

THE TOUCH OF THE BEAST





+



Published by SoulMuppet Publishing

words by *Giuliano Roverato, Gustavo Nassar and
Rodrigo Melchior (Roll 4 Tarrasque)*

layout by *Thais Menezes*

art by *Ben Brown*

editing by *Sash Steele and Zachary Cox*

maps by *Patrick Eyler*

SUMMARY

| | |
|---------------------------------|-----------|
| 1. Introduction | 5 |
| 2. Castle and Encounters | 11 |
| G. Castle Grounds | 15 |
| A. 1st Floor | 21 |
| B. Second Floor | 37 |
| C. Third Floor | 47 |
| X. Castle Underground | 55 |
| 3. Epilogue | 60 |
| 4. Card Events | 63 |
| 5. Inhabitants | 65 |



THE DARK OF IT

Long ago, a noble from the region of Alsace found a way into the realm of faeries. With the help of an Italian mirror maker, the Prince forged a gateway to a land he believed was the work of God, a perfect vision of the romantic aspirations of the 18th century aristocracy.

He quickly became the favorite toy of the **Octarine Queen of Ornè**, being showered in delicacies from the Fae lands, advanced technology and pieces of art like no one had ever seen before. This noble then used these artifacts to further his interests in the Kingdom of France. His rapid ascension and commanding demeanor granting him the unofficial title of **Master**.

Suffice to say, the Queen was not happy to discover that the man she once trusted used her gifts as a way to grow rich and powerful among his peers.

Enraged, she cursed The Master. He took on the form of a beast so alien, his fragile world could never hope to comprehend it, his twisting nature warping all that it touched.

A **Black Lotus** was entrusted to his care, along with his only hope of once again being human. Should he not find one who would love him despite his appearance, in due time, the curse would reduce the lotus to dust. This would make the curse, and his new visage, eternal.

Though he tried, The Master failed. A hundred dames and a hundred sirs came by, but none could show him love. His servants were bound to the castle and twisted by his awful curse, becoming an extension of his folly.

In the end, the castle and all who interacted with it became a hazy memory in people's minds, slowly disappearing from history altogether.

20 years have passed since the black lotus turned to dust. Now, the castle and its inhabitants are once again being stirred up as wave after wave of foolish explorers approach these lands...

ADVENTURE OUTLINE

This story takes place in France in 1789, during the dawn of the French Revolution.

As the Third Estate pushes the nobility back to Paris, many people are taking this opportunity to loot the abandoned castles that the royalty is leaving behind.

Ideally, the adventure should start in the village of Alsace, a rural commune that has recently become a hub for the gold starved vagrants of the region.

On their way there, players should hear the rumours of a still untouched castle filled with valuables, as well as the **clearly fabricated tales of a mighty Beast living inside its walls.**

A VETERAN'S TALE

A man in an old military coat stumbles around town. His feathered cap is old and torn, and the red coat he once used in service is but a shadow of its former glory. He holds a crutch on his left arm and is missing a leg. As he walks around drunk, the man will shout out his story to any who'd listen.

"Yes, that's right ya mutts!" he says between hiccups. This 'ere is what you get for trying to reach the castle. I've been there, and I know it! You're

all gone! Damned! It's just a matter of time 'fore it gets here, I tell ya. It's in there, and you bet it's HUNGRY!"

Players will then venture into the Wilds (pg 9) in search of this place and eventually reach the Castle (pg 10).

THE VILLAGE OF ALSACE

Alsace is a small, miserable place, with a total population of 25. It is the closest settlement to the Castle.

Most people residing there are peasants living in abject poverty, all of them trying to make ends meet in a decadent state, torn by war and a series of poor harvests. The Inn is arguably a shining jewel in this otherwise unremarkable place.

Regardless of the character's time of first arrival, a commotion ensues in the Main Square.

The entire village is huddled around the body of a man who dragged himself out of the nearby woods before succumbing to his injuries and ultimately, death. One of his legs has been cleanly amputated, while a trail of blood gives away his path.

The rumour spread through the crowd is that the man was hunting for treasure at some godforsaken place. No one has any idea where it is.

- Due to the nature of the curse, no villager has any recollection of a castle and no manner of proof will make them believe it exists.

Amidst the crowd, 2 figures stand out:

BEATRICE, a bitter cheesemaker in her 40s, screams at the villagers, claiming that the Beast is to blame for this.

- Most villagers attempt to turn a blind eye to her, occasionally giggling amongst themselves.
- She warns anyone that approaches, to leave this place before they too are twisted “by its touch”.
- She invites anyone who shows genuine interest in her cautionary tale, to the inn. She refuses further questioning out in the open.

LOUIS, a scarred veteran of the Seven Years’ War, is checking the body of the dead man, mumbling as he does so.

- He is very friendly to the characters, seeing them as possible valuable assets, frequently rubbing his hands together.

- If players are overly curious about what happened with the dead man or ask too many questions, he will attempt to take his leave with a poorly thought excuse. Before he leaves, he offers them a room at the Inn for the night, and suggests he has a job for them.

After about half an hour, most of the villagers will return to their normal lives.

For mechanical purposes, the village has all the basic equipment of one’s preferred RPG system.

CHARACTERS

BEATRICE (Level 1 Specialist)

This stern, spartanly dressed, cheesemaker claims to know about the Beast and its castle. She keeps her hair short, her hands close to a weapon and has absolutely no time for bullshit.

The following information is only given if the players seem trustworthy. She will die before giving her secrets out:

- Over 20 years ago, Beatrice was a prisoner inside the Castle for 5 whole winters. Although she escaped and lived to tell the tale, she was the last person (as far as she knows) to visit The Master before the curse became permanent. This has made it so the curse affected her partially, causing every villager, including her father, to forget her.

- She escaped through the Getaway Tunnel (pg xx), after descending the Elevator Shaft with a length of makeshift rope.

- **The Master** was already more Beast than man by the time of her "stay". He had an extreme aversion for silver, as it burned his skin like hot coals.

- After living as an outcast for two decades, she fears the Beast's

curse is spreading beyond the walls of the Castle, and that the rise of greedy adventurers searching for it will inevitably unleash a horrible doom upon the world.

- Beatrice knows where the Castle is and can give players directions to it, doing it so with a heavy heart.

LOUIS (Level 1 Fighter)

A former soldier, he moved into Alsace last year. A tall, greasy man, whose constant smiling (and pristine teeth) won the hearts of the villagers:

- Very controlling, he picks his words so that players stay on his side.

- He believes Beatrice, but only as far as there being an abandoned castle full of riches somewhere in the region.

- He offers characters *{1000SP}*, plus any treasure they manage to haul out of there, if they can figure out what goes on inside the castle and guarantee that it can be safely plundered.

- Louis would rather characters not talk about this with anyone, tensions are high enough as they are.

- He can give players a path to the Castle if they agree to help him.

THE WILDS

The directions players receive from Beatrice or Louis will take them to an abandoned passage in the nearby woods. A barely visible trail leads them to the Castle.

It takes roughly 4 hours of walking to reach the Castle. As the characters travel, the weather and scenery slowly fade into a harsh winter despite the current season.

The twisting nature of the curse makes it so that the time required to travel back to Alsace is twice as long as the time it takes to get to the Castle.

1 hour in: The characters will hear the desperate cries of a bird coming from a nearby tree. Upon approaching it, they see that the bird has fused into the bark and is unable to fly away.

2 hours in: The temperature will reach freezing levels. Players must find a way to protect themselves from the cold or make a Constitution check. Failing the check makes a character suffer from frostbite, losing 1d4 points in Constitution for every hour they remain in freezing temperature without any heat source.

3 hours in: There is a 1 in 6 chance players will come across a stray Wasptrocity (pg 67). It is aggressive and will attack on sight. Otherwise, characters will see what looks like a large bird flying in the distance.

4 hours in, characters finally catch a glimpse of the lonely Castle. The weather heavily obscures any sunlight and it always seems like nighttime on the Castle Grounds.

ON THE CASTLE AND ITS STRUCTURES

On the Castle and its structures: The castle grounds and interior are warm, preventing the effects of the cold found in the Wilds. Despite that, snow still covers most of the Castle.

All doors (heavy oak) are assumed to be locked unless otherwise noted.

•Time and neglect have lost all keys and weakened the doors, meaning an average person can easily break them down with the proper tools or force them open.

All windows are covered by heavy purple velvet curtains.

CASTLE ENCOUNTERS:

There are no random encounters in this adventure. If players play it smart (and quiet) they should be able to leave the castle mostly unscathed. But if they make Noise, the Inhabitants will begin their Hunt for the intruders.

To determine the level of alertness of each of the castle's inhabitants, we use a standard deck of playing cards.

The more Noise players make, the more cards will be drawn and the more dangerous the castle becomes.

Possible sources of Noise are denoted by a 🎵.

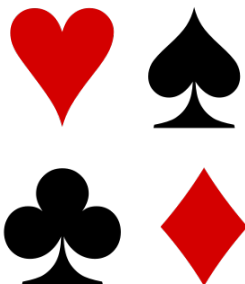
What is considered Noise beyond that is up to the GM, but keep in mind this directly affects the difficulty of the adventure.

ASSEMBLING THE DECK:

Take the Jack, Queen, King and Ace of each suit and assemble each one into 4 individual decks and shuffle them separately:

THE ORDER OF DECKS WILL BE:

When there is Noise, draw cards from the starting deck until the Hunt Card (Ace) is drawn. Once it is drawn, add the next deck in



order to the remaining cards and shuffle them.

- Cards drawn are discarded.
- Until the creature associated with a suit is dead, their cards remain in play.
- When the creature associated with a suit dies, remove the corresponding cards from the main deck and shuffle it.

The card events and the castle inhabitants are found at the back of this book (pg 62).



ENTERING THE CASTLE

The walls of the Castle are made of stone and slippery due to the ever present snow. They rise 40ft. above the ground.

Aside from climbing, there are two possible entrances:

BRIDGE

Dilapidated and slippery, a huge gap in middle announces a 50ft. drop down into a frozen river:

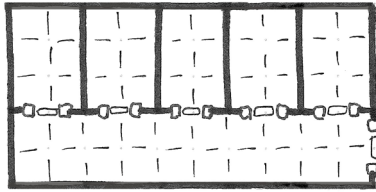
- 1 in 6 chance that when someone falls on the river it breaks and drags said person underwater.

On the other side of the Bridge, the waterlogged wooden gates of the Castle are wide open

GETAWAY TUNNEL

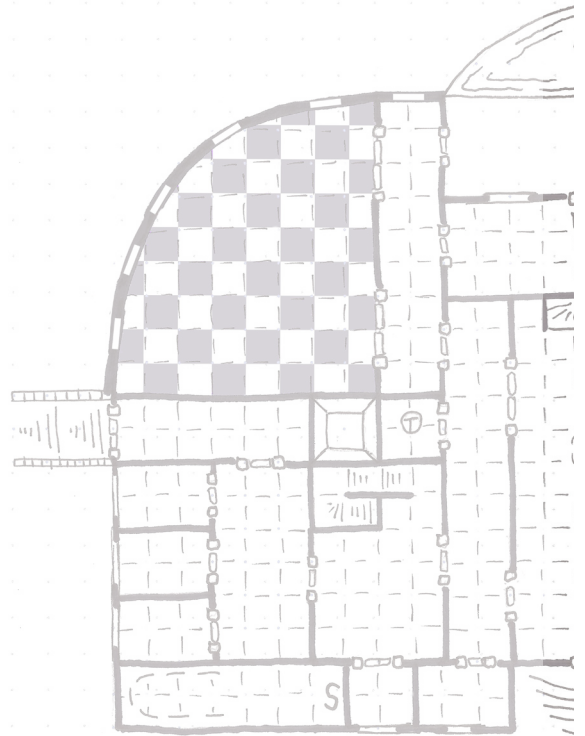
Through careful exploration, characters will find a small hole on the west side of the base of the Castle. This leads to **Elevator Shaft** (X2, pg 56).

- The hole looks like a crack in the wall and is indiscernible from far away. A person has to squish themselves against the wall to enter, making it impossible to go through with any bulky equipment or baggage.

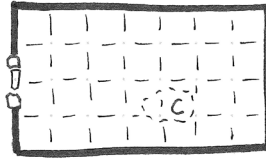


G3.

GUEST HOUSE



**CASTE
GROUNDS (G)**



G2.

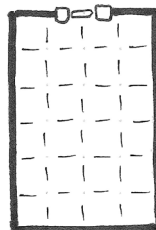
GREENHOUSE

 Hole in ceiling



G1.

STABLES



G1. STABLES

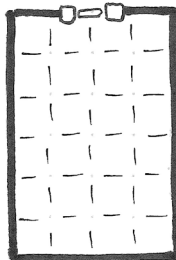
A stagecoach rests here, in all its polished black glory. {1500SP} A ruffle of feathers can be heard coming from underneath it.

RAPHAEL {Level 1 Thief, poison needle 1d4, save vs. poison or die}, a small boy dressed in a crow costume hides under the carriage;

- He came to the castle in search of loot to prove himself to **Louis** (Village, pg 6).
- He cowered in here after being attacked by the Wasptrocities in the **Greenhouse** (G2, pg 17). He knows they burrow under the earth.
- He will latch onto whichever player has the coolest weapon in the eyes of a child.

G1.

STABLES



G2. GREENHOUSE

Shiny, sticky orange vines rise
Xthis small glass house. A cat
sized hole on the ceiling releases
condensation like a chimney.

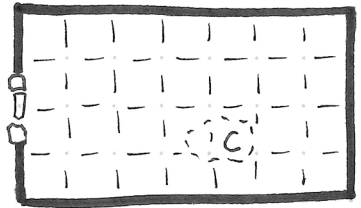
*{Orange vines contain a substance
similar in taste to syrup, highly
intoxicating and flammable}*

Lush rainforest plants of stygian
colours crowd the greenhouse.
A buzzing sound rises from the
center.

- A nest of **Wasptrocities** hides under the earth in a **Hive** (X6, pg 59). Stepping on it will release 1d6 Wasptrocities from underground with 1d6 more arriving in 1 turn.

- Orange Vines *{Orange vines contain a substance similar in taste to syrup, highly intoxicating and flammable}.*

- Black Lotus Prototype *{Opioid, edible, 1 in 6 chance of trying to replace your eye, Save vs. Breath to avoid}.*



G2.

GREENHOUSE

Hole in ceiling



G3. GUEST HOUSE

Unremarkable wooden structure. Unless attracted by noise, **Chandelier**, diligently patrols the Guest House, staring motionless at each door for about a minute.

Roll 1d6 for random location:

- 1-3: Outside, crying wax tears in snow behind the house.

- 4-6: Inside, flickering candlelight.

- Each room is lavishly decorated, with unique Persian rugs {250SP} and a full body red tinted mirror {350SP}. If characters pass through the mirror, it leads to **Mirror Room** (A21, pg 32).

- Akane (Level 2 Fighter, HP halved, katana 1d8), a traveller from Japan hides in easternmost room, her left side burned by Chandelier. She does not speak the local language. Wants to find her sister, but has no idea where she might be held. Her corpse is in **Jail** (C3, pg 48).

