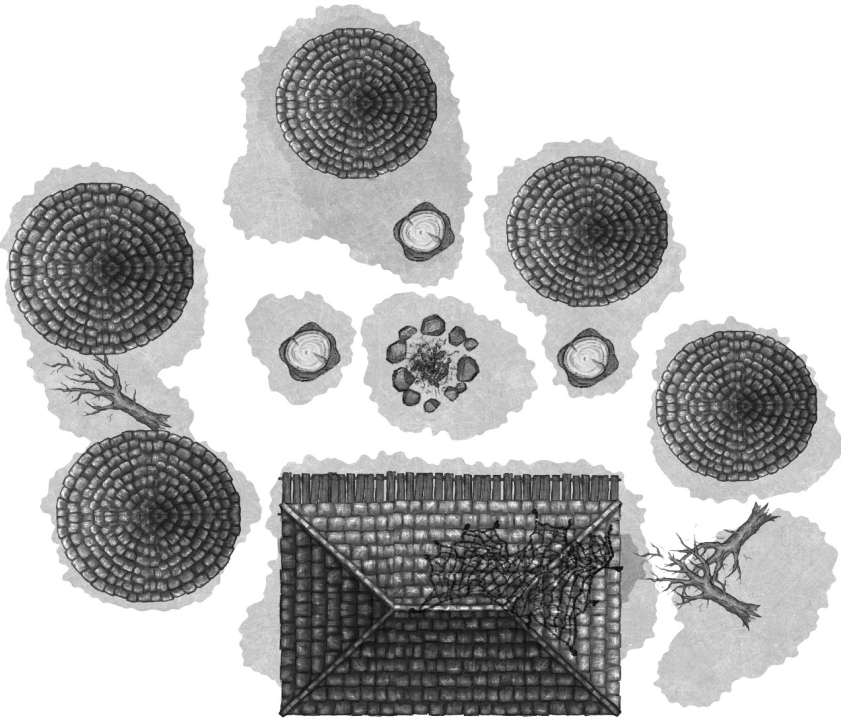
- *A religious figure is nailed upside down to a tree beside the pathway with a sign hanging from their feet that reads "HERETIC" in blood.*
- *(Roll a d6, Odds= Alive, Evens= Dead)*
- *If alive, he will blame the Bloatmen.*
- *Their religious symbol is laying on the planks beneath them (worth 25gp).*

#### 6. The Collapsed Bridge:

- *There is a thermal vent under the collapsed portion of the bridge. It is noticeably warmer.*
- *Spanning over a bubbling bog pit, the boards have rotted away in this section of the pathway, leaving only structural posts left.*
- *The pathway continues whole across the collapsed section, 20' away.*
- *There are posts still jutting out of the bog at regular intervals.*
- ▶ **Threat:** The bog is large and extremely hot. Failure to navigate to the other side requires a save Vs Death to keep from falling into the boiling bog pit and being cooked alive.
  - **Possible Solutions:**
    - Jumping from post to post requires 3 successful DEX checks
    - Planks can be laid across the posts to the other side, requires 1 successful Check.
    - One person jumps across with a rope and make a more stable way to go across. 3 Checks with Advantage.

#### 7. In the Shadow of the Unquiet House:

- *The Unquiet House looms ahead, on a mound of dry earth.*
- *The pathway goes right up to the fence that surrounds the property. Behind the fence, cypress trees dot the grounds.*
- *Further along the pathway past the House is a dense fog bank. The closer they get to its edge, the louder the whispers are, and it looks as though there are things moving in the banks.*



## The Bloatmen Hovels

### Features

- *A collection of huts half swallowed by the Mire encircling a sad, lonely fire. It's a dilapidated and depressing place.*
- *Bloatmen huddle around weak fires and distrust anyone who comes into their camp. Few bother to speak.*
- *The sounds of someone sobbing or moaning painfully can be heard in one of the darkened huts.*
- *Scattered about the area are small shrines and crude etchings relating to the Mother Tree and the Children of the Mire.*
- *(Khazaar can be found in one of the central huts reading or tending to an ailing member of the community.)*

# The Blood Grove

## Features

- **Outside the Shroud:**
  - A large clearing with a huge Blood Tree situated in the middle.
  - The water is shallow, and the ground is made up of thousands of densely packed root systems. The party can walk without issue.
  - Placed around the Mother Tree are various shrines and offerings from the Bloatmen and believers long dead.
  - A canopy formed of Spanish moss hanging off the branches of the tree, obscures what is at the center of the tree.
  - The party is not alone in the Grove. There are **1d10 Children of the Mire** lying prostrate around the Mother Tree, silent and unmoving. Interacting with them will elicit no response. Attempting to harm the Mother Tree in anyway will cause them all to attack at once.
- **Inside the Shroud:** *Red lights float in the air and illuminate the space. Small red and blue mushrooms grow at the base of the tree beside a group of sleeping children enveloped in new roots.*
  - The area within the canopy is 40 feet in across. It is very quiet within the grove. Almost as though you have walked into an isolation chamber.
  - The Mother Tree visibly pulses with power, the bark along it's trunk moves as though the tree were breathing.
  - The missing children from the village are asleep beside the tree. They are unharmed but wrapped in the roots of the tree. They all appear to be in a deep, magically induced, sleep and cannot be woken up.
    - (If left there, they will become Children of the Mire in 5 days.)
    - (Killing the Mother Tree will not kill the children.)
    - (If the players can find a way to communicate with the Mother Tree, it might be open to a trade for the children. For instance, the Deadsinger in exchange for the children or convincing Edgemere to make amends and resume the offerings. Use your judgment on what seems fair (and most interesting!) in regard to the negotiation.)
  - **Eating the Mushrooms:** Save vs Spells or have your mind burned out, leaving you a drooling husk. If successful, your mind is assaulted by a series of images that provide insight to the history of the region from the standpoint of the Mire. Having this connection will allow the party to directly communicate with the Mother Tree. They will also learn through the images:
    - Will learn that the villagers have forgotten old ways and no longer provide offerings to the Mire which has caused the Mire to become angry.
    - The Deadsinger is an abomination looking to kill the Mire so that he may complete his dark ritual.
    - The Bloatmen were once normal men but was granted the gift of the bog for their faith.



# THE UNQUIET HOUSE

## **\*\*General Notes\*\***

- *If locked doors are broken down in the house, there is a 3-in-6 chance that the 4d4 Caretakers will investigate. This is separate from the Random Encounter roll.*
- *Mirrors are placed in abundance throughout the 1st and 2nd floor. All metal is polished to gleaming perfection. Emphasize this when the party is moving through the house and use it to set an ominous tone and to interesting effect if **Unquiet House Encounter #9** is triggered.*
- *Whenever a party moves into another room, the door they entered by slams shut as though done by a person in anger. No one is near the door. Trying to spike the door provides a 3-in-6 chance of staying open but the door will be visibly straining to shut.*
- *Caretakers are dressed in rotting finery, a poor mimicry of their former positions. They have a shrunken and twisted in appearance over the generations and their skin has a sickly yellow look to it. They no longer speak any discernible language. Their focus is to maintain the rituals that have been passed down from parent to child, each time corroding a bit further. They can be found throughout the house "tidying". Each time the group encounters one, roll on the Reactions Table. If nonhostile, they will remain so if the players do not "interfere" with the house (break things, steal things in front of them).*

