

The Manse On Murder Hill



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A basic adventure for levels 1-3 using Labyrinth Lord core rules.

Labyrinth Lord
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Resources

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TBG-1:

The Manse on Murder Hill

An Adventure for characters level 1-3

By Joe Johnston

"One night fifteen years ago during the harvest night festival, wild screams and sardonic laughter were heard coming from the lone mansion perched atop Farview Knoll, ten miles north of the village center. Unaccountable lights and high winds worried the knoll. The lightning was fierce and odd-colored.

In the morning, the last sod who had my job found the remains of the occupants, a well-respected cleric and his staff, slaughtered by an unknown adversary. The mansion has remained empty since then.

Most people in the village now avoid talking about what happened that night, except for calling Farview Knoll 'Murder Hill.'"

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Credits

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Special Thanks

To Sally and Angus Johnston; To Stuart Robertson; To all the fallen heroes of Geneva Lake who cracked the Gate Between Worlds for all of us.

If you plan to play this, **STOP READING NOW.**

A Labyrinth Lord Prepares

This adventure is designed for a balanced party of 6-10 characters of levels 1-3. You may wish for players to control multiple characters. A thief is strongly recommended, as there are many traps and locked items. Also, a solid complement of melee fighters will be appreciated, as will a cleric and a magic-user.

This adventure may be played on its own or as the start of a three-part series called *The Return of the Red Talons*. In broad terms, the challenge presented here is to recover missing children, alive, from an enemy who has fortified his position.

You will need the Labyrinth Lord core rules (see the *Resources* section above) or compatible rules to play this adventure. For abbreviations used here, see the *Dice and Abbreviations* section of the Labyrinth Lord core rules.

Monster statistics will appear in the following format (e.g., AC: 7; HD: 1; A: 1; D: 1-6; M: 6; Mv: 90'; Sv: F1). These abbreviations expand to:

AC: Armor Class	HD: Hit Dice (hit points)
A: Number of Attacks	D: Damage
M: Moral	Mv: Move
Sv: Saves As class/level	

You are encouraged to read the entirety of this module before running your players through it. You might need to strengthen or weaken the opponents in key areas. You might want to include more healing devices, too. There are a few boxed sections of text to read to your players. Otherwise, it is intended that you set the stage for the players in your own words, based on your own reading of the adventure.

There are two areas described herein: the village of Little Flanders and the eponymous mansion. Little Flanders is part of a larger urban complex that is explored in the other modules of this series. Only details necessary to frame this adventure are given here, so that you may create the village to your own tastes. However, as a small agricultural town, Little Flanders can be placed easily anywhere in a typical fantasy campaign world. If more convenient, you may change the name to an existing town for which you have future plans.

As a location, Little Flanders serves to introduce players to many rumors about the Farview Manse, its history and the villagers themselves. Although not intended as a location for combat, it is a good place for role-playing

interactions with villagers and for placing many false rumors in the heads of the players.

Note that the village has few adventuring supplies. Encourage the players to buy their equipment before traveling to the village. The scarcity of specialized adventuring gear is part of the challenge.

Much of the fun of this kind of adventure is in manipulating the expectations of the players. Most of the people in Little Flanders believe the manse to be haunted (and in a sense, it is—but that is not the immediate problem). Your players might hear of an evil witch who eats naughty children. Others will whisper of a pact the founders of this town made with a demon to ensure prosperity. Still others will assure the players that nothing unusual is happening at the manse and that the children probably ran away. Add whatever other red herrings you think are most likely to put your players on the wrong foot.

At the end of this manuscript, several ideas are presented to extend the adventures in Little Flanders. All the maps, handouts and pre-generated characters appear in the appendices.

Most of the monsters in this adventure appear in the Labyrinth Lord core rule book. A few additional monsters are detailed in the *Creatures Great and Small* section toward the back of this adventure.

