

HackMaster[®]



Valravn Mansion[™]

Mansion of the Raven of Death

by Ron Gores



An adventure for 4-6 Player Characters
who have achieved 12th to 14th level



Valravn Mansion

Mansion of the Raven of Death

CREDITS

Author: Ron Gores

Editor/Project Manager: Brian Jelke

Play Testers: Eileen Armstrong, Josh Armstrong, Shari Armstrong, Aaron Cline, Ryan Conrad, April Gores, Gregory Johnsen, Curtis Lusk, Marc Martin, Wayne Patton, Dave Powell, Jason Reynolds, Danny Villanueva, Cody Whitehorn

Graphic Design/Layout: Jolly Blackburn. **Cartography:** Craig Zipse. **Proofreader:** George Fields

HackMaster Design Team: Jolly R. Blackburn, Steve Johansson, David Kenzer, Brian Jelke

TABLE OF CONTENTS

Introduction	3	Appendix D: New Quirk - Fidgety	45
Act One: The Scent of Death	5	Appendix E: Batman	46
Act Two: Valravn Manor	13	Appendix F: Gibbering Terror	48
First Floor	15	Appendix G: Enmity Entity	51
Second Floor	18	Figure 1: P'Rav'N Graves	9
Third Floor	23	Figure 2: P'Rav'N Family Tree	15
Rooftop	28	Figure 3: Valravn Grounds	67
Act Three: What Lies Below	30	Figure 4: Mansion Floorplans	
Basement	30	FIRST FLOOR	12
Sub-Basement	35	SECOND FLOOR	19
Story Awards	39	THIRD FLOOR	24
Appendix A: Ichil Vleldin	40	ROOFTOP	29
Appendix B: Balan P'Rav'N (Ravan)	43	SUB-BASEMENT	34
Appendix C: Amulet of the Raven (P'Rav'N Amulet) ..	45	BASEMENT	51
		Player Maps	52

Manufactured in the U.S.A.

Kenzer and Company
808 Endicott Rd.,
Highwood, IL 60040



Questions, Comments, Product Orders?

Phone: (847) 508-2317

Email: questions@kenzerco.com

Visit our website at

www.kenzerco.com

This book is protected under international treaties and copyright laws of the United States of America. No part of this book may be reproduced, without the express written consent of Kenzer and Company. Permission is granted to the purchaser of this product to reproduce sections of this book for personal use only. Sale or trade of such reproductions is strictly prohibited.

PUBLISHER'S NOTE:

This is a work of fiction. Names, characters, places and incidents either are the product of the authors' imaginations or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

HackMaster and Kingdoms of Kalamar are registered trademarks of Kenzer and Company. Valravn Mansion, the Kenzer and Company logo, the HackMaster logo and the Kingdoms of Kalamar logo are trademarks of Kenzer and Company. © Copyright 2020 Kenzer & Company, Inc. All Rights Reserved.

Jorakk Mountains

orakk

Lake Jorakk

Lake
Adeesh

Lower Byth River

Norr Bharr

Varmorr

Rytarr Woods

Drhokker

Jendasha River

Uyott

Jorakk River

Crarr

Jorakk River

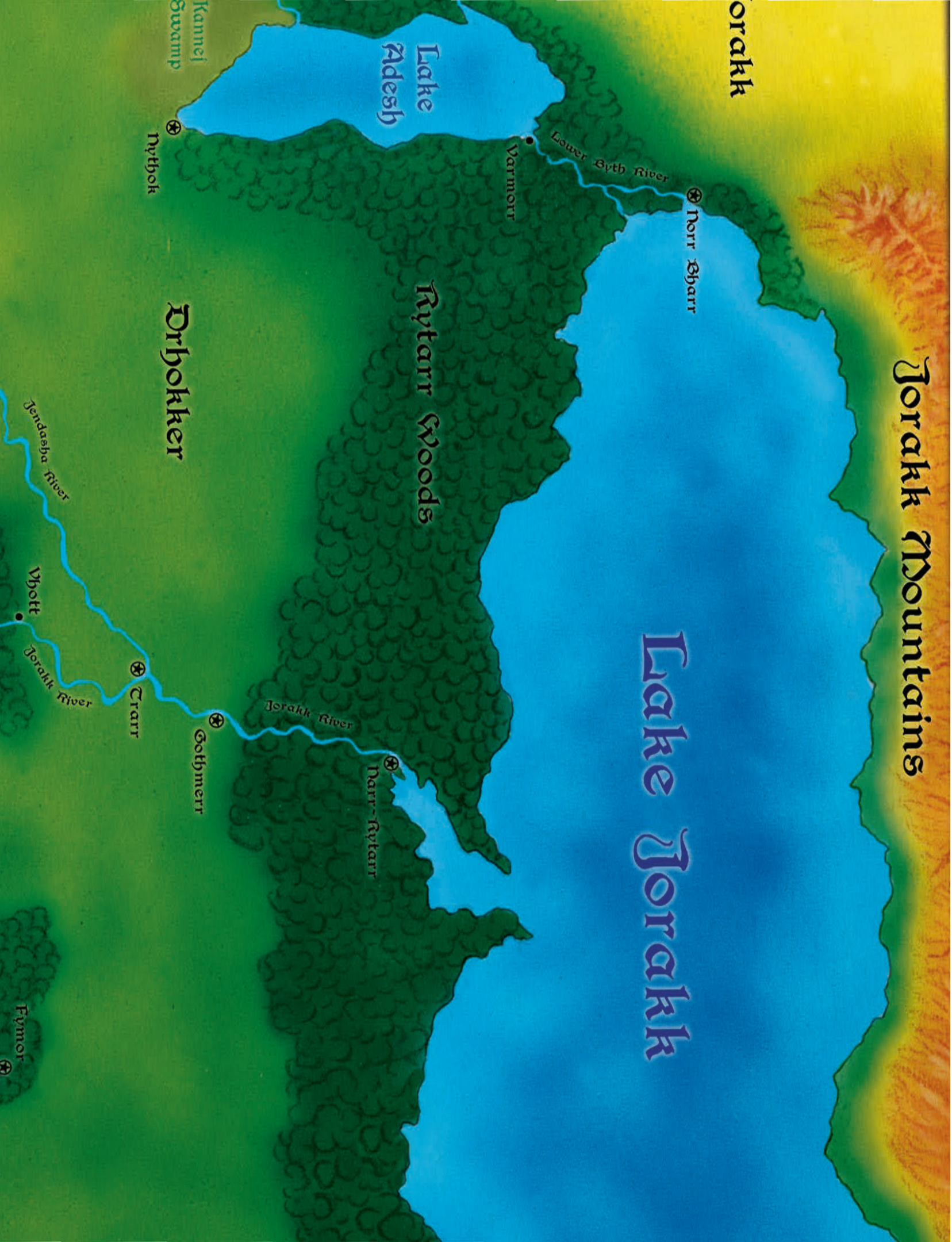
Gothmerr

Darr-Rytarr

Fymor

Kannel
Gwamp

Nythok





Introduction

Valrav'n Mansion is a three-part HackMaster role-playing game adventure for 4-6 characters of levels 12-14. It is set in a mansion deep in the Rytarr Woods in the Wild Lands in the northeast corner of Tellene as described in the Kingdoms of Kalamar fantasy campaign setting. It can be run as a stand-alone adventure or dropped into an existing campaign and can be adapted to most fantasy role-playing worlds. The players should be able to complete the storyline in three to six sessions (roughly 12 hours of play time).

Before using this adventure, you might want to make sure your players have some silvered weapons among them or substantial magical firepower in order to give them a chance against the evils within the mansion. Alternatively, a character with the ability to turn/command undead would be invaluable.

Background

The Valrav'n Mansion lies deep within the Rytarr Woods. Once called the P'Rav'N Mansion after the family that lived there, it has since been renamed by locals as Valrav'n Mansion following the string of deaths that occurred there. Valrav'n has become a local slang

term meaning "Raven of the Slain" in the regional Fhokki dialect.

It was fifty years ago that the P'Rav'N family was slain by a band of roving brigands. The father, Balan, who managed to kill four of the attackers, was imprisoned alive behind a stone wall. The brigands that remained took over the mansion as their base of operations. Their stay was short-lived however, when a returning family guardsman learned of the slaughter and came with a squad of armed men to take justice on the brigands.

After the bandits were routed from the property, the bodies of the family were laid to rest. Unfortunately, Balan's body was never found; and his grave lies empty. The mansion was left empty as letters were sent to Balan's brother, Par'Tak, informing him of the tragedy and that the deed of the mansion transferred to him. Several months later, finding the mansion still empty, the bandit gang moved back in. Their stay would again be short.

Almost a year after the family's murder, Par'Tak P'Rav'N returned to claim his family inheritance. However, unbeknownst to the locals, Par'Tak was enthralled by the mad vampire, Ichil, who accompanied him. The vampire brought with him two coffins (one containing

the corpse of his late wife) and a small contingent of enthralled servants. Finding the mansion inhabited by the bandits, the vampire made short work of them. Not one escaped with their life, though many would soon find undeath.

The vampire now resides deep below the mansion. His thrall servants have long since become undead so that they may continue to serve him. The presence of such a malevolent evil has also awoken the cruel spirits of the slain bandits, who now also serve his will.


Meanwhile, the apparition of Balan is trapped between the world of the living and the dead, unable to find peace until his body is recovered and laid to rest in the family graveyard. For a more in-depth background, see Ichil's and Balan's backstories at the back of this book.

Adventure Synopsis

The local vampire is looking to create a new thrall who is half man, half bat, so he sends his minions out to hunt among the human cattle. The existing thrall will take the prospective victim to the roof of the mansion, where the three-day long ceremony will take place. The Player Characters (PCs) will need to find the mansion and reach the rooftop to save the endangered person. To reach the rooftop, they will likely have to solve the matter of Balan's apparition to gain access to the hidden stairwell.

This adventure takes place in a spooky old mansion filled with undead, deep in a dark forest. Be sure to play up the creepy factor: shrill cries from the forest, movements in the shadows, creaky floorboards, scratching sounds within the walls, branches scraping on windows, slamming shutters, thunder and lightning, and anything else that brings chills down players' spines.

GameMaster's (GM's) Notes

Boxed text with a speech balloon  throughout the adventure can be read aloud to the players or used by the GameMaster (GM) to gain insight into the scene/event to then describe in their own words.

Rooms marked with an asterisk (*) represent hidden rooms. Unless otherwise mentioned, creatures/monsters within this adventure can be found in the **Hack-**

lopedia of Beasts (HOB) Volume 1 or 2. Those that are not are detailed in an appendix to this book. Certain other rules citations are referenced to the **HackMaster GameMaster's Guide** (GMG) or **Player's Handbook** (PHB) if additional clarification is necessary.

Adventure Hooks

Here are a few ways to involve the PCs in the adventure at the mansion:

Kidnapped! The PCs are moving through a deep forest when one of their henchmen (or perhaps a PC who has better things to do than show up on game day to this fine adventure! That'll teach them.) is taken captive by a batman for his vampire master.

Lured! While trekking through the forest, the PCs spot a dim globe of light just at the edge of their vision. The Will-O-Wisp (HoB p.342) continues to dance intriguingly at the edge of sight and among the tree trunks until the PCs either worry they are being followed and it herds them, or they become curious as to what it could be, and it leads them towards the mansion. The Will-O-Wisp takes joy in seeing the mortals suffer at the hands of the undead in the mansion, feeding off the fear and tension of the PCs. Should any of the PCs manage to escape the mansion and the grounds, the Will-O-Wisp will pursue that individual and delight in finishing them off.

Disappearance! While in town, the PCs overhear tales of people vanishing while traveling surrounding roads. Sightings of leathery-winged silhouettes in the night sky frequently accompany these disappearances. The rumors will point towards the old Valravn Mansion.

Family! The PCs are approached by a young man in his thirties by the name of Salor (Sah-lore) P'Rav'N. Years ago, his father, Par'Tak, had inherited a rather opulent mansion from his Uncle Balan. The circumstances of the inheritance were kept a secret from the rest of the family. Par'Tak went on a trip to see the mansion and make any repairs that might be needed before sending for the family to join him. For two years, Par'Tak sent back letters detailing the work that needed to be done to the mansion and how excited he was for the family to join him when it was ready. The content of the letters began to become confusing, and the missives were coming fewer and farther between until they stopped completely. Now Salor has come to learn the fate of his father.

Act I The Scent of Death

This part of the adventure involves the PCs traveling to the grounds of the mansion and finding the key needed to gain entrance to the house proper. If using the “Family!” hook, the PCs will be told by the young man that “the raven holds the key”. He doesn’t know anything more about what that missive means, telling the PCs that he found the clue in the letter his father had received with the deed to the mansion. If not using that hook, the same clue will instead be etched on the underside of a stone floor vase to the left of the front door. In either case, the front door itself offers a strong clue as to the key’s location in the family graveyard.

RYTARR WOODS

The Rytarr Woods are a dangerous place, and the PCs will not reach the mansion without incident. Five miles out from the mansion, the party will encounter their first challenge of this adventure.

You have been moving through the pine and birch trees of the forest for hours when you notice the forest has gone eerily silent. The sound of your movements suddenly seems amplified in the unnatural stillness. You notice a large paw print in the ground before you. A wolf. A big one. A very big one. As you continue forward, you notice more wolf prints. In fact, there are so many tracks of wolves of all sizes that you soon lose count of them all.

The players have reached the ambush site.

8 Dire Wolves (HoB p.344)

Dire Wolves (8) (122 EP each): 40 HP each; Init -2; Spd 8; Rch 3'; Atk +5; Dmg 4d4p; Def +5; DR 3; ToP 16/10; Size M; Move 15 ft/sec; Saves: P +7, M +2, D +5

Notable Skills: Listening 65%, Tracking 45%

If you are using the random encounter tables from the *Blood-Clans of Jorikk* supplements, once the party is within five miles of the mansion, encounters will no longer occur as the evil in the mansion keeps the creatures of the woods at bay.

If you are using the ‘Kidnapped!’ hook, the batman would be likely to use the encounter with the wolves as the perfect distraction to take the chosen target.

If you are using the ‘Lured!’ bait, the Will-O-Wisp should show up shortly after the encounter with the dire wolves, once the party is within five miles of the mansion.

If you are using ‘Disappearance!’, the old road to the mansion that the PCs will be directed to is barely visible beneath decades of overgrowth and should be found shortly after this encounter.

If you are using ‘Family!’, Par’Tak’s son, Salor, (human merchant/fur trapper (HOB p184)), will be travelling with the party. He would be a likely target for the batman.

THE GROUNDS (SEE MAP PAGE 7)

As you come to the edge of the forest, you see a low stone wall demarking the edge of kept property, or formerly kept it would appear. The hand stacked wall has collapsed or been knocked over in several places. Before you is a large and heavily overgrown area, in the center of which is a grand building three stories tall. Waist-high grass and weeds fill the fifty yards of ground between you and the mansion, and it is clear nothing has been maintained for years. The first floor of the structure looks to be made of stone while the two levels above it have a wooden exterior. The first floor has no windows while those on the upper levels are shuttered tight. On the corners of the rooftop are large stone statues that look like fearsome four-legged creatures with beaked heads. Peeking up from the rooftop is what looks like a bell tower topped with a weathervane in the silhouette of a bird; however, you do not see or hear any evidence of a bell at this range.

16 Zombies (HoB p.358) shamble about the grounds in two loose groups of 8 zombies each. Their last command was to guard the grounds. The undead will attack anyone they sense but will not give pursuit into the mansion itself, nor will they leave the grounds.

Zombies (16) (100 EP each): 33 HP each; Init 6; Spd 10; Rch 1'; Atk +4; Dmg d4p; Def 0; DR 8; ToP n/a; Size M; Move 2-1/2 ft/sec; Saves: P +4, M immune, D +0; Will Factor 3

Attack: Automatic bite damage after two successful grab attacks and every 10 seconds thereafter. Break free with Feat of Strength (vs d20p+12) or knock-back.

Special Defenses: Grabbed characters attacking with weapon larger than a dagger/knife are limited to d6p base weapon damage.

2 Skeleton dogs (HoB p.272) patrol the grounds, their presence noted by the swath of moving grass as they move along (picture the field of raptors scene from Jurassic Park). They will join in on any fight that involves the zombies.

Skeleton Dogs (2) (100 EP each): 19 HP each; Init 0; Spd 10; Rch 1'; Atk +2; Dmg 3d4p; Def +1; DR 0; ToP n/a; Size S; Move 10 ft/sec;

Saves: P 0, M immune, D 0; Will Factor 2

Attack: Animal skeletons attack with natural weapons of teeth and claws, dealing 3d4p points of damage.

Special Defenses: Effective DR altered by weapon type (+0 crushing, +6 hacking, +10 piercing).

12 Skeletons (HoB p.272) lie in bony heaps scattered around the property, invisible beneath the tall grass. If anyone steps within five feet of one of these creatures, it will stand and attack. While individually they are little threat, they can be a large nuisance and complicate engagements with the zombies. Roll a d20 each time a PC moves 5 feet. On a 1, they encounter a skeleton. Alternately, you can choose when and where to have the skeletons attack.

Skeletons (12) (67 EP each): 31 HP each; Init 0; Spd 9; Rch 1'; Atk +1; Dmg d4p+1; Def +1; DR 0; ToP n/a; Size M; Move 5 ft/sec; Saves: P +1, M immune, D +1; Will Factor 1

Attack: Bony digits deal d4p+1 damage, if weaponless.

Special Defenses: Effective DR altered by weapon type (+0 crushing, +6 hacking, +10 piercing); unarmored skeletons have a base DR of 0.

3 Fantom Dogs (HoB p.118) allied with the vampire patrol the stone wall but will only show themselves and attack to prevent the living from leaving the grounds. Should the PCs think to attack the roaming undead from the safety of outside the wall, the Fantom Dogs will show up to put a stop to such cowardly shenanigans.

Fantom Dogs (3) (350 EP each): 38 HP each; Init -2; Spd 9; Rch 3'; Atk +7; Dmg d4p and equivalent CON drain; Def +5; DR 18; ToP n/a; Size M; Move 15 ft/sec; Saves: P +6, M immune, D +8; Will Factor 7

Notable Skills: Listening 65%

Attack: Bites deal d4p and drain equivalent CON (no DR from armor). Three simultaneous howls cause Panic to all within eyesight and less than 50 HP. -4 to Attack and Defense in dim sunlight.

Special Defenses: Jump easily over 10-ft-tall obstacles, can run over air (chasms, pits) as if it were solid ground. Silvered weapons reduce DR to 9.

4 Swarms of 12 Strix (HoB p.304) can be seen occasionally flittering among the trees and over the roof of the mansion and will likely be mistaken for bats. While they will not bother anyone on the ground, the strix will swarm anyone trying to climb up the mansion walls as well as anyone who attempts to fly up to the rooftop via magical means.

Strix (48) (67 EP each): 14 HP each; Init -1; Spd 10; Rch 0'; Atk +7; Dmg see below; Def +1; DR 0; ToP 6/5; Size T; Move 20 ft/sec (fly); Saves: P +2, M +0, D +4

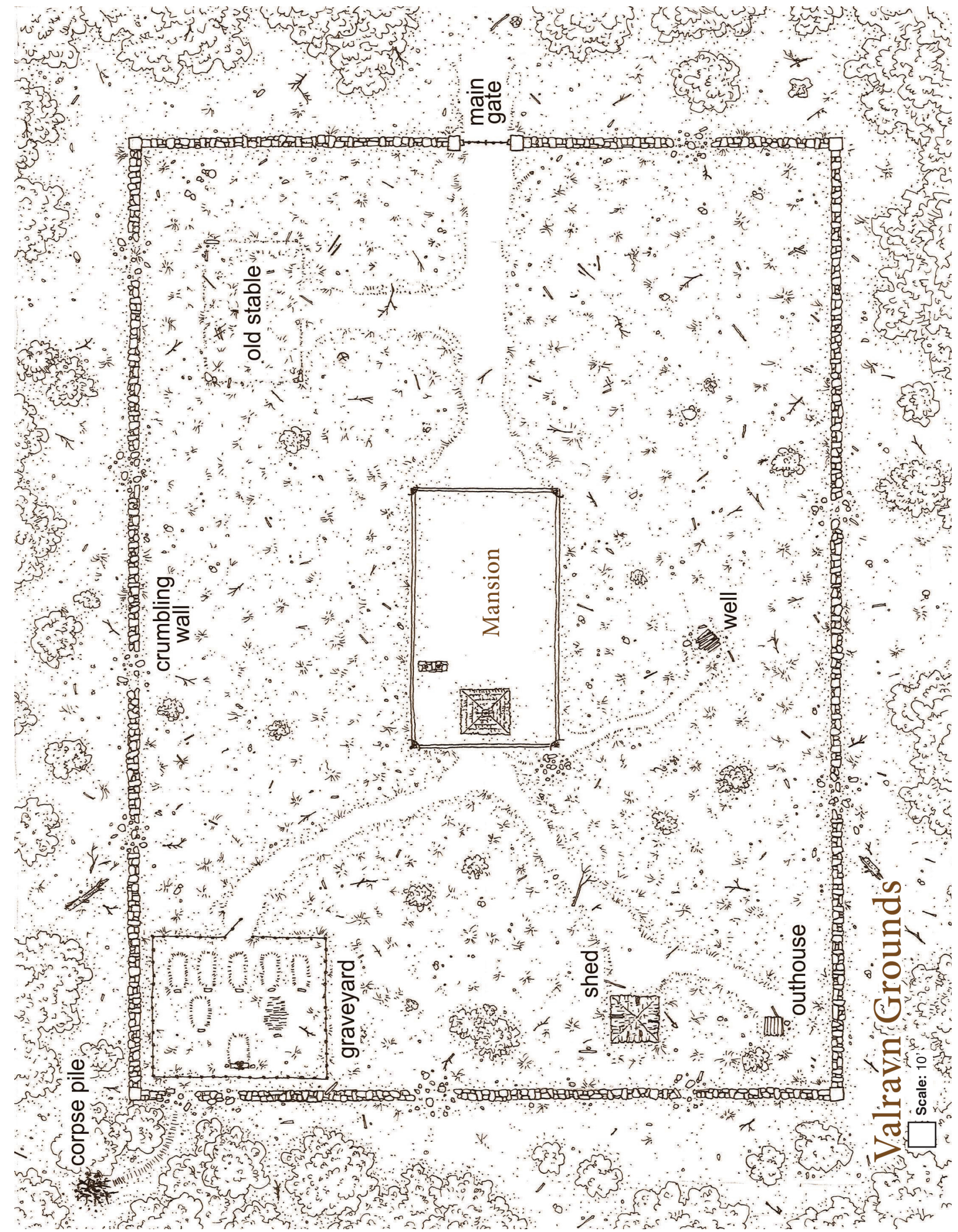
Attack: With a successful attack (inflicting d4p+4 damage), a strix latches onto its foe and drains d4p hit points in vital fluids per 10 seconds attached. A knock-back or Feat of Strength (vs. d20p+12) removes the strix. Attacks against affected characters have a 50% chance to injure the victim (damage to the strix beyond its remaining HP also injures the victim).

Special Defenses: Flight.

STABLE

The stable was burned down decades ago when the locals attempted to oust the vampire. The fire was intense, and the wooden structure of the building burned completely. The metal implements and hardware mostly survived the fire but are by and large unrecognizable. A number of horse bones can be found mostly buried in the dirt by now. The grass has since grown to cover the sight of the fire, and now the area is covered in large patches of wildflowers but is otherwise nearly indistinguishable from the rest of the overgrown yard.

During the more temperate times of year, bees can be commonly seen among the wildflowers. These same bees have large hives a few hundred yards northeast of the manor property. These hives provide Ichil (the vampire) with a steady supply of wax.



main gate

old stable

crumbling wall

Mansion

well

graveyard

corpse pile

shed

outhouse

Valrav'n Grounds

Scale: 10



An **Observation (Difficult)** check made from the third-floor balcony or the roof of the mansion will notice that a large patch of grass, roughly rectangular in shape, seems to look a bit healthier than the rest of the surrounding scrub.

WELL

☞ *The top of this stone well is just inches above the ground, well below the surface of the sea of long grass. The mouth of the well is nearly five feet across and is covered by heavy wooden planks that have begun to rot.*



Once his thralls were all dead, the vampire had the mechanism for the well destroyed and tossed into the hole before boarding it up. The wall of the well is a foot thick. The water is about forty-five feet below the surface of the well and is clean enough to drink if it can be retrieved. At the bottom of the fifty foot well lie the hoist mechanism, a bucket, rope for the well, and the remains of the stone wall that once made up the well above. All the debris creates a not too pleasant landing place for anyone who treads on the rotted wood above and falls into the well.

An **Observation (Average)** check can be made when within ten feet of the well to notice it beneath the overgrown grass. Should a PC step on to the rotted wood covering the well, they will be rewarded with a 45 foot drop onto uneven chunks of stone, suffering 7d12p damage.

If the players do not observe the well and do not cite a specific path that avoids the well (like hugging the mansion wall) when traversing this area, there is a 1 in 6 chance they will fall in the hole. A successful **Feat of Agility vs. d20p+5** will avoid the fall.

TOOL SHED

☞ Roughly twenty feet to a side, the old shed looks as if it is one strong gust of wind from being blown over. Sections of the roof occasionally lift up in the breeze and slam back down. The wide door on the front of the structure is held shut by a rusting lock and chain.

While the shed is not in danger of imminent collapse on its own, the PCs could bring about its demolition with little effort. The rusting chain is still quite solid, and the lock is too rusted to operate (can't be picked). If pulled on with sufficient force (Feat of Strength vs. d20p-10), the clasp through which the chain runs will pull free of the rotting wood, allowing access to the building without causing it to collapse.

☞ The interior of the shack is dark and musty. Rusted gardening tools line the walls including hoes, spades, scythes, etc. At least half a dozen coils of rope hang on the walls. A workbench holds two hooded lanterns and two glass flasks. Lined up along the ground are seven blank slabs of stone. In the center of the floor is a rusted wheelbarrow.

The gardening tools and wheelbarrow are still functional, though they would be unlikely to fetch any coin. A closer look at the rope will reveal it to be rotted and useless. The flasks hold oil for the two lanterns which can be lit with some effort. The stones are grave markers. The vampire brought these with as part of his ruse of being a family member.

OUTHOUSE

☞ *One five-foot side of this dilapidated and rotting building is collapsed. Moss grows heavy on the section of wall that has fallen under cover of what remains of the roof. The small interior of the square shack has one single feature: a bench that runs the length of the building with a single hole in the center about one foot across.*

Built small and light to be portable whenever the pit would fill up, the outhouse has not weathered the years well. There is nothing to be found here or inside beyond what one might expect in such a hole. It hasn't been used in decades, so unless the PCs decide to go spelunking, the odor is nothing of note.

GRAVEYARD

A waist high iron wrought fence surrounds a small graveyard set up against the stone wall and the edge of the forest. The gate is partially open, occasionally slamming open and shut on rusted, screeching hinges when the wind whips up. Like the rest of the grounds, the graveyard is overgrown with weeds and a small sapling that has taken root. Near the back of the fenced area is a single magnificent gravestone.

It stands eight feet tall and is carved with an impressive mosaic of ravens. Atop the monument is a sculpture of a giant raven so detailed that it looks as if the bird was just resting there when it suddenly turned to stone.

There are eight gravestones arranged into three rows, though only the large monument is visible from outside the fence. Only one of the gravestones is a proper marker. This is the gravestone of Karan P'Rav'N, Balan's father and the only resident of the small graveyard before the bandits arrived. Although the marker has become partially covered in lichen, it is still legible enough that the name Karan P'Rav'N and the date of his death can still be read.

The remaining gravestones are nothing more than large flat stones (mostly hidden by the tall grass) that were taken from the wall around the grounds. Each is crudely engraved with a single name and year. When the bandits were slain and the bodies of the family laid to rest, none present were skilled stone carvers. The stones

were meant to be temporary markers until the next-of-kin would arrive. One of the stones is unmarked and sits at the head of a sunken area of earth. This stone was intended for Balan. The grave was dug; and the stone laid; but when the body was never found, the grave was left empty. Over the years, the hole has mostly filled in with eroded dirt and leaves but is still a foot lower than the surrounding land.

Anyone who enters the cemetery and examines the stones will become aware of the unmarked and empty grave. To gain access to the rooftop, the party will need to mark the crude gravestone with Balan's name, find his remains in the bricked-up chimney, and bury it in the depression alongside Naenaanea's grave.