## Outside

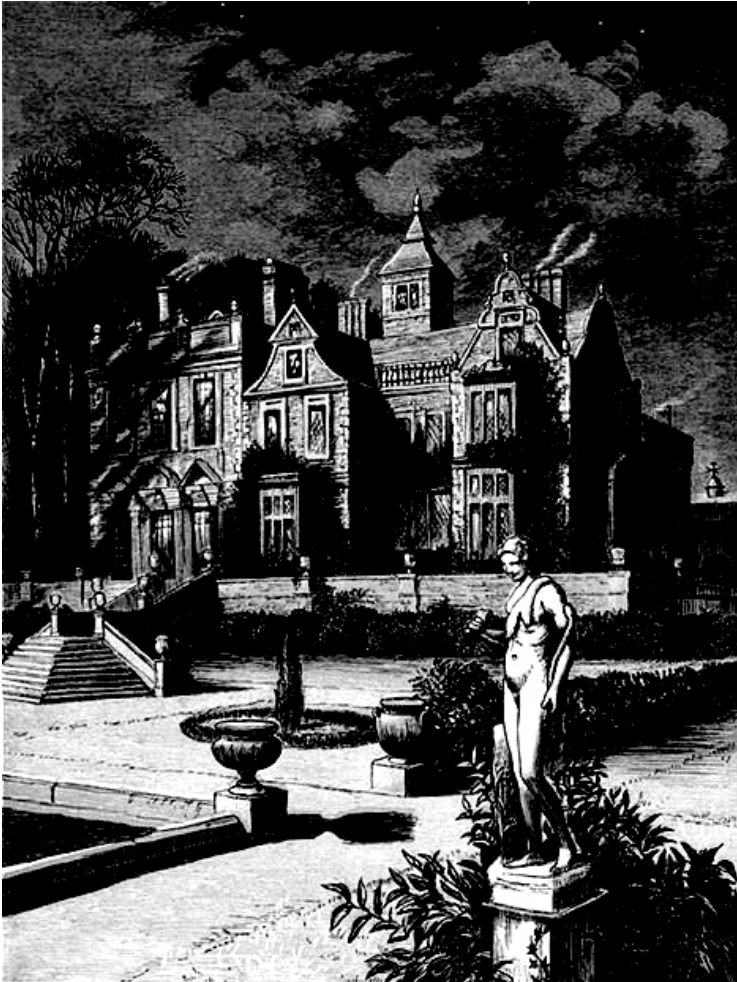
### The Grounds

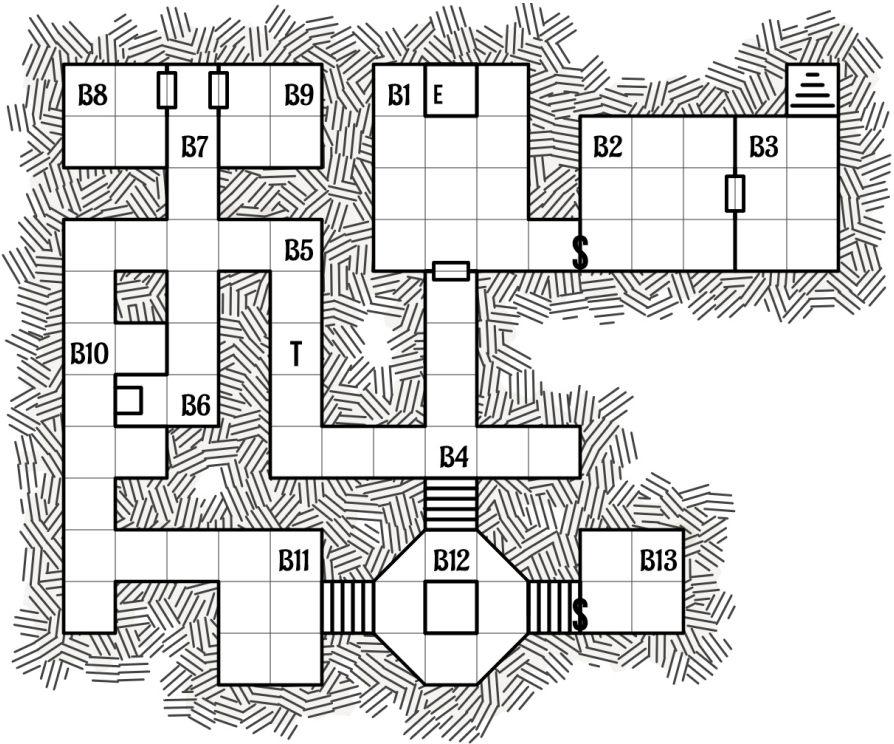
*The grounds are overgrown and littered with rusted reminders of a once luxurious property.*

- *Roaming the property is a group of bog corpses led by one dressed in rotting finery and carrying a rapier. On the hilt of the sword, the letters RSV3 are etched. "Robert Sevara Votts the 3rd". He is the son of the Lord and Lady of the Unquiet House, now a bog corpse.*
- *In the back of the properties, covered by vines and hidden behind some overgrown trees is a merchant's carriage that appears to have been dragged there.*
  - (If the players are searching the grounds, they should find old gouges in the ground implying something heavy had been dragged through the property years ago.)
  - (Inside the Carriage are blocks of silver worth 500gp in total. )
- *Blood Wasps built a nest in the gazebo behind the house, the buzz is very noticeable.*
  - (There is a 2-in-6 chance of the 8 Wasps attacking if anyone goes into the back yard. Will also attack if the nest is disturbed.)
  - *In the middle of the nest is a body wearing a medallion around their neck and a note in their pocket. When held up under the light of a full moon, an inscription can be read. "No secrets under the light of love".*
    - **The Medallion of Secrets:** This medallion, has been enchanted with the power to read writings of all kinds.
      - **Normal Text:** Text in any language can be understood.
      - **Magical Text:** Magical writing is comprehensible with a WIS check.
      - **Fragility:** Each time the wearer is hit in combat, there is a 1-in-10 chance the medallion is destroyed. If the wearer is killed, it is also destroyed.
      - **Origin:** The medallion was a gift from the lady of the house to her lover so he may read her secret letters. As he was leaving the grounds one night, he was caught by her husband and poisoned, so he was immobile but aware. He then was coated in something to draw the Blood Wasps. They eventually found him, fed on him, and built a nest around him, all while he was alive.
    - **The Letter:** A letter in a coded language from the Lady of the House to the groundskeeper planning to run away together. She also warns that her husband is up to something in the basement.
- ▶ **Items of Value:**
  - Engraved fine Rapier (Found with the bog corpse of the son; Worth 50gp)
  - 10x10 lb. bars of raw Silver (Found in the hidden carriage; Worth 1000gp)
- ▶ **NPC:** 5 Bog Corpses (including The Son leading them with a rapier as a weapon).

## Entrance to the House

- *The front door is locked.*
  - If the party does not have a key, the lock can be picked, or the door can be broken down.
- *The rear servants door is unlocked but blocked by overgrowth and a fallen tree.*
  - Alone, it would take four Turns to clear debris enough to gain access.
- *Most of the windows are boarded up on the West and South side of the house.*
  - (They can be pried loose, but it will take time.)
- *There is a balcony on the third floor (50' up).*
  - (It can be accessed if the party can scale the house (+2 modifier))
- *There looks to be a green house on the second floor on the North side of the house. The glass starts 20' from the ground.*





# Basement

## General Features

*The air is damp and cool. Stone floor meets stone walls. There is no source of light.*

## Rooms

### **B1 Dungeon Workshop:**

- *Large room filled with various torture devices and a stained worktable with nasty looking tools laid out.*
- *There is an overwhelming smell of blood in the room.*
- *Blood stains the floors and table and some of it looks fresh.*
- *There are more tools and devices of pain piled on a shelf sitting against the East wall.*
- *There are unlit lanterns hung on the wall on either side of the entrance and a stack of torches in bucket in the corner.*
- *(The keys to the cells are on the worktable, hidden under some gore.)*
- ▶ **Items of Value:** None
- ▶ **East Entry (Secret):** *A section of stone wall at the end of an alcove that looks lighter in color than the rest.*
  - *(Examining the wall will reveal warmth coming from the edges.)*
  - *(A lantern hangs near the entrance to the alcove that cannot be lit but not removed. If pulled, the false wall will slide away.)*
- ▶ **South Entry:** Heavy wooden door; Stuck.

### **B2 Furnace Room:**

- *A room with a massive furnace dominating the west wall. Beside the furnace are piles of coal and a shovel. In front of the furnace is a wheelbarrow with a crumpled tarp sitting in it.*
- *The air is hot and oppressive.*
- *The room is well-lit, but shadows are particularly dark here.*
- *A barrel of oil sits in a corner far from the furnace with a hose and hand pump connected to its lid.*
- *(Examining the tarp will show that it is stained with old blood.)*
- *(Examining the furnace will reveal that there are human bones in the fire.)*
- *(With work, the furnace can be tampered with to explode and setting the house on fire.)*
- ▶ **Items of Value:** None.
- ▶ **West Entry (secret):** *A section of stone wall that looks lighter than the rest.*
  - *(Examining the wall will reveal cool air coming from around the edges of the stone.)*
  - *(Behind the furnace is a rusty lever. When pulled, a section of the West wall slides away, revealing a secret entrance.)*

### **B3 Wine Room:**

- *A small narrow room dominated by wine shelves on either side except for the door on the far end of the Western wall.*
- ▶ **Items of Value:** 5 bottles of wine covered in cobwebs and dust (Found on wine shelves; Worth 10gp each).
- ▶ **West Entry:** Simple wooden door; Stuck.

### **B4 The Crossroads:**

- *Dark stone hallway that splits into 4 directions.*
- ▶ **Items of Value:** None.
- ▶ **North:** Ends in a Heavy wooden door.
- ▶ **East:** Dead end.
  - (Secret Entrance to a tunnel that leads to Edgemere cemetery)
  - (To open, there is a brick in the wall that is a different color than the rest. If pushed, the wall will slide out of the way and stay that way for 1 turn. Other side has the same trigger.)
  - 2-in-6 chance that Mire Spiders have made a nest in the tunnel and 2d4 will come spilling into the hall and attack.
- ▶ **South:** Stone steps leading down into a darkened room.
- ▶ **West:** Hall that turns north and leads out of sight.

### **B5 Hallway:**

- *Long dark stone hallway. A skeleton lies in the middle, bones broken and holes punched through it's skull.*
- ▶ **Items of Value:** None.
- ▶ **Trap:** Spike Trap. Save versus wands. Save to jump out of the way and land on the other side.
  - **Trigger:** Pressure plate
  - **Clue:** There is a small gap between the plate and the rest of the floor. All around the plate are barely noticeable hinged "lids" that stretch the entirety of the 10'x10' space of the hallway.
  - **Reaction:** Spikes shoot up from the floor to the ceiling, piercing everything in their way.
  - **Possible Bypass:** The plate can be wedged shut with a spike/dagger or can be jumped over (DEX check).