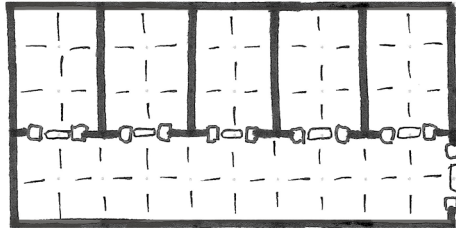
If **Chandelier's** card ♥ has been drawn:

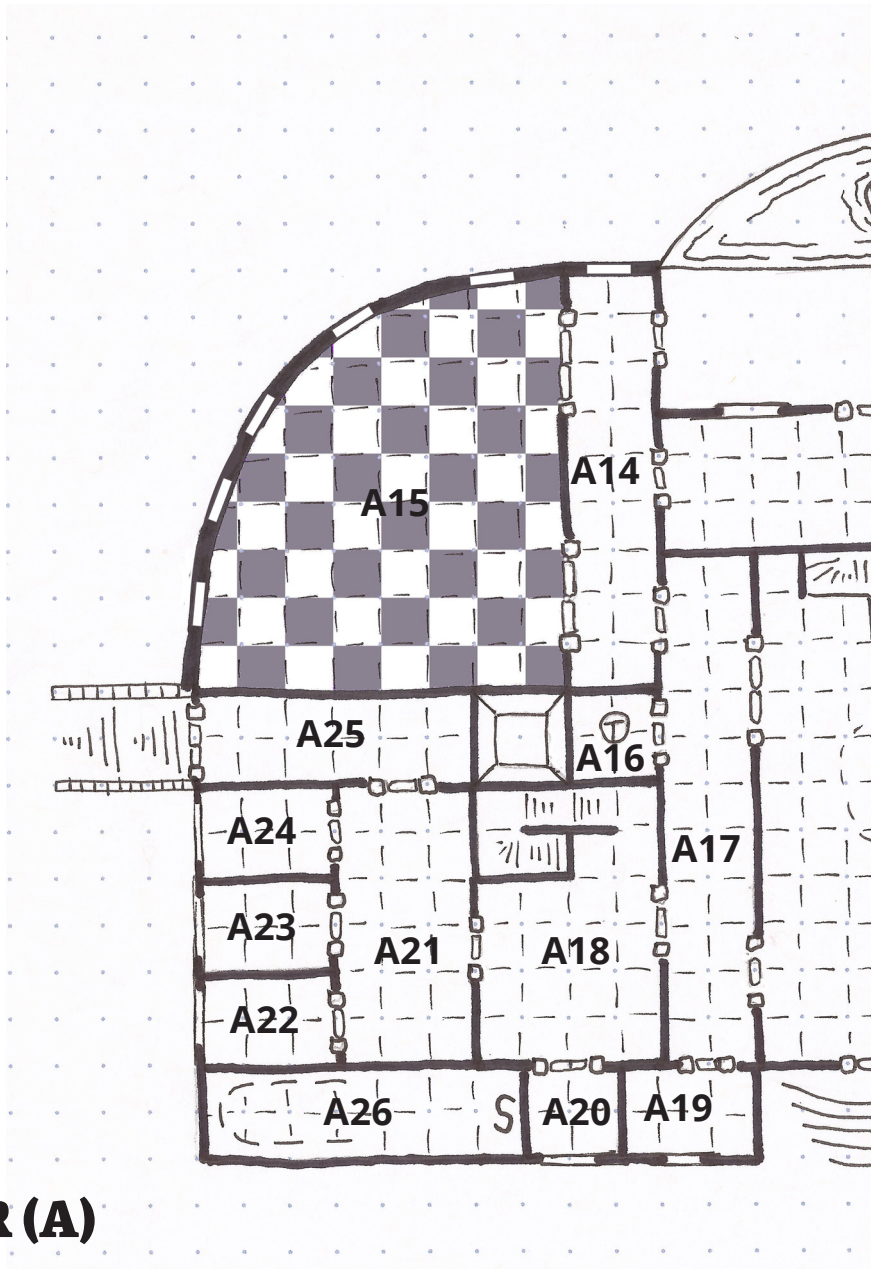
- Akane will have made her escape from the castle, should Chandelier have been drawn away from the **Guest House**.
- All the mirrors will have been shattered.



G3.

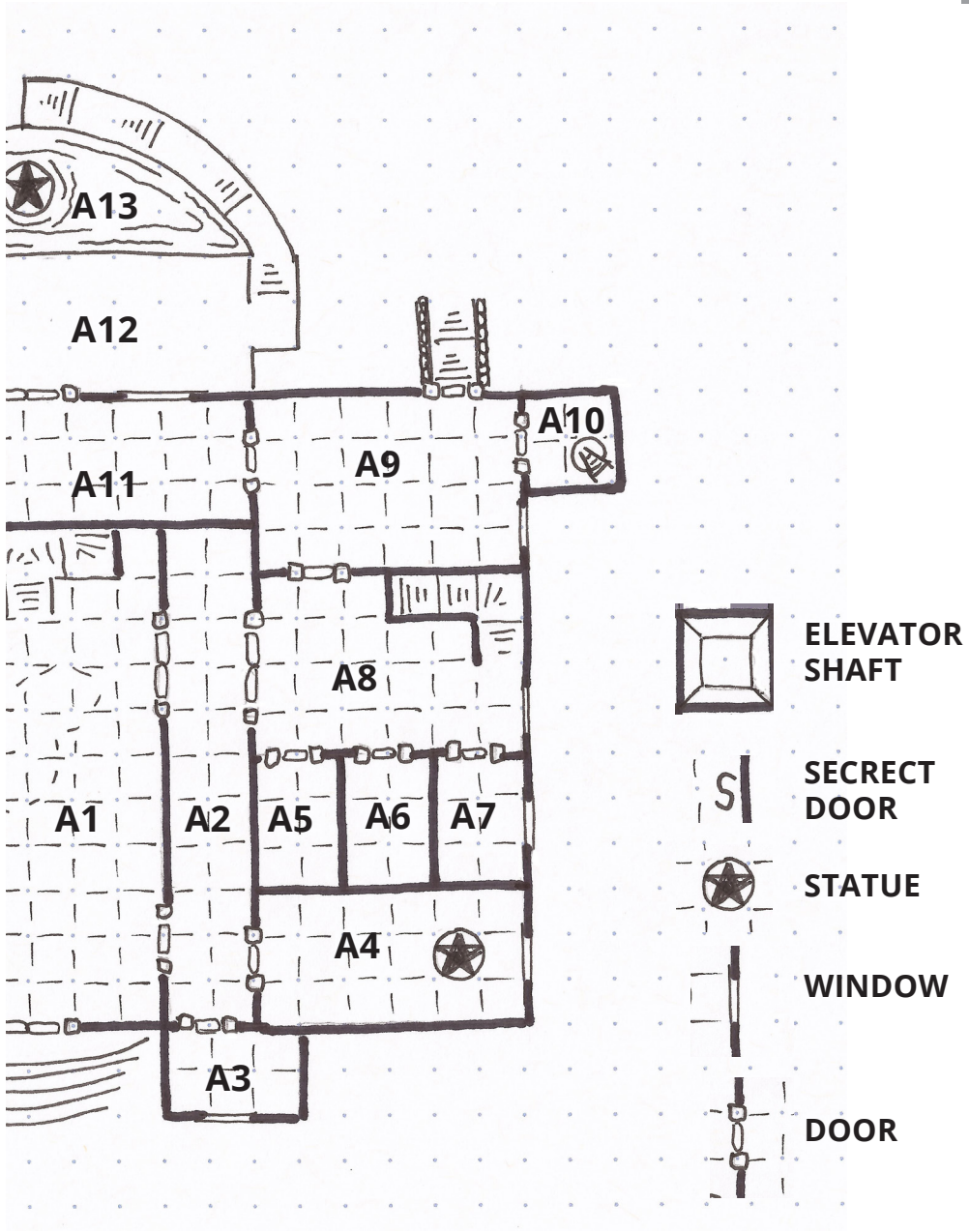
GUEST HOUSE





**1ST
FLOOR (A)**

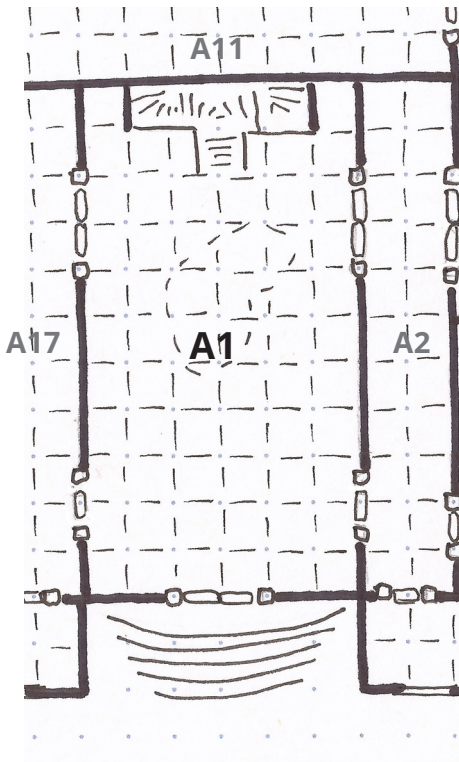
A.



A1. ENTRY HALL

A fallen crystal chandelier {750 SP whole. Individual beads 1SP} marks the only spot of light in this room, which comes from a hole in the ceiling (20ft. up):

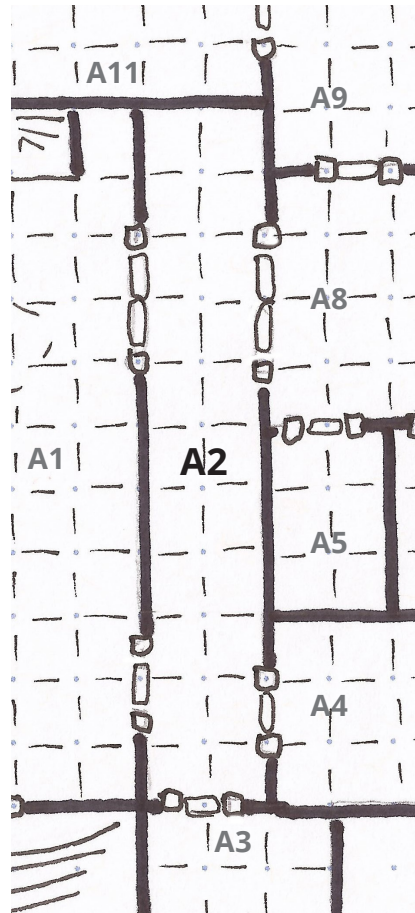
- Smell of mold comes from the heavy curtains that cover all windows.
- Creaks from the wood floor occasionally sound from upstairs.



A2. EAST HALLWAY

Moldy and crumbly geometric patterned wallpaper lines the walls:

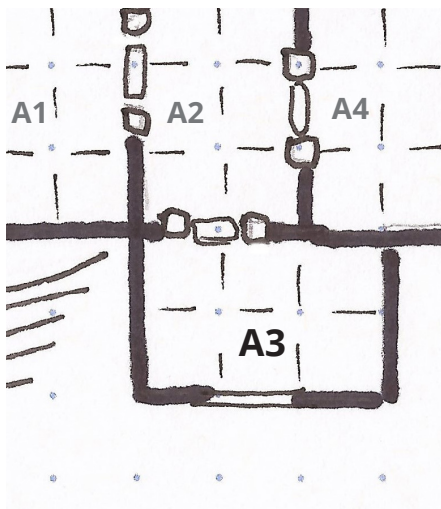
- One wall has a large tear, as if clawed by a bear.



A3. PIANO ROOM

A greasy harpsichord {250SP} sits near the window. ♪SONGS♪ and ♪SOUNDS♪ played on it are repeated ad nauseum (count as 1 Noise per turn), until it is hit (1 in 6 chance of breaking it):

- **The Master** abhors sounds made by this and will come investigate it in 2 turns.
- If no one is there, it will be drawn to any form of sound for 2 turns, After that it will return to **The Master's Room** (B10, pg 42).
- Playing any song from *The Movie*, makes **The Master** appear outside the door instantly.

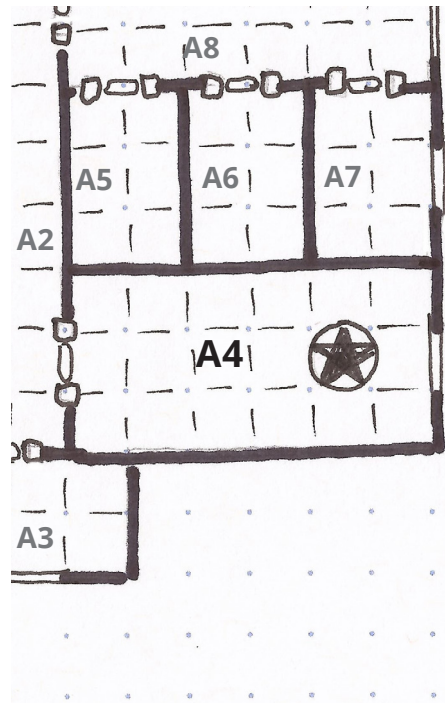


A4. CHAPEL

Red Stained Glass, depicting an image of a knight riding out a storm, paints the room in a vermillion hue.

Right beneath this sits a statue of a woman embracing the allegorical image of death. Chill air seeps from underneath it. *{Open doors test to push statue}*

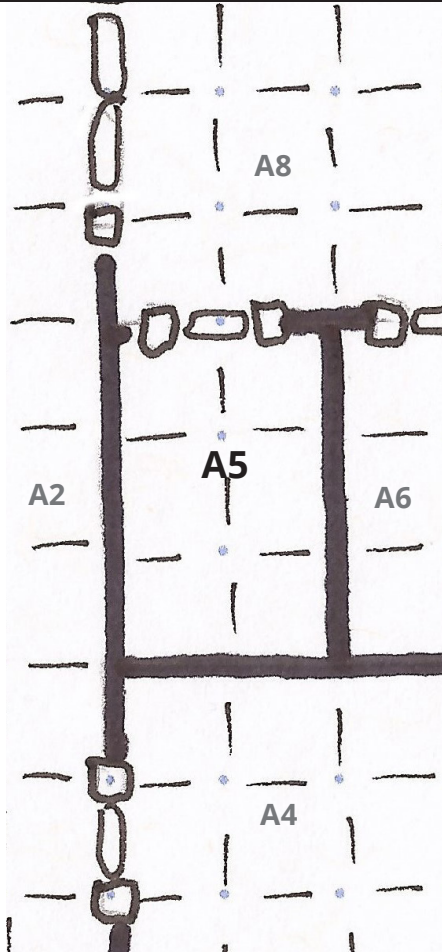
- Stairs leading to **Crypt** (X4 pg 58) are hidden beneath the statue.



A5. SERVANT'S ROOM

Bunks beds litter the room, too crowded for comfort:

- Thorough examination reveals {7SP} in savings and a Gold Tooth {15SP}.



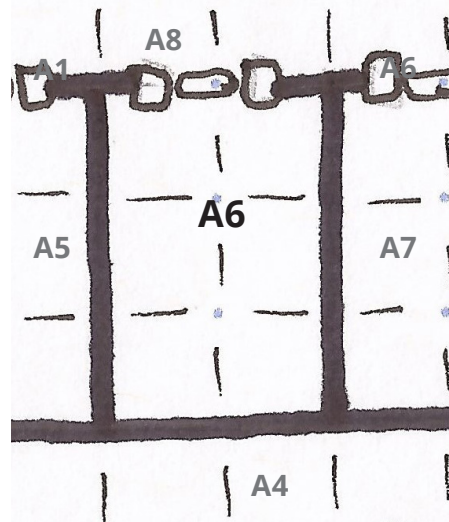
A6. CHEF'S ROOM

Luxurious bed with carmesin curtains centres this room:

- A Jade Bracelet {150SP} with carvings of butterflies is hidden beneath a pillow. It has a strong citrus scent.

A small corner desk has notes for a new recipe "Beef Stroganoff" strewn about.