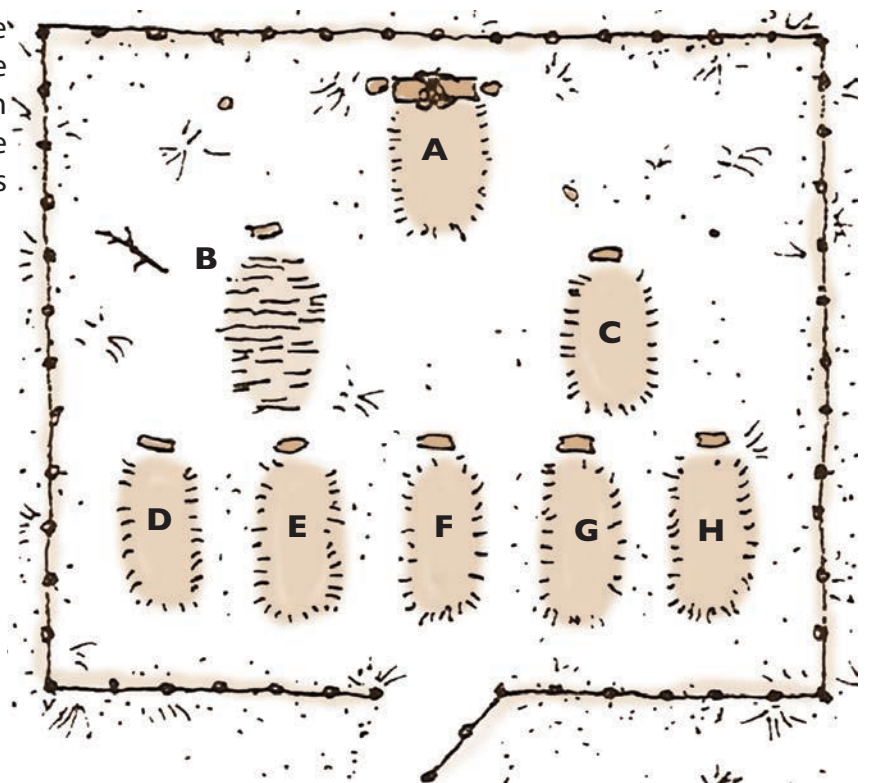
Comparing the names on the crude gravestones to a large tapestry depicting the family tree (Figure 2) (located on the first floor of the mansion, near the piano) will give the name missing from the unmarked stone to be 'Balan'.

Anyone climbing on to Karan's monument will notice a barely visible path leading away from the cemetery into the trees. Otherwise, this path can be spotted with a successful **Tracking (Average)** or **Observation (Average)** check.

A **Scrutiny (Average)** check of the stone raven will reveal chipped stone around the raven's beak and an

FIGURE 1 P'RAV'N FAMILY GRAVEYARD.

- A: Grandfather: Karan b.442 d.511 (69)
- B: Father: no name b.462 (54)
- C: Mother: Naenaanea b.472 (44)
- D: Son: Dibavik b.496 (20)
- E: Son: Melkira b.502 (14)
- F: Daughter: Ravena b.509 (7)
- G: Son: Karrav b.511 (5)
- H: Daughter: Ravharra b.515 (1)



empty hollow where it looks as if something long and slender could be stored. (This was where the key to the mansion was left.)

Unfortunately for the PCs, it has been taken by one of the ghouls who now wears it around his neck on a leather thong.) If the PCs have examined the front door of the mansion, they will notice that the head of the stone raven looks nearly identical to the bronze raven's head adorning the front door.

CORPSE PILE

There is a shift in the wind, and the stench of decay and rot washes over you. The source of the odiferous emanations is before you. A pile of putrescent corpses is mounded every bit of twenty feet across and easily six feet high at its peak. Although the horror turns your stomach just looking at it and most of it is unrecognizable flesh, you are able to see signs of both animal and human bodies.

Behind the graveyard, little more than a stone's throw away, is a pile of corpses. That which can be seen are the remains of what the batmen bring back from their hunts. The very bottom of the pile is made up of the vampire's house guests before he became a recluse. The pile is now staked out by the resident ghouls and ghosts by night and by a flock of ravens during the day. One of the ghouls wears a key on a leather thong around its' neck, the key to the mansion.

2 Ghouls (HoB p.124)

Ghouls (2) (290 EP each): 33 HP each; Init -1; Spd 3; Rch 1'; Atk +6; Dmg see below; Def +1; DR 3; ToP n/a; Size M; Move 10 ft/sec; Saves: P +6, M immune, D +6; Will Factor 6

Attack: Attacks with two claws and a bite for 2d4p / 2d4p / 2d6p; any hit mandates a WIS check (vs. d20p+6) or victim becomes rigid with fear for 2d4p minutes.

Special Defenses: Immune to magically induced fear and sleep.

2 Ghosts (HoB p.122)

Ghosts (2) (425 EP each): 43 HP each; Init 1; Spd 3; Rch 1'; Atk +7; Dmg see below; Def +1; DR 3; ToP n/a; Size M; Move 10 ft/sec; Saves: P +9, M immune, D +9; Will Factor 9

Attack: Anyone approaching within 20' must first contend with a ghost's debilitating odor (Con check vs. d20p+9 or lose 2d4p points of Strength); in melee attacks with two

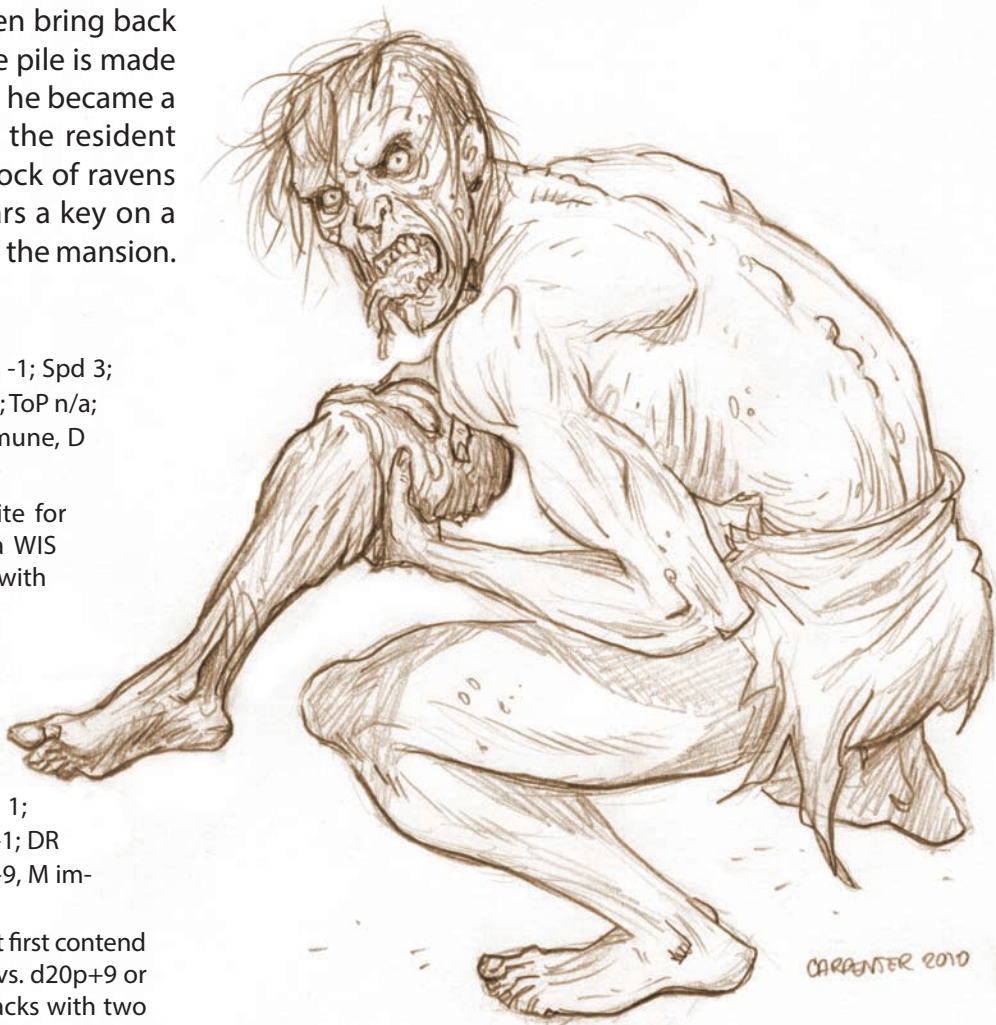
rakes and a bite for 2d4p+2 / 2d4p+2 / 2d8p; any hit mandates a CON check (vs. d20p+9) or victim debilitated with nausea for 2d4p minutes (treat as a Threshold of Pain failure for effect)

Special Defenses: Immune to magically induced fear and sleep.

BEEHIVES

This area contains a group of small wooden boxes about waist high that each appear to contain thin drawers. As you approach, a faint buzzing grows in volume.

These are the hives of ordinary bees that the resident vampire keeps in order to obtain wax for his candle making hobby. There is little of interest here though the PCs might be able to scrape up some honey. If they significantly disturb the beehives (like knocking them over or breaking them apart), they will risk getting swarmed unless they leave the area within 10 seconds. See Pestilent Swarm spell in the PHB (p319) for example effects of an insect swarm.



MANSION

The mansion is a three-story tall building, the first of which is expertly crafted of stone. The two stories above it are constructed of wood. Windows are all shuttered tight unless otherwise stated. The rooftop is adorned with iron spikes, and garish gargoyle statues stand at each of the four corners. A small bell tower on the rooftop can just barely be made out from the edge of the grounds.

Atop that tower is a very large weathervane in the shape of a raven. The bell still hangs in the tower but is rusted and corroded in place. The batmen use the bell tower as a roost.

IA: FRONT PORCH

As you wade through the deep grass to the front porch, you can see that some spiders have taken advantage of the columns holding up the upper floors of the mansion, both on the ground level and a balcony above on the third floor, to string out gigantic webs. Numerous globs of white indicate the location seems to be a profitable one for the arachnids. What was once probably a grandiose flagstone patio is now a mess of stone riddled with large cracks through which weeds have protruded. A cracked and barren stone vase sits stoically to the left of the door. The front door is a large ironbound affair, more metal than wood, to which a brass raven is attached by a brass half-ring. The mouth of the raven is open as if in mid caw. A metal plate is mounted on the door between the wood and the brass ring. Thankfully, none of the gossamer webbing is between you and the door.

A **Scrutiny (Easy)** check will reveal a slotted opening in the razor-sharp maw of the raven. This is the keyhole. Without the key, the door is nearly impossible to open. The key, once stored in the raven in the graveyard, is now around the neck of a ghoul at the Corpse Pile.

A **Feat of Strength vs. d20p+30** will manage to break the door free of its' frame, broken beyond repair. This door was built to hold back the worst nightmares of the Wood.

Alternately, the lock can be picked with three successful **Lock Picking (Very Difficult)** checks. Failure on any of these skill checks will result in broken lock-

picking tools as the razor-sharp edge on the raven's beak wreaks havoc on the tools as they are manipulated to try to open the lock.

If you are not using the "Family!" adventure hook, anyone looking under the stone vase will find the message "the raven holds the key" etched. Otherwise Salor will provide the same clue if it hasn't been provided already.

If the PCs have examined the monument in the graveyard, they will notice that the head of the bronze raven looks nearly identical to the stone raven's head adorning the grave marker.

The webs are those of a clan of tarantubats. Should someone decide to start destroying the webs, the tarantubats will swarm down from their nests above on the third floor to harry the party.

24 Tarantubats (HoB p.310)

Tarantubat (24) (20 EP each): 3 HP each; Init 0; Spd 10; Rch 0', Atk -1; Dmg 1 + poison; Def +8; DR 0; ToP 1/2; Size T; Move 25 ft/sec (fly); Saves: P -2, M -1, D +3

Attack: Tarantubats deliver a poisonous bite that results in the loss of 1 point of Strength if not resisted (VF 9 toxin). Though not formidable as individuals, these creatures often attack in great numbers, overwhelming the defenders and wearing down larger prey with multiple bites to the rear and flanks.

Special Defenses: Flight.

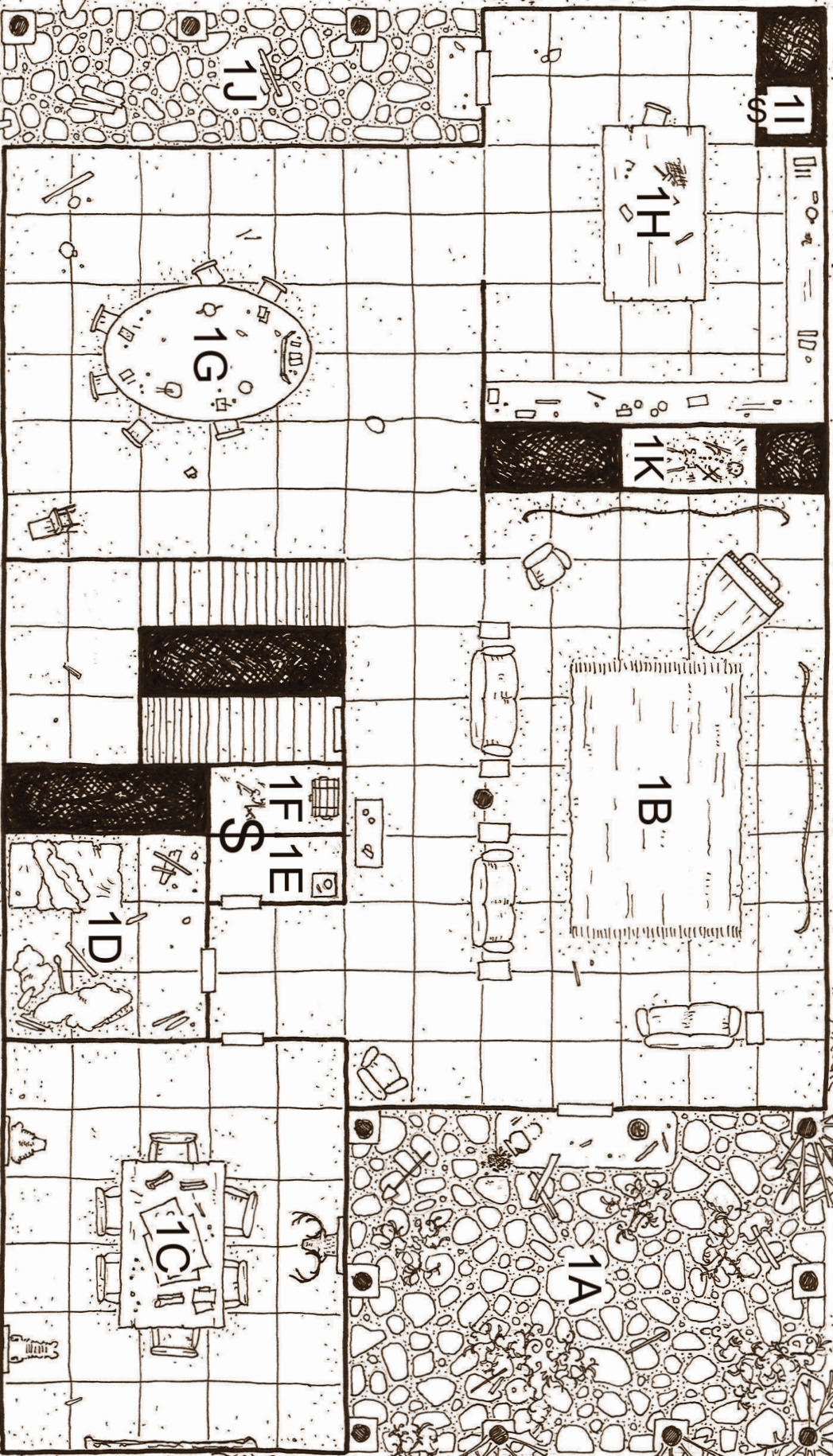
IJ: BACK PATIO

The stone of the back patio is cracked and broken with age and neglect. Bits of rubble of various sizes lie scattered outward from a pile of crumbling stone at the edge of the patio. A sturdy iron-bound door, buckled and swollen in its' frame, bars your passage.

A **Feat of Strength vs. d20p+20** is required to force the door open. The door's lock is no longer effective, given the swelling of the door. The door is physically bound in place by the warping of the wood. Each success will budge the door inward little more than an inch.

On the sixth success, the door will break free and fly inward, putting the entrant flat on their face on the floor of the kitchen. In the meantime, each attempt will have a 1 in 6 chance to attract the roaming zombies.

- 1A: Front Porch
- 1B: Entry Foyer
- 1C: Private Sitting Room
- 1D: Guest Room
- 1E: Powder Room
- 1F: Skeleton Closet
- 1G: Dining Room
- 1H: Kitchen
- 1I: Dumbwaiter
- 1J: Backporch
- 1K: Chimney



Valravv Mansion: 1st Floor

Scale: 1 square = 5'

Act Two: Valrav'n Manor


Having gained access to the Manor itself, the PCs should now be motivated to clear out the undead menaces and put Balan's ghost to rest. Doing so will gain them access to the lowest floors of the mansion where the real evil resides.

MANSION

The mansion is a three-story tall building, the first of which is expertly crafted of stone. The two stories above it are constructed of wood. Windows are all shuttered tight (**Feat of Strength vs. d20p+0** required to force one open) unless otherwise stated. The rooftop is adorned with iron spikes, and garish gargoyle statues stand at each of the four corners. A small bell tower on the rooftop can just barely be made out from the edge of the grounds. Atop that tower is a very large weathervane in the shape of a raven. The bell still hangs in the tower but is rusted and corroded in place. The batmen use the bell tower as a roost.

FIRST FLOOR

1A: Front Porch

 *As you wade through the deep grass to the front porch, you can see that some spiders have taken advantage of the columns holding up the upper floors of the mansion, both on the ground level and a balcony above on the third floor, to string out gigantic webs. Numerous globs of white indicate the location seems to be a profitable one for the arachnids. What was once probably a grandiose flagstone patio is now a mess of stone riddled with large cracks through which weeds have protruded. A cracked and barren stone vase sits stoically to the left of the door. The front door is a large ironbound affair, more metal than wood, to which a brass raven is attached by a brass half-ring. The mouth of the raven is open as if in mid caw. A metal plate is mounted on the door between the wood and the brass ring. Thankfully, none of the gossamer webbing is between you and the door.*

A **Scrutiny (Easy)** check will reveal a slotted opening in the razor-sharp maw of the raven. This is the keyhole. Without the key, the door is nearly impossible to open. The key, once stored in the raven in the graveyard, is now around the neck of a ghoul at the Corpse Pile.

INHABITANTS AND THEIR MOTIVATIONS

- **2 Animating Spirits** (HoB p.22) – Betrayed by their leader, that he might have a larger share of the loot, these undead bandits desire to see the wraith destroyed. They have made the kitchen (Figure 4, area 1H) their abode. One has possessed a cleaver, the other a wooden chair.

- **2 Batmen** (Appendix E) – These creatures live in the bell tower atop the mansion (Figure 4, area S). They do not intrude into the mansion, preferring the open rooftop.

- **1 Enmity Entity** (Appendix G) – This amalgamation of two supernatural forces resides in the Private Study on the third floor (Figure 4, area 3B). The **apparition** (HoB2 p.25) of Balan has become entangled with the **wraith** (HoB p.350) of the bandit leader, creating a very dangerous threat.

Mostly in control of their twined soul, the apparition spends most of its time in the study on the third floor. He tries to avoid the shadows, though they cannot harm him.

He will occasionally spend time in the basement with the vampire, interested in what the creature might be doing with the rocks and star maps. Balan's interest in less wholesome magic gives the two something to talk about, and the vampire does not object to the mindless banter.

While Balan does not consider Ichil a friend, neither does he consider him an enemy. After all, the vampire did wipe out all the bandits, providing vengeance for him and his family. If the PCs put Balan's spirit to rest, he will tell them of the (now) hidden lower floors where the true evil lies. If the apparition encounters the PCs before his riddle is solved, the wraith wrestles control of their shared existence to attack the meddling interlopers.

- **3 Shadows** (HoB p.268) – The shadows in large part stick to the rooms in which they were each slaughtered (Figure 4, areas 2G, 2I, and 2K), but they are not confined there. If they hear extended fighting nearby, they will go to join the melee.

- **1 Vampire** (HoB p.328) – The vampire spends most of his hours locked up deep below the mansion either adding detail to his maps on the wall or studying rocks that he believes to be meteorites. He passes some of the time talking with the apparition of Balan. To an outsider, the conversation would sound very nonsensical. When Ichil encounters the PCs, he will engage them in friendly conversation, mostly about the stars, though he will occasionally mutter something beneath his breath that isn't quite understandable.

It is quite possible the PCs might think him a victim of the creatures above, trapped down here in the cellar, unable to leave. The vampire will not admit to being trapped, but instead say that he likes it down in the cellar, a true enough statement. Ichil will be encountered in Part 3, What Lies Below.

A **Feat of Strength vs. d20p+30** will manage to break the door free of its' frame, broken beyond repair. This door was built to hold back the worst nightmares of the Wood.

Alternately, the lock can be picked with three successful **Lock Picking (Very Difficult)** checks. Failure on any of these skill checks will result in broken lock-picking tools as the razor-sharp edge on the raven's beak wreaks havoc on the tools as they are manipulated to try to open the lock.

If you are not using the "Family!" adventure hook, anyone looking under the stone vase will find the message "the raven holds the key" etched into the bottom. Otherwise Salor will provide the same clue if it hasn't been provided already.

If the PCs have examined the monument in the graveyard, they will notice that the head of the bronze raven looks nearly identical to the stone raven's head adorning the grave marker.

The webs are those of a clan of tarantubats. Should someone decide to start destroying the webs, the tarantubats will swarm down from their nests above on the third floor to harry the party.

24 Tarantubats (HoB p.310)

Tarantubat (24) (20 EP each): 3 HP each; Init 0; Spd 10; Rch 0'; Atk -1; Dmg 1 + poison; Def +8; DR 0; ToP 1/2; Size T; Move 25 ft/sec (fly); Saves: P -2, M -1, D +3

Attack: Tarantubats deliver a poisonous bite that results in the loss of 1 point of Strength if not resisted (VF 9 toxin). Though not formidable as individuals, these creatures often attack in great numbers, overwhelming the defenders and wearing down larger prey with multiple bites to the rear and flanks.

Special Defenses: Flight.

1B: Entry Foyer

On display before you is a large room full of overstuffed furniture with small tables near the end of each. On the far side of the room, you can make out the shape of a grand piano in the shadows. Two large, dust covered tapestries line the walls. The tapestry on the west wall contains several portraits arranged in a tree pattern.

The north wall tapestry depicts a forest backdrop with several ravens either in flight or perched among the trees. Immediately to your left is an alcove with three doors. Forty feet down on the left side of the room is a staircase leading upward.

A single pillar stands near the center of the room. Beyond the pillar and stairs, you can see what looks like another room lost in darkness.

As you move into the room, a cacophony of noise rises from the piano to greet you with a garish mix of seemingly randomly struck notes in rapid succession.

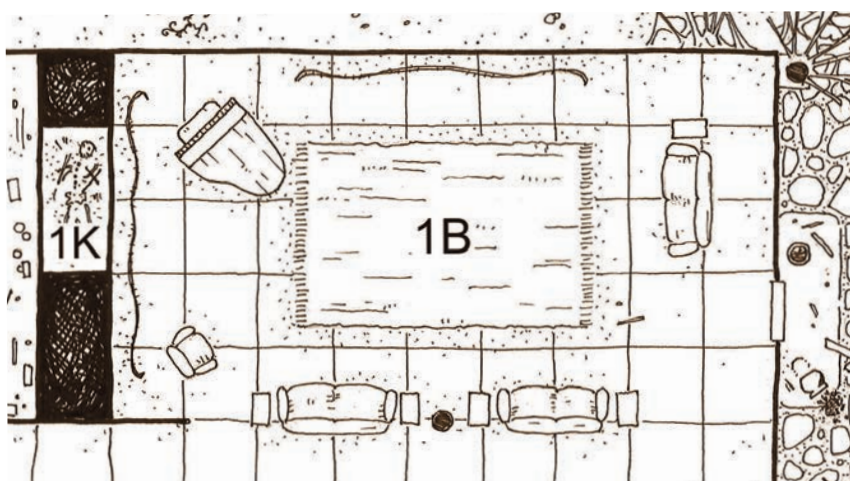
As the PCs move into the room, the sounds of their booted feet caused the rats in the piano to stir and scramble out of the piano to run for cover into a rat hole in the dining room. The sounds of the piano die out after ten seconds with five more seconds of the echoes dying down.

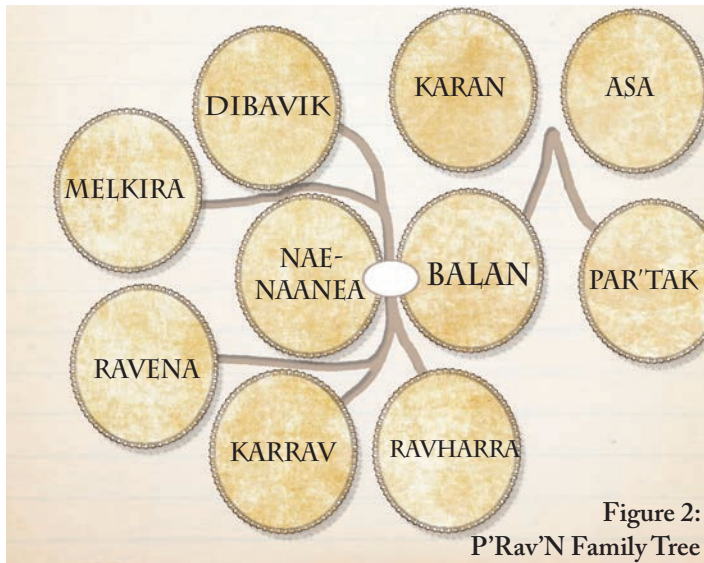
A successful **Scrutiny (Difficult)** check allows one to notice a section of the stone wall behind the family tree tapestry looks to have been built separately from the rest of the wall. Balan's corpse is located in the chimney behind the stone wall. See 1K for description.

There is a hidden door to the lower levels on the south wall in between the ascending staircase and the skeleton closet. There is no visible hardware or keyhole on this side of the door.

The only way to open it is from downstairs or via the hidden latch beneath the first stair. Balan's ghost will tell the party of this hidden latch just before his ghost departs.

The PCs will want to reference the family tree tapestry to figure out the name missing from the gravestone. See **Figure 2**.





- Tapestry of a forest on the edge of a sea. A single ship sails the coast. A flock of ravens is in flight over the forest. (300 sp)
- Tapestry of the P'Rav'N Family, a bit tattered and splattered with blood. (worthless except to the family)
- Grand Piano (500 sp)

1C: Private Sitting Room

A large table is surrounded by several comfortable looking chairs. Crystal decanters sit on a small table at the side of the room. The center table is covered in yellowed maps. Taxidermy lines the wood paneled walls, trophies of many a hunt. The centerpiece of which is the head of a massive reptilian creature with rows of sharp teeth nearly as big as a forearm. A large portrait on the east wall depicts an elderly man dressed in finery holding an ornate longbow. He wears an ivory pendant of a raven about his neck. Two great dogs sit at his feet.

A successful **Scrutiny (Average)** check will find a **Wand of Illumination (80 charges)** (GMG p.296) in the antlers of a stag head.

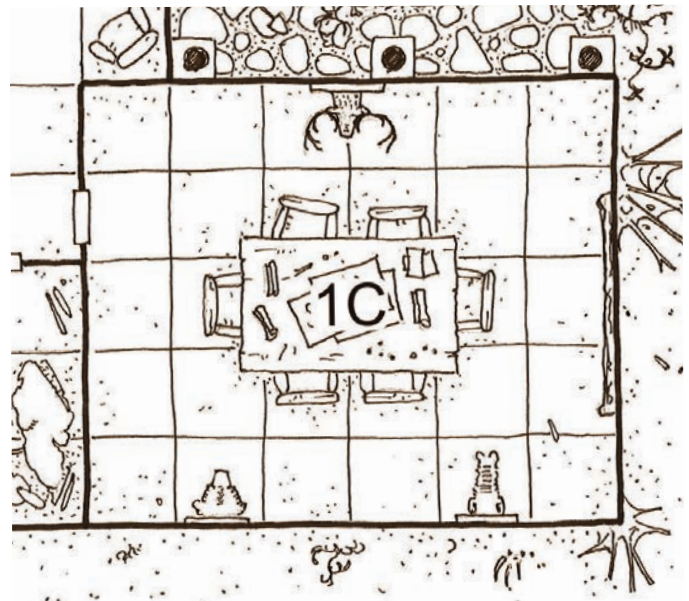
A successful **Cartography (Average)** check will be able to identify that the faded maps detail the area of the Rytarr Woods surrounding the mansion. A successful **Appraisal: Books, Maps & Documents (Easy)** check will value the maps at worthless. The maps are clearly old and outdated.