### **B6 The Offering Room:**

- *Cramped alcove at the end of a hallway. There is a sconce at the end with an unlit torch.*
- *In the alcove is a small platform, waist high. On the platform is a gleaming copper bowl resting on a rod. Resting in front of the bowl is an ornate dagger with a bit of dried blood on it.*
- *(If the bowl is examined closely, it will be apparent that it is some kind of mechanism and the rod is not attached to the platform but goes into it.)*
- *(Etched in Common around the outside of the bowl is: "Sacrifice births a hero's story; What is the worth of your glory?")*
- ▶ **Items of Value:** Ceremonial Bowl (Must be removed from device; Worth 10gp).
- ▶ **Puzzle:** This requests an offering to solve.
  - It is implied that a bodily sacrifice is required (blood or flesh) but if something else that the party places in the bowl is considered very valuable to the party, the mechanism will trigger and the puzzle will be solved.
  - They can also get clever and offer parts from a dead body as well. (The puzzle won't know.)
  - Solving this puzzle will open the secret passage to Room B13.

### **B7 Jailers Hall:**

- *Hallway that leads to a pitch black dead-end and two iron-barred doors on opposite walls.*
- ▶ **Items of Value:** None.
- ▶ **East Entry:** Iron-barred door; Stuck.
  - (Peering inside reveals: A dark, dank cell that smells of rot and misery. Silent as a tomb.)
- ▶ **West Entry:** Iron-barred door; Locked. Cannot be broken without proper tools. Assistance required, main actor must roll half of their STR. Takes 2 turns.
  - (Peering inside reveals: A dark, dank cell that smells of rot and misery. A soft moaning can be heard from the shadows.)

### **B8 Occupied Dungeon Cell:**

- *A barren cell with a drain in the center of the room. The room contains a wooden slop bucket and 3 prisoners chained together, covered in filth and wounds from torture. Each one is missing some part of their body with rough stitching closing the wounds.*
- ▶ **Items of Value:** None.
- ▶ **NPC:** 3 brutalized prisoners.
- ▶ **East Entry:** *Heavy iron-barred door; Locked. Cannot be broken without proper tools. Assistance required, main actor must roll half of their STR. Takes 2 turns.*

### **B9 Empty Dungeon Cell:**

- *A barren cell with a drain in the center of the room. The room contains wooden slop bucket and a dead body. The body is covered in filth and blood and is missing its limbs. The wounds are stitched roughly closed.*
- ▶ **Items of Value:** None.
- ▶ **West Entry:** *Heavy iron-barred door; Stuck.*

### B10 Hall of the Statues:

- *A long room with 2 alcoves on the eastern wall and 1 alcove on the far South wall.*
- *There are torch sconces between the alcoves. If lit, they would provide good lighting for the room.*
- *In each of the alcoves stands a large bronze statue of a soldier. Each was sculpted to look as though they were wearing a suit of armor with a covered helmet. In the hands of all but one of the statues are beautiful weapons made of gold with gems embedded in the blade. In the hands of the northernmost statue is a simple staff.*
  - The weapons are a battle axe, and a polearm.
- *(When the statues are examined closely, it feels as though they are glaring at the observer. They observer will also notice that each of the statues appear to be free-standing)*
- *(If the weapons are examined closely, they will notice that it is secured but could be removed)*
- ▶ **Puzzle:** If a weapon is removed from the hands of a statue. The statues will “activate” and begin attacking the party either with their weapons or with their fists until destroyed.
  - **Clue:** The staff in the hands of the statue indicate that an exchange is possible.
  - **Possible Solution:** If fast enough, one of the gold weapons can be exchanged with another weapon of similar size or broken 10' pole. Requires a DEX check. If successful, the statues do not attack. Must be done for each weapon. They can also pry the gems from the weapons and leave them where they are. There are 5 gems on each weapon. Each gem requires a DEX check. Failure alerts the statues.
- ▶ **Items of Value:** 2 Ceremonial Weapons (Worth 500gp each / 10 Gems worth 50gp each)
- ▶ **NPC:** Iron Living Statue (3)  
**AC** 2 [17], **HD** 4 (18hp), **Att** 2 × blow (1d8) or 1 x weapon, **THAC0** 16 [+3], **MV** 30' (10'),  
**SV** D10 W11 P12 B13 S14 (4), **ML** 11, **AL** Neutral, **XP** 75, **NA** 1d4 (1d4), **TT** None
  - **Immunity:** Unaffected by sleep spells.
  - **Absorb metals:** Hits with non-magical, metal weapons cause damage, but the weapon may become stuck in the statue (save versus spells). Stuck weapons can be removed if the statue is killed.

### B11 The Heap:

- *A crowded room full of discarded clothing and belongings. Appears older than the rest of the house.*
- *There is a set of stairs leading down on the East side of the room.*
- *On the floor near the stairs, a golden polearm with gems embedded in the blade lies abandoned.*
- *(When the clothing is examined, they do not appear to belong to the Caretakers but others. Possibly travelers who met their end in these corridors?)*
- *(When the polearm is examined, they recognize that it is similar in style to those found in Room B10.)*
- ▶ **Items of Worth:** Ceremonial Weapon (Worth 500 gp/ 5 gems worth 50gp each).

## B12 The Room of Devouring

- A circular room with staircases leading up on the North and West sides of the room. The East and South walls are blank curves of stone. The East wall does appear to be lighter in a section than the rest of the stone.
- The ceiling is domed, and an elaborate fresco is painted depicting an apocalypse of some sort. In the distance of the scene, a bone white ziggurat can be seen. The fresco and the room appear to be older than the rest of the house.
- In the center of the room is a large well filled with a viscous liquid.
- Around the well stand, in equal distance, 10' tall metal braziers. The braziers are decorated in elaborate metal work. The bottom 5' of the braziers appear to be worn away as though by acid. The braziers are unlit.
- Near the well, a skeleton is visible on the ground. Its bones are clean and bright white. It looks to be holding a Great Sword. Beside its body is a leather satchel containing two bars of platinum.
- A glass orb hangs high above the well, encased in a glittering metal frame and suspended in the air by two lengths of rope stretching to the North-East and South-West edges of the room. The ropes end in metal loops embedded in the stone ceiling.
  - The orb is 2' in diameter.
  - Inside of the glass orb is a strange looking knife, floating in a green liquid.

### • The Well:

- (In the well is The Great Void. It is dormant for the time being but will attack if anyone leaves the stairs and touches the ground in the room.)
- (There is a lever in the well obscured by the Great Void. Manipulating lever right or left will open or shut door to **B13**)

### ► Items of Worth:

- Two bars of platinum (Found beside the skeleton; Worth 1000gp)
- Silver Great sword called Witch's Bane (Found beside the Well; Worth 600gp)
- Glittering Frame (Found suspended above pit; Worth 200gp)
- Blade of Rot (Found in Glass Orb; Worth nothing, Magic)

### ► The Orb Puzzle:

- (The orb and the ropes are not reachable from the braziers as they are not close enough to the well and the ropes are too high up.)
- (Someone with a successful ranged attack with an edged weapon could cut one of the ropes and cause the Orb to swing to the opposite end of the room.)
- (If they manage to reach the orb itself, it can be removed from the ropes with a DEX check. Failure results in the orb falling into the well and being destroyed.)

### ► The Orb:

- Glittering Metal Frame: worth 200gp.
- The Blade of Rot: A curved dagger made of black steel. The handle is bone wrapped in the tanned flesh of a heretic. Cannot be held by those of Lawful alignment. Those who try suffer 1hp of damage and burns their hand. The longer it is held, the worse the damage (1hp > 1d4 > 1d6 > etc.). Increases every 10 minutes held, even if by glove.
- Effect: 1d4 damage, Save versus Spell or the target is struck by a disease that will eat away their flesh over time. The disease can only be removed by magic.

### ► NPC: The Great Void: A horrifying blob of amorphous black goo. Driven by hate and hunger.

**AC** 6 [13], **HD** 10\* (45hp), **Att** 1 × touch (3d8), **THACO** 11 [+8], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Neutral, **XP** 1600, **NA** 1 (0), **TT** None

- **Immunity:** Only harmed by fire-based attacks or silvered weapons.
- **Division:** Attacks with mundane weapons cause the pudding to divide. Each hit creates a 2hd pudding that does 1d8 damage.
- **Erode wood and metal:** Can dissolve wood or metal in one turn.

### B13 The Vault:

- A stone room that smells like a tomb. Dust hangs heavy on every surface as though it has not been opened for some time.
- There are two skeletons in the room. One is lying face down in the middle of the room and the other is laying on top of the Chest of Nabraht in the corner. Both are wearing the tattered remains of vestments.
- Beside the skeleton in the middle of the room is an ornate oaken crossbow. The wood that makes up the front of the stock has been carved to look like a falcon, its contours accented with gold insets. Nearby is a case of bolts (30)
- In the corner of the room, bathed in shadow regardless of how you position your torch, is an iron trunk with a skeleton lying on top over it. Once the skeleton is moved, the lid of the chest is discovered to be painted with sigils of protection. It is light enough to be carried in both hands by a person.