Two monster types appear here that require note: pit vipers and rock lizards. To blend in with the expectations of a Northern European setting, the spitting cobra of the Core Rules appears here under the title “pit viper.” Rock lizards are rebranded giant geckos. The statistics and behaviors of each creature match their analog in the core rules.

A Villainy Unveiled

About two weeks before the arrival of the party, a gang of goblinoids called the King Ratters moved into the abandoned house on Farview Knoll (see the map in Appendix E). Their mission is to sow misery in the village at the urging of an orc named Rooster, who leads a massive group called the Red Talons. Rooster and his scheme to fundamentally change the political landscape of the region does not appear directly in this adventure.

The Ratters' mission is simple: kidnap some of the village's children, wait a week, then murder them. While the town is distracted for that week, the bulk of Rooster's forces will move past the village toward the

town of Middleton (covered in the next adventure). After the main forces have passed by Little Flanders (about a week after this adventure starts), the King Ratters will slay their captives.

Rooster's mercenary wizard has created a few illusions and traps in the house on Farview Knoll to scare off snoops and would-be heroes. Should these illusions fail to dissuade, the swords of the King Ratters will appear in overwhelming numbers to confront intruders.

The King Ratters occupy the ground and second floors. The second floor, which has the only remaining entrance, has been trapped and decorated to discourage investigators. A few monsters have been coaxed into guard duty. The kobolds avoid being on the second floor, because they do not wish to be seen, and in the basement, which unnerves even them.

Rooster wants to toughen up the King Ratters, who are composed of kobolds and goblin mercenaries called Wolf Raiders. They are led by Reeza, an ambitious and capable kobold who founded the warband. While Reeza has no love of humans or their children, he feels this task is below him.

For Reeza, an additional irritant is the inclusion of two "assistants" named Ongol and Moress. These two large orcs were sent along with the King Ratters to make sure that the harassment of the village actually happens. Reeza would be overjoyed to see his minders meet with the business end of a battle axe.

Even if the heroes destroy the encampment of goblinoids in the house, Reeza may be able to flee, joining the Red Talon gang in Middleton. However, this isn't a set requirement and may not happen in your campaign.

When the small group of curious children started poking around the mansion a week ago, it was a simple matter for the King Ratters to capture them. The hostages are secured in the mansion's basement.

Daring Doers Demanded

Give your players the *Bounty Notice* in Appendix F, which explains the plight of the lost children of Little Flanders. You may wish to have one of the party be related to one of the families whose child has gone missing. You may also want the party to be out of money and desperate for a paying job. Or, the party might have come across this bounty notice in their local tavern.

When your players arrive in Little Flanders, hand them Appendix E. The party will find Sheriff Browne somewhere in the town center (wandering around, in his office, at the bar, etc.).

Browne recruits the players to investigate the abandoned manse on Farview Knoll, where he believes the children may be found.

He explains that the first attempt to investigate the manse ended poorly. A loose posse composed of fathers of the children—Quimby Waldoon, Thomas Miller, Pierre Bagville and Salvator Quenas—stormed the mansion before the sheriff could provide them with support. The next day, the headless bodies of the men were found strewn carelessly among the branches of a large and dying oak tree in front of the house on Farview Knoll.

The sheriff will relate the history of "Murder Hill," insisting that local folklore shouldn't scare "professionals true:"

One night fifteen years ago during the harvest night festival, wild screams and sardonic laughter were heard coming from the lone mansion perched atop Farview Knoll, ten miles north of the village center. Unaccountable lights and high winds worried the knoll.

The lightning was fierce and odd-colored.

In the morning, the last sod who had my job found the remains of the occupants, a well-respected cleric and his staff, slaughtered by an unknown adversary. The mansion has remained empty since then.

Most people in the village now avoid talking about what happened that night, except for calling Farview Knoll "Murder Hill."

Browne states that the bounty offered for rescuing the children is 400 gp. An additional 100 gp bonus will be awarded for each child returned alive. Since this money comes directly from the families, the

amount is not negotiable. As it is, the reward money will ruin each of the families.