These were maps Balan used when surveying the area to find a place to build the mansion. (GMs Note: If desired, you could easily place a mark on the map to

create a hook for another adventure in the Rytarr Woods.)

Balan was a member of a high society hunting club. The men of station would meet here to enjoy spirits and talks of the hunt. Balan, a dabbler in the arcane arts, also stashed a few items in this room for emergency use. Most of his surviving materials are in the hidden study in the master bedroom on the third floor.

The painting is that of Balan's father finished only a year before his passing. The two skeletal dogs that patrol the grounds are actually the reanimated corpses of the canines in this painting.



- Megalosaurus head (250 sp)
- Crystal decanters (200 sp)
- Portrait (50 sp)

1D: Guest Room

Wood paneling gives this room a warm feeling, despite the chill in the air. The room looks as if a windstorm swept through years ago. One of the two beds is overturned, and both mattresses have spewed their contents to the floor. Bits and pieces of broken and shattered wood look like they were once a small table and chair. The only things in the room that look to have escaped the storm of violence are four wooden cloak pegs in the wall near the door.

The vampire made quick work of the bandits that were in this room, managing to do it without spilling a drop of blood.

1E: Powder Room

A small table with a chipped porcelain basin sits in one corner of the room. A skeleton is sitting atop a copper pot in the opposite corner of the small room.

The skeleton is the remains of one of the bandits in the mansion when the vampire struck.

A successful **Scrutiny (Difficult)** check will allow one to find the hidden latch behind the small table to open up the wall in the back of the closet.

A successful **Identify Trap (Average)** check will allow one to notice the seam in the wall that leads to area 1F.

A successful **Disarm Trap (Easy)** check will enable the PC to slide the panel aside without triggering the “clawing” skeleton in area 1F. If this check is failed, the panel falls inward, triggering the trap as below in area 1F.

*1F: Skeleton Closet

This small room holds a wooden chest, but you don't get to see much more when a skeleton rakes at you with bony claws!

The skeleton is not animated. The older boys used to hide in this room and put the skeleton there to scare their sisters. The skeleton was propped up to “attack” whoever stood at the washbasin when they opened the hidden panel.

A successful **Open Lock (Average)** check is required to unlock the chest. The chest, put here by one of the bandits, contains a set of **four gold engraved pewter shot glasses** worth 20 sp each.

1G: Dining Hall

The southern wall of this room is decorated and painted to mimic windows to the outdoors. A long oval table sits covered in dust. Dinnerware and silverware are scattered about carelessly. Scraps of food sit, dried and dusty. From the far side of the room, you hear sounds of activity from around the corner, metal clanging and a steady thumping sound.

The remains scattered about the table are left over from the bandit's last meal. The **silverware** is real silver and worth 50 sp.

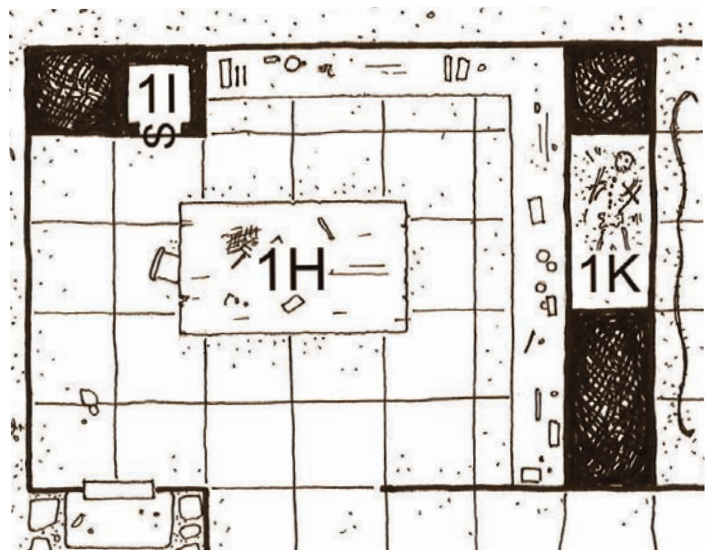
The sounds from the next room are pots and pans being disturbed in their hanging rack and the steady chopping on a thick table.

A successful **Observation (Average)** check will allow one to spot a hole in the floor adjacent to the eastern stone wall of this room. It is approximately one foot in diameter. This is one of the passages the rats use to go to and from the lower levels.

1H: Kitchen

A large solid wooden table is in the center of this room. Cabinets and more tables line the walls. A cleaver stands at attention next to a mallet on the cutting table amidst a dark stain. An iron rack hangs from the ceiling, holding multiple copper pots and pans. Stepping into the room, you feel a cold chill pass through your bones as your breath puffs out in front of you. You look to the door on the left side of the room, expecting to see a gap where the frigid zephyr may have snuck in, but find nothing.

Two animating spirits are in this room. If the PCs continue to investigate this room after feeling the cold chill, the animated spirits will attack. One will possess the cleaver (and/or mallet) on the cutting block. The other possesses a wooden chair. These spirits were bandits betrayed by their leader to increase his share of the treasure. They will not rest until the bandit leader (the wraith) is no more.



2 Animating Spirits (HoB p.22)

Animating Spirits (2) (492 EP each): 38 HP each; Init -4; Spd 3; Rch n/a; Atk +8; Dmg 2d4p; Def +6; DR 9; ToP n/a; Size n/a; Move 2-1/2 ft/sec; Saves: P +8, M immune, D +8; Will Factor 8

Attack: The animating spirit can propel small objects inflicting 2d4p damage upon successful impact; it may alternatively attempt to wrap itself around a foe and once affixed automatically inflict 3d4p constriction damage every 10 seconds (DR does not apply)

Special Defenses: Enveloped victims may absorb damage.

A successful **Scrutiny (Difficult)** check is required to notice the camouflaged dumbwaiter hidden behind a false stone panel on the north wall.

❑ copper pots and pans (20 sp)

1I: Dumbwaiter

🗨 *Behind the false stone panel is a small shaft roughly three feet square. A set of ropes run up and down a dark shaft. The ropes look old and dusty but appear to be serviceable.*

A successful **Feat of Strength vs. d20p+5** check is required to break the dumbwaiter free. Once free, it takes 30 seconds to move the box one floor up or down. A natural 20 on the check means the rope breaks, and the dumbwaiter will crash to the bottom floor.

If the PCs want to gain access to the downstairs levels without Balan's help, they might have to do it via the dumbwaiter. Once one person is down, they can work their way up the stairs and open the door from that side.

1J: Back Patio

If the party is viewing the patio from the kitchen:

🗨 *The stone of the back patio is cracked and broken with age and neglect. Bits of rubble of various sizes lie scattered outward from a pile of crumbling stone at the edge of the patio. Across a sea of waving grass, a dilapidated wooden structure is visible to the left. A small, fenced area containing what looks like a stone monument is visible to the right.*

The building is the tool shed. Behind it is the out-house.

A successful **Scrutiny (Difficult)** check of the pile of rubble will identify some of the larger pieces as having belonged to some sort of stone raven statue. The pile of rubble is what remains of one of the statues from the corners of the rooftop. The gargoyle that now resides there shoved this one off the roof to make itself an innocuous perch.

If the party is viewing the patio from outside:

🗨 *The stone of the back patio is cracked and broken with age and neglect. Bits of rubble of various sizes lie scattered outward from a pile of crumbling stone at the edge of the patio. A sturdy iron-bound door, buckled and swollen in its' frame, bars your passage.*

A **Feat of Strength vs. d20p+20** is required to force the door open. The door's lock is no longer effective, given the swelling of the door. The door is physically bound in place by the warping of the wood. Each success will budge the door inward little more than an inch. On the sixth success, the door will break free and fly inward, putting the entrant flat on their back on the floor of the kitchen. In the meantime, each attempt will have a 1 in 6 chance to attract the roaming zombies.

*1K: Chimney, Balan's Resting Place

🗨 *As you pull away the stones, you reveal a mummified corpse half buried in ash. The fingertips of the corpse are worn to nubs. The dried flesh shows signs of old burn marks as if it were showered by hot coals. Around the neck is an ivory pendant engraved with a raven. Shallow vertical gouges are scored into the soot on the stone of the chimney.*

This is the corpse of Balan P'Rav'N. Around his neck is the **P'Rav'N Amulet** (Appendix C). His fingers are worn from clawing at the wall and trying to climb out. He is half buried in what is now a solid pack of ash from the upper fireplaces which the bandits continued to use, the falling cinders and coals causing multiple burns to the man's flesh. The PCs will need to deduce that this is Balan's corpse and that they will need to bury it in the open grave in the small graveyard.

SECOND FLOOR

Steps Up:

When you place your foot on the first step, it groans in protest. Above you on the landing, the shadows seem to come alive as they flee your light.

The stairs are creaky but sturdy and pose no threat of collapse. There is no danger on the landing. The shadows were just ordinary shadows, but the cautious player may take it as a portent of what is to come.

Hidden beneath the first stair is a latching mechanism that will open the hidden door to the basement. Balan will tell the PCs of this door and latch before departing to his grave. (See **Laying Balan to Rest** below/right)

2A: Sitting Room

More overstuffed furniture makes a circle in what would be a comfortable looking sitting room if it weren't for all the dust and cobwebs. There are three spots on the wall, roughly portrait sized, that appear to be lighter in color than the rest of the wall. A large vase sits on a small table in the center of the circle. Windows along the outer walls are shuttered tight.

There were indeed portraits on the walls, but they were removed by the bandits when they looted the mansion. Dusting off the vase will reveal a pattern of ravens flying in a spiral around the vase. The vase itself is half full of pipe ash; the bandits having been using it for an ash tray.

□ Vase decorated with ravens in flight (20 sp)

2B: Refreshment Corner

A long table sits along the western wall. A tarnished silver pitcher and four small cups sit on it. A wooden panel on the north wall looks like the door to a small cabinet.

The inside of the pitcher is coated with a red stain from the red wine it was used for. The wooden panel opens into the dumbwaiter..

□ Tarnished silver pitcher (30 sp)

2C: Dumbwaiter

Behind the false stone panel is a small shaft roughly three feet square. A set of ropes run up and down a dark shaft. The ropes look old and dusty but appear to be serviceable.

A **Feat of Strength vs. d20p+5** check is required to break the dumbwaiter free. Once free, it takes 30 seconds to move the box one floor up or down. A natural 20 on the check means the rope breaks, and the dumbwaiter will crash to the bottom floor.

If the PCs want to gain access to the downstairs levels without Balan's help, they might have to do it via the dumbwaiter. Once one person is down, they can work their way up the stairs and open the door from that side.

2D: Game Room

In the center of this room is a large brick fireplace. A long table covered in sawdust sits along the southern wall. The northeast corner of the room holds a small table with two chairs. On the table beneath a layer of dust, you can make out a scattered pile of playing cards and 6 darts. In the center of the eastern wall is a well-used dart board.

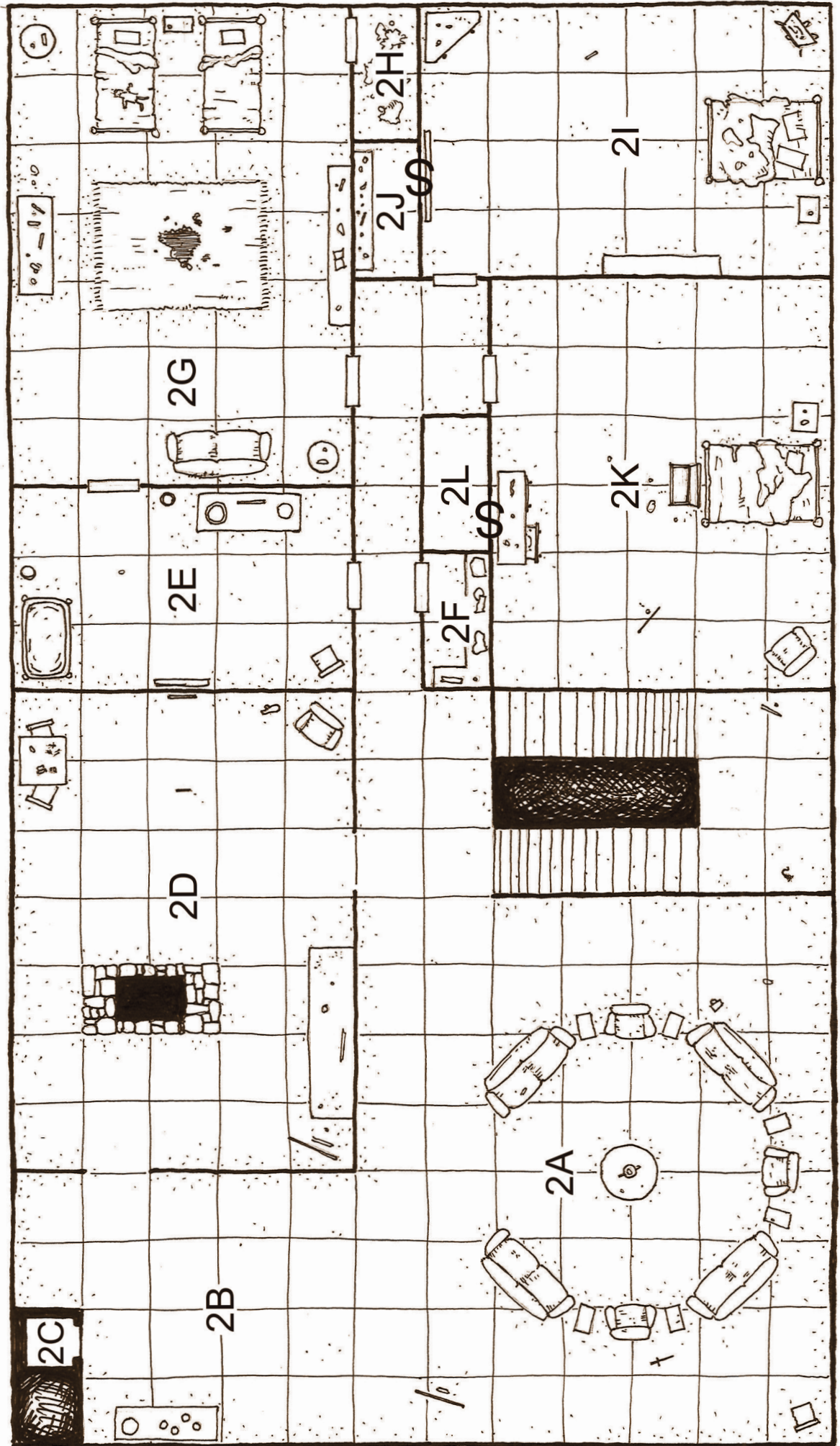
Laying Balan to Rest

When Balan's bones have been buried in the family graveyard and his headstone marked with his name, his apparition will be freed from its entanglement with the wraith (Figure 4, Room 3B). The apparition will appear to the PCs and thank them for freeing him from his eternal torment. The apparition is willing to share as much of his history as the players want to know, up until his death.

The years following his death are unclear in his mind, other than he was trapped with the evil spirit that was responsible for his death. Balan will provide them the sequence for opening the bookshelf in the Private Study. (If your players are the type to relish the details, the sequence is 4-9-6-5-0-2-5-0-9-5-1-1-5-1-5, the birth years of his children.)

Before departing for the afterlife, Balan will tell them if they seek true evil and the rewards that go with it (Balan was a hunter back in his day and can relate to the risk vs. reward), they should search below the first step. (This is in reference to the first step leading up from the first floor to the second floor.)

- 2A: Sitting Room
- 2B: Refreshment Corner
- 2C: Dumbwaiter
- 2D: Game Room
- 2E: Bath
- 2F: Hall Closet
- 2G: Ravena & Karrav's Room
- 2H: Kids' Closet
- 2I: Melkira's Bedroom
- 2J: Melkira's Closet
- 2K: Dibavik's Bedroom
- 2L: Dibavik's Closet



Valravyn Mansion: 2nd Floor
 Scale: 1 square = 5'

Inspection of the fireplace will reveal that there is very little ash in the fireplace, indicating it was rarely used or very well maintained. Closer inspection will show that grating below the iron log rack allows the ash to fall down to the fireplace on the main floor. This made it easier for the staff to clean out the fireplaces without tracking ash all over the manse.

The long table on the southern wall is a shuffleboard table.

A successful **Observation (Average)** check is required to notice a set of dice lies on the floor beneath the card table.

A successful **Scrutiny (Difficult)** check of the dart board will identify that the bullseye looks to be separate from the rest of the dart board, like a button waiting to be pushed.

Depressing the bulls-eye (by hand or with a dart) releases the latch holding the hidden panel in Room 2E closed. Releasing the bulls-eye (or removing the dart) re-latches the hidden panel.

- ❑ Deck of silver scribed playing cards (10 sp)

2E: Bath

A copper tub and tiled floors are the main features of this room which also holds a table with a large porcelain basin, a mirror and a copper chamber pot. The large mirror is centered on the west wall. There is a smaller mirror on the table along with a mahogany hairbrush of razorback bristles.

The mirror can be swung open revealing the hidden cubby hole while the bulls-eye in room **2B** is being depressed (by hand or with a dart stuck in it). Inside it are:

- ❑ simple iron band (5 sp)
- ❑ simple gold band with an orange red gem (1000 sp) (fire opal)
- ❑ black stone ring with flecks of red engraved with patterns of vines (75 sp) (bloodstone)
- ❑ gold band with a shiny white pearl (100 sp)
- ❑ a simple gold band (50 sp)
- ❑ a wooden band engraved with a raven (10 sp)
- ❑ Potion of Orc Steadfastness (GMG p.291)

A successful **Feat of Strength vs. d20p-5** check is required to pull the mirror from the wall, breaking the latch. Simply smashing the mirror will gain access to the hidden cache as well.

2F: Supply Closet

This small closet holds a number of shelves stacked with bedding, towels, salt, and soap.

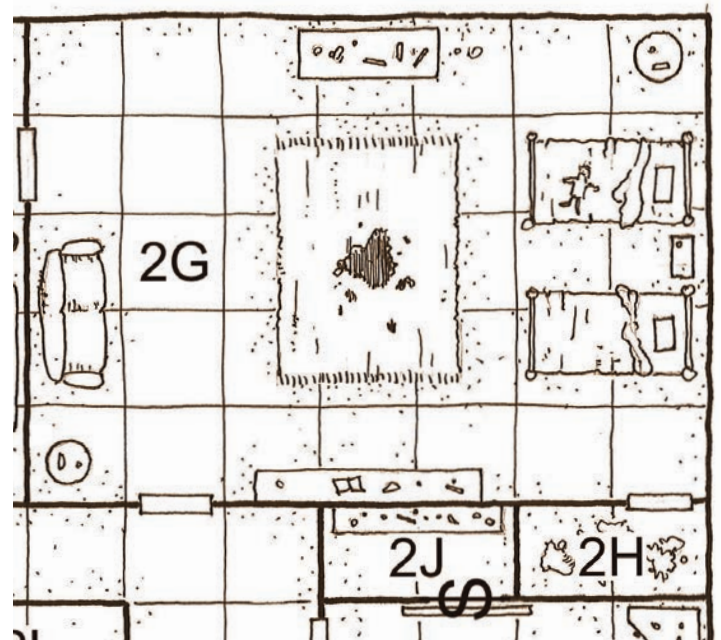
A successful **Scrutiny (Difficult)** check is required to find a sheet of gossamer-thin netting amongst the bedding. This delicately woven cloth works to keep out mosquitos and larger insects. It is large enough to enclose a single bed on all five sides, excepting the floor.

- ❑ Mosquito net (50 sp)

2G: Ravena & Karrav's Bedroom

This room looks like it was once full of color that has long since faded. On the east side of the room are two small beds in disarray. Both beds are rumpled and unmade as well as heavily soiled. Oddly, on one of the beds sits a large dolly. A large plush rug holds a dark stain. In the corner of the room away from the bathing room, a door on the south wall is slightly open.

Touching anything in this room will draw out a shadow.



1 Shadow (HoB p.268)

Shadow (1) (417 EP): 39 HP; Init -4; Spd 10; 3'; Atk +7; Dmg d4p+1; Def +2; DR 16; ToP n/a; Size n/a; Move 25 ft/sec; Saves: P +7, M immune, D +7; Will Factor 9

Notable Skills: Hiding and Sneaking 100% in poor light.

Attack: A shadow's touch drains STR equal to damage (save for half); creatures reduced to zero (0) STR become shadows.

Special Defenses: Silvered weapons reduce DR to 8. Almost indistinguishable in dim light. In bright light, a shadow's Defense drops to -4, Will Factor 9 drops to 0 and DR becomes 8 versus any type of weapon.

The stain on the carpet is where young Karrav was cut down by the bandits. The dolly belonged to Ravena. One of the bandits stashed a gem inside for safe keeping.

□ Golden yellow gem (500 sp) (topaz)

2H: Kids' Closet

Beyond the door is a dusty alcove. A pile of children's clothing lies in a heap on the floor.

Ravena hid in this closet, but the bandits found her and dragged her out kicking and screaming.

After emptying the closet to look for valuables, they shoved the remainder back in on the floor. The clothes are sized for a seven year old girl and five year old boy.

2I: Melkira's Bedroom

Two walls of this room are lined with shuttered windows. An easel in the corner of the room holds a canvas, partially painted, of a middle-aged man with a large ivory pendant around his neck. Carved into the pendant is a raven.

To your right, a large bed is up against the wall, the bedding a tangled mess.

On the left, a large canvas painting depicting a couple standing in front of a large stable with the mansion visible in the background nearly covers the wall from floor to ceiling.

A plain wardrobe stands silently in the corner directly across from the doorway.

Touching anything in this room will draw out a shadow.

1 Shadow (HoB p.268)

Shadow (1) (417 EP): 39 HP; Init -4; Spd 10; Rch 3'; Atk +7; Dmg d4p+1; Def +2; DR 16; ToP n/a; Size n/a; Move 25 ft/sec; Saves: P +7, M immune, D +7; Will Factor 9

Notable Skills: Hiding and Sneaking 100% in poor light.

Attack: A shadow's touch drains STR equal to damage (save for half); creatures reduced to zero (0) STR become shadows.

Special Defenses: Silvered weapons reduce DR to 8. Almost indistinguishable in dim light. In bright light, a shadow's Defense drops to -4, Will Factor 9 drops to 0 and DR becomes 8 versus any type of weapon.

The painting on the easel is of Melkira's father, Balan. The pendant in the painting is the same as that pictured in room 1C. After Karan died, the pendant was passed on to his son.

Behind the large canvas of Melkira's parents in front of the stable is a locked door. The key to the door to area 2J is stashed on the back side of the easel.

A deft **Lock Picking (Average)** check can also unlock the door. Alternately, a successful **Feat of Strength vs. d20p+5** check will break the door down but have the negative effect of destroying the glass jars of the common paints.

The wardrobe holds three sets of common clothes, lying on the bottom where they were knocked from their pegs as the bandits plundered the finery.

2J: Melkira's Closet

You open the door to reveal a closet filled with shelves. The shelves are lined with numerous glass jars and brushes as well as unused canvas and some empty wooden frames. A small metal chest sits on the floor.

A successful **Identify Trap (Average)** check is required to notice the tiny glass vial inside the lock that marks an acid trap.

A successful **Disarm Trap (Difficult)** check is required to disarm the trap. Failure will cause the tiny vial of acid to break open, destroying both the lock and any tool it was being picked with. Additionally, acid will spray out into the face of the lock picker. The acid causes burns (1d12p damage), and the player will

be able to hear the water in their eyes snapping and popping as it interacts with the acid. If not washed out (10 seconds of flushing with water) within 30 seconds, it reduces Observation and Scrutiny scores by 50%. If not washed out after 60 seconds, it causes permanent blindness. A successful **Feat of Agility vs. d20p+5** will halve the damage and avoid the secondary blinding effect. This trap is worth **242 EP** if successfully disarmed.

A successful **Lock Picking (Difficult)** check is needed to open the lock. If the lock was damaged by the acid, it is impossible to open.

The metal chest holds several small jars (**rare pigments for paint**) worth **250 sp**. If violently forced open, the jars will be smashed to useless bits of now colorful glass.

The glass jars on the shelves are filled with various pigments. Most of them are dried out, but one third of them can be salvaged. **(10 sp)**

2K: Dibavik's Bedroom

You blink as you open the door and for a moment feel as if you have stepped outside into the forest. Rich tapestries cover the west and east walls. To your right is depicted a great white stag and to the left a family of mallard ducks floating in a small tranquil pond. In front of you the wall is a painted fresco of pheasants taking wing over a field of gently bending grain. This room holds a single unkempt bed. A large open wooden chest sits at the foot of the bed. On the north wall is a large set of drawers.

Touching anything in this room will draw out a shadow.

1 Shadow (HoB p.268)

Shadow (1) (417 EP): 39 HP; Init -4; Spd 10; Rch 3'; Atk +7; Dmg d4p+1; Def +2; DR 16; ToP n/a; Size n/a; Move 25 ft/sec; Saves: P +7, M immune, D +7; Will Factor 9

Notable Skills: Hiding and Sneaking 100% in poor light.

Attack: A shadow's touch drains STR equal to damage (save for half); creatures reduced to zero (0) STR become shadows.

Special Defenses: Silvered weapons reduce DR to 8. Almost indistinguishable in dim light. In bright light, a shadow's Defense drops to -4, Will Factor 9 drops to 0 and DR becomes 8 versus any type of weapon.

The chest is empty, plundered by the bandits. The chest of drawers holds only clothing for a young man. A successful **Scrutiny (Average)** check allows an observer to notice the floor around the base of the dresser is scuffed. Behind the chest of drawers is a hidden closet (see 2L for description).

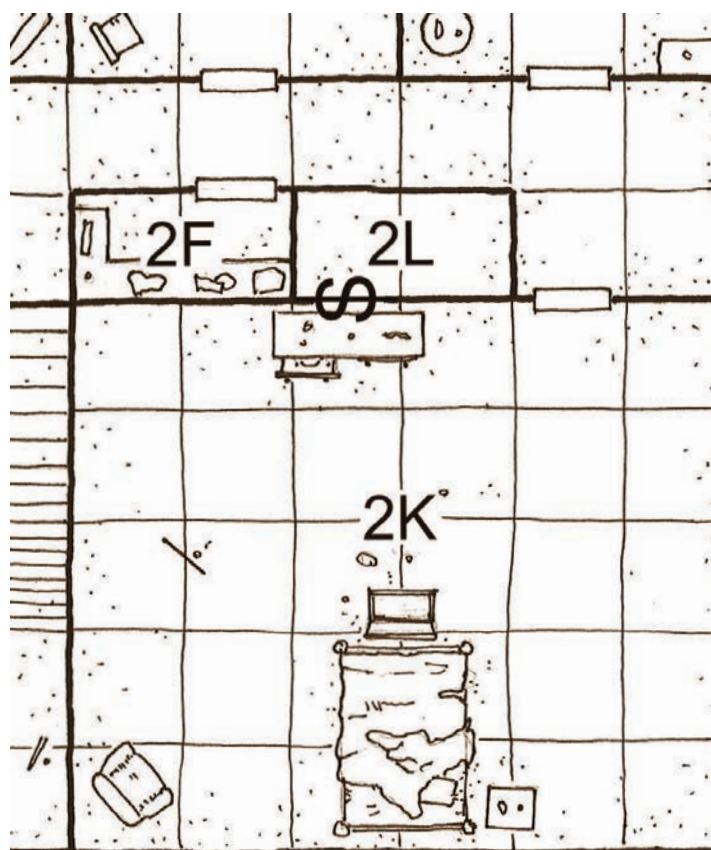
*2L: Dibavik's Closet

Hidden behind the set of drawers is a small chamber that holds a richly carved cedar box. There is a lingering sweet scent in the stale air here, though it is very faint.