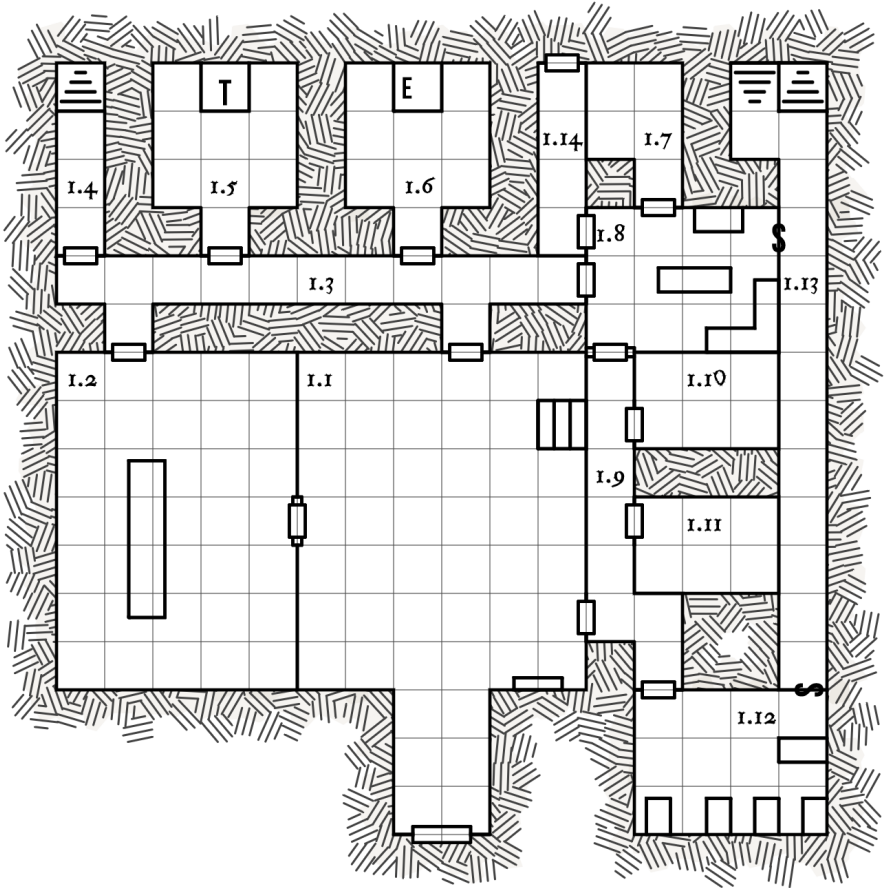
#### ► Items of Worth:

- Ornate Crossbow (Found hanging on the wall; Worth 80gp)

#### ► Chest of Nabraht (Trapped): A old and weathered chest covered in sigils and bearing a message in a lost language. (Someone with an occult connection and a successful INT check or Read Language spell can read the text): "Doom to the Heretical thief. The Shepherd with no fear of the Light can be a key in a circle of white."

- **Trap:** Save versus Death or disintegration. Success results in one hand turning gray and desiccated like a corpse. Hand is otherwise normal but upsetting to see.
- **Bypass:** Only a lawful religious figure (or Paladin/Cleric) can open this chest. Before opened, the chest and opener must be encircled in salt. Does not need to be a party member.
- **Inside:**
  - **Nabraht:** A sentient cloak made from the tanned flesh of a dark wizard and his followers. Nabraht is the name of the wizard. They provide the wearer with the ability to be seen by Undead as one of them and will be ignored unless provoked. It also provides +1 to all spells that deal damage.
  - **Effects:** Grants the ability to be seen by Undead as one of them and will be ignored unless provoked. +1 to damage rolls for spells that cause damage.
  - **Sentient:** Chaotic alignment. It can speak and hear but cannot see. The voices sound like the multiple voices speaking in staggered unison. Detests those of lawful alignment and will seek to draw whoever wears it to Chaos. Provides aid or suggestions but they are always with ill-intent. Feeds off negativity and pain. At first, the voice is a murmur only the wearer can hear. But each time the wearer hurts another or is hurt, the voice grows stronger.





# Level 1

## General Features

*The air feels damp and cold inside and smells oddly sweet. There are small lamps providing dim light throughout the level unless otherwise noted. The shadows cast by the lamps give everything an ominous vibe. Dust lays heavy on most every surface but the floor.*

## Rooms

### 1.1 Entryway/Foyer:

- *Intended as a room for welcoming and entertaining in better days. A large foyer filled with old rotting furniture and 20-foot-high ceilings.*
- *There are several paintings covered in cloth. If removed, they show a happy family of five in elegant clothing. Each of the faces have been scratched out.*
- *Against the West wall, a grand staircase once led to a set of double doors on the second floor but has since collapsed in on itself. Now it is just a pile of rotting wood and carpeting.*
  - The double doors on the second floor open to air and have no landing. They start 10' in the air.
- *There are Caretakers in the room, polishing fixtures and cleaning in a slow mindless way.*
- ▶ **Items of Worth:**
  - 2 Antique Vases (Worth 10gp each).
  - 6 Paintings framed in oak and accented in gold (Worth 5gp each)
  - 3 chairs (Worth 10gp each)
  - 2 Elegant lamps with silver accents (10gp)
- ▶ **NPC:** 4 Caretakers
- ▶ **North Entry:** Ornate Wooden Door; Locked.
- ▶ **East Entry:** Ornate Wooden Door; Stuck.
- ▶ **West Entry:** Ornate Wooden Door; Locked.

### 1.2 Large Dining Room:

- *Large dining room occupied by a massive banquet table covered in a rotting tablecloth.*
- *A Crude altar sits at the center for the table. Various items that appear to be from dead travelers (wedding rings, religious symbols, various candles) are placed around a statue made of bone and hardened bog mud. The statue looks like a well with a*
- *Chairs are piled against northern door.*
  - (Takes 3 Turns to clear. Reduce by one Turn for every extra hand. Minimum 1 Turn.)
- *20' high ceilings covered a rough painted mural of screaming figures dancing around a well. All painted in brown red.*
- (Investigating the room would reveal the offerings on the table to be items belonging to missing people from Edgemere and the mural is painted in old blood.)
- (There are 2 Caretakers sleeping beneath the table, obscured by the tablecloth. Will attack if the party makes too much noise.)
- ▶ **Items of Worth:**
  - 5 wedding rings (Found at the base of the shrine; Worth 10gp each).
  - 1 golden locket with a strand of hair inside (Found at the base of the shrine; Worth 5gp)
  - 1 silver Candelabra holding used black candles (Found beside the altar filled; Worth 20gp)
- ▶ **NPC:** 2 Caretakers
- ▶ **North Entry:** Blocked by piles of furniture. (Will take 3 turns to clear).

### 1.3 The Hall of Time:

- *Long door-lined hallway with wall-to-wall with rotting purple carpet.*
  - *None of the doors are opened.*
  - *Clocks cover almost every wall surface save for lanterns mounted on the walls every 10 feet. Their glass surfaces are polished to gleaming perfection. The sound of their ticking is overwhelming. Every hour, they all chime.*
  - *(Prying a clock off the wall requires a STR check. Once removed, all clocks stop ticking at once. None of the clocks are worth anything.)*
- ▶ **Items of Worth:** None

### 1.4 The Landing:

- *Short hallway leading to a carpeted staircase leading up.*
- ▶ **Items of Worth:** None

### 1.5 Guest Room A:

- *Room with a large bed in the center with an ornate bed frame. A small table is beside the bed with a brass lamp sitting on it. A simple standing mirror sits in the corner of the room.*
  - *The room has a foul stench about it.*
- ▶ **Items of Worth:** None
- ▶ **Trap:** Spring-loaded Slide. Save vs Wands. If failed, victim falls through the floor into the dark cell below (Basement, Rm 3) with no injury. As soon as they fall through, the mechanism springs back up and the room looks normal again.
- **Trigger:** Weighted Trapdoor (set for an adult human).
  - **Clue:** The room looks immaculate. There is a very small gap between the floor and the wall all around the room.
  - **Possible Bypass:** The hinge of the room can be jammed open or shut (hinge is opposite end of room from door) with 1-in-6 chance of it snapping closed/open 1 turn after jamming. Increases by one each turn after the party are in the room
- ▶ **South Entry:** Ornate Wooden Door; Stuck.

### 1.6 Guest Room B:

- *Guest room with large bed in the center with ornate bed frame. A small table is beside the bed with a brass lamp sitting on it.*
- *Looks nearly identical to Guest Room A (Room 4).*
- *Bed, lamp and table cannot be picked up.*
- *(There are scuff marks on the carpet beside the bed and scratch marks on the table around the lamp, indicating movement)*
- *(Looking under the bed will reveal that the bed and frame are a solid piece)*
- *(Twisting the lamp will cause bed frame to move to the left, revealing a dull iron platform with a crank folded down against the platform. Pulling it upright and turning it causes the platform to slowly lower)*
- ▶ **Items of Worth:** None
- ▶ **South Entry:** Ornate Wooden Door; Locked.

### 1.7 Walk-in Pantry:

- *Cramped kitchen storage room filled with untouched rotting food.*
- *Bags of grain appear to move, opening them will reveal grain covered in insects.*
- ▶ **Items of Worth:** Stolen jewelry (Found hidden behind rotten food; Worth 50gp).