Browne will offer, somewhat abashedly, the use of a local barn to the players during the investigation. The barn is empty of animals but has lots of hay. The closest inn is in Middleton, a three-day travel from Little Flanders.

The sheriff will also offer 2-4 potions of **cure light wounds** to the party. He does this believing that something big and ugly is inhabiting the manse.

Browne suggests that before heading up to the Knoll, the party should gather as much information as they can in town. He mentions that Cenobite Master Gervais might provide more aid to them and that Barkeep Wiggins at the Sleepy Giant public house is a good source of information. The Sleepy Giant at night will have 4-12 customers who may be questioned. During the day, there will be only one or two customers. The village square is quiet during the day. Every villager will know at least one rumor from the Rumor Table in *Loose Talk*.

When the party has finished questioning the locals, it should find Browne again. The sheriff will ask Deputy Ox to lead the players to Farview Knoll. However, Ox will enter the house neither for love nor money.

When the party approaches the manse, Ox will point out the oak tree where the bodies of the missing children's fathers were found. He will show the party the only known entrance to the house, which is two doors on the second-floor balcony accessed by way of a dubious wooden staircase. Ox will encamp for up to three days waiting for the party to emerge from the manse before leaving himself. He carries a potion of **cure light wounds** that he will give to injured party members.

Part 1: Little Flanders

The village of Little Flanders, pop. 200, has prospered much in the last 20 years since the Glorious Expansion that pushed the hostile goblinoids out of the area. A small farming community that trades with nearby Middleton, Little Flanders enjoys a temperate climate with four varied seasons (think Western Europe). Its government is composed of Sheriff Browne and his two deputies. Most of the inhabitants are Lawful.

The average villager will be polite but wary of the party. They do not care for strangers.

Consider setting this adventure in the late harvest season: beautiful foliage, abundant winter squashes and fragrant, decaying vegetation.

The village has a very modest "center" which consists of a village green, a small monastery (The Poor Brothers of Mercy), a public house (The Sleepy Giant) and a sheriff's office that includes a jail. Once per week during harvest season, farmers set up stalls to sell their produce on the town green.

Local laws prohibit the use of non-clerical magic outdoors in a public area. Weapons may be worn but will draw suspicion from the villagers. Antisocial behavior, including theft outside of adventuring in the manse, will not be tolerated and may get the would-be heroes escorted from the town.

Loose Talk

The statistics for these NPCs can be found in the *Creatures Great and Small* section. Village folk not covered there are assumed to be peasants. Some villagers will volunteer rumors surrounding the Farview Manse if asked. Match the rumor number given with the Rumor Table in the *Rumors* section below.

Non-Playing Character	Rumors known:
Sheriff Gerhold Browne	1, 8, 7, 12
Deputy Wanda Milner	9, 21, 25, 27
Deputy Serill "Ox" Hrofner	4, 2, 29
Cenobite Master Francis Gervais	5, 10, 18, 23, 30
Giles Wiggins	2, 4, 6, 7, 22, 24, 25

Rumors

As the players ask locals about the mansion or missing children, roll a d40 on the following table for rumors. False information appears inside of square brackets. Some rumors will not be given by certain NPCs for obvious reasons. Each case where a rumor would be inappropriate, a note is given to re-roll.

Award each character 10 XP for each new rumor.

A d40 can be simulated by rolling both a d10 and a d8. Use the following table to determine the result:

d8 d10 evaluates to:

1-2	1-10
3-4	11-20
5-6	21-30
7-8	31-40

Rumor Table

Roll Rumor

1. This is the first time any of these children have run away or gone missing.
2. [Newly risen corpses can be seen shambling all over Farview Knoll shortly after sunset.]
3. The [cleric who lived in the manse] performed very few healings for the town and expected to be paid promptly when he did.
4. [The children have been taken by a demon as payment for the prosperity the village enjoys.]
5. The [cleric who lived on the hill] never visited the monastery in town.
6. [An evil crone who eats children lives in the Farview Knoll house.]
7. [Just after midnight, a ghostly woman can be seen atop the manse looking west.]
8. The manse has been quiet for many years.
9. The manse [has always been haunted].
10. [The manse is empty. The children simply ran away to their doom.]
11. The posse of fathers who tried to rescue their children were [torn apart before they entered the manse].
12. Cenobite Master Gervais suspects Little Flanders harbors a demon-worshipping cult. ³
13. The [cleric] who lived in the manse was not very friendly.
14. Dark rituals were performed on Farview Knoll while the [cleric] was in residence.
15. Valencia Quenas is [a practicing witch]. ⁴
16. No one in the town remembers ever being invited into the manse.
17. The house on Murder Hill has two stories and a basement.
18. The sheriff is too spooked to go into the manse himself. ⁷
19. [The town owes its prosperity to a pact made with] a demon that lives in the manse.
20. [Unholy circles of power have been found in the

woods near the manse.]

21. [Farview Knoll is a mass grave where hundreds of slain goblinoids were dumped at the end of the Glorious Expansion.]
22. The only entrance to the house on Farview Knoll is on the second floor.
23. Long ago, a [powerful] demon ruled this land, but was banished.
24. [In the basement of the manse is a cache of Church gold.]
25. [The Quenas and Waldoon families are feuding over land use.] ^{4, 5}
26. [Horses led toward the manse become overmastered by fear.]
27. Salvator Quenas would unlawfully let his sheep graze on Farview Knoll. ⁴
28. Pierre Bagville was prone to fits of violent anger. ¹
29. The Waldoon farm has had several poor harvests that have all but ruined them. ⁵
30. Tom Miller's wife was rarely seen and kept to herself before she died last winter of an unknown illness. ²
31. Norbert Bagville does "unnatural" things with leftover animal parts from the family's butchery. ¹
32. [Tempesta Quenas is a changling.] ¹
33. Giles Wiggins is a thief. ⁶
34. [Deputy Ox is part Orc.] ⁸
35. [Deputy Milner is the bastard offspring of Thomas Miller.] ⁹
36. [The Waldoons, in desperation, water their crops with human blood.] ⁵
37. The Quenas are recent arrivals to Little Flanders, coming from a "foreign country." ⁴
38. [A band of slavers took the children and are now long gone.]
39. [The Poor Brothers monks are a little too "fraternal" with each other] ³
40. A skeleton can be seen on the second-floor balcony.

Notes on this table

This rumor should be re-rolled as noted:

1. If the speaker is a Bagville
2. If the speaker is a Miller
3. If the speaker is a Poor Brother of Mercy
4. If the speaker is a Quenas
5. If the speaker is a Waldoon
6. If the speaker is Barkeeper Wiggins
7. If the speaker is Sheriff Browne
8. If the speaker is Deputy Ox
9. If the speaker is Deputy Milner

Places of Interest

These numbered locations refer to the map in Appendix E.

1. Sheriff's Office

During the day, Sheriff Browne (see *Local Flavor*) or one of his deputies will be found here. Basic adventuring supplies (i.e., ropes, torches, 10' poles, small mirrors, flint and steel, manacles and the like) can be bought at the standard prices from the sheriff, who has a small store of such items for his staff. He has a small supply of basic weapons that are sold at a markup, but nothing that the players should be too interested in (i.e., clubs, spears, daggers and slings but not swords, pole arms or long bows). No one sells metal armor, horses, boats or siege equipment in Little Flanders.

Item	Cost
Blanket, winter	2 sp
Candles, beeswax (10)	5 sp
Club	5 gp
Crowbar	5 gp
Dagger	5 gp
Dart	5 sp
Leather armor (human)	10 gp
Pole, wood 10'	5 sp
Quarterstaff	5 gp
Rope, hemp 50'	5 gp
Sack, large	5 sp
Sling (20 stones)	5 gp
Spear	5 gp
Torch (8)	5 sp

The sheriff can train first- and second-level fighters, dwarves, and halflings if you require that PCs receive

training before gaining the benefits of their experience points.