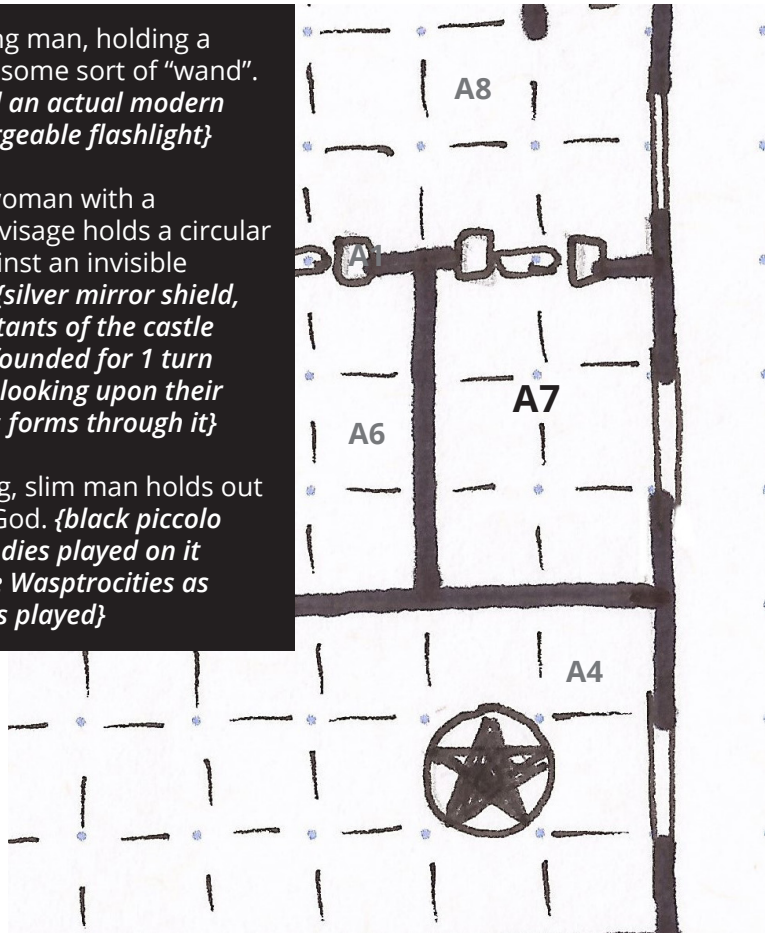
- A locked drawer hides a personal diary detailing The Master's meeting with the Octarine Lady and eventual escapades into the Realm of Ornè. The diary notes the exact mirror in the **Mirror Room** (A21, pg 31) that leads to said Realm (ORANGE).



A7. CHANDELIER'S ROOM

Stone hard wax fills every inch of this room. 3 human shapes are immortalized in their final moments along the walls and ceiling. Digging them or their equipment out causes part of the room to **CRUMBLE LOUDLY** ♪:

- A scowling man, holding a pistol and some sort of "wand". *{pistol and an actual modern day rechargeable flashlight}*
- A large woman with a disgusted visage holds a circular shield against an invisible assailant. *{silver mirror shield, the Inhabitants of the castle are dumbfounded for 1 turn when first looking upon their monstrous forms through it}*
- A sobbing, slim man holds out a flute to God. *{black piccolo flute, melodies played on it mesmerize Wasptrocities as long as it is played}*



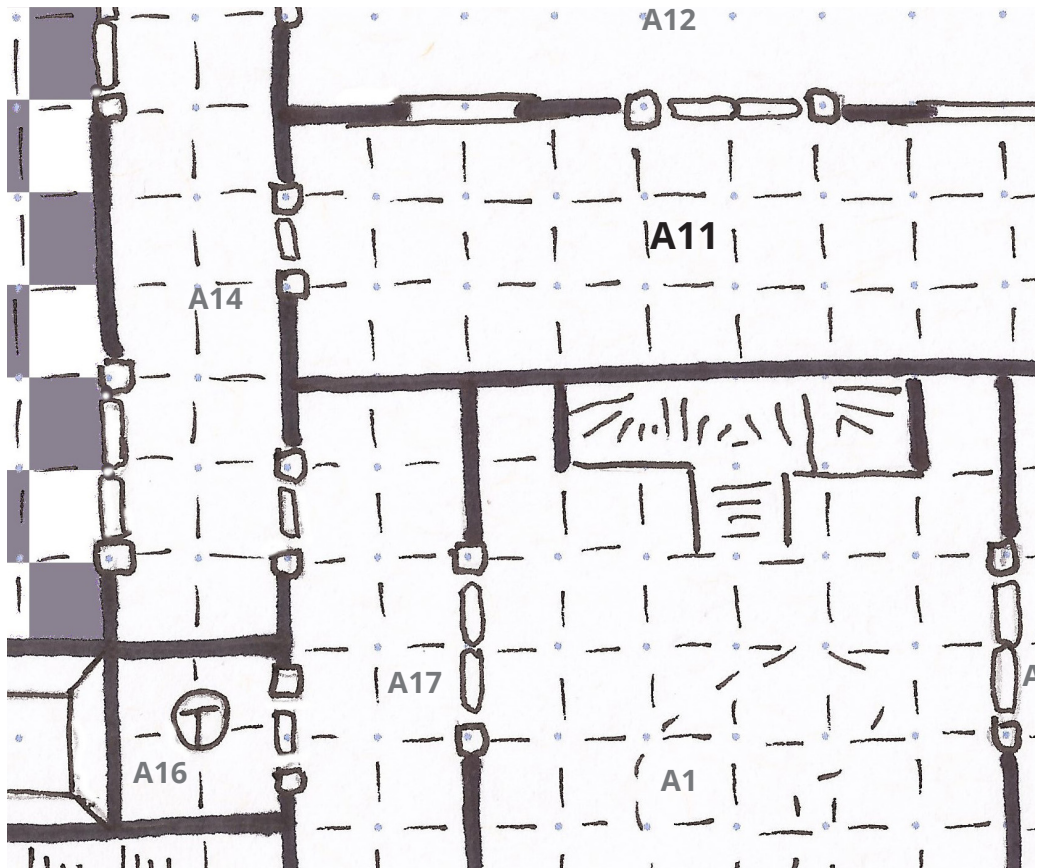
A8. EAST STAIRWELL

Despite its lustrous woodwork, this stairwell **♪MOANS LOUDLY♪** under heavy weight (3 or more people).

A9. KITCHEN

An imposing dark wooden table with an obnoxiously large meat grinder sits at the center of this room. Smells like raw meat:

- The Meat Grinder has a rough ruby stuck inside it **{500SP}**. It will grind any appendage that goes inside it. **{1d6+2 damage and 1d4 fingers lost}**



A10. PANTRY

Maggots have dominated this room, dripping on the last bits of rotten food.

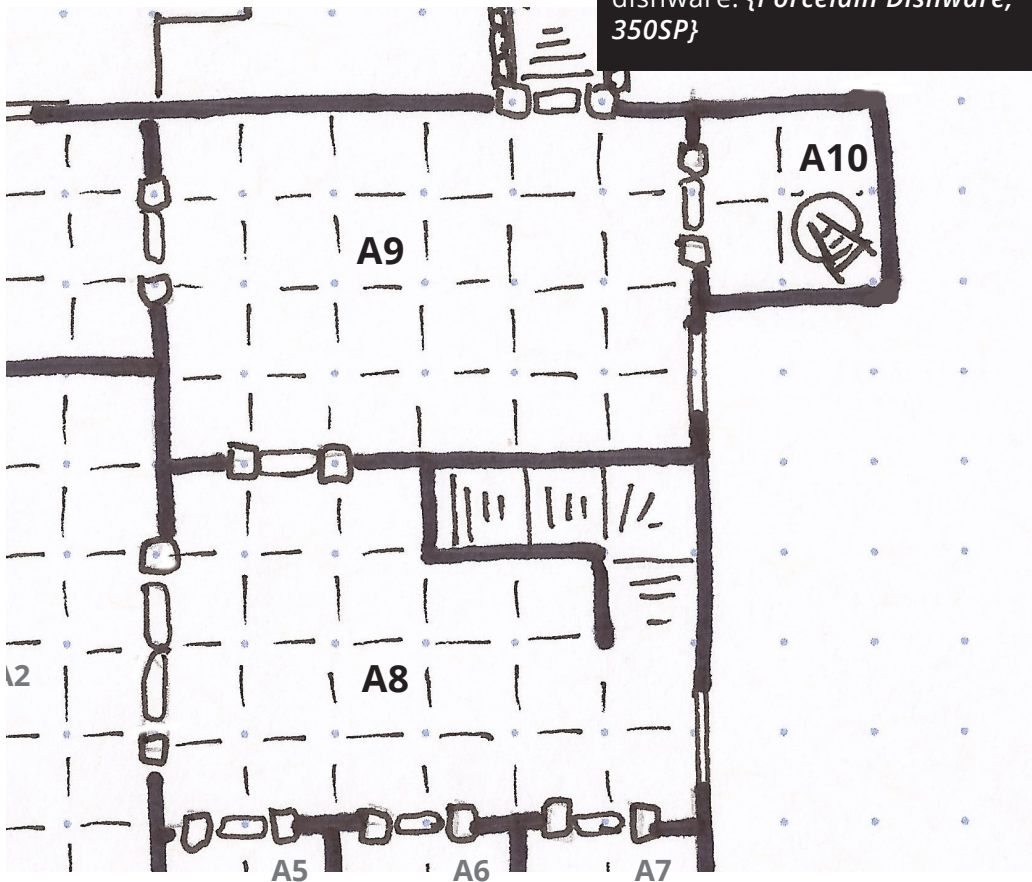
They stem from a large cheese wheel {*Parmigiano Reggiano Cheese, 500SP*}.

A rickety wooden ladder leads down into the **Wine Cellar** (X5, pg 59)

A11. MAIN DINING ROOM

Spores float around a musty, forgotten, feast. The food (mostly comprised of meat) is perfectly edible, if a bit cold. It is surrounded by a dusty set of golden dishware.

- The "Gold" is actually yellow mold that has taken hold of dishware. {*Porcelain Dishware, 350SP*}



A12. VERANDA

Orange vines crawl down the veranda, through the **Fountain** (A12) and disappear in the snow. If followed they lead to the **Greenhouse** (G2, pg 17).

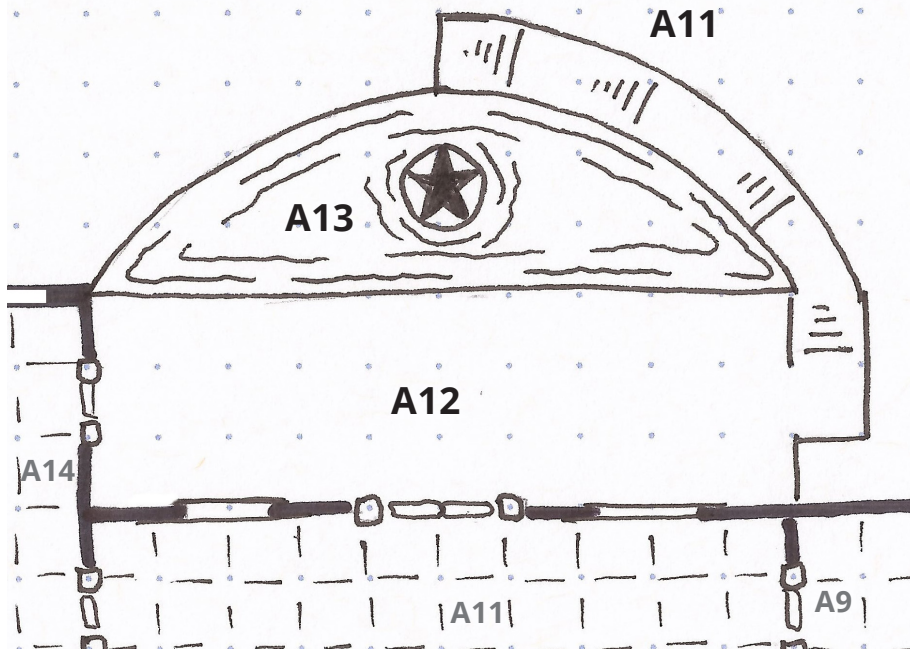
{Orange vines contain a substance similar in taste to syrup, highly intoxicating and flammable}

- A muffled cry can be heard coming from the Statue below (A13).

A13. FOUNTAIN

Muffled screams seem to come from the statue, which depicts a curled up, crying man. There is nothing inside.

- Water is tepid and chunky and drinking any quantity triggers a *{save vs. poison}*. A failed Save means a sudden death brought by excessive vomiting. White Sunflowers will sprout from the dead body's orifices in a matter of seconds, attracting 1d6 Wasptrocities from the **Greenhouse** (G2, pg 17).



A14. UPPER WEST HALLWAY

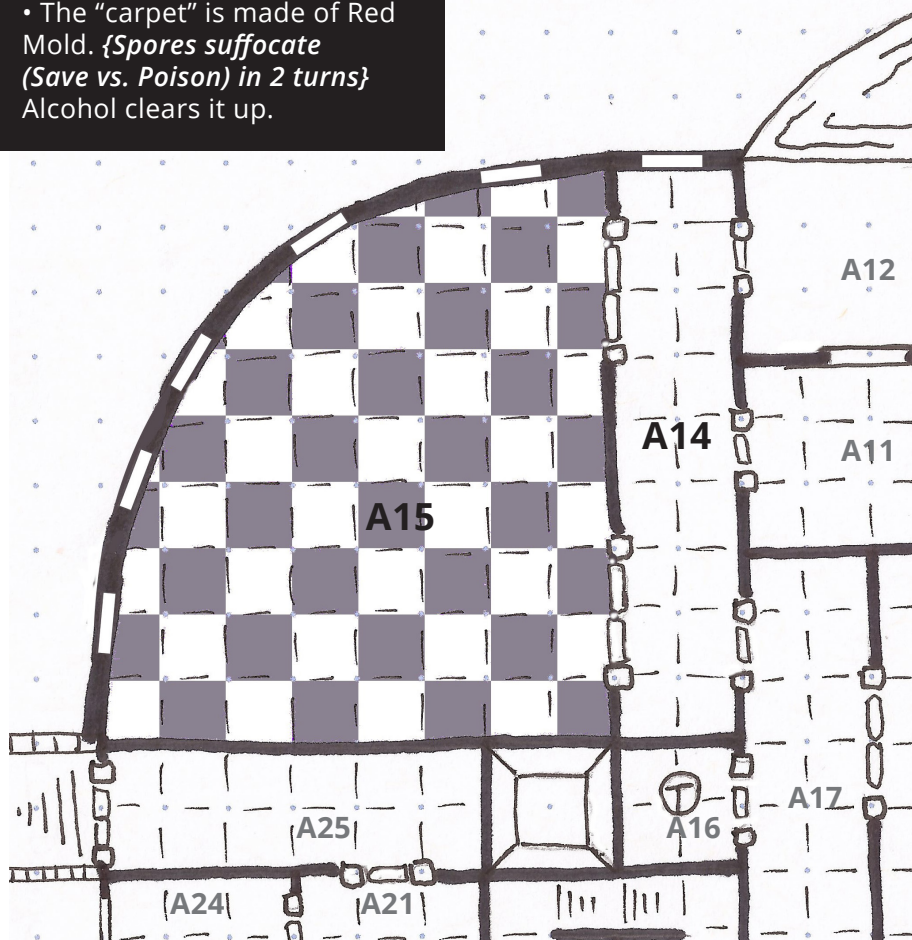
A thick red carpet extends through this hall. Its tall “fur” swings to a nonexistent breeze. Alongside a thick smell of mold, spores can be seen floating close the carpet:

- The “carpet” is made of Red Mold. {*Spores suffocate (Save vs. Poison) in 2 turns*} Alcohol clears it up.

A15. BALLROOM

Steps ♪ **ECHO LOUDLY** ♪ on the pattern floor room.