The wooden box is not locked. It holds a well cushioned glass cylinder with a bulb on one end and open on the other (**a bong worth 20 sp**) and a small leather pouch full of a dried plant (**cannabis worth 5 sp**). There is enough cannabis for 20 hits of marijuana.

A successful **Botany (Average)** or **First Aid (Average)** check will identify the herb as cannabis.

If the characters succeed on a **Botany (Difficult)** or **First Aid (Difficult)** check, they are also familiar with the side effects of the drug. See the GMG (p.133) for more information on cannabis and its effects.



THIRD FLOOR

3A: Sitting Room

Two chaise lounges and two large padded armchairs are situated around a low table. A sturdy looking wooden bench sits up against the back wall just outside a closed door in the corner of the room. A dark stain covers a third of the seat of one lounge chairs. In the center of the stain, some of the stuffing is belching out like intestines from a gut wound. The low table is heavily scratched, and one ornate leg has been replaced by a small stump.

This was a waiting room for family visitors and close friends who would come to visit during Naenaanea's pregnancies. The bench served a similar purpose, providing a place for the children to sit when sent to go tell their father of a misdeed (akin to waiting outside the Principal's office).

3B: Private Study

Dark wooden bookcases littered with the scattered remains of tomes of all sizes line two of the walls. The majority of the books now lie in heaps on the ground.

Torn pages and broken bindings abound. Behind a large ornate desk carved from some exotic red wood is a spectral figure garbed in leather armor and a cloak as dark as midnight. The face of the figure is lost behind the hanging hood of the cloak as it leans over the desk. Its hands are covered in black leather gloves that hold a quill that noiselessly scratches across the surface of the desk as if it is writing a letter. Behind its right shoulder is a wooden panel of familiar size.

Over the left shoulder of the brooding figure, on a gilded stand topped with a smooth wooden crossbar, is perched a large raven that eyes you with suspicion. At your intrusion, the quill ceases its' movement; and the figure straightens in its chair.

The figure is the apparition of Balan. If the PCs attempt to converse with it across the threshold of the doorway, it will utter words to the effect of "...lost.." and "..trapped.." and "...body....missing.." in a barely audible, raspy voice. If they enter the room read the following:

A scream rips forth from the throat of the being before you. Though the face is still hidden from you, two glowing red eyes peer at you from beneath the cowl with clear hatred as a sense of utter despair washes over you! It stands and moves to attack!

The enmity entity has shifted to its wraith-like form. It will revert back to its apparition-like form if the PCs leave the room and close the door. Though the PCs may temporarily destroy the entity, they will need to put Balan's body to rest to truly vanquish it.

1x Enmity Entity (Appendix G)

Wraith (1) (1842 EP): 67 HP; Init -4; Spd 10; Rch 3'; Atk +17; Dmg see below; Def +8; DR 25; ToP n/a; Size M; Move 5 ft/sec; Saves: P +17, M immune, D +17; Will Factor 18

Attack: Touch deals d8p CON drain (save for half); may employ standard weaponry with a +4 damage and +2 speed bonus but this substitutes for their touch attack.

Special Defenses: Silvered weapons reduce DR to 13.

Apparition (1) (0 EP): n/a HP; Init n/a; Spd n/a; Rch 1'; Atk n/a; Dmg none; Def ∞; DR ∞; ToP n/a; Size M; Move 10 ft/sec (fly); Saves: P immune, M immune, D immune; Will Factor 13

Attack: Apparitions are incorporeal and cannot harm or be harmed by physical creatures; they are capable of speech and may use that power to irritate those they dislike (and may act as an agent provocateur).

Special Defenses: Invisibility.

The raven is not real, but just a **piece of superior quality taxidermy (40 sp)**.

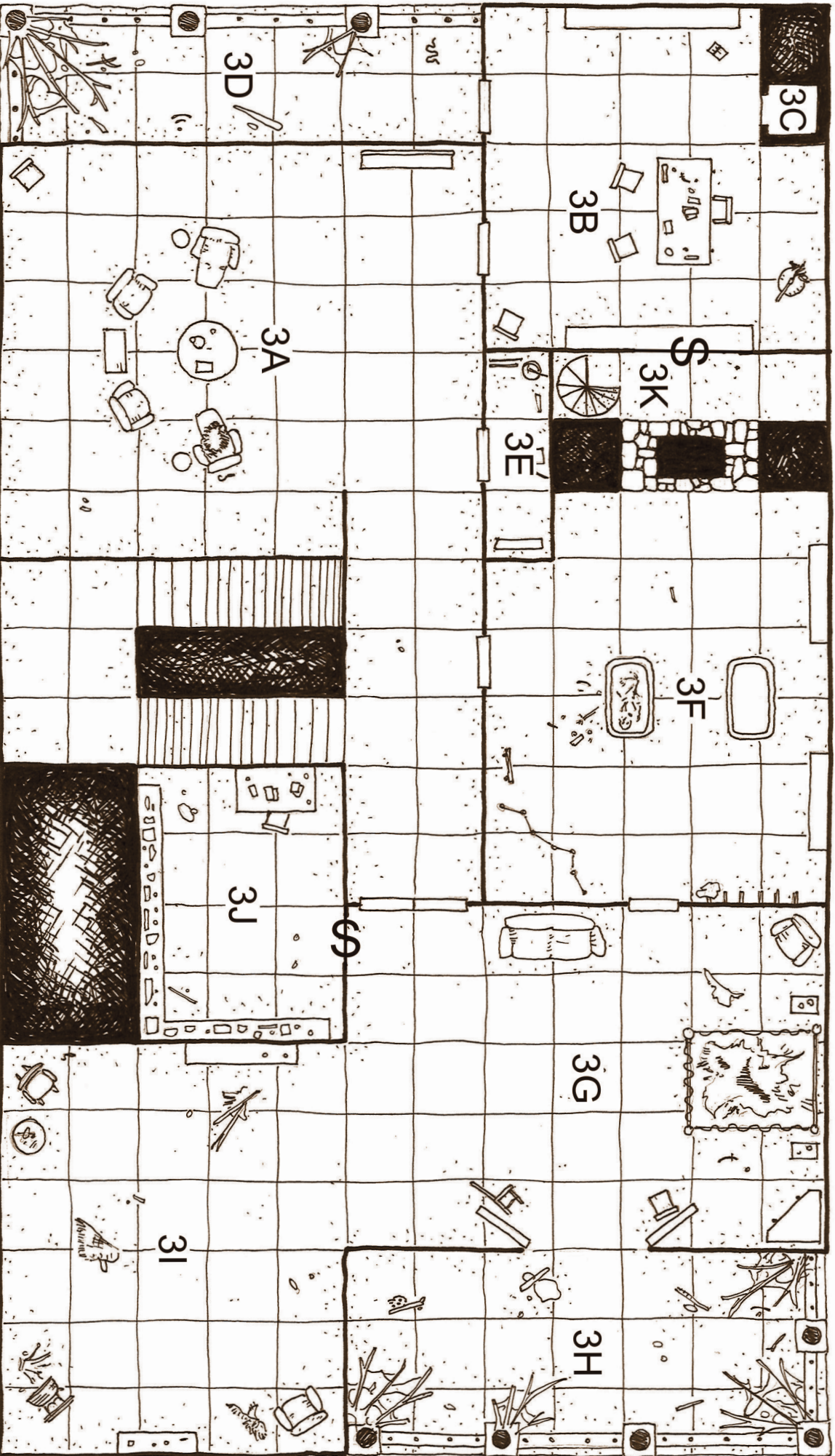
The perch the stuffed bird rests on is a **Wand of Biting (48 charges)**. (GMG p.294)

A successful **Observation (Average)** check will notice a set of ten books that remain upright and orderly amidst the mayhem on the east wall bookcase.

Trying to remove one of the books will lead to the discovery that they are wooden facsimiles of books attached to the back of the bookshelf and can be levered forward one book at a time. If the PCs know the proper sequence (see Laying Balan to Rest on page x16x), they can open the door that gives access to the rooftop.

Each successful **Feat of Strength vs. d20p+5** can break one of the fake books free, revealing metal

- 3A: Sitting Room
- 3B: Private Study
- 3C: Dumbwaiter
- 3D: Study Balcony
- 3E: Supply Closet
- 3F: Master Bath
- 3G: Master Bedroom
- 3H: Private Balcony
- 3I: Ravharra's Bedroom
- 3J: Hidden Study
- 3K: Hidden Stairwell



Valraven Mansion: 3rd Floor

Scale: 1 square = 5'

levers that penetrate the back of the case. If the players decide to destroy the bookshelf, they will find a stone wall behind it with the same ten metal levers protruding.

The books scattered around the floor and bookshelves have been rendered worthless by the bandits and time. Those with literacy in Kalamaran can piece together that the books were all related to the business of ocean shipping (i.e. boat building, navigation, weather, cost analysis, oceanic studies, etc.)

Scribed into the wood of the desk are the following words: "lost", "trapped", "body", and "missing".



3C: Dumbwaiter

Behind the false stone panel is a small shaft roughly three feet square. A set of ropes run up and down a dark shaft. The ropes look old and dusty but appear to be serviceable.

A **Feat of Strength vs. d20p+5** check is required to break the dumbwaiter free. Once free, it takes 30 seconds to move the box one floor up or down. A natural 20 on the check means the rope breaks, and the dumbwaiter will crash to the bottom floor.

If the PCs want to gain access to the downstairs levels without Balan's help, they might have to do it via the dumbwaiter. Once one person is down, they can work their way up the stairs and open the door from that side.

3D: Study Balcony

This balcony provides a commanding view of the back yard. From here you can see the outline of the remnants of what must have once been a glorious garden. A cocoon the size of a small dog hangs suspended by webbing between two support columns.

Another twenty-four tarantubats nest here. In the cocoon is the corpse of a small red fox.

24 Tarantubats (HoB p.310)

Tarantubat (24) (20 EP each): 3 HP each; Init 0; Spd 10; Rch 0'; Atk -1; Dmg 1 + poison; Def +8; DR 0; ToP 1/2; Size T; Move 25 ft/sec (fly); Saves: P -2, M -1, D +3

Attack: Tarantubats deliver a poisonous bite that results in the loss of 1 point of Strength if not resisted (VF 9 toxin). Though not formidable as individuals, these creatures often attack in great numbers, overwhelming the defenders and wearing down larger prey with multiple bites to the rear and flanks.

Special Defenses: Flight.

3E: Supply Closet

This closet is full of soap, buckets, salt, a broom and a mop. This simple utility closet houses bath supplies.

3F: Master Bath

Firelight washes over this room and dances menacingly on two large copper tubs that sit empty in the center of this tiled room. A skeletal arm lies on the floor next to one of the baths; a shattered ceramic jug litters the floor around it. A crackling fire dances in a large brick chimney at the back of the room. Wooden shelves sit empty along the back wall. A large free-standing mirror stands near a privacy screen that shields the corner of the room from your gaze. A single heavy robe hangs from one of several sturdy pegs on the wall.

The fire in this fireplace burns with an intense heat but emits no smoke. The log itself looks half burnt and charred, though you see no ash. The Yule Log is a magic item of somewhat limited use.

While it burns with an intense heat, emits no odor or smoke, and does not consume itself, it also cannot be put out. This makes it extremely difficult to handle or move.

Beneath the log is a grating that can be lifted to access the lower chimney. Above, the chimney is open to the sky, though an iron grate covers the top and can be seen against the light outside.

One of the tubs has a one-armed skeleton in it. A ring of dried blood lines the tub like a coffee cup stain. The vampire caught one of the bandits in the midst of a booze and bath. The water that was in the tub has long since evaporated.

❑ Yule Log (see below)

3G: Master Bedroom

🕸 This large, well-appointed room holds a massive bed. Curtains surround the bed, making it impossible to see what lies within their veil. In the corner is a large, ornately carved wardrobe. On the far side of the room, an impressive set of double doors stand wide open giving a glimpse of the grand balcony that lies beyond. One of the balcony doors is held open by a high-backed and padded chair. A second similar chair lies knocked over on the ground near the second door. A smaller adjoining room ahead to the right is lost in shadows.

If the PCs look behind the bed curtains:

🕸 As you move aside the curtain to peer beyond, an arctic gust of wind blasts through the open doors slamming the loose door and sending a chill down your spine. Within the curtains the bedding is a complete mess. The once thick and luxurious mattress has been shredded and downy feathers cling to the inside of the curtain. Dark, nearly black, stains make a gruesome scatter pattern on the wall. Within the ruins of the mattress the feathers are a solid and crusty mass of old dried blood. The violence that must have occurred here is nearly palpable.

Within the ruins of the mattress is a **golden locket with a broken chain (25 sp)** that fell from Nae-naanea's neck as she struggled in vain against the bandit leader and his top three lackeys.

There are large drawers constructed into the base of the bed. These drawers are full of tussled clothing, mostly undergarments and sleepwear.

The wardrobe contains multiple sets of comfortable fare for both a man and woman. Some of the clothing lies in a heap at the bottom of the wardrobe where it fell when the bandits were searching it for hidden valuables. The finery was taken by the bandits, and only ordinary clothes remain.

3H: Private Balcony

🕸 This balcony commands a grand view of the front lawn and entry gate. The overhanging roof looks to be rotted and in danger of collapsing. Several nests of webbing fill the underside of the roof.

There is a 50% chance the tarantubats will be out hunting.

24 Tarantubats (HoB p.310)

Tarantubat (24) (20 EP each): 3 HP each; Init 0; Spd 10; Rch 0' Atk -1; Dmg 1 + poison; Def +8; DR 0; ToP 1/2; Size T; Move 25 ft/sec (fly); Saves: P -2, M -1, D +3

Attack: Tarantubats deliver a poisonous bite that results in the loss of 1 point of Strength if not resisted (VF 9 toxin). Though not formidable as individuals, these creatures often attack in great numbers, overwhelming the defenders and wearing down larger prey with multiple bites to the rear and flanks

Special Defenses: Flight.

YULE LOG

Yule's Log is a ten pound log of oak wreathed in unquenchable flames that continuously gives off heat equivalent to a moderately stoked fireplace or campfire. This large oak log is nearly perfectly symmetrical.

Deep in the heart of the Rytarr Wood at an intersection of ley lines is a massive oak tree. The enchanter Yule Tydings came across the tree while researching the mystical lines of power. She befriended the tree's dryad and aided the fey in the removal of a particularly nasty insect infestation. In payment, the dryad pulled the magic-infused log from the great tree as if it were a piece of clay. Though the log was easily ten pounds, there was no visible damage to the oak tree itself.

Yule spent months studying the remarkable log. For her final experiment with it, she was able to enchant it with fire. The combination of her potent magic and that of the log itself resulted in an unquenchable flame.

Not only was the flame unquenchable, but the log itself was not consumed. The same could not be said for the mage's study, for it was both flammable and consumable. Days after her home and the two surrounding buildings had burned to the ground, they found the log still wreathed in magical flames. The log has burned ever since.

A successful **Observation (Difficult)** check will allow one to notice a large patch of grass near the front gate, roughly rectangular in shape which seems to look a bit healthier than the rest of the surrounding scrub, that section of land having benefitted from the fire that took place years ago.

3I: Ravharra's Nursery

A basinet lies in one corner of the room, knocked over with blankets spilling onto the ground. Wooden blocks and half-finished quilting projects are scattered across the floor. A small human form lies motionless beneath a blanket draped across a chair that rocks back and forth, seemingly of its own accord.

After a time, the chair will stop rocking, having been set to movement by a large rat that scurried away when the PCs entered the master bedroom. Beneath the blanket is a large straw-stuffed dolly.

3J: Hidden Study

The wooden panel pushes inward with a "click", and you are able to slide it to the right. Behind the hidden door is a small room lined with shelves covered in books, jars and small stuffed animals. A plain desk sits covered in loose papers. The air in the room is old and stale as if no one has entered here in a long time. A rope ending in a large knot hangs from the ceiling within arm's reach of the opening.

A successful **Scrutiny (Difficult)** check is needed to locate the hidden door to this room.

The firstfloor board is **trapped!** A successful **Identify Traps (Difficult)** or **Scrutiny (Very Difficult)** check will allow one to notice the seam in the floor where the trap is located. Succeeding on a **Disarm Trap (Difficult)** check will disable the trap. This trap is worth **675 EP** if successfully disarmed.

If the trap is sprung, the floorboard lowers several inches when the PC steps on it and triggers a mechanically powered circular saw blade beneath the floorboards to spin into the victim's legs dealing 6d8p damage. Simultaneously, the loud clanging of a bell can be heard from above the ceiling, and a jet of skunk musk is propelled up from the floor. The oily irritant is

decades old but has only grown more potent, causing a temporary loss of 50 fractional points to Charisma that decays 10 points per day if the subject bathes and changes clothes each day. Without bathing, the decay is only 5 points per day.

A successful **Feat of Agility vs. d20p+11** allows the victim to only take half damage, though they are still hit with the skunk musk.

Pulling on and holding down the pull rope with a minimum of ten pounds of force prevents the trap from triggering.

If any of the shadows from the Second Floor are still alive, the sound of the bell will alert them, and they will arrive in 30 seconds.

This was Balan's private study. He kept things here he didn't want prying eyes to see.

- Secrets of Felines by Alf (10 sp)
- An Empath's Guide to Logic and Reasoning by Algernon (10 sp)
- History of the Rytarr Wood by Domen Gale (20 sp)
- Exercises in Mental Acuity by Brane E Yak (10 sp)
- Beasts of the Bog by Brennan (20 sp)
- A Brain in a Jar (30 sp)
- A Stuffed Raven (30 sp)
- A Stuffed Red Fox (30 sp)
- A Small Wooden Box (holds six orange beetle carapaces) (50 sp)
- The loose papers speak of Balan's brother coming to visit and the increase in bandit activity.
- Silvered Weapon +3 (choose to suit one of the PCs)
- Potion of Giantism (GMG p.288)
- Potion of Invisibility (GMG p.290)

3K: Hidden Stairwell

Pulling on the books in a particular order results in an audible "ka-chunk" sound of a heavy bolt being dropped, and a five foot wide section of the bookcase swings gently outwards towards you. The bookcase is well balanced, and the hinges seemingly well-tended as it makes little to no noise as you open it far enough to peer ahead. Beyond the bookshelf is a narrow passage leading to a spiral staircase that leads up to the rooftop.

The complicated series of books that must be pulled



to open the passage will be revealed by Balan's apparition before it departs. (See **Laying Balan to Rest** on page 18)

ROOF TOP

☞ *The stairwell emerges between a corner of the bell tower and a corner of the large stone chimney, providing a commanding view of the rooftop and the lands surrounding the mansion. The arched ceiling of the bell tower is lost overhead in the darkness. Iron spikes spaced every foot along the edge of the roof serve as a crude fence.*

At each corner, a stone parapet is crowned by a gruesome gargoyle with the malformed head of a raven. As evil as the bird statues look, they are nothing compared to the rotting hulk curled up in the center of the rooftop. The winged creature's flesh oozes and gives off a most putrid odor, nearly causing you to gag. As you take in the vile sight, the gruesome beast begins to stir!

When someone looks around the chimney:

☞ *(Insert victim here) hangs motionless, chained to the east side of the stone chimney. You cannot tell at a glance if they are alive or dead.*

The victim could be Salor, or perhaps one of the party's henchmen, or maybe one of the missing persons they heard a rumor about as they passed through a nearby town.

The wyvern corpse is not alive but as the 2 batmen who were feasting on it rise from under its wings, it appears to be moving.

The batmen had come across the wyvern, and it took offense at them being in its territory. It chased them back to the mansion where it managed to kill one of them before Ichil joined the fight, and it was killed.

Located on the southwest corner of the rooftop, the gargoyle will wait to attack until all the intruders are distracted by the batmen. Until then, it remains motionless, waiting to ambush its prey.

2 Batmen (Appendix E)

Batmen (2) (625 EP each): 44 HP each; Init -3; Spd 4; Rch 1'; Atk +13; Dmg d4p; Def +10; DR 15; ToP 18/15; Size M; Move 5 ft/sec or 25 ft/sec (fly); Saves: P +10, M +10, D +10

Attack: Hypnotize (Mental save vs. d20p+15, single target within 100 ft) -OR- Paralyze (Mental save vs. d20p+10, within 50 ft of target), then grabbing (automatic if hypnotized/paralyzed or two successful melee attacks if not) and flying away with its victim. A knock-back or an opposed Feat of Strength (vs. d20p+10) breaks the hold.

Special Defenses: Silvered weapons reduce Damage Reduction (DR) to 5.

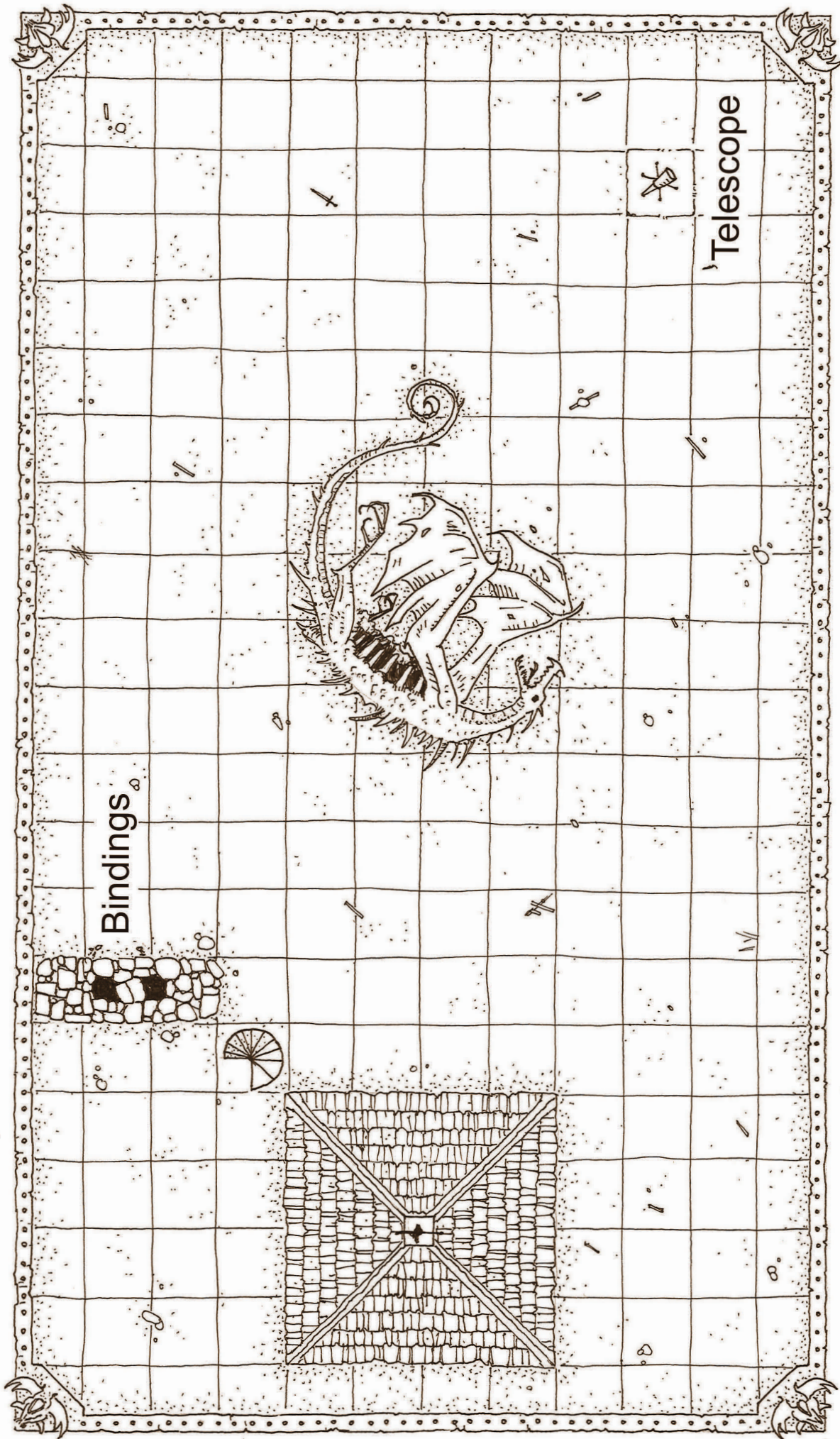
1 Gargoyle (HoB p.120)

Gargoyle (1) (417 EP each): 42 HP each; Init -2; Spd 2; Rch 1'; Atk +8; Dmg 2d4p+4; Def +1; DR 15; ToP n/a; Size M; Move 5 ft/sec or 25 ft/sec (fly); Saves: P +10, M +6, D +9

Notable Skills: Hiding 40%.

Attack: Gargoyles prefer to waylay lone targets or stragglers often swooping down from elevation; they attack with a fury of quick blows (every 2 sec).

Special Defenses: Only silvered weapons are truly effective in harming gargoyles reducing their DR to 5; resistant to fire.



Valravn Mansion: Roof

Scale: 1 square = 5'

Act Three: What Lies Below

If the PCs are brave enough, they now have access to the abode of the vampire, Ichil, though they may or may not know exactly what they are facing, depending on what they gleaned from Balan's ghost before it departed.

BASEMENT

As you descend the stairs, the air grows colder and feels a bit heavier. At the base of the stairs, you see a number of doors. In front of you is a large open room that is mostly lost in shadow with two doors on the east wall. Immediately to your left, the door is partially open, revealing a large number of wooden barrels beyond. To your right is another door set between the stairs you just came down and a second set of stairs that continues down to yet another lower level. Near those stairs is another closed door.

The doorframe at the top of the stairs going down to the sub-basement shows signs of damage. The heavy steel door on the first floor used to be here, keeping unwanted visitors out of Balan's laboratory. The vampire had the door relocated to provide him more space behind the secure door. The walls and floors on this level are all finished, bare stone unless otherwise stated.

B1: Stores Room

Rats scurry away from your torchlight. Oak casks of all sizes line the walls of this room. Judging by the symbols marked on each barrel, they come from all over Tellene. A few of the casks have taps on them. Dark stains cover much of the center floor of the room. A dark opening in the back corner of the room leads to more space beyond.

A successful **Observation (Easy)** check will allow one to notice booted footprints in the dust of the floor. The vampire traverses this room with some frequency to get to the wine. While he has no real reason to keep the good wine hidden anymore, he still does it out of habit. The casks are mostly still full, although the alcohol in them has long since gone bad and is worthless. Three of the untapped casks contain drinking water.

B2: Wine Room

Wine racks run from floor to ceiling, the uppermost rows obscured by cobwebs. The rack looks to be roughly half full, with a fine layer of dust coating the bottles.

While the vampire has a weak spot for wine, he would not think of drinking the swill in this room. Although there is nothing wrong with the vintages here, he feels they are beneath his station, at least while he has other, more palatable options.

A successful **Observation (Difficult)** or **Scrutiny (Average)** check reveals that one of the bottles has no dust on it. Pulling this bottle opens the hidden door on the north wall.

B3: Hidden Wine

The wine rack swings outward to reveal a small room beyond with another wine rack along the back wall. Unlike the previous racks of bottles, none of these have dust on them.

This room of rare and exotic vintages is a vice of the vampire that resides below.