2. The Sleepy Giant Public House

The pub is generally empty during the day, save for the occasional traveling merchant and members of the sheriff's office. At dusk and some ways into the night, a respectable crowd often fills the bar. For each drink purchased, the affable owner, Giles Wiggins (see *Local Flavor*), will tell the players a random rumor from the table in the *Loose Talk* section.

Menu item	Cost
Everyday Ale	5 sp
Holiday Hefeweizen	1 gp
Weekend Wine (red)	3 gp
Doomsday Stout	2 gp
Soup du Jour	1 sp
Pork Scratchings	1 sp
Pickled Eggs	1 sp
Salted peanuts	free with beverages

If approached to fence stolen goods or asked about thief training, Wiggins will demand guild fees of 10 gp for operating in this area. Those who do not comply will be anonymously reported to the sheriff, who will ask the PC thief to leave. Guild membership does entitle the PC to training (up to fifth level) from Wiggins.

3. The Poor Brothers of Mercy Monastery

The monks (not to be confused with the martial art expert character class) of the Poor Brothers of Mercy lead quiet lives of reflection, gardening and rendering whatever non-magical aid they can to those in need. Only Cenobite Master Gervais (see *Local Flavor*) is a cleric possessed of magical ability, but the monks can heal the wounded at a rate of 2 hp per day of complete bed rest for a modest 5 gp donation.

When the party informs Gervais of their mission, the Cenobite Master will give each character an amulet of "warding," which has no actual power but is a consecrated artifact. These amulets can be of use later (see *Part 3: Genius Loci*).

Good work performed	Donation required
Potion of cure light wounds	100 gp
Scroll of cure light wounds	75 gp
Casting cure light wounds	50 gp
Casting cure disease	200 gp

Gervais will train lawful clerics who are on good terms with the Brotherhood.

4. Farview Manse

The details for this location can be found in *Part 2: The Farview Manse*.

Part 2: Farview Manse

The manse is a two-story building with a basement. All ground-floor access, including windows and doors, has been solidly boarded up. There is a rickety staircase in the back that leads to a balcony with two unlocked doors. Most of the King Ratters are on the ground floor. The children are in a cage in a storage room in the basement.

The former owner of this property was not a cleric, but an evil wizard who trucked in matters that he should not have. He built a small but vicious cult that tried to broker a deal with an imprisoned demon named Yoral Ynva.

For the cult, that attempt ended poorly.

The basement contains their "chapel" as well as a few reminders of their ministry. The King Ratters avoid the chapel area.



The interior walls are of wood and plaster construction with wool and leaves used as insulation. This insulation

significantly muffles sound. Unless otherwise noted, walls are about one foot thick. A character using an axe or hammer would be able to break through this kind of wall in one turn. This will attract monsters in 1-3 rounds. Roll on the Wandering Monsters table for this floor to determine what wickedness comes.

If the players retreat from their assault on the manse, make sure that the King Ratters improve their defenses. They will not be caught flat-footed again. If the players do not penetrate the ground floor, the Ratters may assume that the intruders were frightened off. If the players do make it to the ground floor and then retreat, the Ratters will heavily fortify the second floor. It could be a fight just to get back up the stairs.

If Deputy Ox has led the party to Farview Knoll, he will point out the large oak tree in the front of the manse where the headless remains of the children's fathers were found. Large sections of the tree's bark are clearly stained with blood. Ox will then direct the party to the back of the house where the stairway to the second-floor balcony is. No other entrance to the manse will be found.

SECOND FLOOR

Generally, everything in this house is ramshackled and in disrepair. The second floor has been trapped, magicked and monstered to keep nosy people out. Although some light comes in through windows and holes in the ceiling, the party may want to use a **light** spell or torches. Without additional light, it will be hard for those without infravision to look for traps, search for secret doors or see details in a room. Combat will be unaffected by the light conditions. The ceilings are generally 10' high or higher (as is the case in the octagonal wings).