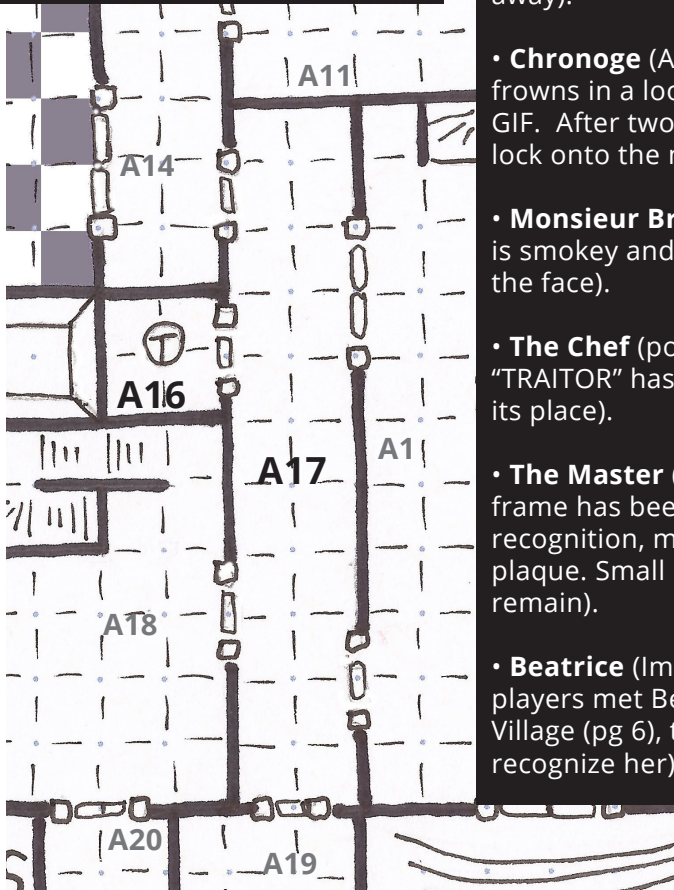
- A rack of dresses fit for a ruler sit in a makeshift dressing room, close to the door. {*5 huge dresses, 150SP each*}



A16. BATHROOM

Fancy blue Portuguese Azulejos decorate the walls and floor. {500 tiles, 25SP each, extremely fragile, fist sized}:

- There is an intricate porcelain Toilet in the center. {250SP, Fragile}. A shaft (10ft. down) beneath it leads **Underground** (X1, pg 56).



A17. WEST HALLWAY

Portraits line the wall. There is one for each Staff Member and **The Master**, appropriately labeled with silver plaques. These are not paintings, but actual photographs. Left to right:

- **Chandelier** (has been burned away).
- **Chronoge** (A sad bald man, frowns in a loop, similar to a GIF. After two loops its eyes lock onto the nearest character).
- **Monsieur Broilè** (The picture is smokey and greasy, blurring the face).
- **The Chef** (portrait is missing, "TRAITOR" has been written in its place).
- **The Master** (the portrait's frame has been warped beyond recognition, melding with its plaque. Small pieces of its face remain).
- **Beatrice** (Immaculate. If players met Beatrice in The Village (pg 6), they should easily recognize her).

A18. WEST STAIRWELL

Shiny slippery steps mean this stairwell is prone to causing broken necks.

- A character climbing it without care has a 2 in 6 chance of tumbling down the stairs (1d6 damage)

A19. GAMBLING ROOM

Dominated by a lavish mahogany gaming table with yellowed playing cards strewn about.

- A locked drawer holds a pristine poker chip set {100SP}.

A20. SMOKING ROOM

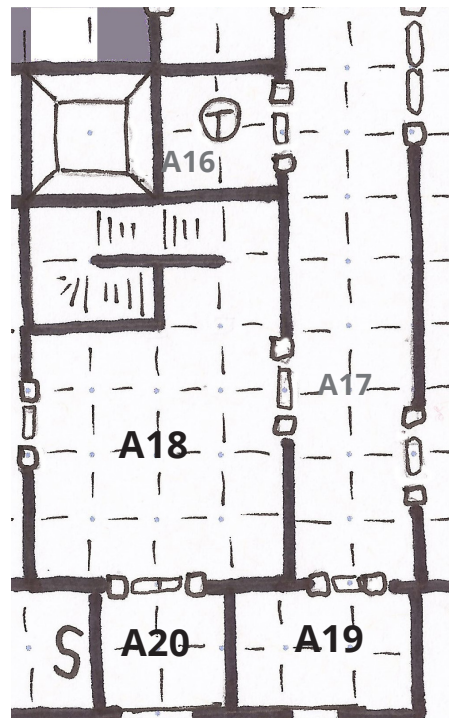
Red velvet chairs and small book stands decorate this room.

- Books span Occultism, Botany and Glassmaking;
- A letter can be found amongst the Glassmaking books. It is

from Sofia Vespa, an Italian mirror maker who warns The Master of the dangers of playing with "their gifts".

A covered mirror lies in one corner:

- Characters have no reflection in it.
- Going through it leads to the **Mirror Room** (A21, pg 33).



A21. WEST ATRIUM

This room is covered by a gigantic rug *{1500SP whole, 250SP cut up. Does not go through the door, even rolled up}*, which depicts a large black lotus being pollinated by a bee-like creature. (too many wings, far too many legs)

The middle door to **Useless Room** (A24, pg 33) on the western side is heavily locked and extra sturdy (double the usual difficulty).

A22. CHRONOGE'S ROOM

A simple bed, wardrobe and desk are mathematically laid out in a cirurgical manner.

The desk has a cuckoo clock mid-assembly, with a full set of eldritch tools expertly laid out beside it. Touching any part of the clock causes it to ♪ **RING** ♪.

- Unless all of its individual parts are destroyed it will continue to ring.

The wardrobe has 7 sets of clothing (out of fashion), each clearly labeled for a day of the week.

A23- USELESS ROOM

The door to this room is heavily locked and extra sturdy (double the usual difficulty).

There is nothing in this room.

A23- USELESS ROOM

The door to this room is heavily locked and extra sturdy (double the usual difficulty).

There is nothing in this room.

A24- BED, BATH AND BEYOND

This is the "supply room" for the castle, complete with all linen sheets, towels and soaps neatly arranged in the northern wall.

- 25 linen sheets, all colours of the rainbow and beyond. *{75SP each}*

- 100 bars of soap, verbene. *{10SP each}*

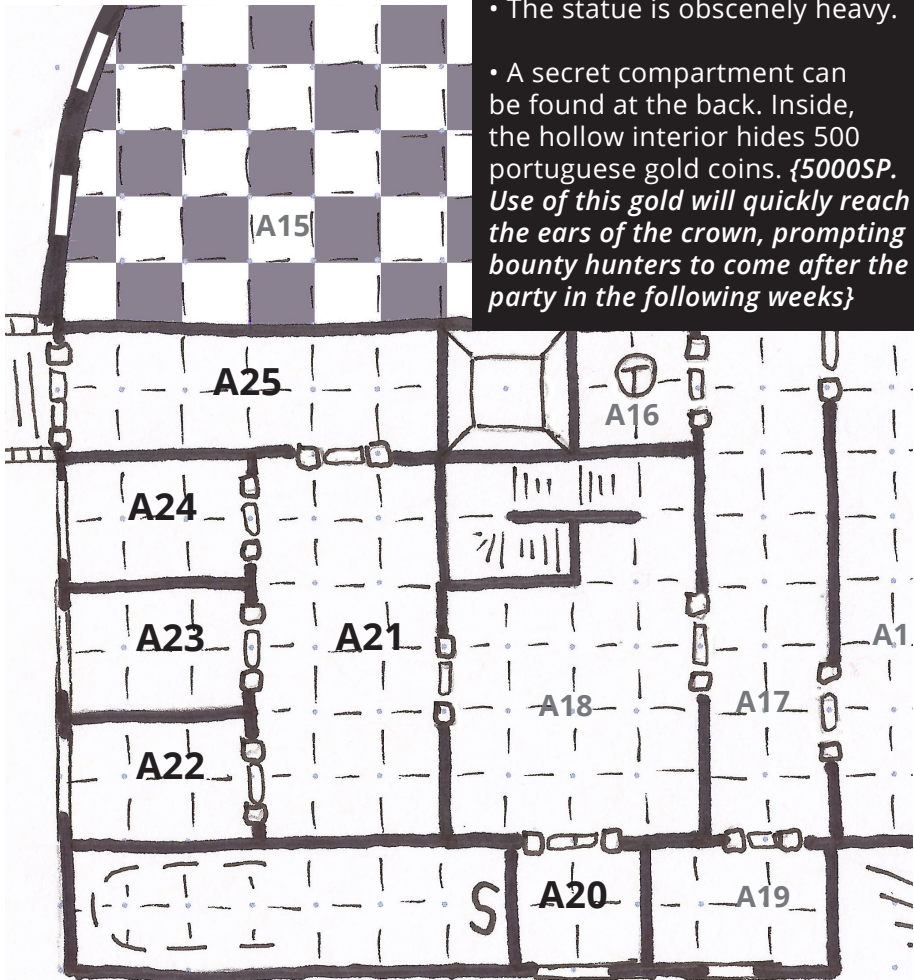
- 25 Egyptian cotton towels, coloured likewise to the sheets. {75SP each}

A closet on the southern wall holds a vast collection of size 7 handmade shoes. {35 pairs, 120SP each}

A25. WESTERNMOST HALLWAY

A wooden religious statue is set against the eastern end of this hallway. It does not represent any recognisable saint.

- The statue is obscenely heavy.
- A secret compartment can be found at the back. Inside, the hollow interior hides 500 portuguese gold coins. {5000SP. Use of this gold will quickly reach the ears of the crown, prompting bounty hunters to come after the party in the following weeks}



A26. MIRROR ROOM

7 mirrors, each a colour of the rainbow, are arranged in a semicircle around the room.

A character cannot go back once they cross through the mirror, but they can test it with their limbs.

RED:

Wet to the touch, smells of seawater, no discernible sound

Leads to the bottom of the Atlantic Ocean.

ORANGE:

Cold to the touch, smells of vanilla, sounds of bees.

Glass has been shattered into a million pieces. Should one restore it, this mirror leads to Ornè, realm of faeries.

YELLOW:

Piping hot to the touch, smells of steel, sounds of a bubbling liquid.

Leads to the planet's core, lots of lava. Appendages that go through are carbonized.

GREEN:

Warm to the touch, smells of rain, sounds of wind.

Leads to the middle of the Amazon jungle, close to the city of Manaus in Brazil.

BLUE:

Freezing to the touch, no discernible smell, sounds of buffeting wind.

Leads to the north pole.

INDIGO:

This mirror has no discernible qualities.

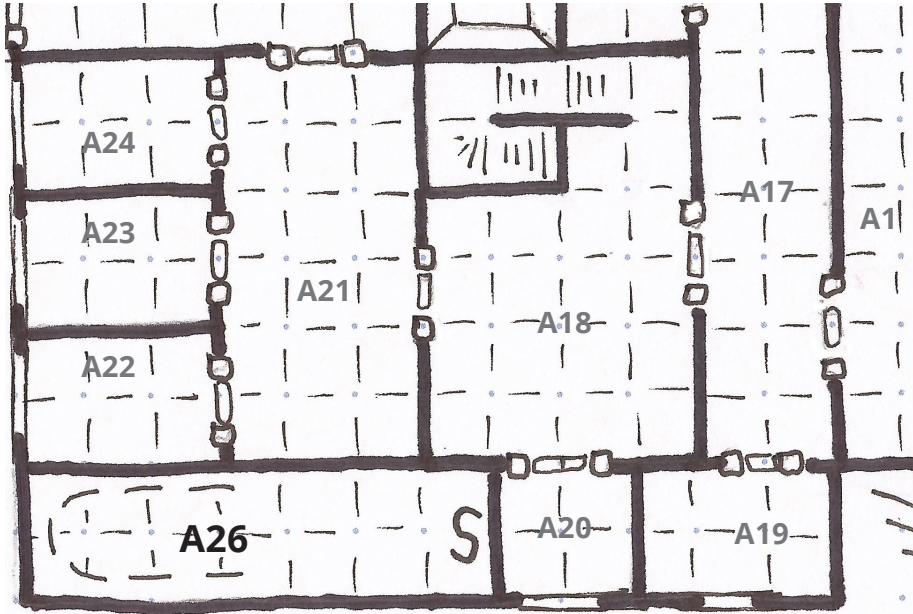
Leads to the moon. Sticking a single finger through it sucks the characters in question into space.

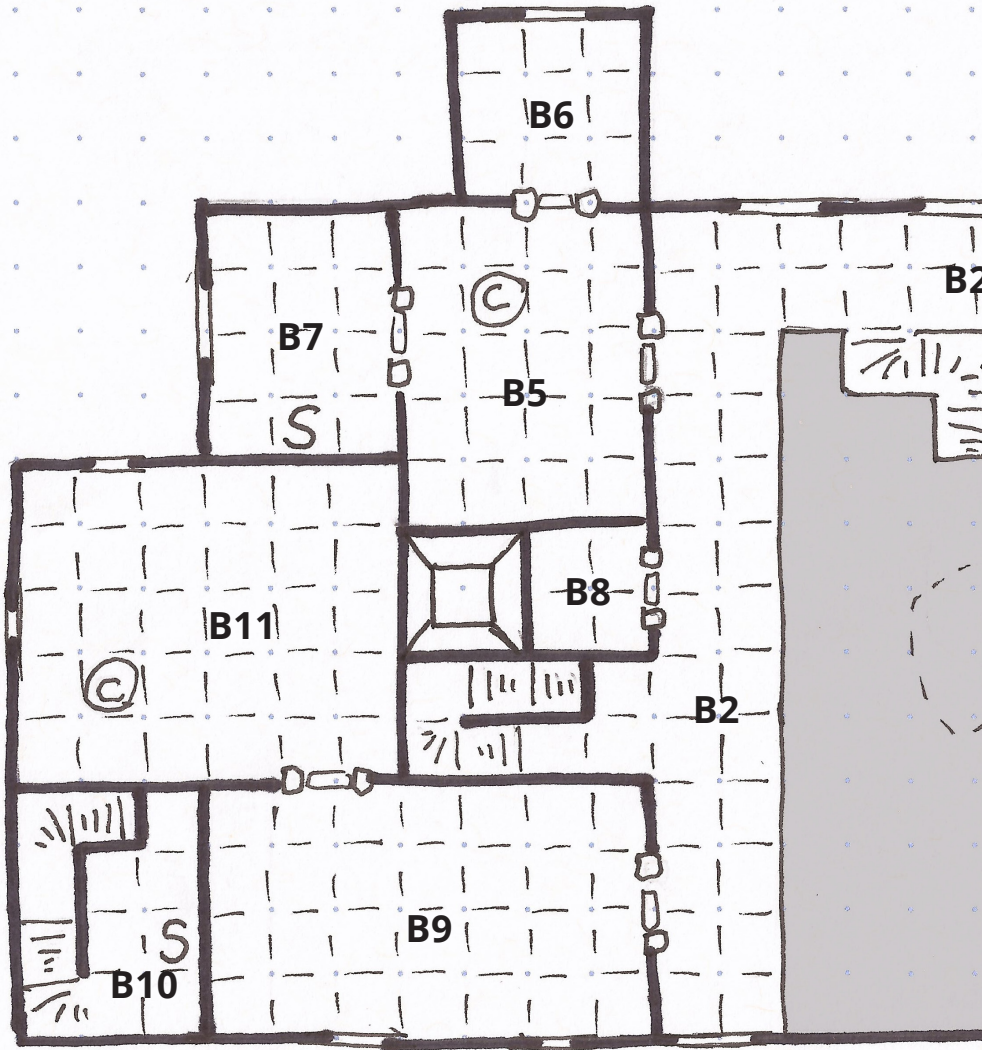
VIOLET:

Sticky to the touch, smells of vanilla, loud buzzing.

Leads to Lab (C2, pg 48).