### 1.8 House Kitchen:

- *A large kitchen built for providing for a large wealthy family.*
- *Gore fills the sinks and the stench of the room is overwhelming and sweet. Unidentifiable bones fill a bin in the North-East corner.*
- *A large odd portrait of a peasant woman hangs on the East wall. It is unsettling as the eyes are slightly too large and dark.*
  - *(Searching the portrait will reveal: Holes where the eyes are and appear to be peepholes from the next room over. If Rm 11 has not been discovered yet, a Caretaker will be on the other side of the painting and will scurry away if discovered)*
- ▶ **Items of Worth:** None
- ▶ **North Entry:** Thin Wooden Swinging Door; Open.
- ▶ **South Entry:** Ornate Wooden Door; Stuck.
- ▶ **West Entry:** Ornate Wooden Door; Stuck.

### 1.9 The Floral Hall:

- *Hallway with felt floral patterned wallpaper covering the walls that seem to move if watched long enough.*

### 1.10 Bathroom:

- *A portrait of a saint hangs on the East wall. Sad eyes dilated and looking straight at the observer.*
- *(Searching the portrait will reveal: Holes where the eyes are and appear to be peepholes from the next room. If Rm 11 has not been discovered yet, a Caretaker will be on the other side of the painting and will scurry away if discovered)*
- ▶ **West Entry:** Ornate Wooden Door; Stuck

### 1.11 Cook's Room:

- *The room is pitch black and heavy with the overwhelming smell of rot. Other than the Dresser against one wall, the room is empty of furniture.*
  - *A portrait of a smiling child hangs on the East wall. Large eyes dilated appear to watch the observer.*
    - (Searching the portrait will reveal: Holes where the eyes are and appear to be peepholes from the next room. If Rm 11 has not been discovered yet, a Caretaker will be on the other side of the painting and will scurry away if discovered.)
  - *Several corpses are piled in the middle of the room, covered in 1d3 Corpse Eaters.*
    - (Exposing them to a source of light will cause them to immediately attack.)
- ▶ **Items of Worth:** Professional Knife set (Found in the dresser; Worth 10gp)
- ▶ **NPC:** 3 Corpse Eaters
- ▶ **West Entry:** Ornate Wooden Door; Stuck.

### 1.12 Servant's Quarters:

- *Arranged like a barracks.*
  - *The room is filthy with piles of clothes with personal belongs and half-eaten food mixed in covering the cots.*
  - *Walls are covered in crude drawings of people doing vile things.*
  - (Searching the room will reveal: Skeleton Key, 2 Lanterns, 1 obscene icon of a half-melted figure, 50gp scattered in different parts of the room.)
- ▶ **Items of Worth:** 50gp of loose coins
- ▶ **NPC:** 8 Caretakers.
- ▶ **North Entry #1:** Ornate Wooden Door; Stuck.
- ▶ **North Entry #2 (Secret):** Moving a painting on this spot will reveal a keyhole. Using a key will allow the wall panel to be moved and reveal a dark narrow hallway.

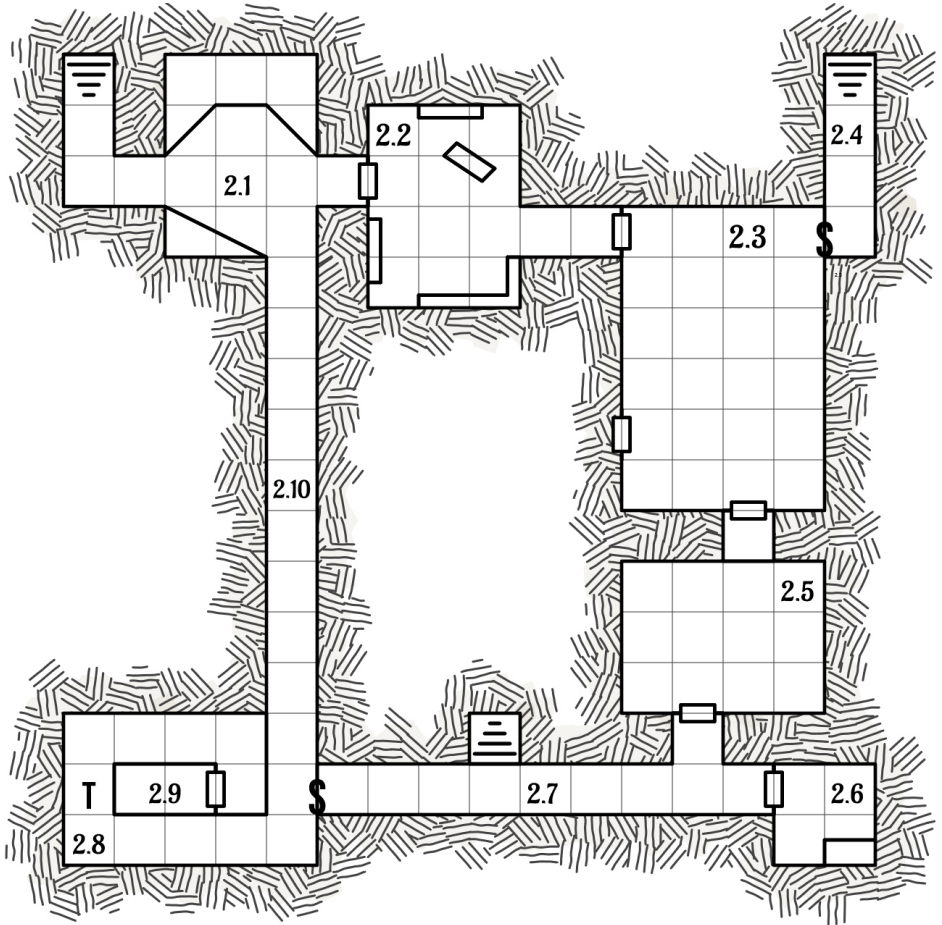
### 1.13 Servant's Hallway:

- *Dark narrow hallway with a stone floor. Along the west side every 15 feet is a panel that can be moved to investigate the adjoining room through peepholes (1.10, 1.11).*
- *Hallway ends at a landing with stone staircases leading up and down.*

### 1.14 Rear Hallway:

- *Dark narrow hallway with a stone floor.*
  - *Packages piled along the walls, rotting and abandoned.*
- ▶ **North Entry:** Ornate Wooden Door; Stuck.
- ▶ **East Entry:** Iron Banded Door; Stuck.





## Level 2

### Rooms

#### 2.1 Green House:

- *The room is large, with high ceilings, but feels claustrophobic with the excess of plant life.*
- *The air in the room is muggy and warm. There is condensation on everything and the wood in the room is swollen.*
- *Vines cover the walls and snake out over the floor and any furniture sitting on the ground.*
- *Along the perimeter of the room, and nestled among the vines, are many pots containing overgrown and exotic plants. One pot seems to be the source of the vines.*
- *The North wall and half of the ceiling is made up of strong glass. It is difficult to see out of due to the overgrowth and a dirty film on the glass. Light comes in as a murky and diffused light blue color.*
- (Searching the pots will reveal shriveled body parts with thin roots running through them, sucked dry of nutrients.)

▶ **Items of Worth:** None

▶ **NPC:** Man Eating Vines (4)

**AC** 7 [13], **HD** 1\*\* (4hp), **Att** 2 x Vine Whip (1d4), **THACO** 19 [0], **MV** 0'

**SV** D12 W13 P14 B15 S16 (1), **ML** 10, **AL** Neutral, **XP** 10, **NA** 1d6 (5d6), **TT** None

- **Ambush:** Will wait to attack until party is fully in the room. 2-in-6 to Surprise.
- **Entangle:** If both Vine Attacks hit in the same round, the target is Entangled and suffers 1d4 damage for every round they are trapped as it attempts to suck the victim dry. Opposed STR check to break free.
- **Fear:** Fire. Cannot leave but will stop attacks while fire is threatening them.

▶ **East Entry:** Ornate Wooden Door; Trapped.

▶ **Trap:** Dart trap. Save vs wands for ½ damage.

- **Trigger:** Pressure plate directly in front of door.
- **Clues:** Close inspection reveals panel in front of door is slightly raised from the other tiles and is not sealed with the others. There is a small dart hidden under some leaves near the door with old dried blood on the tip. There is also damage on the walls from darts hitting it.
- **Reaction:** 1d6 spring-loaded darts will fire from either side of the alcove, doing 1d4 damage each. Can only be fired once before it needs to be reloaded.

▶ **South Entry:** Collapsed hallway. Mostly blocked save for a small gap at the top, large enough for a child or halfling sized creature to fit through. Pitch black, no sound can be heard coming from the darkness.