The second floor of the house has been ensorcelled by the Red Talons with illusions and some traps to discourage investigation. Every 3 turns, roll a d6. A 1 or 2 indicates that an illusion has been set off. Roll a d4 to see what that illusion is.

Roll Illusion

1. The sound of footsteps behind the party
2. Furtive shadows caught out of the corner of a party member
3. Heavy breathing from an undetectable direction

4. Low moaning from an undetectable direction

Since these illusions are so transient, no save is possible.

Wandering monsters may be encountered on this level once every 4 turns. Roll 1d6; 1 indicates an encounter. Roll a d12 to determine the encounter.

Roll	No.	Monster
1-2	2-5	Spitting pit vipers (AC: 7; HD: 2; A: 1; D: 1-3 + blinding spit; M: 8; Mv: 60'; Sv: F1)
3-6	2-8	Kobolds (AC: 7; HD: 1/2; A: 1; D: 1-4 (daggers); M: 6; Mv 90'; Sv: F1). Half have slings
7-8	2	Giant crab spiders (AC: 7; HD: 2; A: 1; D: 1-8 + poison (+2 save); M: 7; Mv: 120'; Sv: F1)
9-12	12	Normal bats (swarm one PC for 1d3 rounds); noise attracts monsters

1. OUTSIDE BALCONY

Rickety wooden stairs end in a second-story balcony. Two doors appear on the north wall that appear to give entrance to the house. A skeleton is pinned against the eastern door with an arrow. Both doors are locked. A thief has normal chances of picking the lock. The door can be broken down with a 1 or 2 on a 1d6. Strength adjustments apply. However, excessive noise will attract the critters on this floor and may bring kobolds from below. Roll on the Wandering Monsters table; 4 or less on a 1d6 means something is coming.

2. UPSTAIRS FOYER

In the middle of this room, a large 10' x 20' collection of planks are nailed to the floor, perhaps covering a hole. Dust and cobwebs adorn the walls and ceiling here. There are two doors to the west and two to the east.

After the party has been in this room for a round, a programmed illusion is triggered. A robed figure with a bestial aspect appears along the north wall. He bellows "WOE! WOE BETIDE THOSE WHO DISTURB MY HOME, FOR MY WRATH IS GREAT!" He then charges the party. Randomly select a player as the victim of the illusion. He must save vs. spells or be knocked flat on his back for 1-2 hp of damage. A successful save

means that the PC merely flinches. The figure disappears on contact.

3. BEDROOM OF DISAPPOINTMENT

Walls bearded in mildew contain what was once a handsome bedroom. Clapboards cover thin, tall windows on the north and west walls. The ruins of a bed and table lay along the southern wall. A bureau has collapsed along the west wall. A cursory search of the bed uncovers a sack with 20 sp under the mattress.

4. SCRIPTORIUM

Many empty racks are arrayed in rows in what appears to have been a sizable private scriptorium. The floor is covered in moldering vellum and parchment scrolls in various states of ruin.

An explicit search will turn up dark red stains pooling out from under the western door. These stains are old, but not years old.

A careful search of the area requires one turn, during which a roll for wandering monsters should be made (1 on a 1d6 indicates an encounter). The search reveals a scroll of lewd poetry concerning the adventures of a wandering monk and the many brothels of his parish. This could fetch as much as 10 gp from the right collector in a large town. There is no market for it in Little Flanders. If the Cenobite Master discovers the party has this in their possession, he will refuse to talk to them for a week.

5. BEDROOM OF THE LOATHSOME IDOL

This appears to have been a bedroom of some small luxury, although only moldy tapestries, broken furniture and a ruined bed now remain. Tall, thin windows on the north and east walls are boarded over, but they allow some feeble light in. A low chest along the east wall is trapped with poison gas. Use normal procedures to disarm it. The gas causes 1d4 points of damage if the save fails.