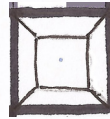
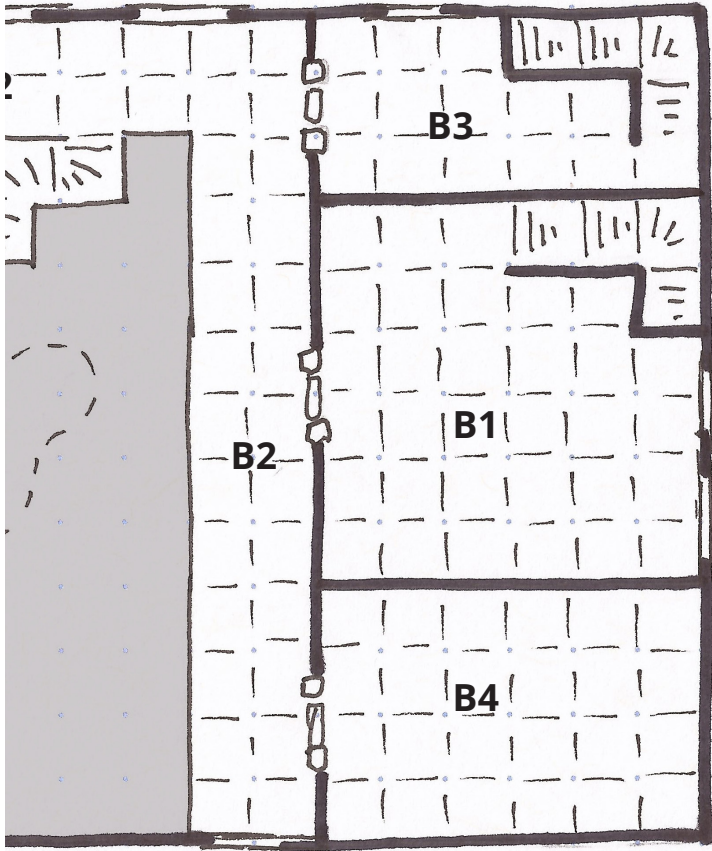
A.





**2ND
FLOOR (B)**

B.



**ELEVATOR
SHAFT**



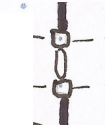
**SECRET
DOOR**



HOLE UP



WINDOW



DOOR

B1. EAST STAIRWELL/ ARMORY

Weapons collected by **The Master** line the walls:

21 Pistols, 1 in 6 chance of being loaded. *{100SP each}*

21 Cavalry Swords *{75SP each}*.

7 Rifles *{highly advanced rifling, +3 to hit, 650SP each}*, 1 in 6 chance of being loaded.

1 **Blue Silver Claymore** *{Forged with metals from Ornè, deals double damage to The Master}*, 10 ft. up. Failed attempts to reach it result in every single item ♪ **CRASHING TO THE FLOOR** (draw 3 cards) ♪.

12 sets of Fluted Plate Armor, each a different color of the rainbow. Moving them is ♪ **VERY NOISY** ♪ *{1250SP each}*.

B2. 2ND FLOOR HALLWAY

Hardwood floor that you can see your reflection on. ♪ **SQUEAK LOUDLY** ♪ when stepped upon.

B3. ATELIER

A full blown painting atelier with a case of rare pigments *{1000SP, mostly purples, blues, oranges and black, made from ground up bug shells}*, brushes and canvases. *{500SP worth of delicate pony hair brushes. Canvases are ruined and worthless}*

The room is partially covered in white linen sheets.

- Beneath the sheets, 10 ruined canvases with a message scrawled across them all "IHATEYOUIHATEYOUIHATEYOUIHATEYOUIHATEYOUIHATEYOUIHATEYOU"

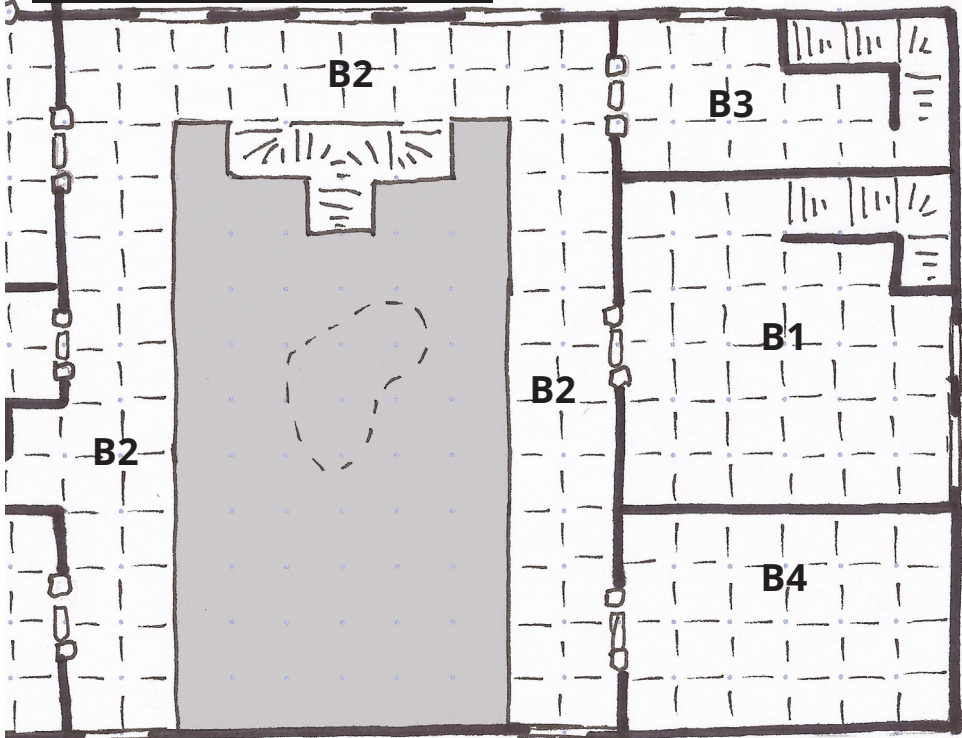
The stairs leading to **Beatrice's Room** (C9, pg 52) are covered in an assortment of discarded clothes. *{vanilla scented}*

B4. LIBRARY

A vast collection of books and scrolls are intuitively catalogued throughout the walls, the majority of them on the topic of Botany/ Gardening.

While searching through the books:

- 1 in 6 chance of it including a particular book one may be searching for.
- 3 in 6 chance, if the book is related to Botany/Gardening. On their first search, players will always find the The Master's Diary.
- Tell players the information available in the **Dark of It** (pg 5).



B5. PRIVATE DINING ROOM

This dining room looks as if an enraged bull was locked inside it. A hole in the ceiling (10ft. up) leads to **Bridge Room** (C5, pg 50).

- Amidst the rubble is a perfectly preserved meat pie. *{human flesh}*

B6. PARLOR

A spartan office space, complete with a simple wooden desk, faces an abalone white window.

Under the desk is an iron safe with a dial and handle. There is no code, one must simply turn the handle counter clockwise. It hasn't been oiled in a while, resulting in a ♪ **SCREECHING NOISE** ♪ upon opening. Inside the safe are:

- An actual camera. *{this will quite surely revolutionize the player's world. It prints pictures automatically, with 10 "charges" remaining}*
- The Spear of Alsace, *{A pistol made from mother of pearl, 500SP. It has a self contained blackpowder system, cutting*

reload times by half. When it fires, a red mist with a pungent vanilla scent is expelled instead of black smoke}

B7. GAME ROOM

A modern pool table stands in the middle of the room. It is made of ebony and has a red felt playing surface.

Characters who are familiar with the game should be confused with this modern day take on it.

- A set of unmarked ivory balls *{200SP}* are stored in a wooden box nearby.
- A single Black Cue remains in the rack on the southern wall. *{magical wood, smells faintly of vanilla. A character who touches it becomes "bound" to it: a bound user can always teleport instantly (and painfully) to wherever the Cue is by painfully reforming their body. Damage as a club, double to The Master}* Pulling it out reveals a secret door to Art Gallery (B11, pg 42).

B.

B8. CUCKOO CLOCK ROOM

30 cuckoo clocks {50SP each} hang upon the walls;

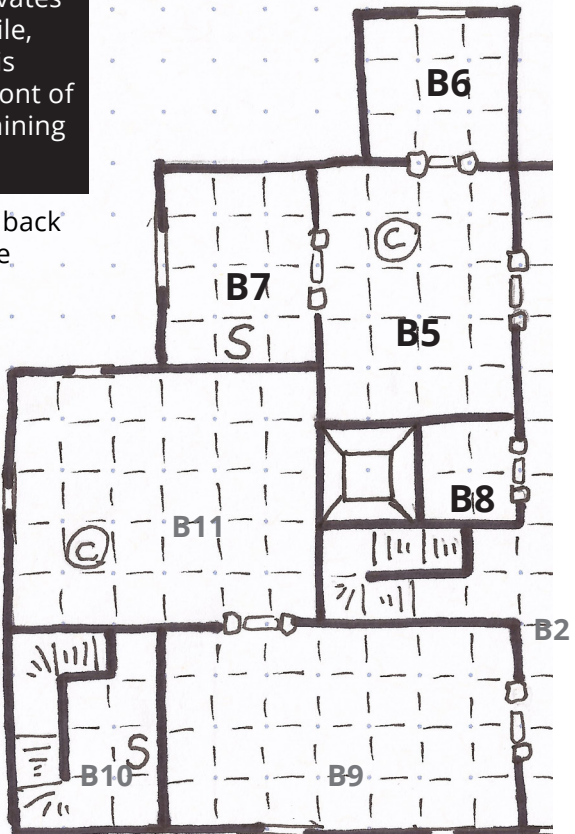
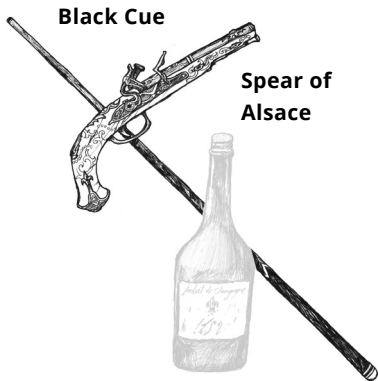
- One of them stands out for its intricate design, and it is worth AT LEAST 10 times more than the others.
- This clock is a resting **Chronoge**. Touching it activates him {add his deck to the pile, his card already drawn}, his spidery legs unfurling in front of the characters' eyes. Remaining clocks ♪ **RING LOUDLY** ♪

Turning any of these clocks back in the presence of Chronoge inhibits his time-controlling abilities.

except that instead of a bird coming out at predetermined times, a wooden faerie figure does instead.

If **Chronoge's** (pg 65) card ♣ has been drawn:

The distinguished clock isn't here.



B9. THE MASTER'S ROOM

Copious amounts of goose feathers cover this burgundy room. There is a warped chandelier beneath the feathers, human toes stuck to it wiggling hopelessly.

Dried blood leads to the western wall, the trail ending in a bloodied handprint.

- Pushing the wall reveals the way to **Secret Stairwell** (B10)

B10. SECRET STAIRWELL

A clever Wasptrocity has decorated the stairs with near-invisible strands of Red Honey *{sharp like glass}*, calling this place home.

- Walking carefully up the stairs will reveal the throat-high strands of honey. They reflect light.
- Running into them causes 1d6 damage.

- The **Wasptrocity** will attempt to avoid confrontation by staying close to the ceiling.

B11. ART GALLERY

This private gallery is lit by modern, purple neon lights, bathing everything in a violet hue..

Cool air flows from the hole in the ceiling (10ft. up), which leads to **Cell** (C2, pg 48).

Full of sculptures and paintings from a potpourri of countries, eras and cultures. They have either been cleaved by claws, crushed to bits or warped beyond recognition.

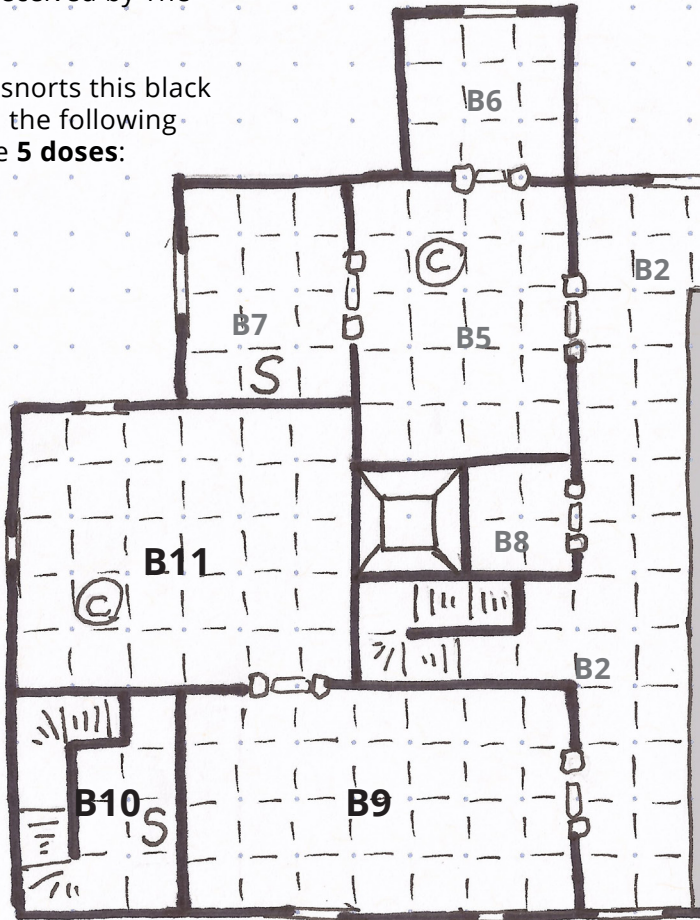
- Characters versed in the world of art will recognize several of these pieces. They are all originals.
- For the pieces themselves, use anything your players might know or understand. They are not bound by the era or the bounds of history. Include

pieces from the future or alternate timelines.

The only intact piece is a silver censer {15SP}, crowning an otherwise unremarkable display piece. A strong scent of vanilla emanates from it, alongside a colourless haze.

- It contains the **Remnants of the Black Lotus**, dust from the cursed flower received by The Master.

- If a character snorts this black powder, roll on the following table. There are **5 doses**:



1. Everything you touch turns to gold (no save) but your body becomes as fragile as a ceramic vase (1hp all the time).

2. You gain the ability to breath underwater but lose the ability to breathe air.

3. You are always perceived as rude by others, no matter what you say.

4. You become unable to give precise answers to any question ever again.

5. You sprout tiny dragonfly wings.

6. You meld into your favorite object, much like the inhabitants of the Castle.

7. Your voice is taken away, forever.

8. You can never die, sleep or rest. Life is a torment and you only want out. If you die by harm, your wounds close up and you stand up back again in 1 hour.

9. You body becomes solid gold but you remain conscious;

10. Every creature you have ever interacted with forgets your existence.

11. Your head lethally pops open to reveal a pineapple.

12. You and only you (not any of your equipment or the things you carry) become invisible, forever.

13. You can ONLY speak with animals.

14. You can ONLY speak with the dead.

15. You float 1 inch off the ground, forever unable to touch land.

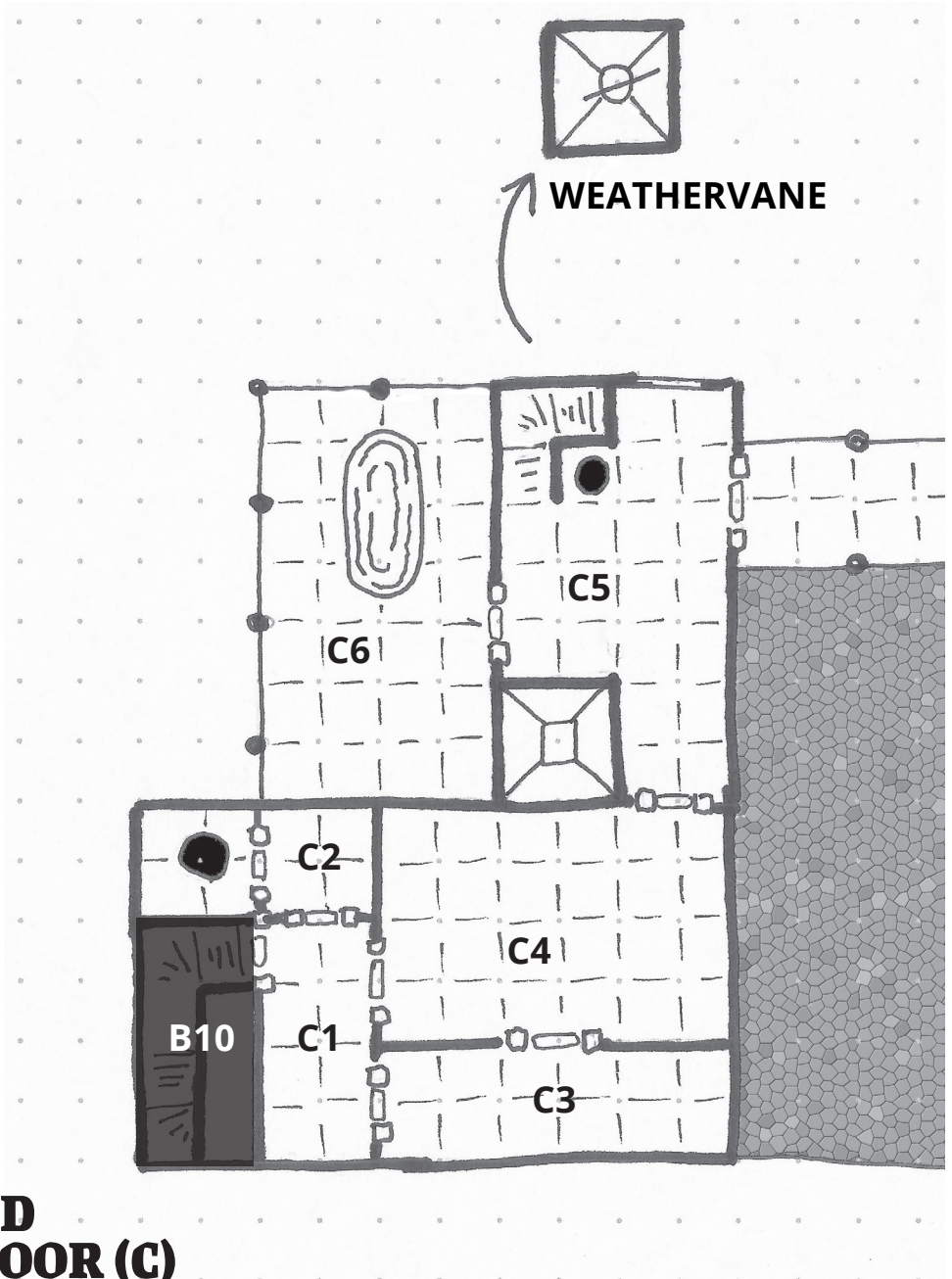
16. Instant baldness.