- ❑ 11 bottles (50 sp each) consisting of:
- ❑ 1 bottle of Orluan Brandy (GMG p.132)
- ❑ 1 bottle of Dead Fhokki Ale (GMG p.132)
- ❑ 1 bottle of Stout Brown Grevan (GMG p.133)
- ❑ 3 bottles of Elderberry Wine (GMG p.133)
- ❑ 5 bottles of rare wines from around Tellene

B4: Weapon Room

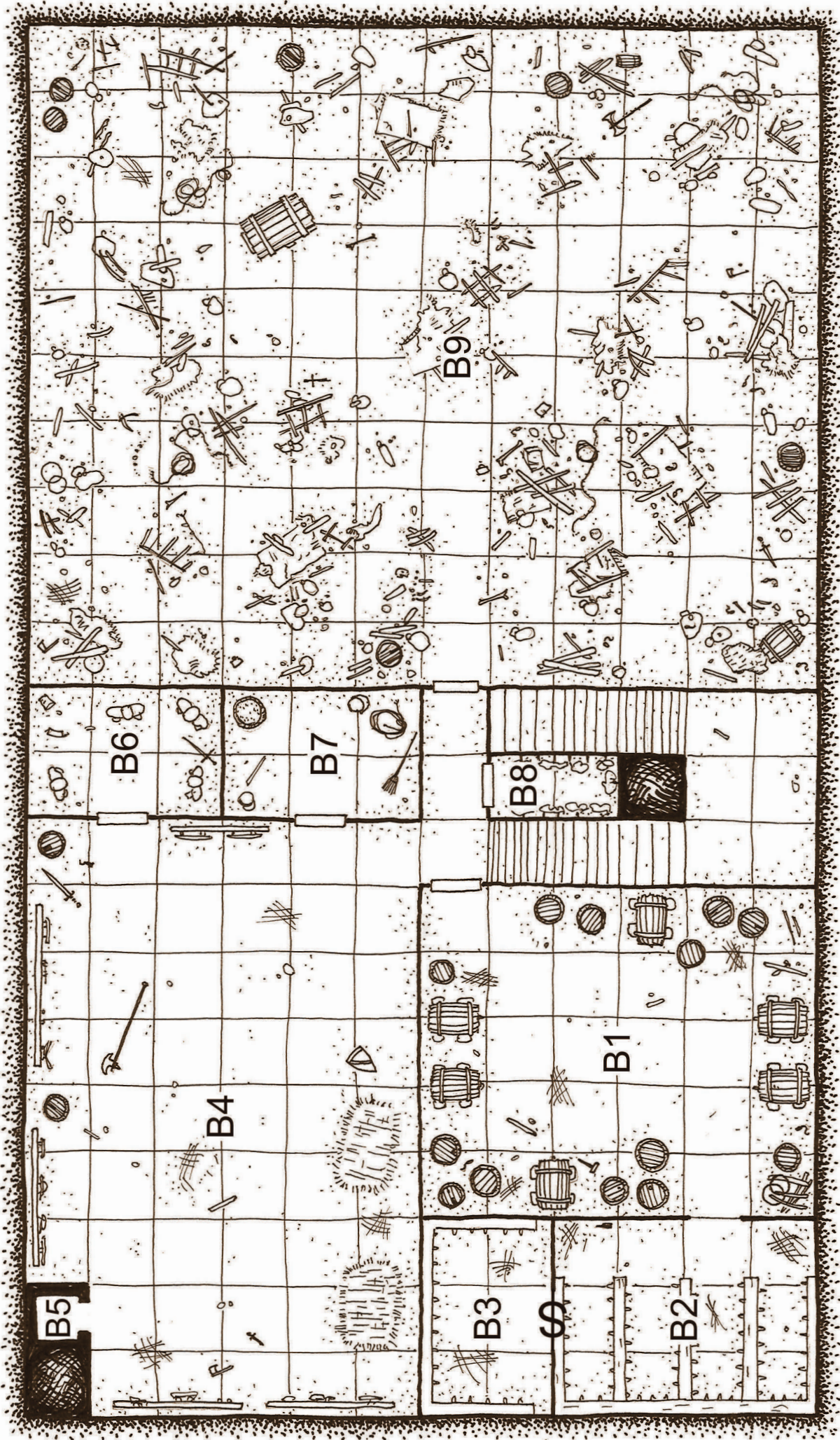
This room is unlike any of the warm, inviting rooms upstairs. Stark, bare stone walls stand silent in the dark but lend a distinct echo to any noise you make. Straw mats cover the floor which is wide open. Lining the walls are numerous weapon and shield racks, with most holding two or more weapons.

Once a common room for the servants, this room has been repurposed into a training arena. Before he went mad, the vampire used to train here for hours each day, honing the skills needed for each of the

B1: Store Room
B2: Wine Room
B3: Hidden Wine
B4: Weapon Room

B5: Dumbwaiter
B6: Armor Closet
B7: Talc Room
B8: Cloak Closet

B9: Barracks



Valravyn Mansion: Basement

Scale: 1 square = 5'

weapons in the room. Now the room is nothing more than a museum of weaponry.

The weapons are all of normal quality.

- 1 battle axe (5 sp)
- 4 hand axes (3 sp each)
- 4 daggers (2 sp each)
- 1 flail (15 sp)
- 2 maces (8 sp each)
- 1 morning star (10 sp)
- 1 bardiche (7 sp)
- 1 glaive (6 sp)
- 1 halberd (10 sp)
- 2 short spears (1 sp each)
- 2 voulges (5 sp each)
- 2 staves (2 cp each)
- 1 broadsword (14 sp)
- 2 longswords (20 sp each)
- 3 short swords (10 sp each)
- 1 warhammer (2 sp)
- 4 bucklers (9 sp each)
- 3 small shields (15 sp each)
- 2 medium shields (30 sp each)
- 1 large shield (60 sp)

B5: Dumbwaiter

Behind the false stone panel is a small shaft roughly three feet square. A set of ropes run up and down a dark shaft. The ropes look old and dusty but appear to be serviceable.

A **Feat of Strength vs. d20p+5** check is required to break the dumbwaiter free. Once free, it takes 30 seconds to move the box one floor up or down. A natural 20 on the check means the rope breaks, and the dumbwaiter will crash to the bottom floor.

If the PCs want to gain access to the downstairs levels without Balan's help, they might have to do it via the dumbwaiter. Once one person is down, they can work their way up the stairs and open the door from that side.

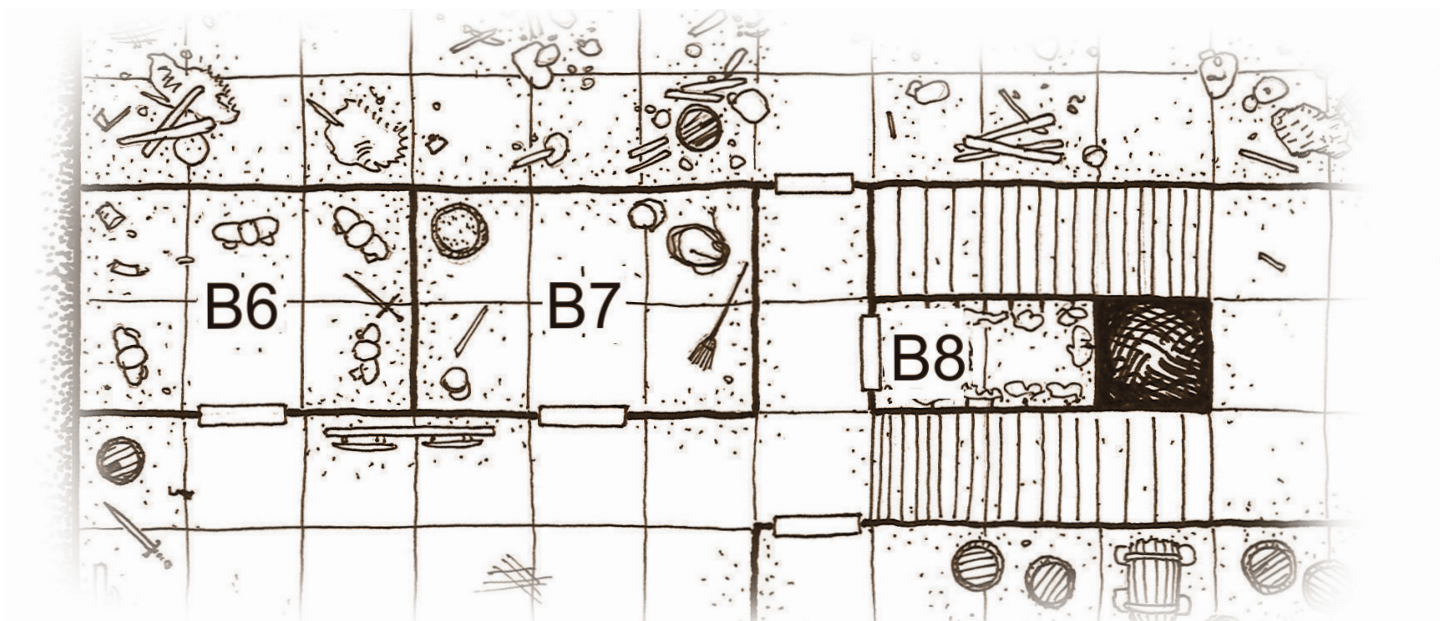
B6: Armor Closet

You open the door to see four figures standing silently in the dark. After a start, you realize they are only suits of armor arranged on mannequins. Bamboo training swords lay piled on the floor on one side of the room.


While the vampire preferred to scum sans armor, he felt it prudent to at least be familiar with the equipment. He would also have his sparring opponents (commanded thralls) don the armor to learn how to exploit its weaknesses.

There is one suit each of human sized:

- 1 battle axe (5 sp)
- Padded armor (4 sp)
- Leather armor (6 sp)
- Chain Mail armor (200 sp)
- Plate Mail armor (500 sp)




B7: Talc Room

 Behind the door are brooms, buckets, candles, rope and a wooden barrel filled with a white powdery substance.


There are a dozen candles and 50' of hemp rope. The barrel contains talc.

B8: Cloak Closet

 Both sides of the small closet are lined with wooden pegs. Several cloaks make use of those pegs. On the floor are several pairs of boots of various makes.

- Flowing Black Cape (10 sp)
- Fur-Lined Cloak (50 sp)
- Green Velvet Cloak (10 sp)
- Flowing Black Cloak (5 sp)
- Red Silk Cape (30 sp)
- Pointed Black Leather Boots (5 sp)
- Soft Leather Slippers (1 sp)
- Knee-High Leather Boots (3 sp)
- Fur-Lined Boots (10 sp)
- Fur-Lined Slippers (5 sp)
- Wooden Clogs (1 sp)

B9: Barracks

 A sea of roiling fur lies before you as a wave of foul, wet dog smelling air wafts out at you. Hundreds of rats of various shades, colors, and sizes cover the floor and furnishings of this room. The foul odor assaults your nostrils with vicious efficacy. Whatever this room was before, it is clear that someone or something, has repurposed the room for its own use. Where you can see past the rats, piles of filthy rags litter the floor. Bones are haphazardly scattered about. Stacks of bed frames, mattresses, and other furniture create a maze-like atmosphere obscuring just how big the room might truly be. Towards the edge of your light, you can see a large, iron-bound chest. Strangely, the rats seem to give it a wide berth. The far reaches of the room are lost in darkness.

This room once housed the staff of the mansion. The flimsy walls that once separated the large space into smaller rooms have been torn down to create an almost cave-like atmosphere.

Rats! Hundreds of Rats!

100 Giant Rats (HoB p.256)

Giant Rats (100) (12 EP each): 8 HP each; Init 0; Spd 10; Rch 0'; Atk 0; Dmg d4p+1; Def -1; DR 1; ToP 3/7; Size S; Move 2-1/2 ft/sec; Saves: P +0, M +0, D +3

Attack: Any bite from a disease-carrying rat necessitates a communicability check. Multiple bites increase the chance of contracting a disease but does not increase its severity.

7 Massive Rats (HoB2 p.220)

Massive Rats (7) (33 EP each): 17 HP each; Init -1; Spd 8; Rch 0'; Atk +2; Dmg 2d4p+1; Def +3; DR 2; ToP 7/8; Size S; Move 2-1/2 ft/sec or 5 ft/sec (swim); Saves: P +3, M +2, D +3

Notable Skills: Climbing 60%

Attack: Massive rats are aggressive hunters that do not fear fire. They can be dangerous opponents as they inflict a severe bite and tenaciously attack weaker foes. Many individuals are disease carriers.

3 Oliphant Rats (HoB2 p.220)

Oliphant Rats (3) (95 EP each): 34 HP each; Init +2; Spd 10; Rch 1'; Atk +4; Dmg 3d4p+3; Def +1; DR 3; ToP 14/9; Size M; Move 5 ft/sec or 7-1/2 ft/sec (swim); Saves: P +6, M +2, D +2

Attack: Though not as intelligent as massive rats, their sheer size and toughness makes Oliphant rats formidable opponents. Their bites can easily prove lethal. They do not usually instigate melee but can easily be provoked.

Special: Their bite ignores 2 DR of heavy armor.

The large iron-bound wooden chest is a mimikos!

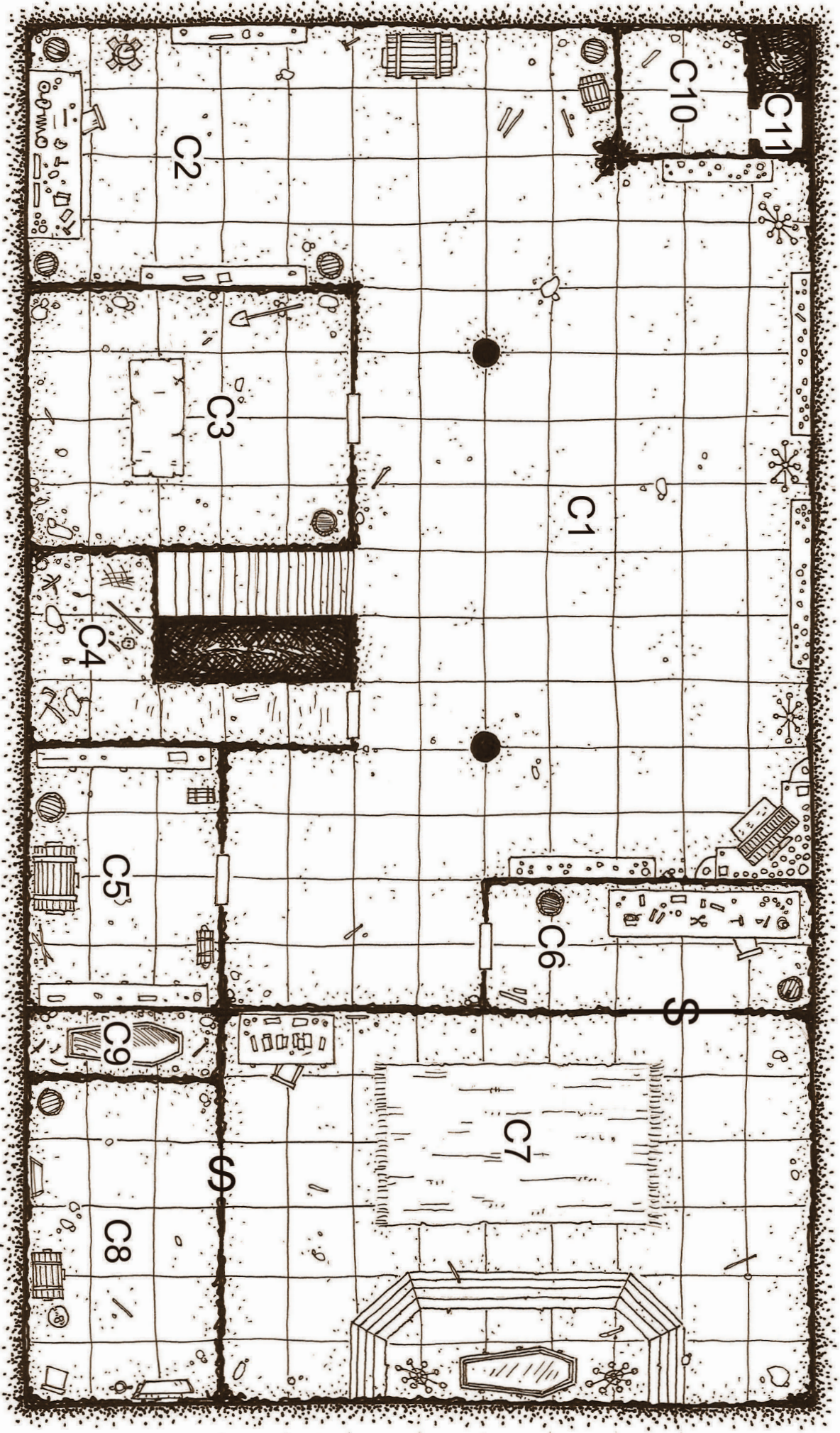
1 Mimikos (HoB2 p.175)

Mimikos (1) (520 EP): 52 HP; Init +10; Spd 8; Rch 3'; Atk +15; Dmg 5d4p; Def +2; DR see below; ToP n/a; Size L; Move 2-1/2 ft/sec; Saves: P +9, M immune, D +6

Attack: A mimikos' outer membrane is sticky and able to hold fast anything touching or touched by the creature. Forms pseudopods to flail opponents for 5d4p damage. Can generate additional 'pods to continue attacking while holding opponents with other protrusions. DR dependent on weapon employed (see text).

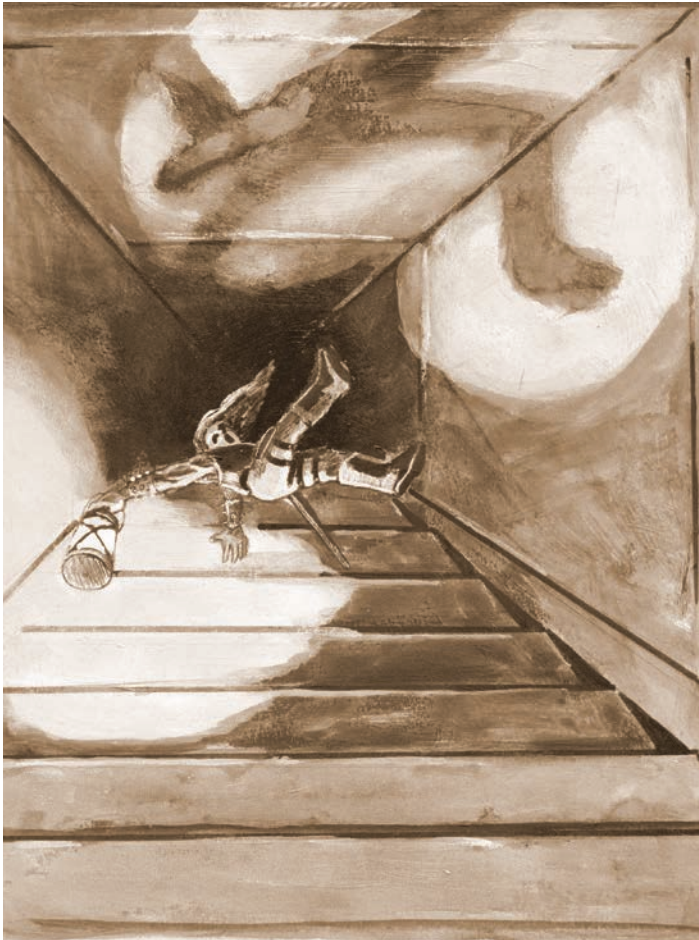
Special: mimicry of static objects, glue

- C1: Laboratory
- C2: Alchemist Corner
- C3: Terror
- C4: Crawl Space
- C5: Storage Room
- C6: Candle Room
- C7: False Lair
- C8: Ichill's Cache
- C9: True Lair
- C10: Hidden Cache
- C11: Dumbwaiter



Valravv Mansion: Sub-Basement

Scale: 1 square = 5'



SUB-BASEMENT/CELLAR

Passing through the broken door frame, the air picks up an earthy tone to it as you make your way down the wooden stairs. The walls of the stairwell are rough beneath your fingertips.

Trap! The second flight of stairs leading to the sub-basement is trapped. When weight is placed on any of these steps, the stairs tilt 60 degrees, creating a slide that dumps the unsuspecting person out into the floor of the Laboratory below, ruining any chance of surprise. Roll a d1,000 and consult the Fumbles & Mishaps table (GMG p.40) to determine the outcome.

PCs may make a **Scrutiny (Very Difficult)** or **Identify Trap (Difficult)** check to notice that the steps are not solidly attached to the wall.

A successful **Disarm Trap (Average)** check allows the character to figure out how to spike each step to allow them to descend the stairs without sliding. However, the noise caused by the spiking will be more effective at alerting Ichil to the intrusion than the original trap.

Alternately the PCs can opt to just sit on the top step and slide down without consequence.

❑ Disarming the trap is worth 242 EP.

This is the lair of the vampire. The walls are rough, unfinished stone. The floor is the same finished stone as the floor above. Depending on the time of day, the vampire could be doing any number of activities: sleeping in his true coffin, painting stars on the wall, working at the stone table, making candles, or up on the rooftop. The vampire is not likely to get involved in any possible fracas on the upper levels excepting the roof.

C1: Laboratory

A soft and mournful dirge can be heard as you enter a room eerily lit by hundreds of candles. The walls are covered with stars. Literally, someone has painted what looks like the entire night sky on the rough stone walls in incredible detail. In the flickering candlelight, the stars appear to twinkle. Here and there, strange symbols are drawn near some of the stars. In the far corner, an organ pipes out the melancholy tones. No one is seated at the organ.

The organ is played via a mechanical contraption similar to a player piano. A master in Carpentry has the skills necessary to disassemble and reassemble the organ such that it will still work. The functioning organ is worth **750 sp**.

The vampire is obsessed with his late wife's work, in hopes that it might lead to a cure to the madness that inhabits her body. He painstakingly duplicated what he could remember of her sky maps on the wall, adding in the names of the places where meteors, or sky rocks as he calls them, were thought to have been from with annotations where they were found. He has also spent countless hours on the rooftop under the night sky, taking in and adding more detail. In truth there is nothing here but the grasping straws of a mad man.

A successful **Astrology (Average)** check will allow one to recognize the stars and constellations drawn on the wall as a fairly accurate depiction of the actual night sky.

1 Vampire (HoB p.328)

Vampire (1) (2275 EP): 62 HP; Init -6; Spd 5; Rch 1'; Atk +19; Dmg see below; Def +10; DR 25; ToP n/a; Size M; Move 5 ft/sec; Saves: P +19, M immune, D +19; Will Factor 20

Attack: Charm (Mental save vs. d20p+19), then grabbing (two d4p+4 attacks to hold); held victims automatically bitten (d6p+4 damage and CON drain, no armor DR, save for half ability drain). Knock-back or FoS (vs. d20p+16) breaks hold.

Special Defenses: Silvered weapons reduce DR to 13. Regenerates 1 HP/5 sec if it had 8 hours rest previously. Transmogrify into bat, rat, wolf or big spider (with no poison) at will.

Ichil Vleldin appears as a tall, gaunt man. His 6'4" height is somewhat concealed by a slight hunch. His greasy hair is jet black and drawn straight back into a ponytail that hangs down between his shoulder blades. High, sharp cheek bones give the appearance of a man who has not seen a full meal in years. This isn't far from the truth as Ichil has largely starved himself, obsessed as he is with his madness. His once fine clothes hang mostly in tatters across his thin frame.

If a character with at least novice mastery of **Ancient Brandobian History (circa 250 I.R.)** succeeds on an **Observation (Average)** check, they will notice that the style of clothing is one that was common in Brandobia over 300 years ago and has been out of style for over one hundred years. Similarly, someone proficient in **Etiquette/Manners (Brandobian)** who succeeds on an **Observation (Average)** check will notice Ichil's mannerisms would be considered old fashioned in Brandobia.

His gesticulations are that of a crazed hermit, for that is largely what he has been for decades. He babbles of the stars and rocks. Some possible points of conversation include the following:

If asked why he is in the basement, Ichil will say that there are many evils on the floors above, not quite answering the question but perhaps giving the interrogators the impression that he is held captive here.

How long has he been here? If asked, he will tell the PCs that he has been here since the bandits above were slain. Again, it is a truth, though misleading.

Concerning the door to Room **C3** with all the runes, he will be truthful about it. His wife has suffered a serious malady and gone completely mad. The man-

sion's master imprisoned her there for both his safety and hers. The master has been seeking a cure.

Who is the master? Ichil will reply that Balan was the master of the mansion, but he met an untimely death at the hands of the bandits. Once again, this is a true statement by itself.

Ichil will talk to each character in turn, attempting to mesmerize them one by one. If he manages to succeed in charming all of the PCs, he will ask his new friends to go in search of some sky rocks for him. He has a few leads in the area that look promising. He further suggests that one of them remain behind to assist him. This character left behind will be the vampire's next meal once his friends are gone. Or if his plans on the rooftop where thwarted, said PC will be next in line to become a batman. Ichil will continue this pattern each time the remaining group returns until he has feasted on them all.

If not provoked sooner, the scent of fresh blood will overwhelm Ichil; and his speech will become more hurried and impatient until finally, after ten minutes, he will lunge at the PC nearest him.

As soon as the PCs begin to show some resistance, he will summon 4d20p Giant Rats from Room **B9** (or as many as remain if the PCs took the time to kill some of them earlier).

Ichil will fight until reduced to zero (0) Hit Points, at which time he will take gaseous form and retreat to his true coffin to recover.

C2: Alchemist Corner

An alchemist's table covered in various glassworks and vials fills up this corner of the room. A number of fist sized stones lay scattered about the table along with small hammers and chisels. A strange metal disc covered in circles and curves sits on a stand near the table.

The vampire has set up a station similar to that his wife had used in life. His understanding of alchemy has grown immensely since her death, but he is no closer to understanding her corpse's malady. The stones on the bench are ordinary stones on which the vampire has been honing his skills.

☐ Astrolabe (300 sp)

C3: Terror

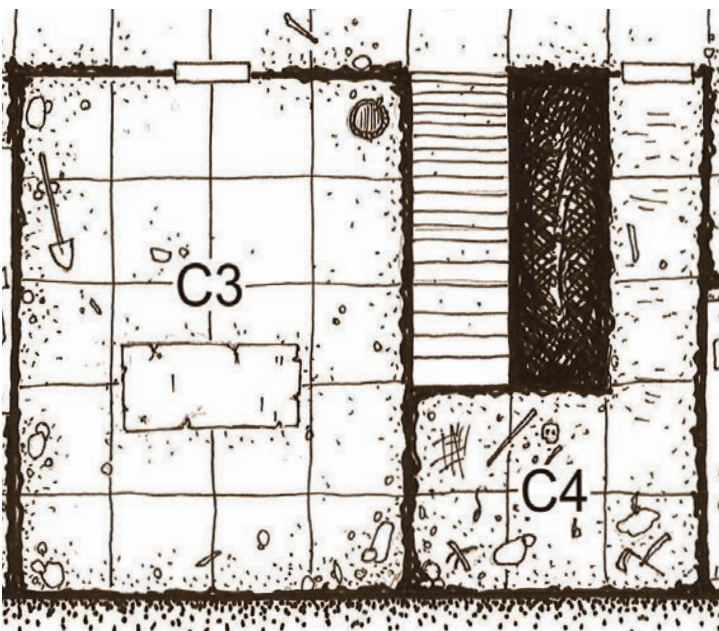
The door is held shut by two massive wooden braces slid through iron bands. Runes scrawled into the heavy wooden door shimmer in the dancing candlelight.

The runes are written such that they cannot be read in a flickering light. A steady light source will reveal the message: *What Madness Lies Beyond!* **Literacy: Brandobian** (or some other means of reading the text) is required to read the runes. If Ichil is asked what the runes are, he will translate for the party.

Should the players ignore the warning and open the door:

A gust of foul air blasts forth from the open door, causing you to gag and retch. Inside, a large stone sarcophagus sits in the center of the room. It is carved with unfamiliar runes. Similar to the wall in the room behind you, every wall and the ceiling of this room are painted to emulate the starry night sky.

The hideous smell of a freshly opened crypt often distracts opponents from the gibbering terror's initial attack. Anyone who inhales the initial gust of foul air from the crypt (or enters the room before 5 minutes have elapsed) must make a **Physical save vs. d20p+13** or become violently ill and add +1d4 seconds to all initiative rolls for the next 24 hours.



A successful **Feat of Strength vs. d20p+4** is required to shove open the cover of the sarcophagus. If the PCs are so foolish as to do so, it's time to ROLL INITIATIVE! The gibbering terror attacks on second 1.

The corpse of the vampire's late wife, now a gibbering terror, lies in the sarcophagus, ready to kill anyone who opens it.

If all the PCs are in the room and engaged in the fight, the vampire is likely to shut the door and barricade it again.

1 Gibbering Terror (Appendix F)

Gibbering Terror (1) (1000 EP): 74 HP; Init n/a; Spd 5; Rch 5'; Atk +13; Dmg 3d6p+8; Def +8; DR 8; ToP n/a; Size M; Move 5 ft/sec; Saves: P +18, M immune, D +9

Attack: Crypt Stench on opening the crypt. Alternates tentacles, grabbing Small opponents and slamming them into walls, floors, or other foes, while slamming larger foes with tentacles or grappled victims. Withering Touch with mouth tentacles every 30 seconds.

Special Defenses: None. Takes +50% damage from fire attacks and receives no saving throws vs. such attacks.

C4: Crawl Space

The small crawlspace beneath the stairs goes back and turns out of your sight.

If they crawl back under the stairs, they will find a swarm of rats and a ring.