In the chest, the party will find a small, repellent idol of some frog-like grotesque. The deep blue lapis statue weighs five pounds, and in a large town (like Middleton) it could be sold for up to 50 gp to a collector or salvaged to a jeweler for 10 gp. If shown to the Cenobite Master, he will urge the party to smash the idol immediately or remand it to his care.

Also in the chest is a small monograph of arcane procedures for summoning demons and binding them to servitude.

In particular, the manuscript stresses the importance of maintaining the purity of power circles. It lists the following ways that such circles may be destroyed:

1. Pour unholy water on each circle
2. Place unholy artifacts at each circle's center
3. Cast **cause light wounds** or **curse** on each circle

However, the information in the rest of the book is manifestly rubbish and contains no useful instructions or information. It has no intrinsic value.

6. LIBRARY OF THE ROCK LIZARDS

From the shelving on the wall, it is clear that this was once an impressive library for a private collection. Along the southern wall are eight boarded-up windows that would have made this room a wonderful study. However, most of the shelves are now bare, and what books remain are tattered and wormworn. What is most noticeable are the two five-foot-long lizards menacing you.

These giant rock lizards (AC: 5; HD: 3+1 (hp 17, 12); A: 1; D: 1d8; M: 12; Mv: 120'; Sv: F2) are kept alive but hungry (hence the increased morale) by the kobolds. After the lizards are dispatched, a close examination of the shelves (taking 1 turn) will turn up a cleric scroll with **cure light wounds**.

7. HALLWAY OF ARROWS

This hallway is unremarkable but for doors on the east and west walls. It has no windows. A concerted effort to search the eastern wall will show signs of old blood stains. The east door opens into room 4 and the west wall opens into room 7 itself.

When the eastern door is opened, rigged crossbows fire bolts at the party. Select two party members (dwarves or taller). Each must make a save v. petrify or be hit for 1d4 points of damage. The crossbows are attached to the western wall, toward the ceiling. Without construction tools, it would be difficult to remove the crossbows without damaging them. If the trap is detected before firing, the bolts may be salvaged.

A clever party entering from room 7 may be able to detect the trap and set it off harmlessly at your discretion. A 50 XP award is suggested for this.

8. ENCLOSED BREEZEWAY

This covered walkway affords outside views to the north and south. Doors appear to the east and west. Leaves, twigs and bird droppings have collected where the floor meets the low wall. Characters so inclined could jump over the walls to escape the house, but they will receive 1d6 damage from the fall.

9. MAP ROOM

This room contains various celestial maps on the walls, more maps scattered about the floor, and built-in tables that line the north and east walls. Boards cover windows along the north and east walls. There are four stools here that allow a human-sized occupant comfortable access to the tables. A careful search of the maps will reveal two in good shape and of careful draftsmanship. Each is about 2'x3'. However, they are erroneous (or of an alien night sky). The market for such items is vanishingly small, but some eccentric merchant may offer up to 100 gp for them.

10. ROOM OF YAK SHAVING

This windowless room has been ransacked. Boxes, both opened and closed, lay scattered all over the place. A careful search of the room (taking 2 turns) will turn up a pewter pot with black ink. In a large town or city, this will fetch 5 gp. Also, a small pouch with 10 gp will be found. During each turn searching, there is a 1 in 6 chance of a wandering monster coming into the room.

11. WESTERN OBSERVATORY

Large open windows appear in every corner of this roughly octagonal room. Part of the 16' roof may be opened to give a clear view of the night sky. Patterns of wear on the floor suggest heavy usage at one time. There are planks nailed to the floor along the eastern wall.

A granite statue of a wizened, robed man contemplating a globe appears in the center of this room. 3 giant toads (AC: 7; HD: 2+2 (hp 15, 13, 11); A: 1; D: 1d4+1; M: 6; Mv: 90'; Sv: F1) live here and may attack the characters. Check for reaction. A

careful search of the statue will uncover a **+1 ring of protection** on the hand of the figure.

Note that the toads can leap from the ground to the open windows without much difficulty.

The staircase to the ground floor has been destroyed and covered over with wooden planks. Determined characters could hack through the planks. This takes 3 turns to complete and would put all of the goblinoids on an attack footing.