17. You can only eat metal blades or similar sharp objects (razors, daggers . You still however, have normal teeth and throat;

18. You can only speak in rhymes;

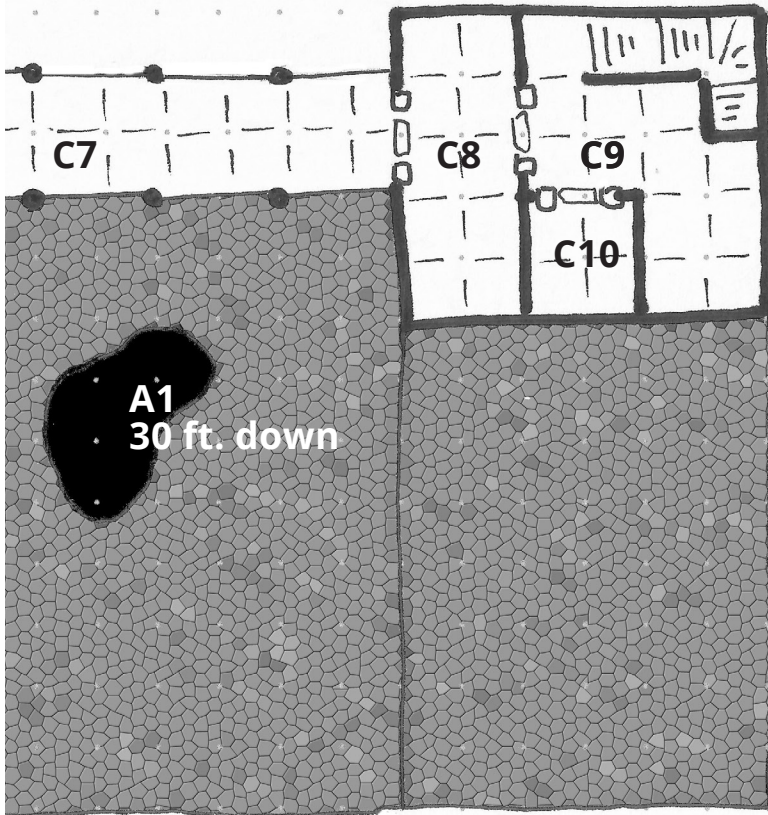
19. Your fingers are replaced by whistles.

20. You become completely intangible and fall through the ground, right into the depths of the earth. Au revoir!



**3RD
FLOOR (C)**


C.



C1. JAIL

The only redeeming feature of this sterile corridor is the unbearable buzzing. Every inch of stone and wood in this place vibrates.

- The buzzing comes from a room to the east (C4, **The Master's Room**, pg 48)

If **The Master's** card  has been drawn:

- No buzzing, only a sterile corridor.

C2. CELL

A dessicated body dressed in worn travelling clothing hangs from shackles, a hole in the ground leads to the **Art Gallery** (B11, pg 48).

- Their flesh has fused at odd intervals with the floor, shackles and clothing. *{common jewelry 150SP}*

Should **Akane** have joined the party and reached this spot, she will say a quiet prayer, take a strand of hair and shed a single tear. Her motivation to hunt the beast is renewed.

C3. LAB

A fully functional alchemical lab *{5000SP}* surrounds a red tinted mirror. The scent of vanilla seeps from all materials. The doors to this room are soundproof.

- Passing through the mirror leads to the **Mirror Room** (A26, pg 34).
- Plant samples from the **Greenhouse G2** (pg 17) are strewn through the tables;

C4. THE MASTER'S ROOM

A lake of red silk flows from the immobile beast in the center of the room.

- Beneath the silk, there are the remnants of an otherwise unremarkable room.


The Master (pg 64) has a 1 in 6 chance of being surprised by players, otherwise it is pretending to be asleep, waiting to ambush its prey.

- No matter where players enter the room, it is always facing the players;

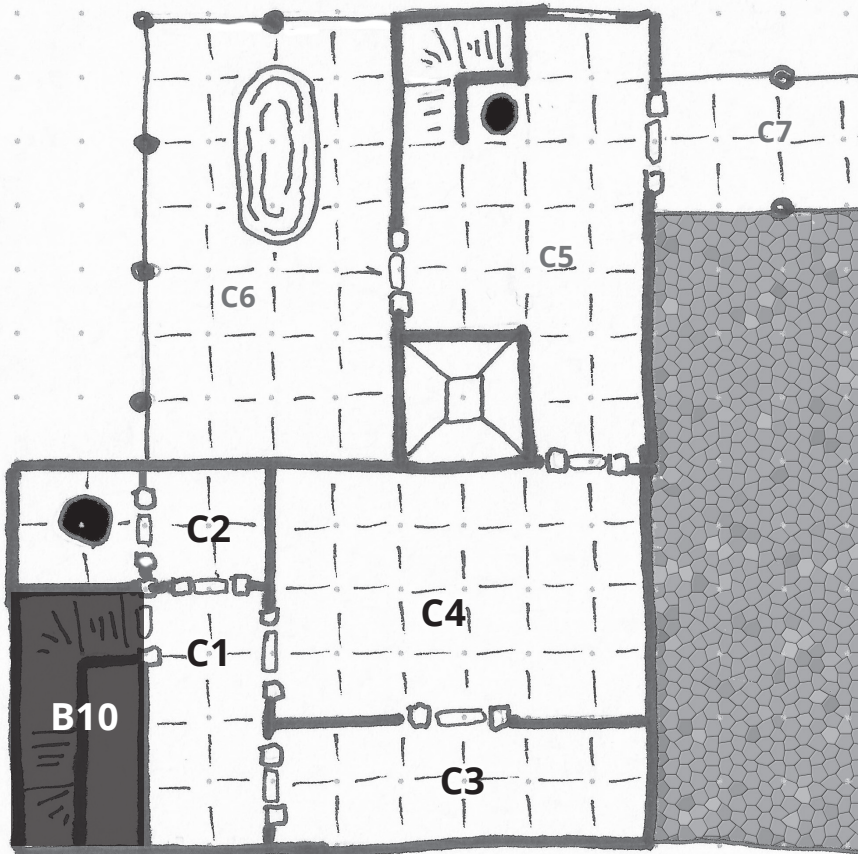
C.

- A dizzying buzz pierces through those who step inside. One's voice is drowned by the noise.



If **The Master's** card  has been drawn:

- Red silk covers this otherwise unremarkable room.



C5. BRIDGE ROOM

A small trolley with musty but perfectly edible pies, sweets and a full Tea Set {**100SP**} rests here;

Stairs lead up to the Wheatervane. Characters who venture up have a 1 in 6 chance of being hit by lightning.

A hole in the ground (10ft. down) leads to the **Private Dining Room** (B7, pg 40).

The Elevator Shaft (X2, pg 56) leads down to the underground, 40ft. down.

- Walls made of solid stone. The only places one may hold on, are grizzly gashes peppered along its length.

C6. PATIO

Decorated with lush orange and black foliage, like those found in the **Greenhouse** (G2, pg 17) . A shallow pool of pristine water stands perfectly still. A pair of **Rubber Gloves** sits on a table next to an intricate and physics defying glass sculpture.

- Orange Vines {*Orange vines contain a substance similar in taste to syrup, highly intoxicating and flammable*}.

- Black Lotus Prototype {*Opioid, edible, 1 in 6 chance of trying to replace your eye, Save vs. Breath to avoid*}

The pool does not contain water but rather 50 pints of room temperature liquid glass. It hardens immediately upon contact with the human body.

- Gloves can be used to prevent accidents. One can use this to shape glass into impossible, indestructible shapes.

C7. BRIDGE

A frail and mossy stone bridge, connects both wings of the castle.

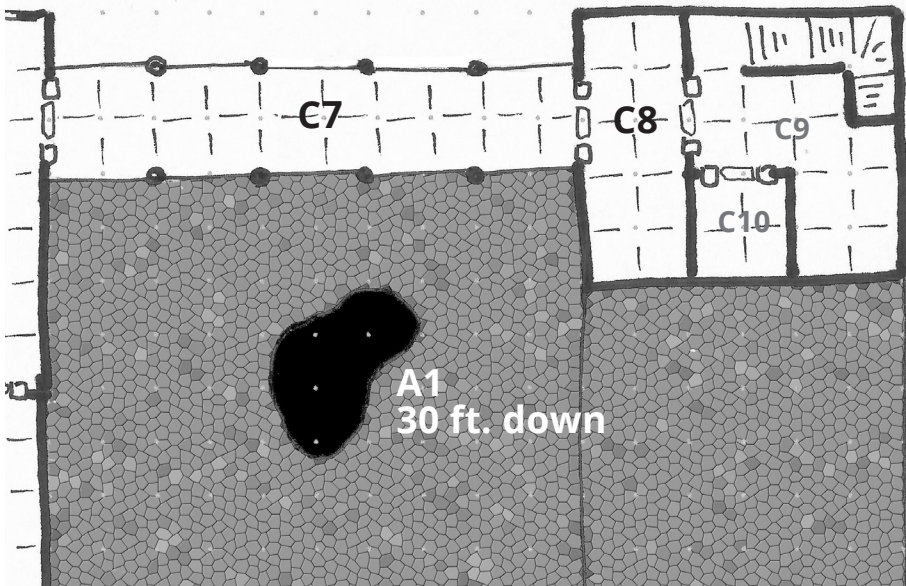
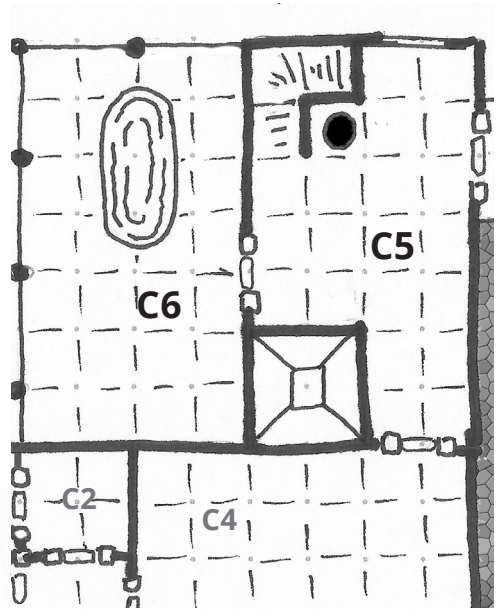
- 2 in 6 chance someone running or fighting here falls down.

A hole in the ceiling below (30ft. down to the floor) leads to the **Entry Hall** (A1, pg 22).

C8. BEATRICE'S DINING ROOM

A blue crystal table and chair set {500SP each} are the only objects of note here.

- A bottle of wine {75SP} sits under the chair.
- Light refracted by these objects is blinding if aimed at the eyes {Save vs. Paralysis}.



C9. BEATRICE'S ROOM

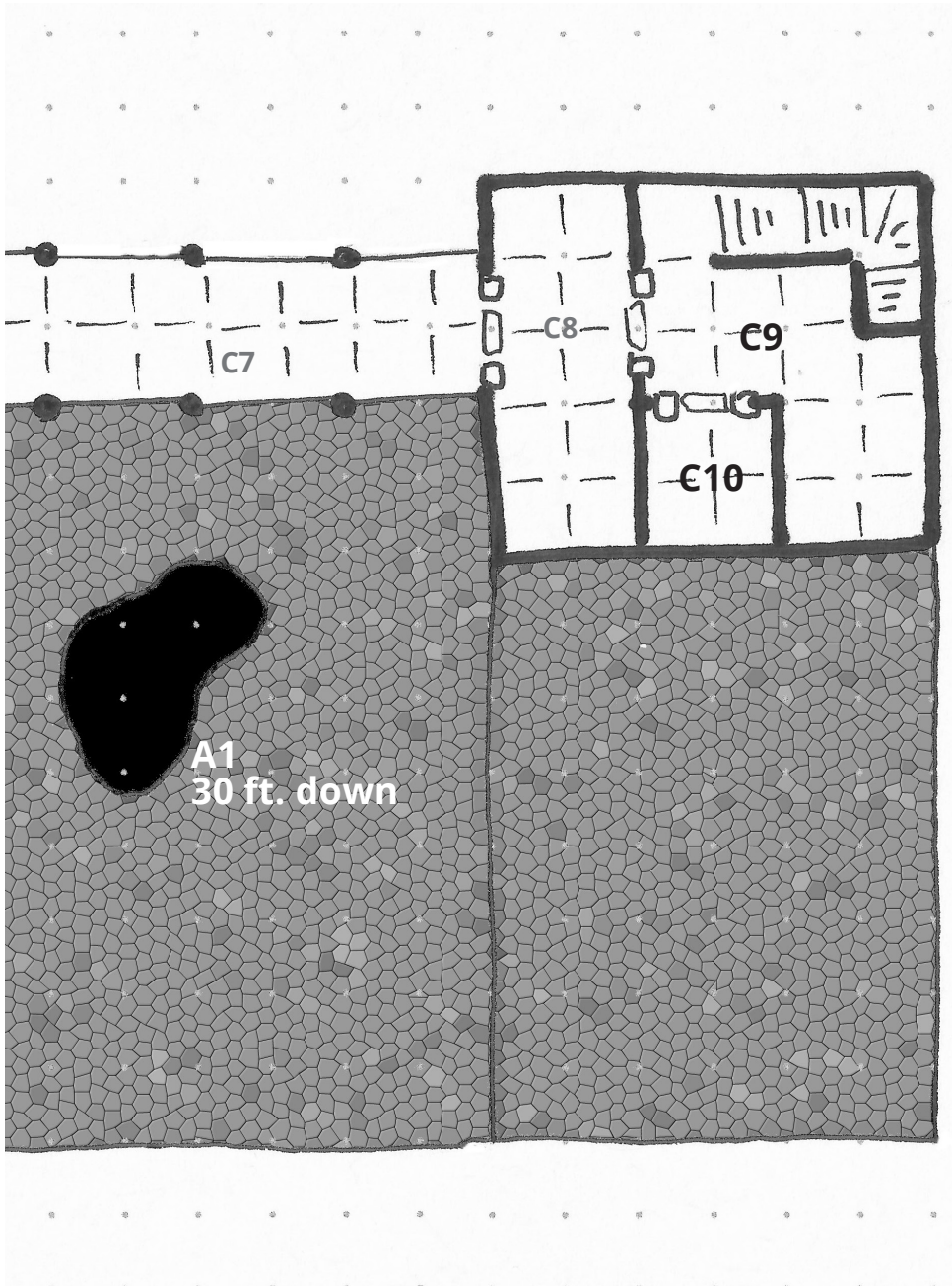
A lavish room, decorated with a black lotus motif wallpaper and humongous ebony wardrobe.