❑ **Simple gold ring (20 sp)**

6 Giant Rats (HoB p.256)

Giant Rats (6) (12 EP each): 8 HP each; Init 0; Spd 10; Rch 0'; Atk 0; Dmg d4p+1; Def -1; DR 1; ToP 3/7; Size S; Move 2-1/2 ft/sec; Saves: P +0, M +0, D +3

Attack: Any bite from a disease-carrying rat necessitates a communicability check. Multiple bites increase the chance of contracting a disease but does not increase its severity.

C5: Storage Room

The shelves of this plain room are lined with numerous crates and boxes. There is also a large wooden chest.

Most of the crates and boxes are filled with candles and wax and wicks. The chest holds the following common clothing, sized for adult humans:

- ❑ 4 wool trousers (3 cp each)
- ❑ 3 wool tunics (2 cp each)
- ❑ 2 embroidered linen tunics (35 cp each)
- ❑ 2 lined undershirts (4 cp each)
- ❑ 1 wool cloak (4 cp)

C6: Candle Room

🕸 A long table covered in wax is scattered with wooden molds and bits of wick. So that's where all those candles come from! A small iron stove sits in one corner, its chimney disappearing into the ceiling above.

The vampire's old trade of candlemaker has not fallen by the wayside.

A successful **Scrutiny (Average)** check made while searching the wooden molds will allow one to find an iron key. This is the key to the hidden door behind one of the mirrors in Room **C7**.

Ichil dropped the key on the desk months ago and has not noticed it missing yet, as he hasn't had cause to use the lock on the door in years.

A successful **Scrutiny (Difficult)** check of the walls is necessary to find the crack in the wall indicating the presence of the secret door.

A successful **Observation (Very Difficult)** check is necessary to notice that the candle flames in the room lean ever so slightly towards the eastern wall. This is only noticeable if the normal door to the room is closed and everyone is standing still.

*C7: False Lair

🕸 A large carpet covered in intricate designs and runes fills the center of the floor. The east and west walls are draped in a deep purple velvet cloth. Two massive golden 8-candle candelabras illuminate a familiar shaped wooden box on a raised dais at the back wall of the room. A coffin! It is jet black and glistens as if recently oiled. The handles look like they might be made of pearl or ivory. Gilded mirrors line the north and south walls of the room, amplifying the light. An old, worn desk is covered in papers.

Though the vampire does do some work at the desk, the coffin and the room in general are a decoy the vampire set up to fool any intruders into thinking he was killed. A well-preserved corpse lies in the coffin.

A successful **Scrutiny (Very Difficult)** check is necessary to notice some of the features on the vampire don't look quite right.

Behind one of the mirrors on the south wall is a locked heavy door. It can be forced open with a successful **Feat of Strength vs. d20p+14** check or a **Lock Picking (Difficult)** check. The key is located in Room **C6** amidst the wooden molds.

- ❑ 1 15'x15' area rug (200 sp). This item is bulky. Rolled up, the rug is 15' long, 4' wide, and weighs 500 lbs.
- ❑ 2 candelabras (350 sp each)
- ❑ 1 coffin (100 sp)
- ❑ 12 gilded mirrors (30 sp each)

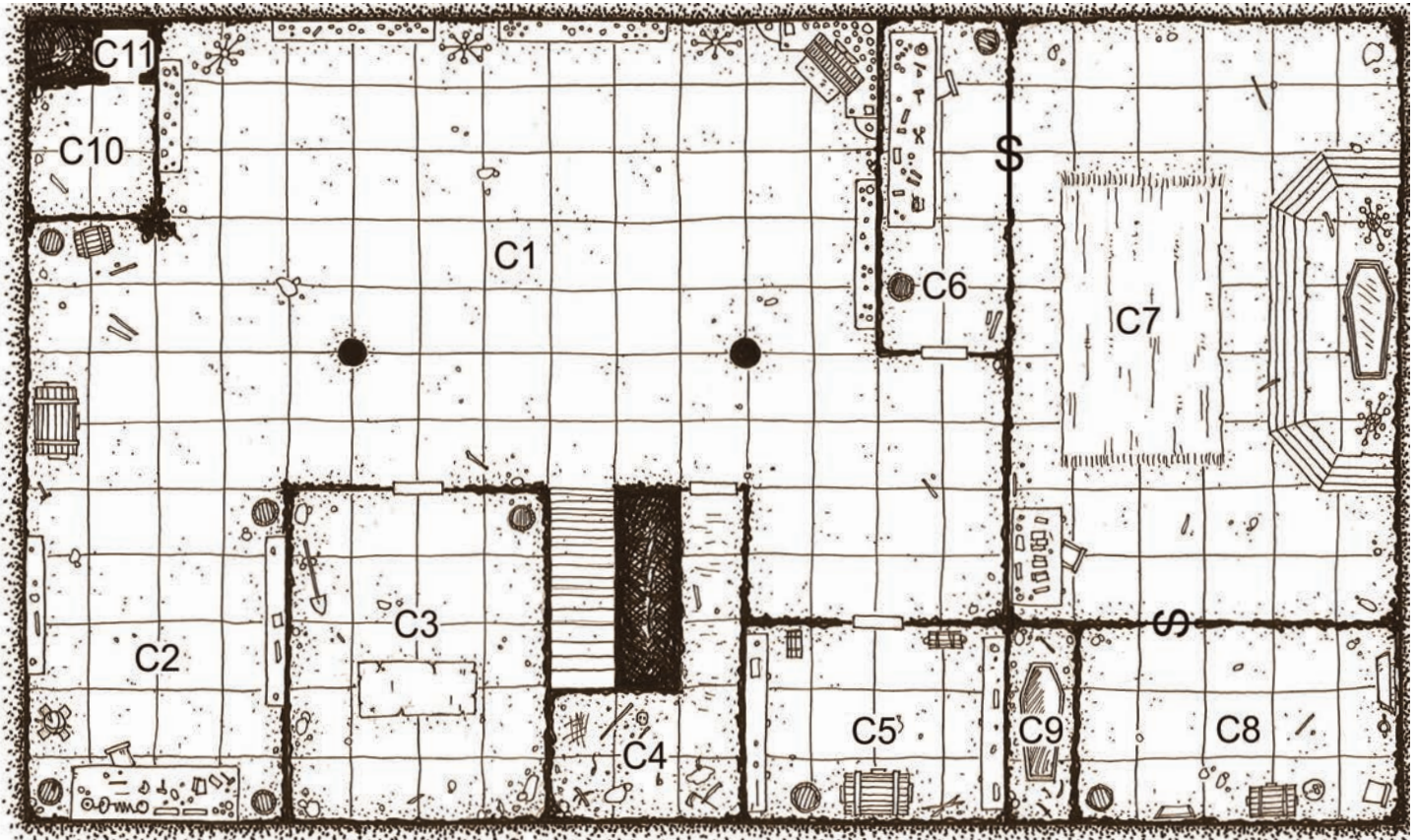
C8: Ichil's Cache

🕸 The door creaks open with an eerie groan. Beyond it is absolute darkness and an odor of stale air.

This room has a permanent (until dispelled) darkness spell on it similar to the 3rd level mage spell *Veil of Darkness* (PHB p.352).

The vampire keeps the two magic items he has acquired over his lifetime (and unlifetime) here. The knife belonged to his wife, and he covets it for sentimental reasons. Each of these items is on its own stone pedestal:

- ❑ A knife with a small golden bell that dangles from the handle on a silver chain. (125 sp)
- ❑ A mask made of pigskin that has had eyes, nose holes and a mouth crudely cut out of it. **Liniran's Mask** (GMG p.274)
- ❑ A pair of bronzed leg greaves, typical in design to those worn by Kalamaran gladiators and soldiers. **Peasor's Greaves of Trollkin Control** (GMG p.254)
- ❑ A small metal chest containing 60 gold pieces. The chest is unlocked and not trapped.



If the PCs remove the magical darkness, a successful **Scrutiny (Difficult)** check will reveal a section of masonry on the west wall that is missing a line of mortar. The gap can also be found by touch in the darkness, but the check becomes a **Scrutiny (Very Difficult)** one. This is the gap through which Ichil travels to and from his coffin. A crowbar or heavy blunt instruments can be used to dismantle the wall and gain access to Room **C9**.

***C9: True Lair**

Behind the wall is the vampire's true coffin. He accesses it in gaseous form via a tiny hole in the wall. Ichil's madness has led to a bit of paranoia. If he was able to escape earlier, Ichil is in repose in this plain wooden coffin.

C10: Hidden Cache

A simple glass case in the center of the room holds an ornate longbow.

This is the longbow featured in the painting in room 1C. Balan's most prized possession, he hid it here. It can only be reached via the dumbwaiter.

- Dark leather quiver with silver inlays (30 sp)
- +3 Longbow scribed with silver etchings that match the quiver art

C11: Dumbwaiter

Behind the false stone panel is a small shaft roughly three feet square. A set of ropes run up and down a dark shaft. The ropes look old and dusty but appear to be serviceable

A **Feat of Strength vs. d20p+5** check is required to break the dumbwaiter free. Once free, it takes 30 seconds to move the box one floor up or down. A natural 20 on the check means the rope breaks, and the dumbwaiter will crash to the bottom floor.

STORY AWARDS

- 5000 Rescuing the kidnapped victim
- 5000 Freeing Balan's Ghost
- 2000 Destroying the four bandit leaders
- 3000 Ridding the mansion of the vampire
- 500 Finding all the hidden rooms
- 500 Properly tending the graveyard
- 500 Avoiding all traps

Appendix A: Ichil Vleldin

Ichil was born in an unassuming little village in Brandobia to Sevlén and Lelten Vleldin. He was a bright kid and able to pick up many talents with minimal training. By the age of fourteen, he was following in the family business of candle making. A gifted chandler, Ichil soon outgrew the quiet town of his birth. That is when he met Anna. The young woman was a few years Ichil's senior, but that did not deter him. Anna was an aspiring alchemist, and she was travelling through town in search of a rock that had fallen from the night sky.

The notion of such a thing and the captivating beauty and charisma of the young woman captured Ichil's heart and soul. For her part, Anna was appreciative of the young man who showed every interest in her and her work and was not the least bit concerned that she was a woman.

When Ichil was twenty, they married. They had no permanent home, preferring to travel from city to city where Anna could find work and research in the colleges there. Ichil, for his part, always found a market for his candles which paid for their travel and lodgings. After seventeen years of this life, Anna began to shift her focus towards the sky rocks.

They settled into a home where Ichil could ply his trade and Anna could set up a true alchemy lab to continue her research absent the meddling minds of the colleges.

Over the next decade and a half, Anna became obsessed with the sky rocks. It was all she would talk about; all she would study. Ichil helped her with her research as much as he could, but her mind seemed to be slipping. It tore Ichil up to see her going mad; but despite numerous consultations with temples of different faiths, he could find no answer.

After thirty-three years of marriage, Anna passed away of dementia. Ichil did not handle it well. He was unable to accept her death and vowed to find a way to bring her back.

Nine more years would drag by as Ichil searched for

a way to resurrect his wife to no avail. Touched by the nearness of his wife's work and still unable to cope with her death, Ichil could feel his own mortality approaching and knew he was almost out of time. He had to have more time!

After five more years, now an old man and half mad himself, Ichil stumbled across the answer that would allow him to continue his crusade: a vampire. In exchange for the star rocks and Anna's research papers, the vampire agreed to give Ichil the "gift" of undeath.

Fast forward nearly thirty years. The transformation had been harder than he had anticipated. Learning to deal with the monster inside him proved a daunting task. Once he had adjusted to life as a vampire though, Ichil found he was thinking more clearly than he had in several decades. With renewed vigor, he set about once again to try to find a cure for death, that bit of madness apparently not retreating.

Ichil would spend another twenty-five years learning to integrate himself into society. Once he could do so without drawing attention to himself, he began to seek out healers in hopes of finding the elusive cure for death. Some of the clerical temples were now off-limits, as the priests there seemed to take offense to his undead status. Given he had to do most of his research at night, the search was slow. As he gained better control over his thralls, he found he could send them to gather information for him, but there just did not seem to be an answer other than impossible. He pursued the divine angle for over forty years before closing the book on it. There just was not a cure to be found there. Sure, he could have his wife raised as an undead creature but without her mind, she would be but a shell and he could not bear the thought of it.

Not finding an answer among the divine, Ichil begins to travel a darker path. He would spend a mortal lifetime among cultists, hedge wizards, and even some calling themselves necromancers.

While the research seemed promising at first, it always led to nothing more than another dead end.



During this time of broad travel, many rumors, tales, and fireside ghost stories were born. They shared a common theme: a small cadre of perhaps a dozen men in black robes, travelling in silence through the darkness. With them they carried two coffins and a large chest. The stories vary greatly after that, for no one who learned the truth of the company lived to tell it. In fact, it was Ichil and his thralls, transporting his coffin and that of his wife, whose corpse lay in repose inside.

Two-hundred years after being turned, the madness and despair that fell upon Ichil after Anna's death, and was subsequently held at bay by his transformation, has begun to return. He determined that the only logical course of study now must lie in the star rocks, for it is from there that the madness came. He would spend the next twenty years in seclusion trying to recreate the research of his late wife, to middling success. He progressed as far as he could until he needed some star rocks to conduct experiments. At that point, he went on the move again, traveling with his thralls by night and holed up in any dark corner he could find by day, his thralls standing guard. For twenty years, he traveled and collected what specimens he could find; but most leads proved to be false. Then one of his thralls, Par'Tak P'Rav'N, received a missive that his brother had died and that Par'Tak has inherited the

family's mansion in Rytarr Wood near Lake Jorakk. It sounded like the perfect opportunity; for he would be isolated from prying eyes and free to conduct his research in solitude.

Upon arriving at the Valravn Mansion in the dead of night, Ichil found it inhabited by a group of brigands. None of those bandits would ever see the sun with living eyes again. After dispatching the squatters, Ichil had his retinue of thralls and servants move his meager possessions into the mansion where he set up in the basement.

One by one, he consumed his thralls as the blood hunger needed to be satiated. Within a month, the last of the living were no more, and Ichil had to go on the hunt. Finding that hunting took time from his studies, the vampire used some of the knowledge he had come across in his travels to create a cadre of batmen to serve him. After dozens of missing persons over three years prompted the locals to attack the mansion, the vampire went on a frenzied spree and wiped out every last one of them that he captured. Although the stables were burned to the ground, the mansion and Ichil were left unharmed.

Madness and isolation are bad bedfellows, and Ichil is in deep with both. Longing to lie with his wife again and death not being repulsive to him, Ichil took gaseous form one night that he might rest for some time aside the corpse of his beloved. When he materialized within her coffin however, he was immediately entangled in grasping tentacles that tried to choke the life out of him.

The corpse of his wife was now a crazed monstrosity that gibbered and babbled at him incessantly. Had the confines of the coffin not been so tight, he likely would have been torn apart before he could react. As it was, he had time enough to revert to gaseous form and retreat from the coffin.

The realization of what his wife had become was the last straw for his increasingly frail mental state.

For the last fifty years, he has only very rarely left the mansion, relying on his batmen to forage for "cattle" to sustain him while he continues his fruitless study. Valravn Mansion has been left alone, and its sole occupant has largely left the world alone drowned in his own madness.

Ichil Vleldin Timeline (I.R.)

- 208 Ichil is born to Sevlén and Lelten Vleldin.
- 228 Ichil, a gifted chandler, is married to Anna, an aspiring alchemist.
- 245 Anna's work has led her to the focused study of "star rocks", or meteorites. It has become an obsession.
- 261 After over a decade of intense study of star rocks, Anna passes away of dementia. Ichil refuses to accept the death as final and vows to find a cure for death.
- 270 Ichil, touched by the nearness of his wife's work and still unable to cope with his wife's death, feels his own mortality approaching and seeks a solution to allow him to continue his study.
- 275 After five years of searching, Ichil found a way to continue his study to bring his wife back: a vampire. In exchange for the star rocks, the vampire turns Ichil, giving him the "gift" of undeath.
- 294 Ichil has spent nearly twenty years learning to cope with his new "life" and sets about his task.
- 320 Ichil has integrated himself into society, studying with all the best healers, careful not to divulge his own state of life, mostly with success.
- 365 Not having found a cure for death among the divine circles he had access to, Ichil begins to travel a darker path.
- 427 Ichil has spent a mortal lifetime among cultist, hedge wizards, and even some calling themselves necromancers. While raising the dead to undeath seems promising at first, in the end he sees no path to true life.
- 471 The madness and despair that was upon Ichil after his wife's death, and held at bay by his transformation, has returned as he has now picked up his wife's work, hoping to find a solution there.
- 490 Needing meteors for his experiments, Ichil begins to seek them out.
- 516 One of Ichil's thralls, a man named Par'Tak, receives a letter that his brother has died and that Par'Tak has inherited the family's mansion in Rytarr Wood, near Lake Jorakk. Ichil develops a plan to seclude himself to better focus on his study.
- 517 Ichil and his retinue relocate to the mansion where Ichil dispatches a group of bandits who have taken residence there.
- 519 After dozens of missing persons prompt the local townsfolk to attack Ichil at the mansion and burn down the stable, the vampire goes on a frenzied spree and wipes them all out.
- 540 Madness and isolation are bad bedfellows, and Ichil is in deep with both. He now rarely leaves the mansion, relying on his batmen to forage for "cattle" to sustain him while he continues his fruitless study.
- 566 Today. For decades Valrav'n Mansion has been left alone, and its occupant has largely left the world alone.

Balan's Timeline (I.R.)

- 462 Balan is born to Karan and Asa P'Rav'N.
- 471 Balan's brother, Par'Tak, is born. His mother dies in childbirth.
- 488 Balan is married to Naenaanea. She is only sixteen.
- 496 Dibavik, their first son, is born.
- 502 Melkira, their second son, is born.
- 503 Balan orders construction begun on a family mansion in far-away Rytarr Woods.
- 508 Balan's family moves into the mansion, and he takes in his father who is in failing health.
- 509 Ravena, their first daughter, is born.
- 511 Karan P'Rav'N (69) dies.
- 511 Karrav, their third son, is born.
- 515 Ravharra, their second daughter, is born.
- 516 Bandits murder the P'Rav'N family. The bandits are run off by the militia, and the family is laid to rest. Balan's body is not found, and his grave remains unmarked and empty.
- 517 The remaining bandits return to find the mansion still empty and take it over as a base of operations.

Appendix B: Balan P'Rav'N (Ravan)

Balan P'Rav'N was by no sense of the expression a man of moderate means. Born into wealth, the child of shipping magnate Karan P'Rav'N and his wife Asa, Balan wanted for nothing. He had the best private teachers that money could buy and the aptitude to take advantage of their knowledge.

When he was a young boy of nine, his brother Par'Tak was born. Sadly, his mother Asa did not recover from the birth and passed away two days later.

Balan, having been an only child for nine years, was close to his mother and held his younger brother responsible for her death. With the death of Asa and the shifting of the household to focus on the newborn Par'Tak, Balan began to grow a bit distant. He still did well in his studies, but the childhood innocence was gone.

Years went by with Balan stepping into a more prominent role in the family business. He was meticulously detailed in everything he did. Living in the same household, he could not avoid encountering his younger brother.

The anger towards his brother burned like an ember under his cool façade. He showed no outward hate towards Par'Tak and never tried to harm him, but neither did he show love or compassion or even friendship. His father Karan was no fool and saw what was happening; but despite his talks with the young Balan, he could not persuade the young man to part with his demons.

When Par'Tak turned fourteen, Karan sent him off to a private school. Par'Tak was glad for the opportunity to get away from home and travel. He had little interest in the shipping industry, he knew how his brother felt about him, his father was always busy with the company, and he didn't excel with his tutors like his older brother had.

He actually found it quite frustrating to be constantly compared and measured to his older brother and consistently told he was lacking. Balan, of course, did not shed a tear at his brother's departure.

Balan had developed some dark interests during the last five years, even convincing (aka. blackmailing) some of his teachers to teach him things beyond what would be considered appropriate. Among the topics of most interest to him, and most taboo, were the magical theories.

The thought of being able to control the very forces of nature and even hold sway over life and death were of a keen interest to Balan. He held those yearnings in check though, a mere fascination as opposed to an outright obsession.

With Par'Tak out of the house, Balan's mood improved greatly. The following year he met a young woman at the company's annual ball to celebrate the end of the major shipping season. Naenaana, only sixteen, was the orphaned daughter of one of the

company's shipping captains who had been lost to a violent storm the past season.

She was a lovely young lady of simple beauty and quiet demeanor, with her raven black hair hung over one steely blue eye. Learning Naenaana had lost her father and several years earlier her own mother, Balan felt an instant connection to her. They were married later that year.

The couple had each lost their mothers due to childbirth, so it was understandable that eight years later Balan was a nervous wreck as his wife Naenaana gave birth to their first child, Dibavik. Once the delivery was over and everyone was safe and healthy, he was able to calm down.

The process repeated itself five years later when their second son, Melkira, was born. By now Balan had all but taken over the family business from his father. The stress of the births combined with a couple of very tough storm years for the company that saw several of their shipping vessels lost at sea had Balan highly stressed. To make matters worse, his father's health was beginning to decline. The two men got together and discussed options. It was time to retire the family business. Balan commissioned the construction of an extravagant mansion, secluded deep in the Rytarr Wood.

Five years later construction was complete, and the company was sold off to a long time captain of their fleet. Balan and Naenaana, pregnant with their third child, made the move to the Wild Lands of Jorakk.

They had with them an array of riches mostly unheard of in the northern lands. They also had two dozen servants as well as a hired armed guard to provide safe escort. They even sent men ahead to parlay with the governments and lords through whose lands they would pass to ensure they would meet with as few unforeseen problems as possible. Karan was also with them.

The trip took almost six months. Less than a month after settling into the mansion, Naenaana gave birth to their first daughter, Ravena. The change of scenery and removal from the stresses of the big city suited Balan well. He was able to spend time with his ailing father as well as his two sons, now thirteen and seven. They spent a lot of time hunting as well as forming connections with suppliers in the nearest towns, which were two days travel by horse.

The mansion held a few secrets that only Balan knew of. He had hoped to pursue the magical theories that had so invigorated him when he was a young boy, so he had a hidden study built where he could keep his notes and books on the topic. The sub-basement, while known to exist, was off limits to all but Balan. It was sealed off with a heavy steel door that only he held the key to. None knew the extent of what was built down there or what

Balan did. He just said he needed a place to do some thinking, and it was left at that.

Two years later, on the same day Naenaanea gave birth to their fourth child, Karan P'Rav'N passed away. The newborn boy was named Karrav, in memory of the family patriarch. The loss of his father prompted Balan to make arrangements for his family in the event of his own death. He arranged with the temple at the local village to send a sealed letter to his brother Par'Tak, should he pass. The mansion would pass to him, along with the responsibility to care for his family. Although they had never become the best of friends, Balan had eventually seen past his anger and faulty blame, and the two communicated enough to know each other's whereabouts.

Time would pass by quietly with Balan beginning to spend more time on his hobby and less time with his family as he was drawn more and more into the world of the arcane. He clearly still found some time for family though, as their fifth child, a daughter they named Ravharra, was born four years later. By then, Balan was spending about half his time with family and the rest below the mansion studying magic. Through his brother (for in his brother's travels, Par'Tak had learned not to completely distrust magic) and various contacts, he was able to find tutors for the children who would also, surreptitiously, school him in the arcane arts.

Balan would never be a mighty force in the world of magic but for his late start, he did well enough to earn the approval of his masters. He was even able to acquire a few magic items that he prized only slightly less than his family. Balan had a content balance of family and magic. Before that balance could be threatened, tragedy struck the P'Rav'N Mansion.

After nearly a decade of living in the mansion, Balan had become a little bit too comfortable with the dangers surrounding them and perhaps a bit too confident in his fledgling abilities as a mage. Balan released all but three of the dozen armed guards he had kept on following the move.

Two would remain at the mansion while the third would be on furlough. So it was that when a contingent of nearly twenty bandits attacked the mansion, they met little resistance. The guard on duty was taken out by a crossbow bolt to the neck as he was on his way to the outhouse. The bandits then stormed the mansion, committing heinous acts of savage and unspeakable violence on those within. No one was spared.

Balan was able to kill four of the bandits by catching the first unaware with a sword. The second bandit he slayed was no easy contest, and it was a close battle. By then he was surrounded. As the bandits moved to subdue him, he summoned forth the arcane power he had grown accustomed to wielding only in practice. It was crude and not very controlled, but the result yielded two bandits scorched to cinders and three more with bad burns. Balan went dizzy and fatigued with the effort; and before he could recover, his world went black.

When he awoke with a splitting headache, Balan found himself in the dark. His hands explored around him to find a loose powder on the walls and on the floor. The smell of soot filled the

air. He was in the fireplace on the main floor. The opening of the fireplace had been bricked up. He was hopelessly trapped. The magic he had learned, even if he had his books with him, would not help him escape from here. He tried climbing, but the chimney was too covered in soot.

Even if he didn't slip, the loose soot and ash would cause him to choke and cough until he would lose his shaky grip and fall back down. The real horror was that the tunnel channeled the sound from the upper floors very well, and Balan could do nothing as he listened to the tortured screams of his wife.

His only blessing was that she must have died after the second night, for he heard the cries of agony no more after that. His captives would taunt him occasionally by banging on the stone wall or pissing down the chimney from a fireplace above.

The first time he was foolish and addled enough to think it might be water. After four days of confinement, or maybe five (there was no sense of time here in the dark) they began to use the fireplaces of the upper floors. Hot ash and coals would rain down upon the trapped man, near madness with thirst and despair. He was a tough man, but he was broken and utterly defeated. He died on the sixth day of imprisonment.

Either life was not done with Balan, or death was not ready for him. He awoke to find himself lying on a blanket of snow on the front porch of the mansion but oddly, he wasn't cold. He felt no stirring in the breeze, though he could see the treetops swaying in the wind and hear it blowing through the columns around him. He stood and went to the front door, hanging crooked in the frame. When he placed his hand on the door, it passed right through without resistance. He looked down to see he left no footprints in the snow. With a shock, he realized he had no substance. He was an apparition.

As he drifted about the house, he tried to remember what happened but found that whenever he thought back, there was nothing but excruciating pain and blinding torment. He could observe scenes of violence all over the house but could not recall anything that occurred. He was not alone in the mansion. He encountered the shadows and wraith on the upper floors. Though they could not harm him, he still felt the need to flee when he saw them.

Their evil presence was painful. A greater evil lay below in his old laboratory, where a vampire had taken up residence. The creature was madly obsessed with strange rocks and often babbled incoherently to itself. Balan found he could not even flee the footprint of the mansion. The back and front porches were the limit of his travel, after which each step felt as if he was being pulled harder and harder back towards the mansion, as if some unknown task was holding him back.

So it is that the apparition of Balan has been mournfully roaming the mansion, unable to recall what happened or figure out why he is trapped here. He longs only to be reunited with his family.

Appendix C: Amulet of the Raven (P'Rav'N Amulet)

Carved from a piece of whale ivory, this egg-shaped pendant once depicted a raven in exquisite detail. Decades of frequent handling has worn away most of the detail of the original work and given the edges of the pendant a brownish hue, though the image of the raven is still unmistakable.

A young man working in a castle's aviary had a keen insight into the avian mind. After a particularly harsh season in which the coops had lost nearly eighty percent of their population to bad weather and predators, he developed a training regimen that allowed him to use other birds. He targeted ravens. The creatures were intelligent and large enough that most predators left them alone. The castle lord was pleased and as a show of gratitude, gave the man an ivory pendant carved with a raven.

As the man's avian husbandry grew, he found when he focused intently that he gained a rudimentary understanding of the bird's language. All the while he wore the raven pendant, often fidgeting with it as he focused his will on the birds, a quirk he had acquired. He passed the pendant on to his son who had apprenticed under him. The cycle continued for decades. Their skill grew so great that not only could they talk to birds, but also found they could, with permission, also see through the creature's eyes.

Whether one or more of the members of the P'Rav'N lineage to handle the pendant had latent magical abilities or whether through some mechanism unknown, the skills and abilities they

possessed with birds seeped into the pendant. After two centuries of such use, the pendant now bequeaths those same skills and powers on any wearer.

+40% to the following skills as they relate to birds: Animal Empathy, Animal Husbandry, Animal Mimicry, Animal Training. These boons are constantly in effect as long as the pendant is in contact with the bearer's skin.