## 2.2 Library/Study:

- *A once gorgeous library dominated by shelves on all unoccupied sides and a large desk in the center facing the door.*
- *There is a small bar with dusty alcohol bottles sitting behind the desk.*
- *On the floor of the library, there is a trail of blood leading to a figure is sitting in one of the reading chairs in the corner of the room. They are not immediately visible as they are in shadows. They appear fine but do not move or respond to being spoken to. As the party comes closer to the figure, it begins shuddering. If touched, bugs spill out from the clothes and the body falls apart.*
- (Searching the desk will reveal: Various letters about the legality of acquiring various rare artifacts; a letter from the tutor to the Lord of the House, threatening to tell the village about what he's been doing in his basement if he doesn't give her a large amount of money; A receipt reading: "Shipping Manifest: 3 Golden Tools of J'Anuse, 1 Ancient Ceremonial Dagger, and 1 Iron Chest (Unopened. Contents not Confirmed)")
- (Searching the body will reveal: A Warrant for the Arrest of Robert Votts the 2nd; 1 dagger; a used dart; Badge of Authority)
- (Searching the shelves will reveal: Books about anatomy, economics, instances of torture throughout history, art, and poetry; 1d10 rare books worth 30gp each; letter opener worth 10gp; floor plans for the Unquiet House [map of the floors of the house with original labels])
- ▶ **Items of Worth:**
  - 10 rare books (Found in the bookshelves; Worth 50gp each)
  - 1 Letter Opener (Found on the desk; Worth 10gp)
  - 1 Box of fine cigars (Found in the desk; Worth 20gp)
  - 3 Elegant lamps with silver accents (Worth 10gp)
- ▶ **East Entry:** Ornate Wooden Door; Stuck.
- ▶ **West Entry:** Ornate Wooden Door; Stuck.

## 2.3 Ballroom:

- *The room seems to have become a center point of spectral energy causing the area to turn strange.*
- *A number of shadows flit around the room passively interacting with things in the room.*
- *Instruments in the corner of the room randomly play themselves.*
- (The Shadows are upset and cannot leave the house or return to their realm. They do not know why they are trapped and might assume the party is responsible if interfered with)
- ▶ **Items of Worth:**
  - 3 string instruments, still tuned (Worth 20gp each)
  - 2 wind instruments (Worth 20gp each)
  - 1 percussive instrument, still tuned (Worth 10gp)
- ▶ **East Entry (Secret):** False Wall movable by placing a Caretakers key into a keyhole hidden behind a painting of a goat.
- ▶ **South Entry:** Ornate Wooden Door; Stuck.
- ▶ **West Entry #1:** Ornate Wooden Door; Stuck.
- ▶ **West Entry #2:** Ornate Double Doors; Trapped.
- ▶ **Trap:** Save versus wands to not fall to the 1st floor.
  - Trigger: Opening the door.
  - Clues: Draft under the door.
  - Reaction: Failure results in the one opening falling 10' to the 1st floor. (1d6 damage)
  - Possible Bypass: Noting that they are being careful when opening the door. Pushing the door open with something else.
- ▶ **NPC:** 4 Shadows

#### 2.4 The Secret Landing:

- *Short barren hallway with stone floor.*
- ▶ **Items of Worth:** None.

#### 2.5 Sitting Room:

- *Plush chairs situated throughout the room with the couple end tables situated near a few.*
- *Against the wall is a large and well-stocked bar with many dusty but expensive bottles of alcohol.*
- (Searching the room will reveal: 20 bottles of fine alcohol worth 10gp each; 1 tinder box; a box of expensive cigars worth 5gp; a painting by a famous but long dead artist worth 200gp but is large and will require being carried with both hands.)
- ▶ **Items of Worth:**
  - 20 bottles of fine alcohol (Found behind the bar; Worth 10gp each)
  - 1 Box of Cigars (Found on one of the end tables; Worth 20 gp)
  - A fine painting (Found against the wall; Worth 200gp)
  - 4 Plush Chairs (Worth 20gp each)
- ▶ **North Entry:** Ornate Wooden Door; Stuck.
- ▶ **South Entry:** Ornate Wooden Door; Stuck.

#### 2.6 Tutor's Room:

- *Simple bedroom with a small bed in against the South-East corner and a small table in the North-East corner with a religious book sitting on top.*
- *There is a mirror on the north wall above a trunk full of women's clothing.*
- (Searching the religious book will reveal that any mention of other gods have been crossed out furiously.)
- ▶ **Items of Worth:** None.

#### 2.7 The Absent Gallery:

- *Decaying hallway with stained carpeting. Pale spaces where paintings used to hang on the walls.*

## 2.8 The Hall of Mirrors:

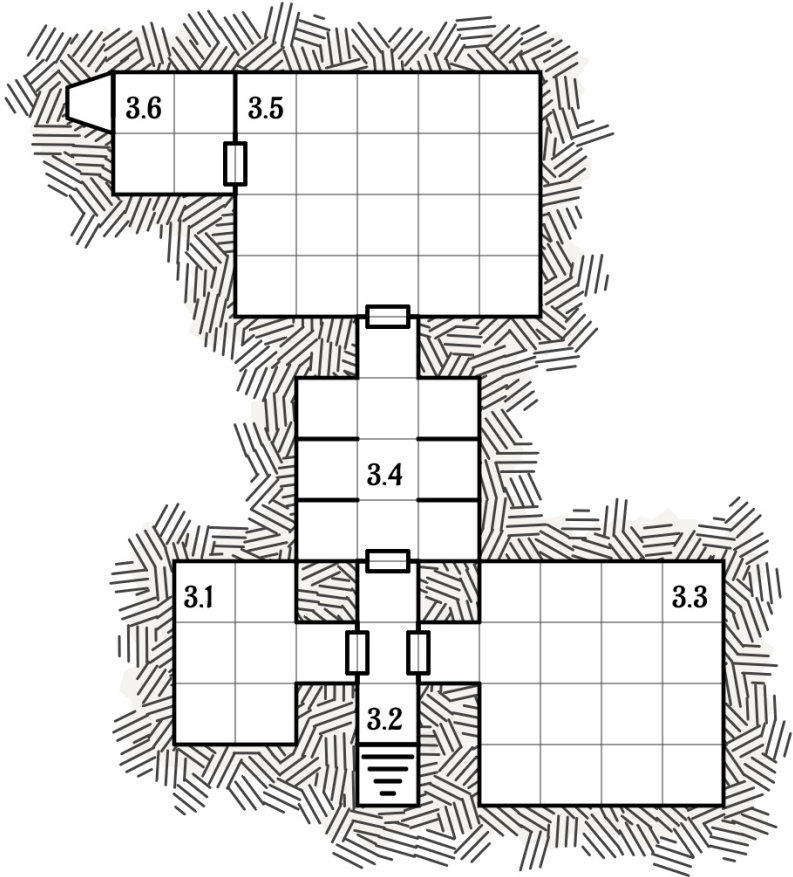
- *Winding hallway filled with mirrors and ornate tiled flooring.*
- *Each reflection is slightly off-time, and some are glancing at the party with suspicion.*
- *(Searching the room will reveal: a small key wedged beneath one of the mirrors that will unlock the secret door in Corridor A.)*
- ▶ **Trap:** Scything Blade, Save vs wands for ½ damage.
  - **Trigger:** Tripwire set low to the ground.
  - **Clue:** There are deep but old scratch marks on the tile floor in the middle of the hallway. Blade swings out from a crevice between mirrors on either side of the hallway.
  - **Reaction:** Triggering will cause a scythe to swing out from the wall and cause 1d8 damage.
  - **Possible Bypass:** Tripwire can be cut or simply stepped over.

## 2.9 The Room of Secrets:

- *A small cramped room occupied by an ornate full-length standing mirror and a small moth-eaten velvet covered stool.*
- *The frame of the mirror is made of solid gold and there are dark smudges at the top. The mirror is cracked with a shard missing in the corner.*
- *An inscription in Common on the mirror's frame reads: "A window flows from the heart... And when that window is ringed in red, the ring becomes a door."*
- (The mirror's surface is made of silver)
- (The missing shard of mirror can be found in the north-east corner of the room.)
- ▶ **Items of Worth:** 1 Fine Chair (Worth 20gp)
- ▶ **Magic Mirror:** If blood is applied to the mirror frame, the reflection changes to show a luxurious and decayed bed in a darkened room (Room 3.6) from the perspective of the mirror. If blood is applied in a complete circuit around the mirror, the mirror becomes a portal and will stay open for 1 turn.
  - **When applying their own blood:**
    - **To peer through the mirror:** 1hp damage
    - **To walk through the mirror:** 1d4 damage
  - **Mirror Shard:** 1d4 dmg. Made of Silver.
- ▶ **East Entry:** Ornate Wooden Door; Unlocked.

## 2.10 Hall of Betrayal:

- *Crumbling dark hallway. Lamps long extinguished line the walls in 10-foot intervals.*
  - *At the end, to the west is a hall of mirrors.*
  - *To the east, is a blank wall.*
  - (If investigated, it'll show scratch marks on the stone wall. The wall is hollow when knocked. There is a keyhole near the floor that will allow the false wall to open outward.)
  - (The reanimated corpses of the tutor, lord, and lady of the house are wandering the hallway. 2-in-6 chance to surprise the party.)
  - (Searching the bodies will reveal: 1 vial Poison of Paralysis and Secret Key [If not found in Corridor B, the key goes to the false wall/secret door] on the body of the Lord. The Lady is wearing a golden key around her neck.)
- ▶ **Items of Worth:** None.
- ▶ **NPC:** 3 Bog Corpses.