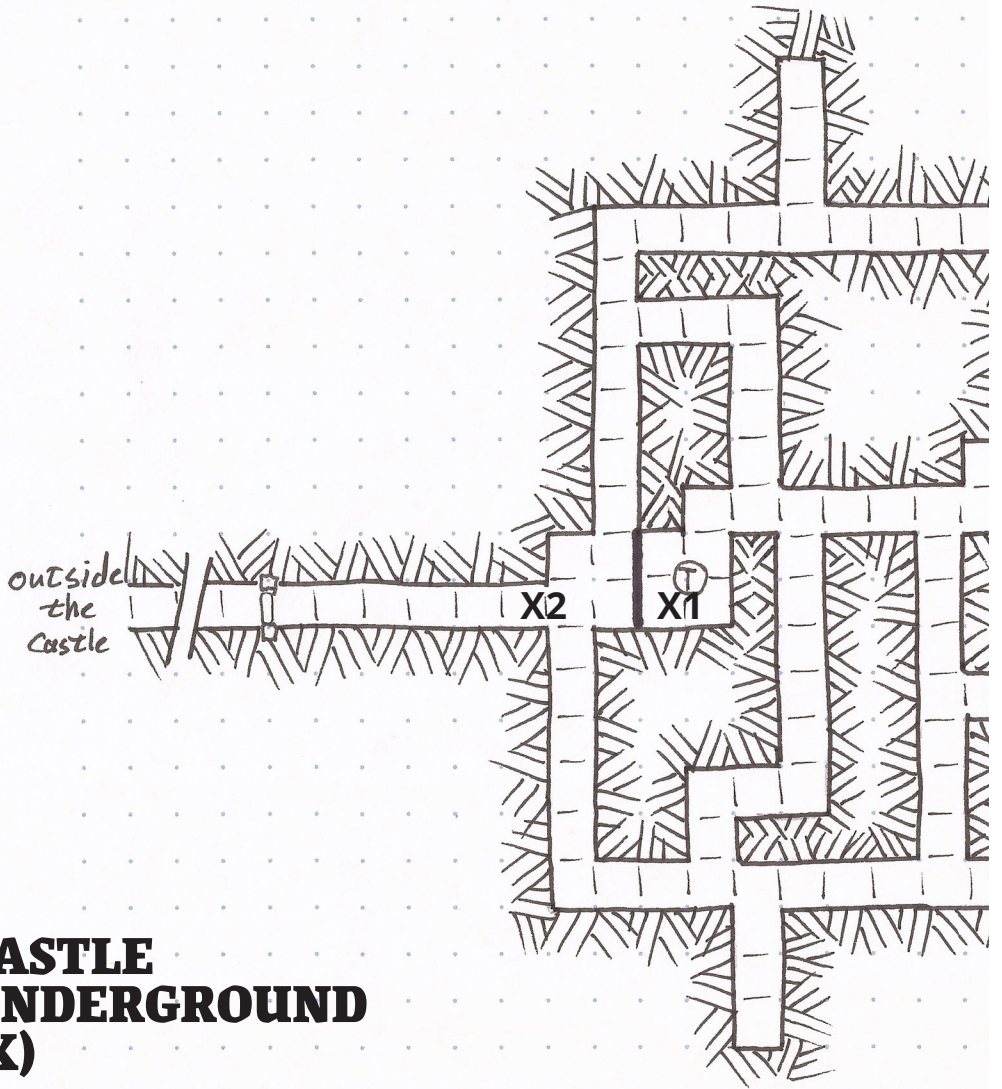
- The Wardrobe {*HD 1, AC 8, HP 4, "bite" 1d4*} is alive, and upon closer inspection BURSTS OPEN and spews forth a jet of clothing {*save vs. Breath/ 1d6 damage*}.
- The 6 Living Garments {*HD 1, AC 13, HP 4, suffocate 1d6, immune to bludgeoning damage*} are alive and will attempt to suffocate (by entering orifices) and dress up potential bodies like dolls.
- The ceiling has an illustrated modern day map of Earth. Well travelled characters will recognize the worth of such a map to traders and the ruling class.

C10. BEATRICE'S BATHROOM

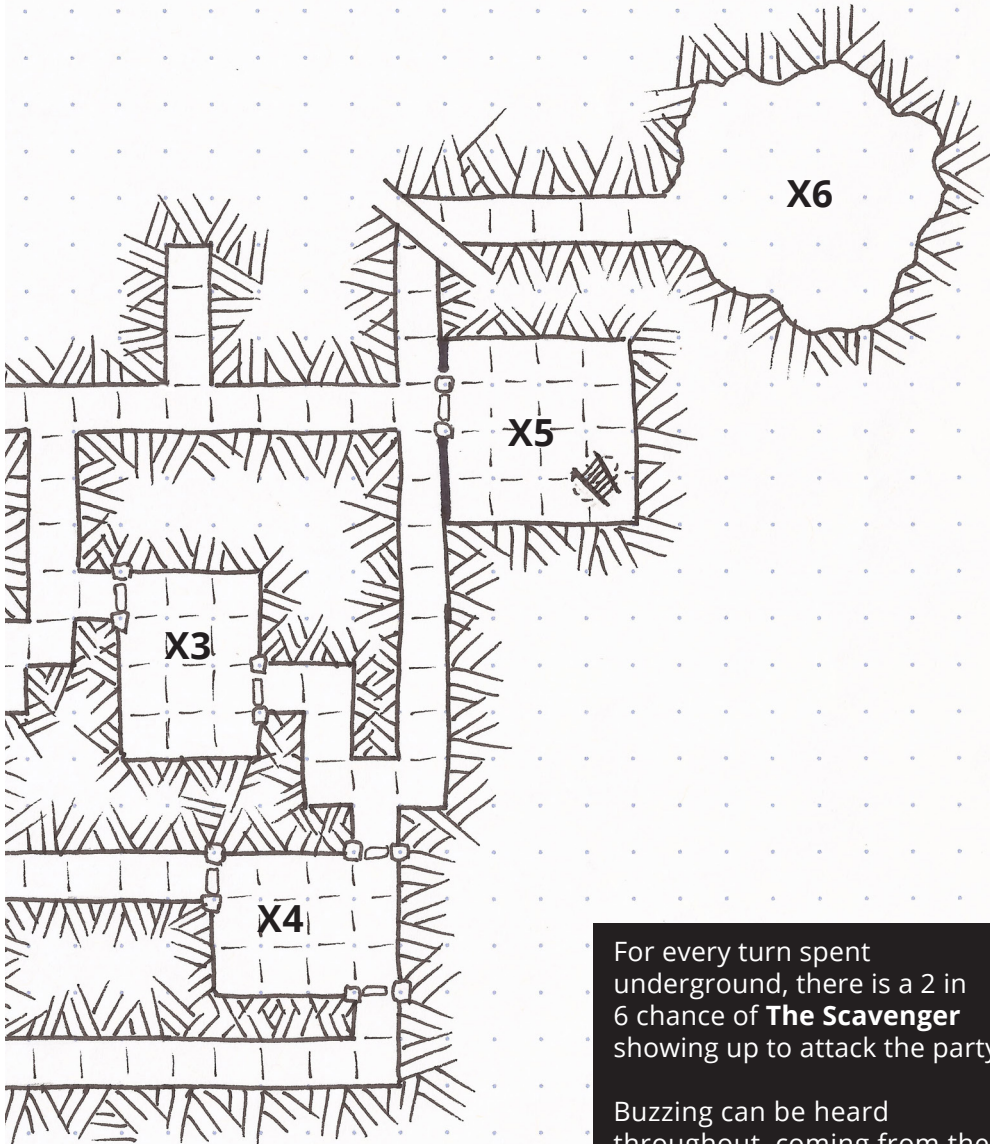
A lavish room. An alabaster bathtub sits all alone, full of still black liquid. A strong scent of vanilla rises from it.

- Gazing upon the water allows one to gaze upon the adventuring party, like a fly on the wall.
- The black liquid acts as a "scrying" substance, allowing one to spy upon those they are familiar with.
- Room, decorated with a black lotus motif wallpaper and humongous ebony wardrobe.





**CASTLE
UNDERGROUND
(X)**



For every turn spent underground, there is a 2 in 6 chance of **The Scavenger** showing up to attack the party.

Buzzing can be heard throughout, coming from the northeast.

X1- TOILET SECRET PASSAGE

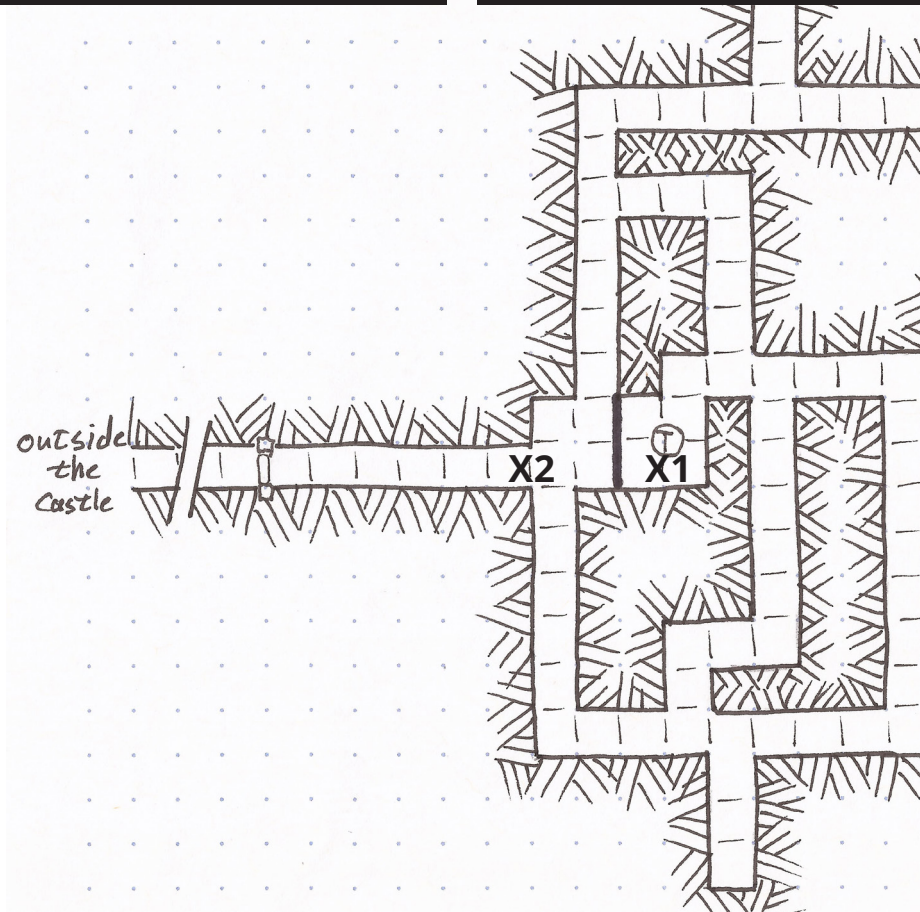
A ceremonial mound formed of human feces and body parts.

- Closer inspection reveals someone has organized this mound. Meatier body parts have been arranged as "offerings".

X2- ELEVATOR SHAFT

This is the bottom of the shaft. It goes up 40ft. all the way to the **Bridge Room** (C5, pg 50).

- Walls made of solid stone. The only places one may hold on are grizzly gashes peppered along its length.




X3- BOILER ROOM

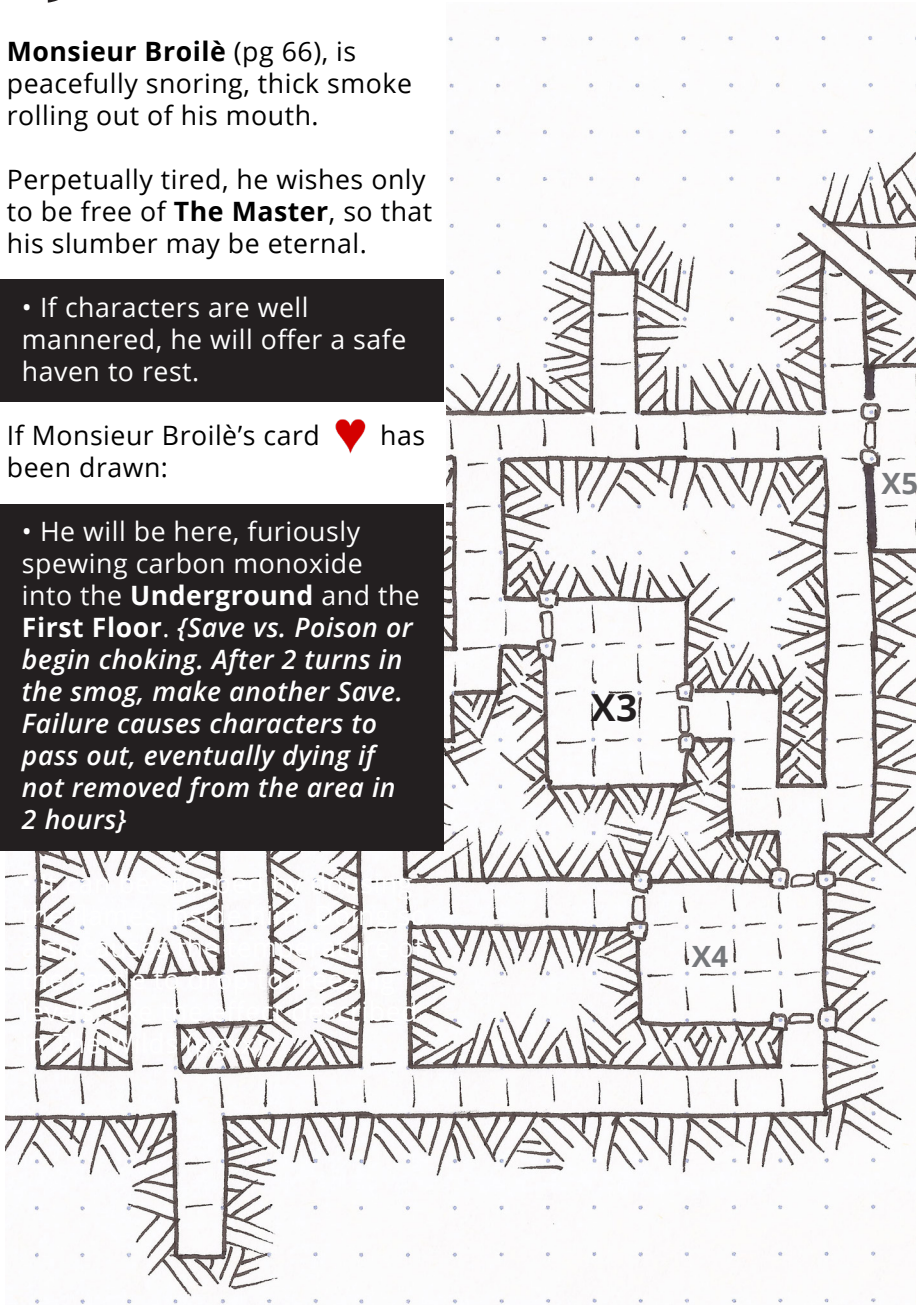
Monsieur Broilè (pg 66), is peacefully snoring, thick smoke rolling out of his mouth.

Perpetually tired, he wishes only to be free of **The Master**, so that his slumber may be eternal.

- If characters are well mannered, he will offer a safe haven to rest.