To speak with birds, the user only need succeed at an Average Animal Empathy skill check, after which they can converse with the targeted bird while holding the pendant.

To see through the eyes of a bird, the user must succeed at a Difficult Animal Empathy skill check while holding the pendant, after which the character must focus intently, becoming defenseless while in this state. The granted vision is with the acuity of the targeted avian, the user in effect seeing what the bird sees. For each minute the visual link is held, there is an increasing 1% chance that the link is broken. A successful Mental save vs. $d20p+15$ means the link is simply broken, while a failed save puts the user in a catatonic state (as the effect of the fifteenth level mage spell). A critically failed save results in the user falling into a deeper catatonic state from which they cannot be awakened before 1d4p hours have passed.

The bearer of the pendant also gains the Quirk: Fidgety (Caress Pendant) (with no Building Point (BP) bonus) while it remains in their possession.

Appendix D: New Quirk — Fidgety

Fidgety (18 BP): A character with this quirk has the unconscious need to play or fiddle with something in an absent-minded manner. While such actions do not normally garner much attention, in high stress situations they can be confused for nervousness, causing others to think that the afflicted might not be wholly truthful. As such, the character suffers a -10% penalty to Diplomacy, Gambling, Persuasion, and Salesmanship checks. The character also suffers a loss of 25 fractional points to Charisma.

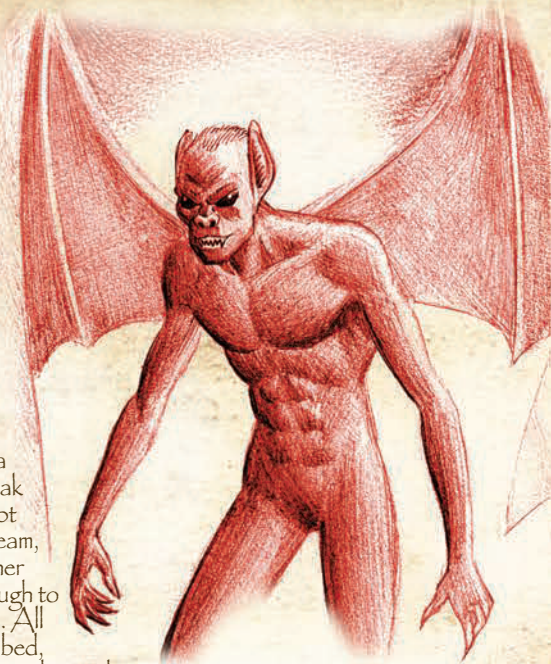
- 1-3 Caress a favorite object or lucky charm
- 4 Tap fingers on a tabletop or other hard surface
- 5 Tap foot
- 6 Twiddle fingers
- 7 Twirl hair
- 8 Tug on ear

Vampyre Spawn

Aka: Batmen, dhampyre, blóðsúgr

It was a cool night; and thick clouds played tricks with the light of the full moon, creating areas of shimmering moonlight and pools of ebony darkness. I had awoken to a strange sound that to this day I cannot perfectly remember. Indeed, upon rising from my bed, I had all but forgotten the sound already. I peered out the window to see my mother in her night dress, talking to a slim man draped in a heavy cloak. I was about to return to my slumber when a fortuitous autumn wind blew in through the window in which I gazed.

A chill ran down my spine, and I felt I had best make a trip to the outhouse before climbing back into bed. I left the window and made my way outside into the chilly air. As I rounded the house, I saw the stranger leaning over my mother as she stood still as stone. I froze in my tracks as the... thing... straightened, its arms wrapped around my mother. For a moment, the clouds parted; and a pool of radiance illuminated the figure. Its large eyes shone like black glass amid a gaunt and pale face. I could do nothing but look on in terror as what I had presumed to be a cloak unfolded into giant, leathery wings! Then the area returned to the shadows as the monster leapt into the air, powerful thrusts from its bat-like wings propelling it. I could not react, nor even scream, even as I felt tears running down my face. The foul creature flew silently into the night, my mother hanging limply beneath it. The creature was long gone from sight before I could even move enough to collapse. After a while, my tingling fingers reminded me of the cold and that I was not in my bed. All thoughts of the reason for my excursion had fled my mind. On trembling legs, I returned to my bed, convinced it had to have all been nothing more than a nightmare. In the morning, I would find my mother in the kitchen with the day's porridge set out for breakfast. The morning did come, but I never saw my mother again. ←



Batmen are simply named for their resemblance to both bats and men. They are lean, wiry beings with long limbs and pale flesh. Their large, glassy eyes are pools of darkness above a cruel mouth filled with pointed teeth. In between, their nose is upturned with flaring nostrils, resembling those of a bat. From a distance, they might almost look human except for the addition of a large set of bat wings sprouting from between their shoulder blades. When spread, the leathery appendages are reminiscent of the wings of the giant vampyre bat although considerably larger as would be expected to support the additional size and weight.

The most commonly held belief is that batmen are the result of a rare mutation that can occur during gestation of a pregnancy, resulting from the union of a human woman and a male vampire although scholars scoff at this idea that vampires can spawn progenies in such fashion. The second most common theory is that they result when a vampire feeds on a pregnant woman while taking the form of a bat, causing the fetus to mutate into the creature. It may, perhaps, be possible that both theories are nothing more than rumors and that the true origin of these creatures is even darker and more insidious.

This creature of darkness lives to serve evil. Possessing a keen intellect, the batman relies on speed and stealth to accomplish its mission, most often the capture of young men or women, depending on the appetite of its master, for the vampyre that commands it. Batmen use the power of their voice (believed to be inherited from their vampyre heritage) to subdue their victims before taking them.

A Batman shares many of the weaknesses of the vampyre. It will smolder in direct sunlight. Batmen will likewise recoil from garlic. Being alive though, they cannot simply be turned by the faithful hand that carries a divine icon. While the batman will avoid entering water of its own volition, water causes no actual physical harm to the creature; and it can either fly over such obstructions or use mechanical means to circumvent such defenses.

Combat/Tactics:

Batmen share something of the hypnotic powers of vampyres although to a much lesser extent. Batmen serve their master with unerring loyalty. In this capacity, they are used largely as harvesters (kidnappers) and on rare occasion, assassins. Batmen are intelligent hunters. They will first scout their quarry and look for an opportunity to approach the target when it is alone. It positions its folded wings to resemble a cloaked and hooded figure then uses a vocal barrage on a target (up to 100 feet away) that sounds similar to a swarm of angry crickets to hypnotize its prey such that it can wrap it up in its arms and carry it away without struggle, if possible (Mental save vs. d20p+15, single target).

If the batman determines such an opportunity is unlikely to occur or is running out of time (i.e., dawn is approaching), it will take a more direct approach, gliding in for a quick snatch and go, unleashing a powerful and shrill cry as it descends which pierces the air and aims to paralyze its foes with terror (Mental save vs. d20p+10, all within 50 ft of target). This paralysis lasts 20 seconds.

VAMPYRE CONTROL

A single vampyre can only control a limited number of batmen at once. The combination of batmen cannot exceed a total Control Value of 3.

MINOR BATMEN (CONTROL VALUE = .3)

(D) +1 Init / 6 Spd / +9 attack / +6 defense / d4p-2 damage
 (P) +1 Init / 6 Spd / +9 attack / +6 defense / d4p-2 damage / Single target voice attack
 (V) +1 Init / 6 Spd / +9 attack / +6 defense / d4p-2 damage / AoE voice attack

LESSER BATMEN (CONTROL VALUE = .6)

(D+P) -1 Init / 5 Spd / +11 attack / +8 defense / d4p-1 damage / Single target voice attack
 (D+V) -1 Init / 5 Spd / +11 attack / +8 defense / d4p-1 damage / AoE Voice attack
 (P+V) -1 Init / 5 Spd / +11 attack / +8 defense / d4p-1 damage / Single target voice attack / AoE voice attack

BATMAN (CONTROL VALUE = 1)

(D+P+V) -3 Init / +13 attack / +10 defense / d4p damage / Single target voice attack / AoE voice attack

GREATER BATMAN (CONTROL VALUE = 3)

(D+P+V)* -5 Init / +17 attack / +14 defense / d4p+2 damage / Single target voice attack / AoE voice attack / Immortal, life tied to vampyre's

Moon Phases: Diadoli full

Pelselond full

Veshemo full

*All three moons full AND in alignment

A hypnotized victim is entranced by the sound of the batman and can only walk towards the source of the sound. The effect lasts until the batman stops its crooning or until the target is physically attacked. The act of the batman grappling the victim will break the trance.

Paralyzed victims suffer a psychosomatic paralysis and are unable to move or speak. This effect lasts only 20 seconds but is ample time for the vampyre spawn to snatch an affected victim and fly away.

If the target is hypnotized or paralyzed, the batman automatically succeeds in grappling the victim. If the target resisted the cry of the batman, the creature must succeed at two successive melee attacks before the victim is immobilized. This hold can be broken similar to that of the vampyre, though the required Feat of Strength is lower (vs. $d20p+10$). Once fully immobilized, the victim is powerless to attack. A batman can fly carrying up to twice its weight.

Batmen rely on cunning and surprise in hunting down their victims. If faced with a fight in which it is outnumbered more than 2 to 1, it will attempt to grab the nearest victim of opportunity and take flight into the night. If cornered, it will slash at its attackers with razor sharp talons as it tries to find an escape path.

Unlike vampyres, batmen can be killed outright through the normal methods one would use to dispatch a beast. It does possess some resistance to wounds caused by steel though, courtesy of its heritage. Silvered weapons bypass this innate boon.

Habitat/Society:

Batmen can be found wherever a vampyre calls home. They are the most loyal of henchmen to the creature that created them and will die to protect them if directed although such fighting is not their strength.

The batman is not so much born, as it is created. After its creation, batmen can live to be a century old. This is thought to be another boon received from its immortal heritage.

They are created following a ritual in which a vampyre feeds on its chosen victim while in bat form beneath a full moon, careful not to drain so much blood as to kill them. This feeding process is performed for three consecutive nights, centered on the time when all three moons (Diadoli, Pelselond, and Veshemo) are full in the night sky. When the ritual is complete, the victim begins a transformation that will end when Veshemo goes dark. The transformation is first noticeable in the eyes, as they become large pools of glassy black. Next, the bones of the body begin to stretch as the fingers grow out into long, razor-sharp talons. When the moon is new, the wings of the batman will burst forth from their back in a shower of torn flesh and blood, the transformation complete. Unlike its "father", the batman is every bit alive. Should the vampyre that created it be killed, the batman will set out in search of another vampyre to serve.

While the ritual can be performed under any full moon or combination thereof, most vampyres will not bother as the resultant batman is inferior to those created under the three moons. As all three moons are full concurrently once every few years, that is frequent enough to serve most vampyre's purpose. If the ritual is performed during the rare event when all three moons are full and in alignment, the batman that results is not only more powerful, but immortal, its life tied to the vampyre that created it.

Ecology:

When not tasked by their master, batmen prey on any living creature they can capture, preferring mammals. They avoid human settlements unless their tasks take them to such a place. They will most often lair with their vampyre lord but otherwise, will find shelter in caves or other dark places as needed to avoid sunlight.

On Tellene:

There is a lot of confusion on the actual existence of batmen. Few who encounter them return to tell the tale. Those who do see them and live to tell about it often jump to the conclusion that they must have been a vampyre or maybe they were just a gigantic bat. They have even been mistaken for small dragons when flying overhead, a leathery winged silhouette against the moonlit sky.

Vampyre Spawn

HIT POINTS:	26+4d8
SIZE/WEIGHT:	M/200 lbs
TENACITY:	Steady (Fearless if protecting their Master)
INTELLIGENCE:	Bright
FATIGUE FACTOR:	n/a

MOVEMENT

CRAWL:	2 ½
WALK:	5
JOG:	10
RUN:	15
FLY:	25

SAVES

PHYSICAL:	+10
MENTAL:	+10
DODGE:	+10

SPEED	4	ATTACK	+13	INIT	-3
DEFENSE	+10	DAMAGE	15	TRAUMA SAVE	15
REACH		d4p		DMG REDUCTION	

ATTACK: Hypnotize (Mental save vs. $d20p+15$, single target within 100 ft) -OR- Paralyze (Mental save vs. $d20p+10$, within 50 ft of target), then grabbing (automatic if hypnotized/paralyzed or two successful melee attacks if not) and flying away with its victim. A knock-back or an opposed Feat of Strength (vs. $d20p+10$) breaks the hold.

SPECIAL: Defenses: Silvered weapons reduce Damage Reduction (DR) to 5. Batmen have a high tolerance for pain. This is reflected in a ToP Save of 15.

General Info

ACTIVITY CYCLE:	Nocturnal
NO. APPEARING:	1-10
% CHANCE IN LAIR:	30%
FREQUENCY:	Unusual
ALIGNMENT:	Lawful Evil
VISION TYPE:	Low Light Vision
AWARENESS/SENSES:	Good hearing and smell
HABITAT:	Anywhere but outdoors
DIET:	Carnivorous
ORGANIZATION:	Minion
CLIMATE/TERRAIN:	Any

Yield

MEDICINAL:	nil
SPELL COMPONENTS:	Blood (4oz. vial can be used to make a transmutation: bat draught)
HIDE/TROPHY:	Wings and Teeth
TREASURE:	incidental
EDIBLE:	no
OTHER:	nil
EXPERIENCE POINT VALUE:	625

Gibbering Terror

Aka: tentacle terror, tentacle horror

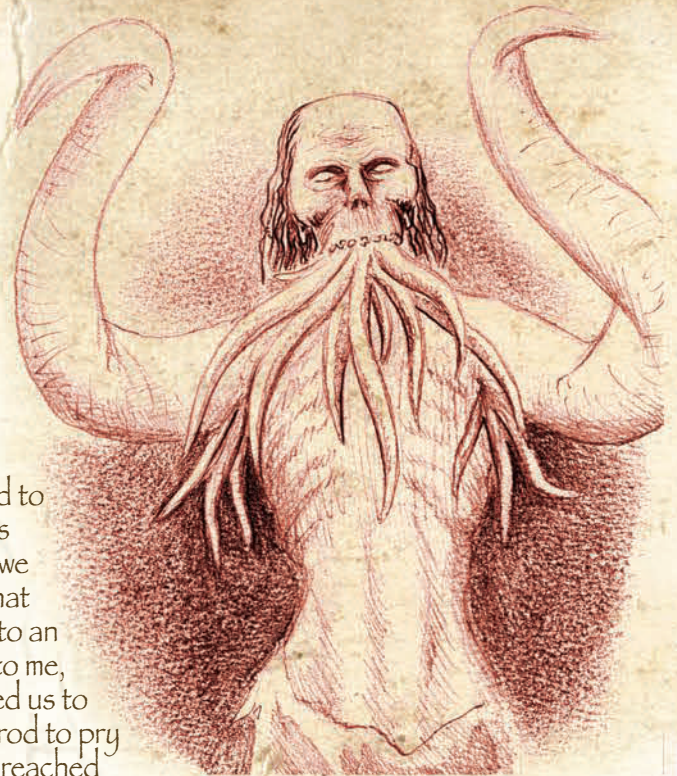
"It's an easy job." They said. "See the world." They said. "Great pay." They said. And so, I became a torchbearer. And they were right. That is, they were right until my last quest with the famous explorer, Indyanna. The man would not tell us precisely what he was after (not that any of the adventurers ever told us anything) in the Obakasek Jungle, but it would not be the farthest I had ever traveled from my home of Bet Kalamar.

The jungle was hot and humid, as those sorts of places tend to be. The bugs were the size of my hand and left welts nearly as big. Most days, the rain poured down from the heavens, and we were a soggy lot. It was a miserable trek. To look back on it, that was the enjoyable month of the trek for Indyanna brought us to an ancient looking stone temple. The gods on it were unfamiliar to me, but their gaze was no less frightening for it. Indyanna cautioned us to stay back as he and one of his companions used a long metal rod to pry open the door to the temple, stepping back as soon as they breached the structure. The stone building seemed to exhale as a foul rot wafted out from the interior. Scarves tied to cover their faces but for their eyes, Indyanna pushed the door open the rest of the way and stepped back a few paces allowing the darkness beyond to lazily drift out into the open air. As it did, the wane sunlight penetrated the gloom to reveal, at the center of a square chamber, a solitary sarcophagus gilded in gold and silver. Not a temple then, but a tomb.

After a passage of time in which Indyanna consulted with his three companions, I was waved forward and directed to follow them. My knees knocked together, though I could not tell you why. This was not my first crypt, but the way that miasma flowed from the structure gave me pause. At least I was not a scroll caddy or the loot hauler. They had to enter the forsaken place with Indyanna and company. I was able to stay just barely inside the door, one step from freedom if things went wrong. And oh, did they go wrong. A small companion of Indyanna knelt at the stone coffin as if looking for something while a female in his group held her hands wrapped around a carving of the sun: a cleric then.

The small guy gave Indy a signal and stepped back, readjusting his daggers. While the cleric held her symbol out at the ready, Indy waved forward a scrawny old man dressed in brown and green robes. Together, they heaved on the lid; and after only a moment's pause, the stone grated on stone as the cover slid open a few inches. As quick as that, a mottled tentacle leapt from the confines of the sarcophagus and skewered the robed man through the chest. As fast as lightning, Indyanna leapt back and drew his gleaming longsword; but the creature was faster. With incredible strength, it effortlessly heaved the stone lid aside where it crushed my fellow henchmen. The creature rose, massive tentacles writhing where arms should have been. Its mouth and armpits were similarly crawling with smaller tentacles, like maggots on spoiled mutton. The small man moved to drive two daggers into the creature, but it sensed him and quickly wrapped the rogue up in a vise-like grip of a large tentacle, the daggers dropping harmlessly to the cold stone floor of the crypt.

As Indy moved forward to attack the abomination and free his friend, the cleric shouted a prayer and presented her holy symbol to the creature. The astonishment on her face was the last thing I saw as the tentacled terror swung the now purple rogue into her with inhuman force. Bones crunched, and joints popped as both the rogue and cleric went down in a mangled mass of flesh. Now, this wasn't my first battle. I've seen plenty of bloodshed over the years of my career, but nothing so lopsided as this. And the worst part? The creature's mouth tentacles quivered as it uttered an unintelligible phrase over and over again. It was madness. It was gibberish. It was time for me to retire. I was able to steel myself and take that one step to freedom, my feet feeling as if they were mired in thick mud. As soon as I was able to break my sight from the creature, I turned and fled. Indyanna's cries of first rage and then pain and then utter agony chased me as I ran for all I was worth. The gibbering madness and those screams still give me nightmares to this day. I don't know for certain what became of Indyanna, but I do know that no one that comes through here has heard from him since. My advice: avoid the Obakasek Jungle temples and don't be a scroll caddy. ↵



Gibbering Terrors are hideously transformed human corpses. While many might think them undead creatures, they are in fact aberrations. As such, they cannot be turned.

They lie silently in their crypts until awakened, whereupon they shamle forth to destroy all beauty and life in their path.

This man-sized creature has mottled gray skin that looks rotted in places. Small tentacles thrust out from all over its body, though they grow most profusely from the mouth (at least, where the mouth should be) and from the armpits. Where each arm should be grows an enormous tentacle. The creature gets its name from the fact that it constantly gibbers and babbles insanely.

The gibbering terror fears fire intensely (+50% damage from fire attacks and receives no saving throws vs. such attacks) and retreats from open flames larger than a candle. Otherwise, it fights to the death.

A tentacle horror becomes blinded for 6 seconds upon exposure to bright light. A gibbering terror also suffers a -2 penalty to all rolls when in bright light. Bright light is defined as an Illumination spell or natural sunlight.

Combat/Tactics:

The hideous smell of a freshly-opened crypt often distracts opponents from the gibbering terror's initial attack. Anyone who inhales the initial gust of foul air from the crypt must make a Physical save vs. $d20p+6$ or become violently ill and add +1d4 seconds to all initiative rolls for the next 24 hours. After the initial gust, it is easily avoided unless the crypt is entered before the tainted air dissipates (this takes 5 minutes).

As soon as a large enough opening is created for a hand to squeeze into the sarcophagus, its mottled green tentacle shoots out and attacks the person on that side of the coffin. A second tentacle emerges 1 second later and effortlessly pushes back the lid to reveal the thing as it proceeds to climb out of its coffin, a process which takes only 3 seconds, at which time it begins to attack in earnest.

The aberration alternates lashing out with two thick, splotchy tentacles. These attacks are especially terrifying against Small or smaller opponents. If the gibbering terror hits such a target (on a shield hit the abomination envelopes the shield and user together!), it grabs hold doing $3d6p+8$ damage and does an automatic $3d6p+8$ slam damage every subsequent attack with that tentacle while the hold is maintained, as it continually slams the

Gibbering Terror

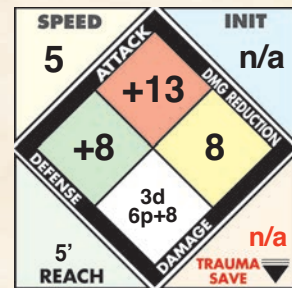
HIT POINTS:	43+7d8
SIZE/WEIGHT:	M/200 lbs
TENACITY:	none (except fire, see description)
INTELLIGENCE:	non
FATIGUE FACTOR:	-6

MOVEMENT

CRAWL:	2 ½
WALK:	5
JOG:	10
RUN:	15
SPRINT:	20

SAVES

PHYSICAL:	+18
MENTAL:	immune
DODGE:	+9



ATTACK: Crypt Stench on opening the crypt. Alternates tentacles, grabbing Small opponents and slamming them into walls, floors, or other foes while slamming larger foes with tentacles or grappled victims. Withering Touch with mouth tentacles every 30 seconds.

SPECIAL: Takes +50% damage from fire attacks and receives no saving throws vs. such attacks.

General Info

ACTIVITY CYCLE:	Any
NO. APPEARING:	1
% CHANCE IN LAIR:	100%
FREQUENCY:	Rare
ALIGNMENT:	Chaotic Evil
VISION TYPE:	Extreme Low Light Vision
AWARENESS/SENSES:	Standard
HABITAT:	Anywhere there is a coffin
DIET:	n/a
ORGANIZATION:	Individuals
CLIMATE/TERRAIN:	Any

Yield

MEDICINAL:	nil
SPELL COMPONENTS:	nil
HIDE/TROPHY:	nil
TREASURE:	incidental
EDIBLE:	no
OTHER:	nil
EXPERIENCE POINT VALUE:	1000

opponent into the ground, wall, or nearest foe unless the victim is able to escape (Feat of Strength vs. $d20p+10$).

The entrapped victim can alternatively be saved by allies hacking off the tentacle (20 points of hacking damage) that holds them, but there is a 50% chance of hitting their companion unless a called shot is made.

Once every 30 seconds after it is active, the creature's mouth tentacles can attack with a withering touch that deals 1d4 points of temporary Strength damage and 1d4 points of temporary Constitution damage. This temporary ability damage wears off at a rate of 1 point every 6 hours. If it scores a critical hit, the damage is a permanently drained ability score. In either case, the victim negates the effect with a successful Physical save vs. $d20p+4$. This attack is independent of the larger tentacle attacks.

Habitat/Society:

Gibbering terrors are always found in coffins or sarcophagi.

No one knows the true origins of the gibbering terrors. They are alternately said to be the corpses of those who bartered with evil beings (and lost), those who worshiped dead gods, or those who lived in areas rumored to be steeped with unworldly magic. Gibbering terrors are known to occasionally come from the corpses of alchemists, particularly those who experiment with pieces of strange, rare rocks that fall from the sky. Though gibbering terrors also appear in other circumstances; this has led some sages to speculate that these rocks give off a powerful aura that somehow affects the wielder.

Ecology:

Gibbering terrors do not need to eat, drink, or breathe. They can lie in repose for centuries awaiting the next unknowing victim to come along and unleash them. If left alive, it follows its opponents after dark, tracking them incessantly wherever they go. It is theorized that once it has killed those that disturbed its resting place, it retreats back and lies in wait for the next hapless party.

On Tellene:

Gibbering terrors can be encountered wherever a coffin containing a human corpse is buried. In fact, the latest gibbering terror to be reported on Tellene was in a crypt of the Hiereed Estate in a wooded area near Zoa. To understand the possible origin of the gibbering terrors, it is worth examining this family's history.

The Hierees (High-REEDS) came to Zoa in 640 YND (459 IR) from the north but refused to divulge from

where. Immediately after their arrival, they built a huge manor house of stone and wood nestled deep in the forest away from the main road.

The patriarch of the Hierees was said to be a wizard who practiced magic of the blackest sort, conducting strange rites and worshipping dead gods in the manor house.

People began catching glimpses of nightmarish things near the house and in the dark, twisted woods in which it lay and the Zoa people began to dread passing anywhere near the manor house. After a local merchant went missing in the woods in 661 YND, several patrols from Zoa were sent into the woods to investigate the rumors (some went so far as to demand a search of the manor); but nothing untoward was found.

Then in 664 YND (483 IR), a captain on a routine patrol in the woods returned with a ragged burlap bag – and none of his men. The suspicious bag was taken to one of the Council of Twelve - one of whom immediately went mad when he gazed inside.

The bag was weighted down and dropped into the sea the same day. The captain, it is said, disappeared that same day. Though several more patrols were sent out to Hiereed manor, they were all unsuccessful at locating anything else out of the ordinary.

Six years later, the Hierees held a fabulous masque at their manor house. No one in living memory could remember hearing about such a gathering. Though none of the Zoa nobles attended (or were invited), many ships from far-away lands, some of them quite strange-looking, docked in the bay.

All that day, highly decorated, elegant, closed coaches passed through the city on their way to the manor house while disturbing-looking and thoroughly unruly, foreign sailors frequented the local taverns. Very late on the evening of the masque, the manor house caught fire. Some Zoans claim that it was lightning, others claim the wrath of some evil being, and others still whisper that it was neither, but angry locals who had enough of this madness and evil near their city. Whatever the cause, the manor house burned to the ground with all of the revelers inside, and only the foundation survived. The deaths remain a mystery to this day.

Enmity Entity

Aka: twined soul

Peering through the keyhole of the study door, the ghostly visage of my late uncle sat at a large desk scribbling unseen words on to a sheet of parchment. I thought perhaps by talking to him I might be able to persuade him to let go of his tormented life and go beyond, wherever that may be. I slowly opened the door and steeled myself for the first step into the room.

At first, the apparition of my uncle merely looked up at me and whispered words I could not make out.

Encouraged, I stepped into the room, and the scene turned to one of immediate terror. The blue nimbus surrounding my uncle's form flashed a violent red as his form warped and shifted. In the blink of an eye, I stood face to face with a visage of malevolent evil, a wraith!

Thankfully, one of my companions was quick to jerk me back from the room. Once I was gone from its' presence, the wraith, after a few moments of contemplation, seemed to dematerialize, leaving only the ghostly figure of my uncle once more.

✦



A Twined Soul is in actuality, two supernatural creatures. One is an apparition and the other a wraith. When left undisturbed, the apparition is free to control itself and acts as a standard apparition. When molested, the evil with which it shares a combined soul breaks free to take control and act of its own accord.

It is unknown what causes the souls to merge. There is speculation that it is not even really two souls, but merely the conscious and subconscious intellects at war after the body has perished.

To truly get rid of an enmity entity, the riddle of the apparition must be solved to allow it to move on to the afterlife. "Killing" the creature while it is in wraith form will cause the entity to vanish as if defeated, leaving no trace. In actuality, the being is recollecting itself and will reappear with the following sunset as if the previous encounter never occurred.

Combat/Tactics:

The creature is, at its base, an apparition and acts as such. When molested or if it feels threatened, the apparition will become a greater threat, similar in combat abilities to a wraith.

See the Hacklopedia of Beasts entries for apparition (HoB2 p.25) and wraith (HoB p.350) for information on those forms.

Habitat/Society:

Enmity entities can be found anywhere humans live or have lived. Though there are documented cases of them among the other races of Tellene, they are by far the exception of an already rare occurrence.