## Level 3

### Rooms

#### 3.1 Son's Room:

- *A once luxurious bedroom has been rendered a foul smelling spartan room filled with biting flies.*
- *Most of the furniture has been piled against the west wall, leaving space for a metal horse trough filled with putrid water and containing an unconscious Bloatman.*
- *The only other furniture in the room is a small table near the trough. On the table is an open notebook and various medical tools. (The book looks to contain notes about the physiology of the Bloatman)*
- *(If asked, the Bloatman will tell you these things:)*
  - His name is Vaughn
  - The Deadsinger had the Caretakers capture and drag him to the house. The Deadsinger is trying to figure out how he is connected to the Mire and why he keeps coming back to life. He has been killed and dismembered 20 times now.
  - He cannot leave the trough without hurting himself.
  - How to get to the Bloatmen Hovel or the Blood Grove if you promise to help him escape:
    - Solution to getting Vaughn out: Carry him out of the House, he cannot touch solid ground without it burning him (the burning is visible, with smoke the sound of bacon frying)
- *(Searching the furniture will reveal: a journal with mentions of animals found in the Mire and their reactions to "stimuli". As the journal continues, the entries get more erratic. The last entry reads: "Mother and Father have gone downstairs with the tutor. It's just me up here with her. I swear I can still hear her, but... from inside. Saying awful things. There is someone calling me from outside. I believe I will go out and see what they want. Maybe little sister has finally come back..."*

▶ **Items of Worth:** None.

▶ **NPC:** 1 Bloatman.

▶ **East Entry:** Ornate Wooden Door; Stuck.

#### 3.2 The Family Hall.

- *An antechamber with paintings hanging on the walls on either side of the doors. Each one depicting a different member of the family. These paintings are more elaborate than the ones in the foyer, the faces have not been scratched out and the frames are finely crafted gold and steel constructions.*
- ▶ **Items of Worth:**
  - 4 Paintings in gold and steel frames (Worth 30gp each).

### 3.3 Child's Playroom/Bedroom:

- *Stripped bare of all furniture save for a large tarp covered pallet and a scarred and stained table. On the pallet is an adult sized doll filled with hay on the East side.*
- *Faded wallpaper shows a pattern of brightly colored dancing bears and balls.*
- *Chained to the wall by the pallet with enough room to move around the entire room is a massive ungendered humanoid made up of stitched together corpses, the Flesh Golem.*
- *(It cannot speak but understands simple concepts. Mind of a child.)*
- *(Hates the Deadsinger, if it is released, it will attempt to kill him and then escape.)*
- *(Will threaten but will not actually attack unless provoked or anyone touches its doll.)*
- *(With work, can be convinced that the party does not mean it harm IF they agree to release it. If not, it will attack out of anger.)*

▶ **Items of Worth:** None.

▶ **NPC: Flesh Golem**

**AC** 2 [15], **HD** 8 (36hp), **Att** 3 × claw (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; Immunity:** Can only be harmed by magical attacks, silver, or fire. Unharmed by gas, unaffected by *charm*, *hold*, and *sleep* spells.
- **Attack multiple opponents:** Up to 2 per round.
- **Energy immunity:** Unharmed by cold, and electricity.
- **Fear:** Afraid of fire. Does normal damage.

### 3.4 Room of the Chained Death:

- *Darkened gallery with a recessed alcove on each side that is too dark to see within.*
- *There is a red ornate door at the far end.*
- *The room smells sweet like fresh death.*
- *(Listening closely will reveal the slight tinkling of metal chain links moving rhythmically.)*

▶ **Items of Worth:** None.

▶ **Puzzle: 4 Bog Corpses**, blind and chained to the wall. 2 to each wall.

- **Trigger:** Only react to sound and the chain extends just far enough to reach the center but not make contact with the corpses on the other side. There is a 1-foot gap between.
- **Possible Bypass:** Kill them. Distract them with a sound and step very quietly through. Sacrifice party member to distract them. Magic teleportation. Conceal party as undead.

### 3.5 The Workshop:

- Large, high ceilinged room with ad hoc worktables and shelving cluttering the perimeter.
- On the shelves are various tomes encased with covers of a variety of materials (hide, flesh, leather, wood). On the tables are ceremonial bowls and platters filled with "ingredients". (Gore, blood, appendages)
- In the center of the room is a series of sigils painted in a circle with a 5' square in the center, free of any markings. Indicates that it is a ritual space. Near the ritual space is a large and very old grimoire made of stitched flesh sitting open on a stand made of bone.
- The room is lit by numerous black candles in standing candelabras situated throughout the room.
- There is a rank smell about the place with no source. It seems that a metaphysical sense of rot permeates the space.
- A ragged tall man is pacing through the space lost in thought
  - His clothing is tattered and while dark gray, stains and dried gore are still visible.
  - His head is hairless and covered in poorly tattooed sigils that seem to move slightly beneath his skin. His skin is sallow and waxy. His mouth is full of rotten broken teeth.
  - He has a bandaged hand.
  - His body smells like a grave.
  - His voice is hoarse and gasping like a broken bellows.
- (No matter when the party visits, the Deadsinger will be distracted and lost in thought pacing from his bookshelf to the table to his ritual space preparing for a ritual and will not immediately notice them unless they attempt to touch him, his grimoire on the stand, or attempt to enter the ritual space. 10% chance of being able to surprise him otherwise.)
- (He is too low level to properly do the spell Animate Dead but has "accidentally" managed it by virtue of where he is and a page he tore from the book of a rival wizard. The process and the work he had to do to progress to this point has driven him insane.)

#### ► Items of Worth:

- 8 rare books on occult histories and folk tales (Found among the notebooks on the shelf; Worth 50gp each).

#### ► NPC: The Doomsinger (8th Level Magic User)

**AC** 7 [12], **HD** 8\* (22 hp), **Att** 1 × dagger (1d4+Poisoned), **THAC0** 17 [+2], **MV** 120', **SV** D11 W12 P11 B14 S12 (MU 10), **ML** 10, **AL** Chaotic, **XP** 1600, **NA** 0, **TT** None

- **Spells: (3) Level 1 spells, (3) Level 2 Spells, (2) Level 3 Spells, (2) Level 4 Spells**
- **The Unquiet Curse:** Due to his connection to the house, he will revive after 2 turns unless his head is severed from his body and even then, he will still be aware, but his body will be dead and unable to act.
- **Tactics:** When provoked, he will fly into a rage and attack with intent to annihilate. Altering or erasing the sigils in his ritual space will cause him to immediately stop attacking and spend the next round fixing the issue. Altering/erasing the sigils uses an action.

### 3.6 Master's Bedroom:

- *An opulent but neglected bedroom lit only by ambient light coming in from the windows of the balcony door.*
  - *A large bedroom dominates the room, with a moth-eaten curtain blocking the contents of the bed from view.*
  - *In the bed is a desiccated corpse wearing a negligee.*
  - *In the corner, facing the bed, is a large standing mirror framed in an elaborate golden frame.*
    - *An inscription in Common on the mirror's frame reads: "A window flows from the heart... And when that window is ringed in red, the ring becomes a door."*
    - *(This is the sister mirror to the one in Room 2.9).*
  - *In the opposite corner is a large mechanically locked trunk. (There is a spell on it that can be detected that will alert the Deadsinger if it is opened by anyone but him. Can be dispelled.)*
    - *(Inside is an unconscious child named Whitney who is the missing niece of Clara Millendrow.)*
  - *(Searching around the bed will reveal a lockbox is hidden beneath the bed. It is locked but can be picked or unlocked using the golden key worn by the Lady of the House found in Room 2.10. It contains 400 gold coins.)*
- ▶ **Items of Worth:**
- 2 fine chairs (Worth 20gp each)
  - 4 Elegant lamps with silver accents (Worth 10gp)
  - 400 gold coins in the lockbox.
- ▶ **Magic Mirror:** If blood is applied to the mirror frame, the reflection changes to show a cramped squalid room with a single padded stool in the middle (**Room 2.9**) from the perspective of the mirror. If blood is applied in a complete circuit around the mirror, the mirror becomes a portal and will stay open for 1 turn.
- When applying their own blood:
    - **To peer through the mirror:** 1hp damage
    - **To walk through the mirror:** 1d4 damage

### **Engaging with the Deadsinger:**

- *When he notices the party, he will be immediately surprised but not initially hostile to find someone in his workshop. He will move rapidly between indecipherable raving to clear-headed and calm conversation.*
- *He will refuse to leave the 3rd floor. If pressed, he will explain that he has too much work left to be able to leave and if he did, something will happen and ruin everything. (He is also afraid to leave the top two floors due to the unpredictable nature of the Caretakers.)*
- *If asked about the Caretakers, he will wave the question away as unimportant. "They came with the house and we have an arrangement" is all he will say about the matter.*
- *If the party leaves with the Deadsinger's consent, they will be allowed to move past the chained Bog Corpses unharmed, if they haven't already killed them. The Deadsinger will request that you remember to shut the door on your way out and to not let any Caretakers up to clean.*
- *Impressed with their abilities, he will initially make a request for them to bring him something "from below the house."*
- *He will avoid answering exactly what he wants but that they will know it when they see it. He will also ask that if they find his knife down there, to please bring it back. It was a gift from his mother.*
- *If the party refuses to help him, he will give them one warning to leave his house immediately and after that he will attack.*
- *The favor he will offer is negotiable and up to the Referee to decide whether it is reasonable/interesting or not.*
- *(The object he is seeking the magic skin cloak Nahbrat (**Room B13**). He believes that with those, and the use of the Bloatman and the child that he has locked in the truck in his bedroom, he can possibly complete the ritual to become a lich)*
- *(He has attempted to retrieve the garment himself, having sacrificed two fingers, but was almost killed by the The Great Void and was unable to progress).*

# ENCOUNTERS IN THE MIRE

**Roll d6 // 1-3: Monsters. 4: Things. 5-6: Nothing**

## **Monsters (Roll d8):**

1. Mire Bear (1d2)
2. Corpse Eater (1d3)
3. Mire Spider (1d4)
4. Bog Corpse
5. Blood Wasps
6. Bloatmen (2d8)
7. Children of the Mire (1d6)
8. Bandits (3d10)

## **Disposition chart (Roll d4):**

1. Hunting/Guarding
2. Playing/Trading
3. Travelling
4. Sleeping

## **Things (Roll d8):**

1. Note carved into a tree warning about "the children"
2. Messenger, ravaged by clawed creature
3. Lone Merchant without his goods and lost in the Mire. (His cart can be found in the yard of the Unquiet House, contains 500gp worth of goods)
4. Lost Soldiers (1d6)
5. Overturned Wagon (containing 100gp worth of goods and property) with monsters eating the bodies of the former owners. (Roll on 1d6 on Monster table)
6. The fog thickens and carry with it the whispers of your greatest shames. Visibility is reduced to 1 foot. 4-in-6 chance of losing direction. 3-in-6 chance of losing each other until the fog clears unless tied together.