If Monsieur Broilè's card  has been drawn:

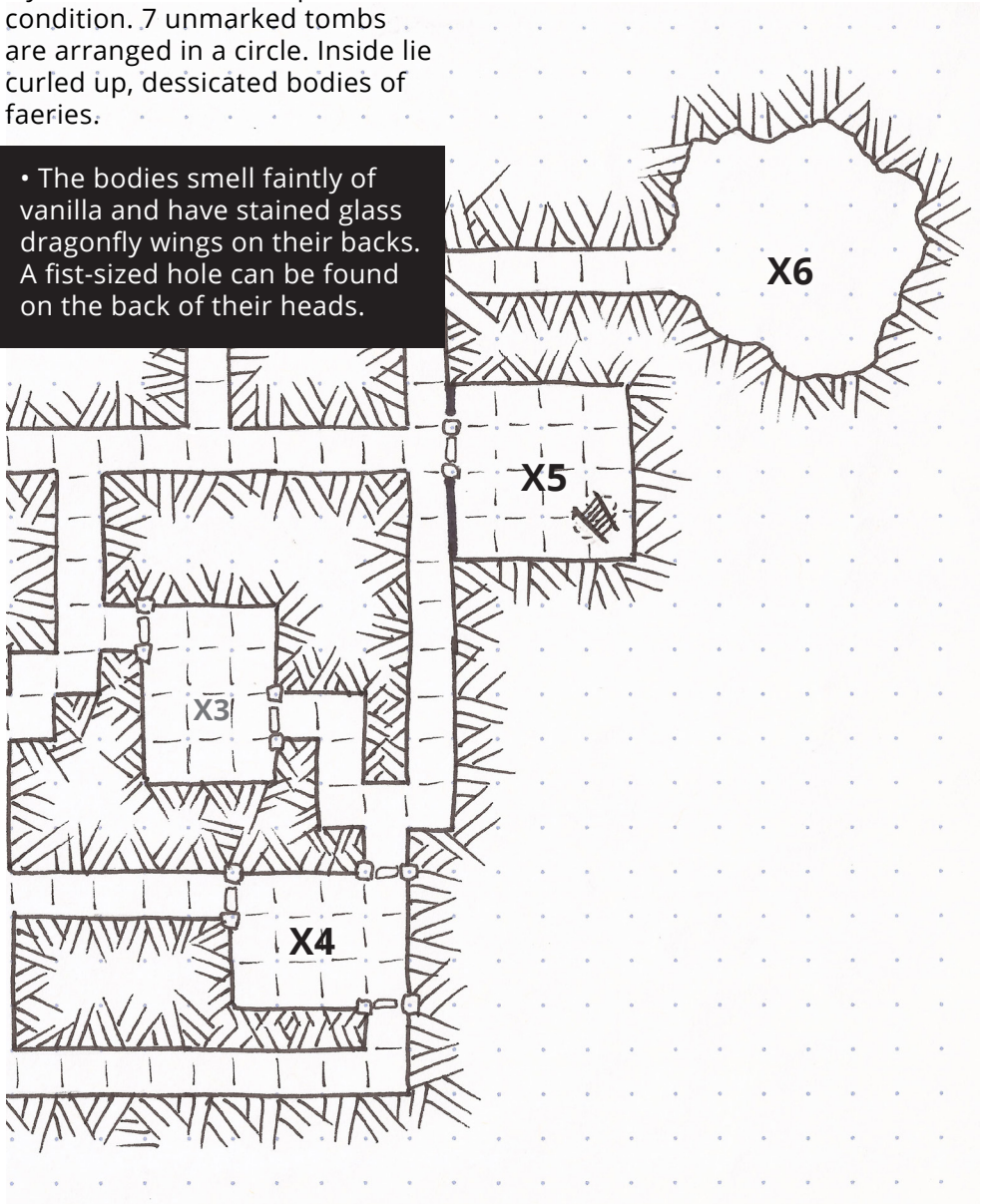
- He will be here, furiously spewing carbon monoxide into the **Underground** and the **First Floor**. *{Save vs. Poison or begin choking. After 2 turns in the smog, make another Save. Failure causes characters to pass out, eventually dying if not removed from the area in 2 hours}*



X4- CRYPT

Icy cool stone room in pristine condition. 7 unmarked tombs are arranged in a circle. Inside lie curled up, dessicated bodies of faeries.

- The bodies smell faintly of vanilla and have stained glass dragonfly wings on their backs. A fist-sized hole can be found on the back of their heads.



X5- WINE CELLAR

Piles of broken bottles and smashed kegs jut above a knee high sea of old wine. Opening the door to this room causes the wine to slosh out into the Underground.

A rickety wooden ladder leads up to the **Pantry** (A10, pg 27).


Searching through the wine/dirt one will find:

- Jumbo sized bottle of Crâne Fissuré Champagne *{Unbreakable bottle of limitless champagne}*.
- A keg of Les Hommes au Vin, *{Contains a flesh eating bacteria. When drunk, can dissolve a person in seconds. No Save}*.

X6- HIVE

The home of the **Wasptrocities** (pg 67) this slimy amalgam of flesh and holes exhales an odour of rotten meat. The top part of the Hive connects to the **Greenhouse** (G2, pg 17)

- At all times, 2d6 **Wasptrocities** can be found here.
- It is cold to the touch.
- 25 pints of Red Honey can be harvested from it *{100SP per pint. Becomes sharp like glass when consumed 1d6 damage. Can be hardened to metal sharpness in high heat}*.

If Monsieur Broilè's card  has been drawn:

- No **Wasptrocities** are found here.



EPILOGUE

Should characters not kill The Master:

Its curse will grow stronger, eventually twisting and melding every single creature in France in less than a year. Eventually, the whole world will be engulfed.

The Master will reach the final stage of its metamorphosis at the end of the year, becoming the most powerful being in this plane of existence, an insectoid creature of eldritch powers. This form has no stats, as its powers and abilities become incomprehensible to humans.

Should characters kill The Master:

All the villagers will regain their memories, effectively recognizing **Beatrice** after all these years.

Louis will eventually seek the secrets of the Castle (if it still stands). He will disappear in the following month.

If alive, **Jonathan** will follow the players, if they allow it. Otherwise, he will follow Louis into the unknown.

If alive, **Akane** will warn players to avoid further contact with the fey before leaving back to Japan.

MY PLAYERS WANT TO LOOT THE WHOLE CASTLE!

If they manage to dissuade the competition (such as Louis) and clear the threat of The Master, it is very likely your players will be the proud owners of a castle.

- Don't be afraid to let them take everything, incentivize them!
- With the Curse gone, people will begin remembering the castle, so competition will eventually come.
- The French Revolution is in full swing and let's say that the people will not look kindly upon the (brand new) filthy rich.

FURTHER ADVENTURES IN ORNÉ

Throughout the adventure, there are a series of clues that hint toward another dimension existing.

Clever (or foolish) players might figure this out and seek to venture into Ornè. Although there is no actual information on the region in this book, here are some pointers to inspire you:

- The realm is composed of a series of disparate floating feudal realms, each ruled by a different Queen. They are all faeries of immense power and wield senseless wars amongst themselves.
- Mortals can use their will to alter the rules of this land.
- All inhabitants are animals given human conscience, thus they are all mad.
- The realm is locked into a state of perpetual twilight.

CARD EVENTS

These events are meant to be a warning for what's to come, with many of them describing actual abilities their enemies may have.

When the Hunt card is drawn (Ace), **monsters start 1d4 rooms away from players**, wherever is most advantageous.

Certain creatures can be encountered in the castle before their card is drawn, in which case discard said creature's corresponding cards and resume play:

- If said creature suit is next on the list, skip to the one after.



HEARTS (Chandelier, pg 66)

1. All open flames flare up.
2. Unlit light sources burst to life.
3. Items held become piping hot.
4. Chandelier joins the hunt.



SPADES (Monsieur Broilè, pg 66)

1. All locations inside the castle heat up, as if on a hot summer day.
2. Smell of gas seeps from the walls and floor of the castle.
3. Characters begin breathing out thick black smoke.
4. Monsieur Broilè floods the underground and first floor of the dungeon with carbon dioxide.
 - A. {*Save vs. Poison or begin choking. After 2 turns in the smog, make another Save, with failure meaning characters pass out, eventually dying if not removed from the area in 2 hours*}

B. The Scavenger is unaffected.

C. The Castle Grounds become infested, clouds of fleeing Wasptrocities dancing in the air (8d6 total). Per turn spent outside, 1d6 Wasptrocities descend on the characters.

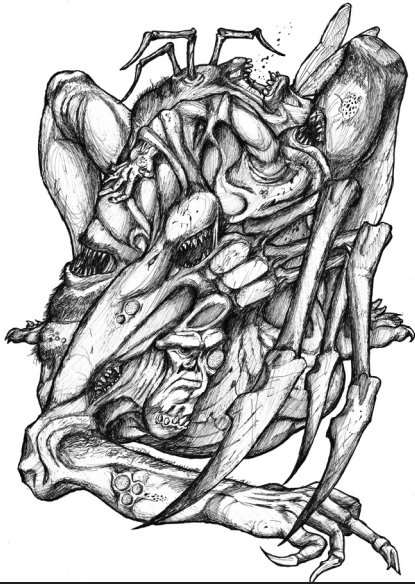
**CLUBS (Chronoge, pg 65)**

1. All rooms are rearranged to their initial state.
2. Time skips. Do not describe the players next actions, rather communicate only the consequences (ie.: when someone opens a door, describe them being "transported" immediately to the center of the next room, not the door opening itself).
3. 5 years pass in the outside world.
4. Chronoge joins the hunt.

**DIAMONDS (The Master, pg 65)**

1. Any objects currently held fuse into 1d4 character's hands *{Save vs. Magic}*.
2. 1 random character becomes "magnetized": objects are inexplicably drawn to the character, but don't stick.
3. A deafening buzzing sound pierces characters ears for the next turn, making vocal communication impossible.
4. The Master joins the hunt.

CASTLE INHABITANTS



THE MASTER:

HD: 3

AC: 15

HP: 30

Attack: 1d4 Claw/Mouth/Body attacks. +3 to hit/1d4 damage

- Takes half damage from all mundane weapons.
- Takes normal damage from silver.
- Takes double damage from weapons/objects made from materials found in Ornè.

Movement: It shambles twice as fast a normal person, being able to freely climb any surface with its myriad claws.

Sound: Bone vibrating buzz assails all that stand in the presence of The Master, making verbal communication impossible.

Smell: Raw meat and vanilla.

DISTANCE SHIFT: Space churns and turns around The Master, making the measurement of distances near it impossible. Ranged actions of any kind are done at a -5.

MELDING: Any number of living beings who are in melee range of the master for 1 turn, must Save vs. Magic or their gear will begin melding with their bodies. This does not deal any damage, but should make characters lives very difficult. (Keep in mind, this should be HORRIFYING);

MAGNETISM: Those touched by The Master must Save vs. Magic or be "magnetised" to all objects in the castle. 1d4 objects fly towards the character per turn, weighing them down. Being affected a second time causes large objects to be drawn towards the character. The third time causes 10 cubic feet of the castle to collapse unto the character, killing it and any creatures nearby instantly.



CHRONOGE:

HD: 1

AC: 13

HP: 7

Attack: Every turn, Chronoge can use up to 2 abilities listed in below.

Movement: Quick as a household spider.

Sound: Polyrhythm of sounds, a cacophony of clicks and clacks, both mechanical and organic.

Smell: Mould and wood.

(NO SAVES):

AGE: Up to 1d4 creatures in a room age 3d10 years. Young characters (under 18) are turned back to toddlers. Should there be characters who do not age, even they show the signs of time.

TIME: Stop: Time stops and Chronoge can interact with the world as he sees fit for 1 turn. He might hide, flee, steal a character's weapon or other valuable object, trigger a trap, or do anything else mischievous and evil.

TIME SKIP: Chronoge can chose to "skip" a character's action, after it is declared, by freezing time and repositioning himself. Mechanically it should waste a player's turn. Example: a bullet is fired, but Chronoge has already moved to a safe location. The character does not remember firing it.

RESET: The current room is turned back to its starting position, any items taken or rearranged go back to their initial description. This ability can also be used on The Master (if it is also active), healing it of any wounds received.



CHANDELIER:

HD: 2

AC: 14

HP: 12

Attack: Candelabra +2 to hit/1d4 damage. Flammable objects catch on fire on a 4.

Movement: Limping, slightly slower than a normal man.

Sound: Grunts of pain and the grinding of metal, punctuated by wailing and the occasional crying.

Smell: Burnt flesh and wax;

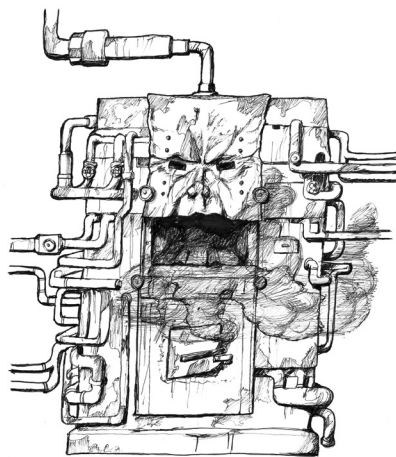
WAXEN FLESH: Fire damage of any type heals Chandelier.

HEAT: Those in melee range of Chandelier can feel the enormous heat emanating from him:

! There is a 2 in 6 chance a character attacking him will have its metal gear begin melting. Attacking him with said gear is considered a fire attack.

! It takes 2 turns for gear to fully melt away;

! Every extra turn spent in melee range increases chances of melting by 1.



MONSIEUR BROILÈ:

(Only valid after his card has been drawn)

HD: 0 (cannot attack)

AC: 0 (all attacks hit)

HP: Invincible

Attack: Its only action is to continuously spew forth carbon monoxide into the lower areas of the Castle (Underground and 1st Floor).

Sound: Bubbling flesh and the crackle of firewood;

Smell: A car's exhaust.

The only way to stop Monsieur Brouille once it is activated, is to douse it in water or somehow extinguish its flames.

! Stopping it also stops all the heating in the Castle, making characters prone to frostbite as described in The Wilds (pg 9).



WASPTROCITIES:

HD: 1 AC: 14 HP: 4

Attack: Stinger +1 to hit /1d4 damage (Save vs. Poison or spend next turn throwing up)

Movement: They float gently through the air, as fast as a kid can run.

Sound: Light buzz of wasps and the flapping of wings, interrupted by occasional childish laughter.

Smell: Fresh blood and cardamon.

FORAGERS: they always are looking for meat to bring back to their nest. They will stop what they are doing to dismember and gleefully feast on the blood of the freshly deceased, like kids playing in a pool.

! They quickly respond to further aggression from characters.

DELIGHTFUL SURPRISE: There is a 1 in 6 chance a Wasptrocity will burst open upon death, releasing large purple spores in the air. Save vs. Poison or take 1 damage per turn, as the spores turn into miniature sea urchins.

! Ingesting any form alcohol stops this effect.



THE SCAVENGER:

HD: 2 AC: 12 HP: 11

Attack: Fists/Biting +2 to hit/1d4 damage, grapples on a 4. Unless stopped, grappled characters are taken 5ft. below the earth, like a fish bringing a bird underwater. The Scavenger resumes its attacks next turn, with the buried/suffocating character(s) dying in 5 minutes

Movement: The Scavenger can "swim" through solid objects, only showing itself when it's time to attack. "Waves" can be seen wherever he moves underground.

Sound: Gurgling noises and nasal screams.

Smell: Mud, blood and shit.

COWARD: The Scavenger is deathly afraid of the Wasptrocities and will flee at the sight of them.

**FRANCE, 1789.
DAWN OF THE
FRENCH REVOLUTION.**

As the Third Estate pushes the nobility back to Paris, many are taking the opportunity to loot the abandoned chateaus left behind.

Those that dare enter the Castle of Alsace, are left mangled and twisted by The Touch of The Beast. Will you risk it all for the lure of gold?

A low-level adventure through a twisted fairy tale.



+

**ROLL
TARRASQUE**