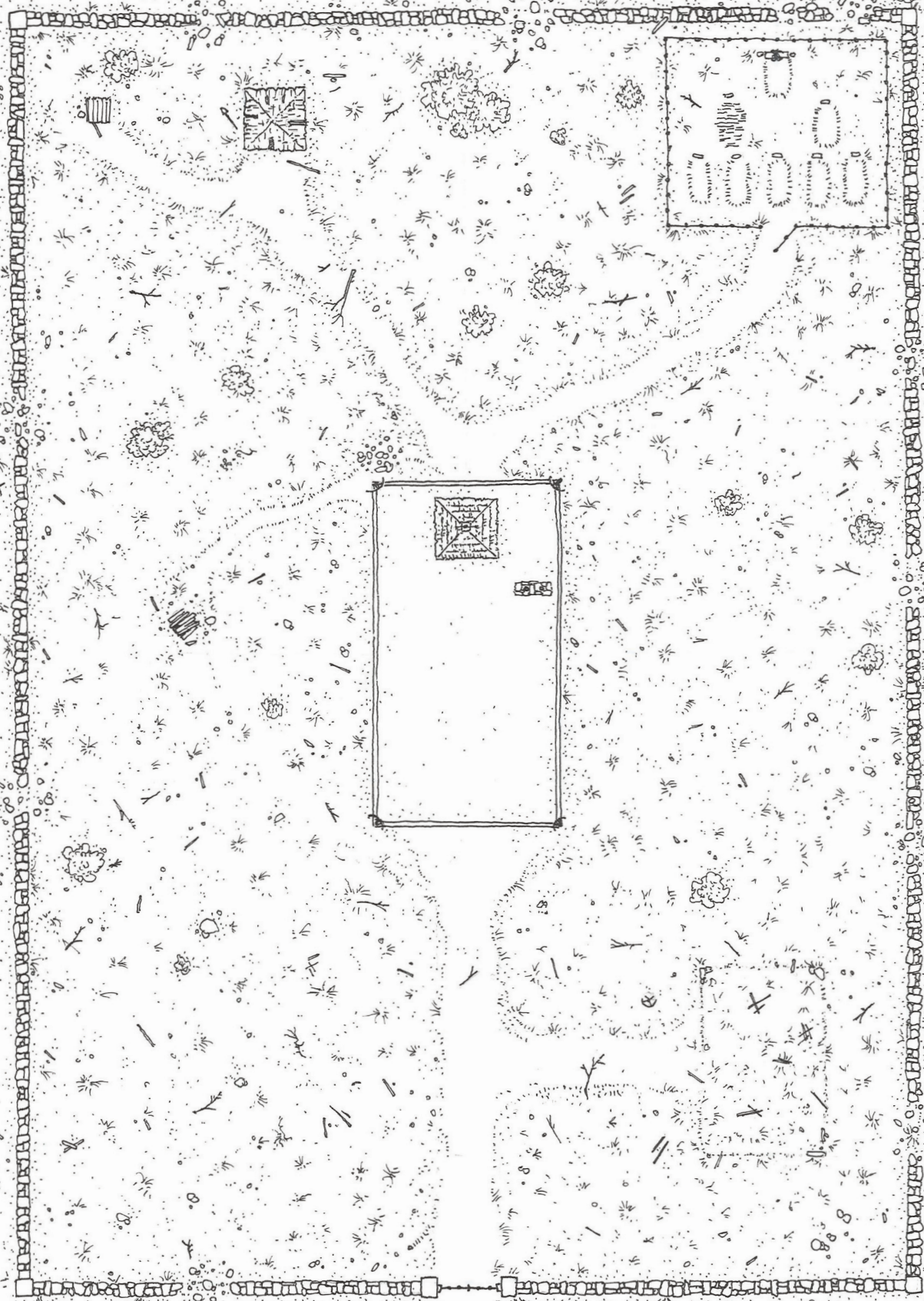
Ecology:

When left to themselves, twined souls behave as a standard apparition. That is to say they tend to hang about due to some unfinished purpose or goal left over from life.

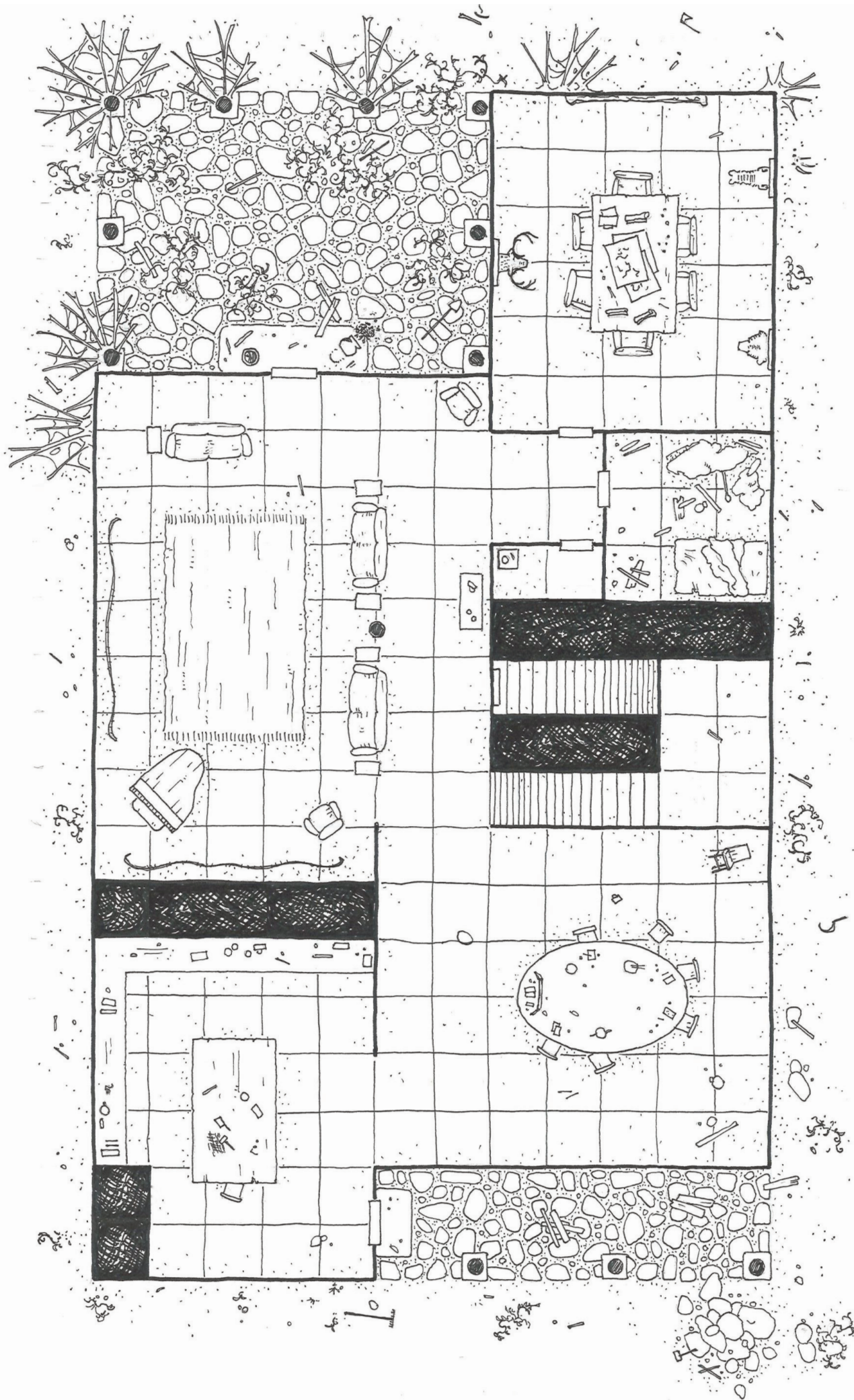
Where the entity differs from an apparition is when something or someone disturbs them. At that time, their inner anger and turmoil boils out, effectively turning them to wraiths until either they are temporarily defeated or the disturbance is ended.

On Tellene:

Though there are a handful of stories and tales across the land, the experts are mixed as to whether or not the enmity entity is truly a unique creature, or if it is instead just a fancy of estranged minds. For if one were to encounter apparitions and wraiths, who would be in their right mind to accurately catalogue such an event?

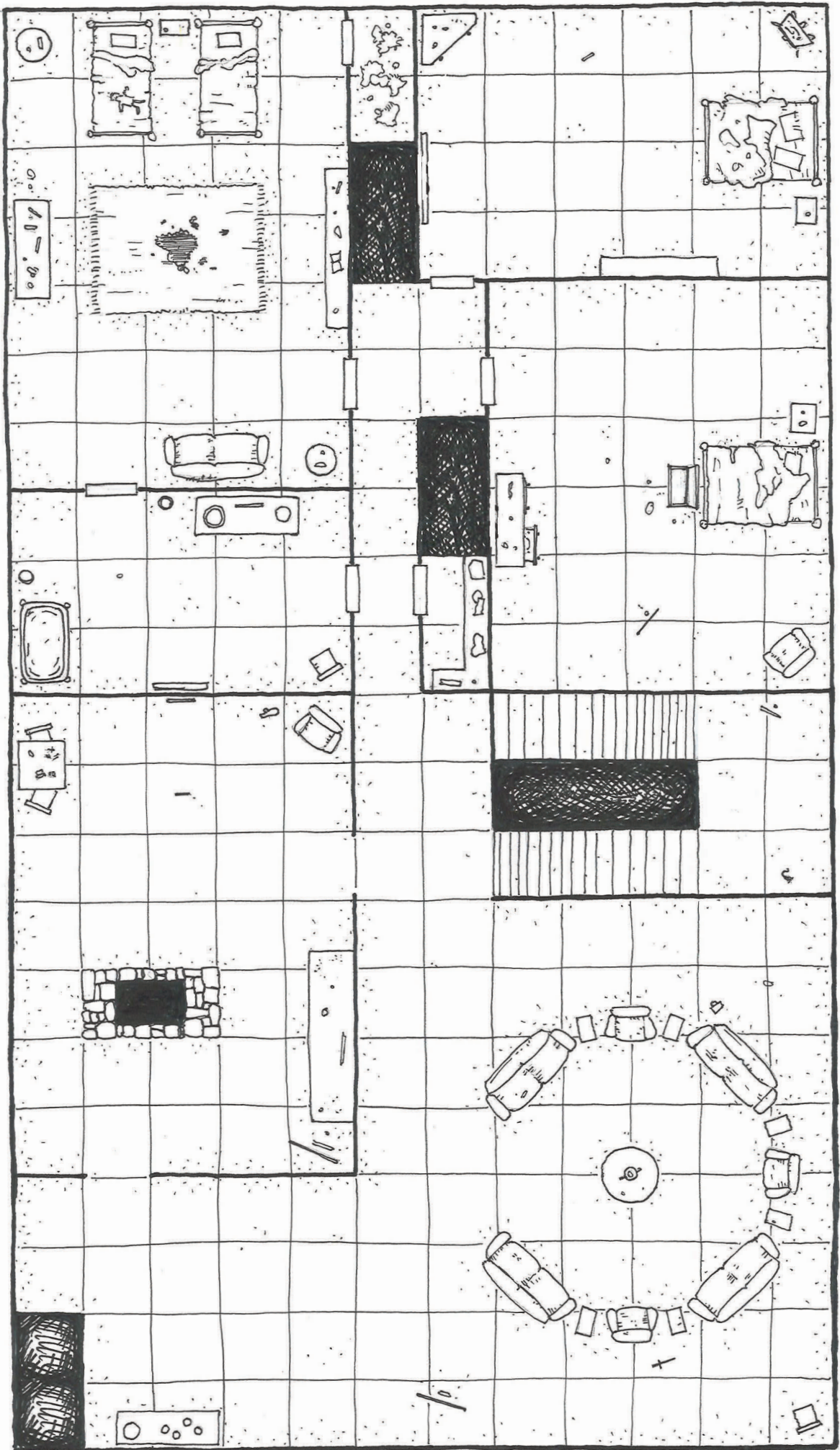


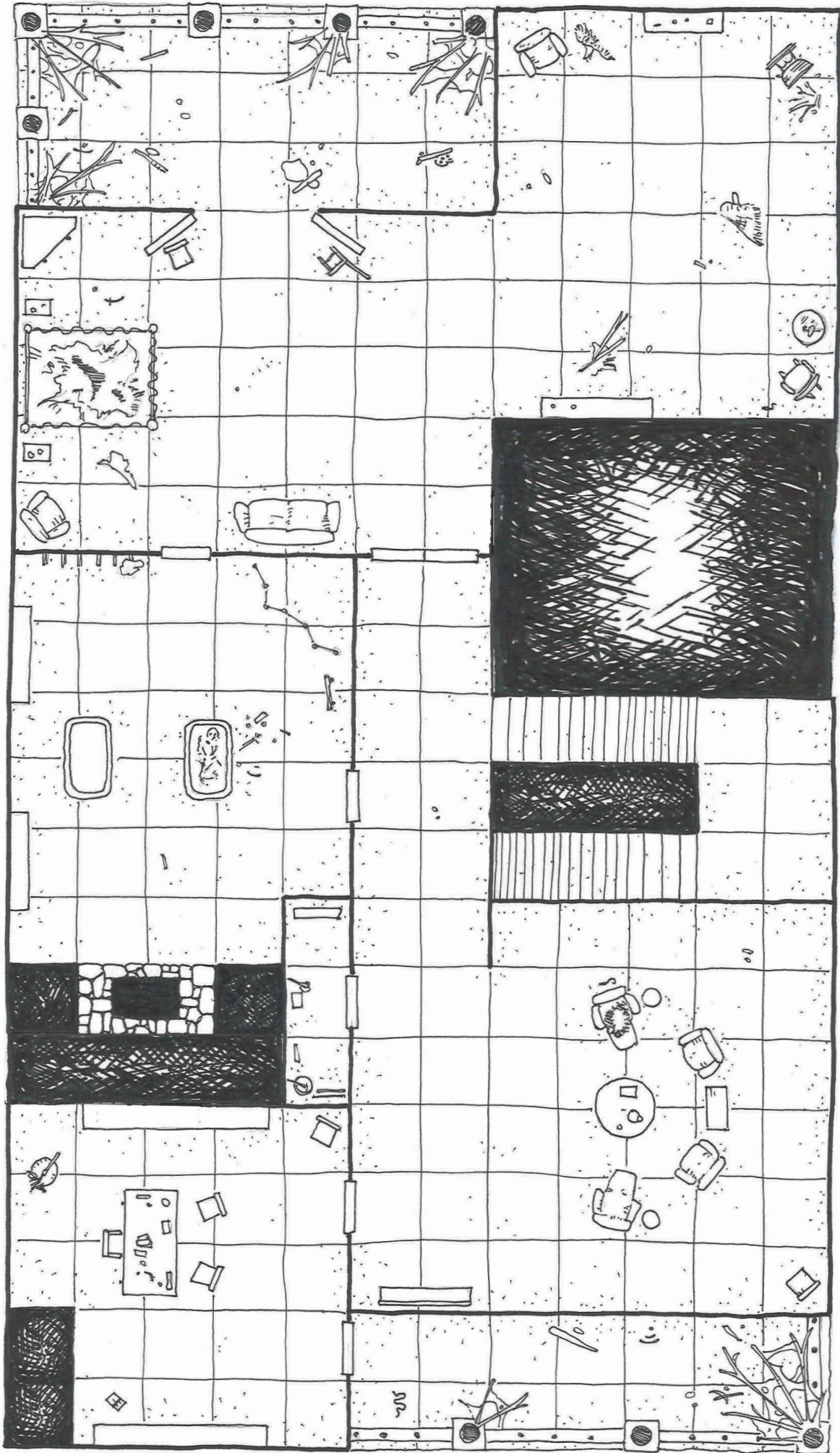
Valravyn Grounds: Player Map



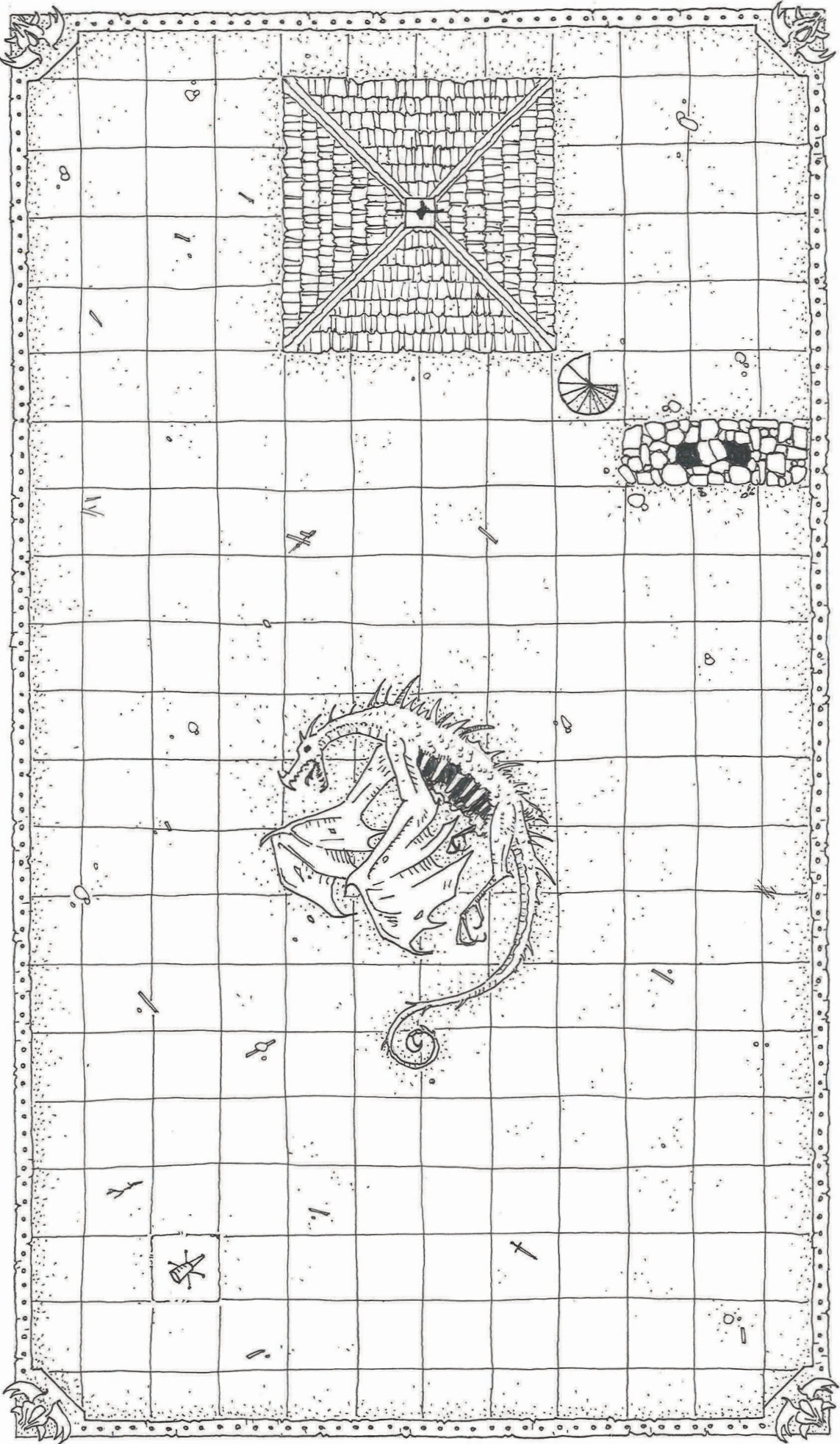
Valraven Mansion First Floor: Player Map

Valravn Mansion Second Floor: Player Map

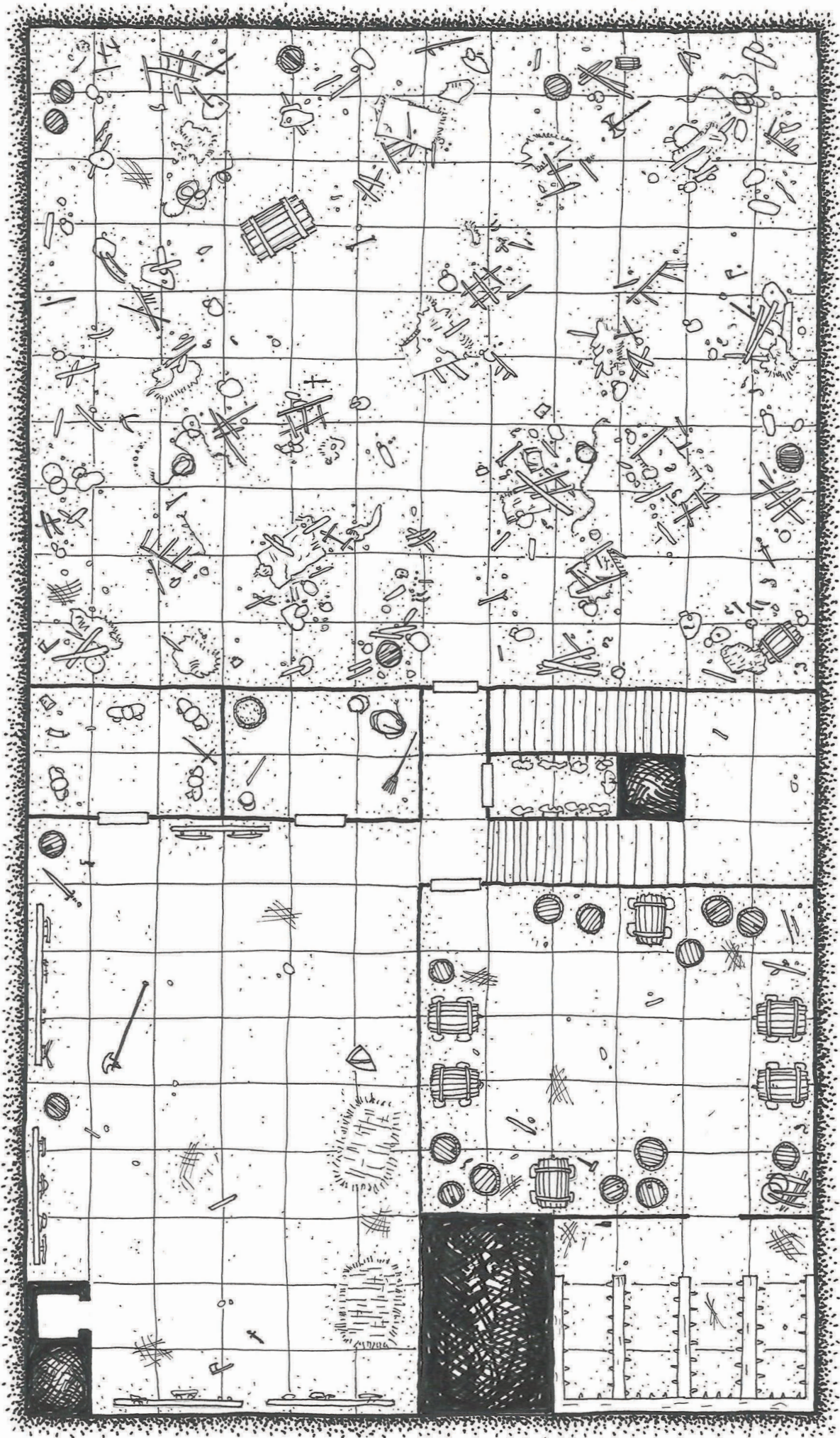




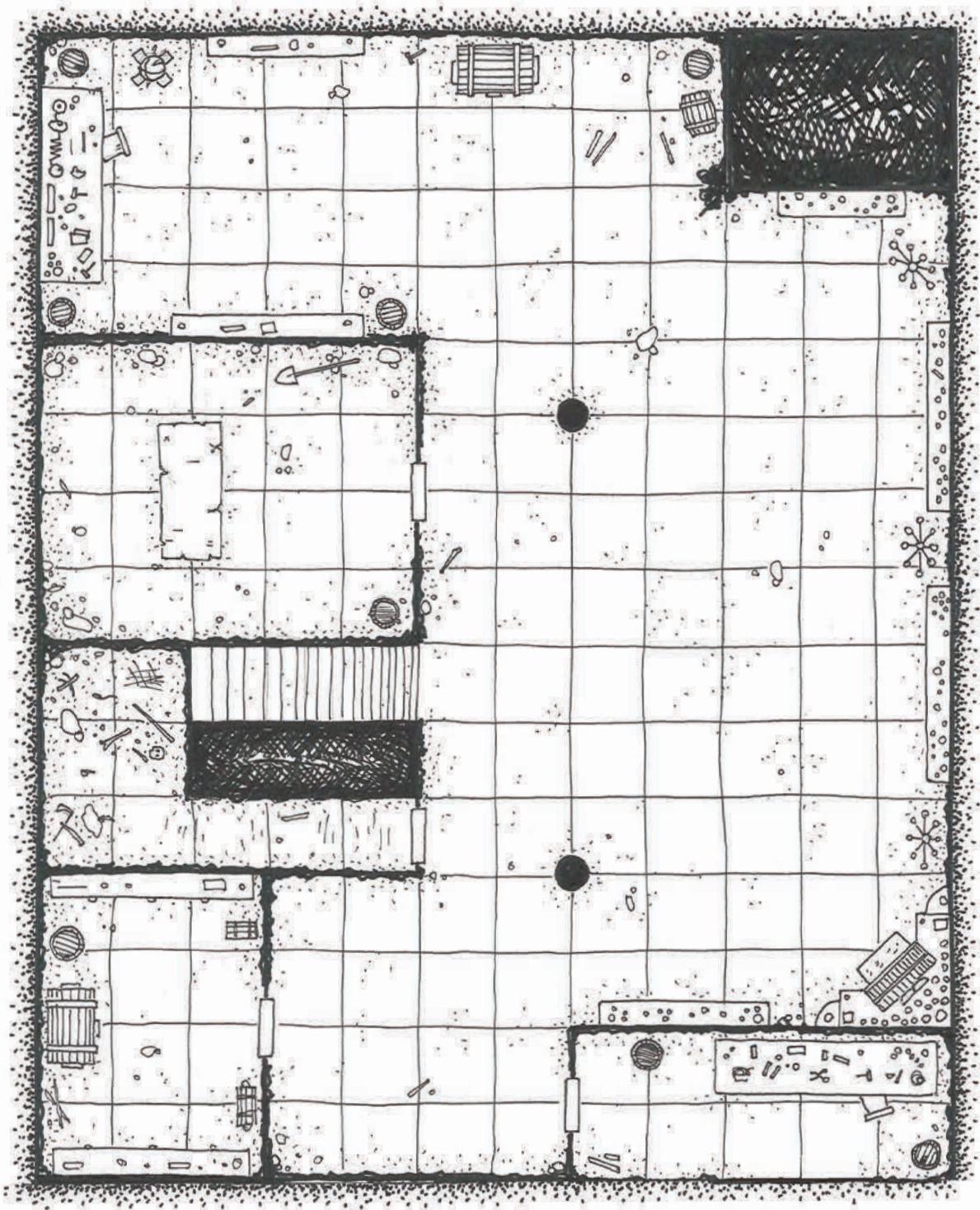
Valraven Mansion Third Floor: Player Map



Valravn Mansion Roof : Player Map



Valravv Mansion Basement: Player Map



Valraven Mansion Sub-Basement : Player Map

Lightning flashes, casting eerie shadows beyond the low stone wall, illuminating an abandoned estate.

The resultant peel of thunder like the crack of a whip sends a murder of crows skyward. Beyond the open, waving grass, looms a dark and imposing structure of stone and wood. P'Rav'N is the name on the deed, but the locals all called it "**Valravn Mansion**" with whispered words and surreptitious glances over their shoulders when you inquired about it at the last village two days ago.

Those few residents who would speak of it told tales of foul murders and horrific deaths. Some spoke of winged silhouettes in the sky at night. A second strike of lightning turns the black sky bright and for a moment you thought you saw movement on the rooftop. A scream pierces the air, but it is quickly drowned out by the rumble of thunder. Did you just imagine that, or is your imagination getting the better of you?

In **Act I of Valravn Mansion**, your players will explore grounds overrun with undead while trying to gain access to the manor. In **Act II**, now inside the mansion, they will discover signs of gruesome murders as they attempt to solve the mystery of a murder long forgotten. Finally, in **Act III**, players will be challenged to tell truth from lies as they piece together all that they have learned and use that knowledge to root out the true evil that lies within the mansion.

Valravn Mansion is a murder-mystery adventure for the **HackMaster** role-playing game that is designed for 4-6 Player Characters who have achieved level 12-14.

The three parts of this adventure are enough to fill hours and hours of gameplay.

The GameMaster should have the HackMaster Core Sourcebooks including the Hacklopedia of Beasts II to run this adventure.

Kingdoms of
Kalamar
Fantasy Campaign Setting