# ENCOUNTERS IN THE UNQUIET HOUSE

**Roll d6: 1-2 Encounter; 3 Event; 4-6 Nothing**

## **Monsters (roll d6)**

1. Caretakers (4d4) come into the room intending to clean it, or the party stumbles upon 1d6 Caretakers in the process of cleaning.
2. Bog Corpses (2d4) stumble into the room or are discovered eating a Caretaker.
3. Carrion Crawler (1d3) looking for food.
4. Mire Wasps (1d6) are loose in the halls.
5. Bandits (2d4) searching for valuables or running from something.
6. Shadows (1d8) wailing through the room.

## **Events (roll d8)- “The house shudders and...”**

1. Obsessive writing appears on the walls repeating cryptic phrases with “GET OUT” written in large bloody text over them. Content will mostly be about the constant moaning, insects, betrayal, and being trapped. Will disappear in 2 turns.
2. Disembodied screams echo through the halls. All hirelings must make a Morale check at -1 or flee.
3. The walls and ceiling begin to pour blood making any actions without appropriate caution in the area require a DEX check first to determine whether they slip and fall. Will disappear in 3 turns.
4. A phantom rushes through the room. Feel a cold breath down their back when the phantom passes through them. Does not make physical contact and ignores the party. Save vs Spells. Failure results in nightmares about infestations for the next 1d6 days (cannot get a good night’s sleep without assistance during time) and develop a compulsion to itch yourself and check your clothes for bugs during that period.
5. Furniture begins an assault on the party. Flying around the room as though they have a mind of their own for (d3) Turns.
  - Non-edged items do d4 damage. Edged items do d6. **AC 7 [12]. HP 1. XP 5**
6. Reflections now have a mind of their own and, while they cannot leave their plane, can reach out and grab others in our world. Will last 6 turns.
  - If grabbed, save vs. Petrify or suffer 1d4 crushing damage as they try to pull the victim into the mirror. Must break free or suffer 1d4 every turn they are trapped. Success results in half damage and breaking free. Once grabbed and failing the Save, suffer 1d4 every turn they are trapped. Requires successful STR check to break free.
7. The dead begin to reanimate again. All monsters or corpses not burned or dismembered in the house will return with the Undead quality.
8. The walls begin whispering. Each member of the group hears a voice revealing their deepest shame or fears. No one else can hear what is being said to the other, only what is directed at them. They will not know this at first.

# MONSTERS

## Bloatman

**AC** 6 [13], **HD** 2\* (9hp), **Att** 1xweapon (1d6 or by weapon), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Chaotic, **XP** 25, **NA** 1d6 (2d8), **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).
- **Immortal:** Cannot be killed. Will always return in 1d20 hours, memory intact.
- **No Home Like the Mire:** Cannot walk on dry ground.

## Blood Wasps

**AC** 7 [12], **HD** 1/2\* (2hp), **Att** 1×sting (1d3+poison), **THACO** 19 [0], **MV** 150' (50') flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 9, **AL** Neutral, **XP** 6, **NA** 1d6 (5d6), **TT** None

- **Aggressive:** Usually attack on sight.
- **Poison:** Paralysis for 2d4 turns (save vs paralysis). If successful, 2-in-6 chance that Wasp will lay an egg in victim in first round if undisturbed. Otherwise will attack next target.
- **Egg:** Will hatch in 1d6 days, instantly killing host and releasing 1d4 Blood Wasps. Victim might be unaware of egg implant for the first half of incubation.
- **Fear:** Fire

## Bog Corpse

**AC** 8 [11], **HD** 2 (9hp), **Att** 2×claw (1d3+Paralysis), 1×bite (1d3+Paralysis), **THACO** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 20, **NA** 2d4 (4d6), **TT** None

- **Initiative:** Always lose (no roll).
- **Paralysis:** For 2d4 turns (save versus paralysis). Elves and creatures larger than ogres are unaffected. After paralyzing a target, they will attack others.
- **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).

## Carcass Crawler

**AC** 7 [12], **HD** 3+1\* (14hp), **Att** 8×tentacle (paralysis), **THACO** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 75, **NA** 1d3 (1d3), **TT** B

- **Paralysis:** A hit by a tentacle causes paralysis for 2d4 turns (save versus paralysis). Paralyzed victims will be devoured, if the crawler is left in peace.
- **Cling:** Can walk on walls and ceilings.

## Caretakers of the Keep

**AC** 7 [12], **HD** 1/2 (2hp), **Att** 1×weapon (1d4 or by weapon), **THACO** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 6, **AL** Chaotic, **XP** 5, **NA** 4d4 (6d10), **TT** P (J)

- **Ambush:** Set up surprise attacks.
- **Infravision:** 90'.

## Child of the Mire:

**AC** 3 [16], **HD** 4\*\*\*\* (18hp), **Att** 1×touch (1d6+energy drain), **THACO** 16 [+3], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (4), **ML** 12, **AL** Chaotic, **XP** 275, **NA** 1d4 (1d6), **TT** E

- **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 weapon immunity:** Only harmed by silver weapons or magic.
- **Damage reduction:** Half damage from silver weapons.
- **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 the lowest amount for the new level. A person drained of all levels becomes a wraith in one day, under the control of the wraith that killed them.
- **Doom (paralysis):** 50% chance of using. Anyone who hears the mournful song of the Child of the Mire must save versus spells or be charmed: hopelessness overcomes the victim and they are unable to act until the spell is broken. If left alone, the victim eventually starves to death.

## Crab Spiders

**AC** 7 [12], **HD** 2\* (9hp), **Att** 1 × bite (1d8 + poison), **THACO** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 25, **NA** 1d4 (1d4), **TT** U

- **Ambush:** Attack by dropping on victims from above.
- **Surprise:** On a 1–4, due to camouflage.
- **Cling:** Can walk on walls and ceilings.
- **Poison:** Causes death in 1d4 turns (save versus poison with a +2 bonus).

## Flesh Golem

**AC** 8 [11], **HD** 9 (40hp), **Att** 2 × fist (2d8), **THACO** 12 [+7], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (4), **ML** 12, **AL** Neutral, **XP** 900, **NA** 1 (1), **TT** None

- **Mundane damage immunity; Immunity:** Can only be harmed by magical attacks. Unharmed by gas, unaffected by charm, hold, and sleep spells.
- **Energy immunity:** Unharmed by cold, and electricity.
- **Healed by electricity:** Each die of damage an electrical attack deals restores 1hp to a flesh golem.

### The Great Void:

**AC** 6 [13], **HD** 10\* (45hp), **Att** 1 × touch (3d8), **THACO** 11 [+8], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Neutral, **XP** 1600, **NA** 1 (0), **TT** None

- **Immunity:** Only harmed by fire-based attacks or silvered weapons.
- **Division:** Attacks with mundane weapons cause the pudding to divide. Each hit creates a 2hd pudding that does 1d8 damage.
- **Erode wood and metal:** Can dissolve wood or metal in one turn.

### Mire Bear

**AC** 5 [14], **HD** 7 (31hp), **Att** 2 × claw (1d8), 1 × bite (2d6), **THACO** 13 [+6], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 9, **AL** Neutral, **XP** 450, **NA** 1d2 (1d2), **TT** V

- **Bear Hug:** If a victim is hit by both paws in the same round, the bear hugs for an extra 2d8 automatic damage.
- **Sense of Smell:** Poor eyesight, but keen sense of smell. When hungry, will follow a track of blood by scent.
- **Surprise:** On a 1-2, due to camouflage. Fur shaggy and resembles moss.

### Shadow

**AC** 7 [12], **HD** 2+2\* (11hp), **Att** 1 × touch (1d4 + strength drain), **THACO** 17[+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Chaotic, **XP** 35, **NA** 1d8 (1d12), **TT** F

- **Surprise:** On a 1–5.
- **Strength drain:** Victims lose 1 STR per hit. Recovers after 8 turns. If reduced to 0 STR, the victim becomes a shadow.
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Spell immunity:** Unaffected by charm and sleep spells.

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