12. A STUDY IN SCARLET

Broken shelves, scattered parchment and a ruined desk suggest that this room was once a study. The windows here are boarded over. A spray of dried blood can be discerned along the western wall. On the eastern wall, a large *V* and *R* have been carved into the wall. On the desk is an old pipe. On a windowsill lies a tattered slipper half-filled with roasted leaves. However, the leaves have been spoiled by mold. Should a PC attempt to smoke or burn the leaves, all in the room should save vs. poison. Those that fail will take 1-2 hp of damage.

13. BEDROOM OF THE SLEEPING VIPER

In this dilapidated bedroom is a simple bed with moldy, stained sheets.

Under tattered sheets sleeps a small spitting pit viper (AC: 7; HD: 1 (hp 6); A: 1; D: 1d3 + blinding spit; M: 6; Mv: 90'; Sv: F1) who attacks if disturbed. There is nothing of value here.

14. EASTERN OBSERVATORY

Open windows line the walls of this octagonal room. A portion of the 16' roof may be opened to afford a view of the sky. Paintings on the wall depict fantastic gods and demons battling among the stars.

4 kobolds (AC: 7; HD: 1/2 (hp 4,3,2,2); A: 1; D: 1d4 (daggers); M: 6; Mv: 60'; Sv: F0) guard this room and attack visible targets. If a morale check fails, the kobolds flee down the stairs.



GROUND FLOOR

The massive ground floor is where the King Ratters live. However, there are a few locked areas (33 and 34) that have remained unopened by them. The ceilings are 10' high. As the inhabitants of this floor do not need additional light, all areas are generally very dark, resulting in -2 on PC to hit rolls. If the PCs bring a light source, this penalty is removed, but monsters will notice the light. There are no wandering monsters on this level.

King Ratters Crisis Plan

While the King Ratters hope to complete their child murder undetected, they have the following plans to deal with intruders:

1. Rezza avoids melee combat at all costs in room 16
2. The Ratters will attempt to stop hostile forces in room 16. If that battle goes poorly, Rezza or another kobold will fetch reinforcements from rooms 22, 25 and 26
3. If those forces can't get the job done, someone will flee the battle to bring Mores and the kobolds from rooms 31 and 32
4. If the battle obviously goes against the Ratters, Rezza will retreat to room 36

Reinforcements take 1-4 rounds to arrive.

It is possible for hostile forces to completely knock out the goblinoids in room 16 before any kobold can flee.

15. MAKESHIFT ARMORY

The door to this room is locked.

It appears that this room was once a large common area study. Benches are built into the north, west and south walls. However, this room is now filled with half-opened crates of arrows, slings, daggers, short swords and what seems to be child-sized leather armor. An area along the eastern wall speaks of a sloppily removed stairway that ends in wooden boards tacked on to the ceiling.

The weapons found here are of poor quality and little worth. There are a total of 50 daggers that are worth 10 sp for the lot; 25 slings that will fetch 25 cp; 12 short swords worth 6 gp; and 12 suits of half-sized leather armor worth 24 cp.

The goblinoids removed the staircase here that led to **room 11**. The hole in the ceiling has been boarded over.

16. THE KILLZONE

This room is bare but for the stairway leading to the second floor and a large wooden table turned on its side along the eastern wall.



Whatever the previous purpose of this room, it has been fortified by the kobolds as a defensive position. There are 4 very large kobolds in chain mail with short swords (AC: 5; HD: 1 (hp 6, 6, 6, 6); A: 1; D: 1-6; M: 6; Mv: 60'; Sv: F1) who lead a pack of 8 normal kobolds (AC: 7; HD: 1/2 (hp 3); A: 1; D: 1-4; M: 6; Mv: 60'; Sv: F1) armed with slings and daggers. When the players come down the stairs, the large kobolds will move to engage in melee with the party. The other kobolds will provide covering fire from behind an overturned table (-2 to hit).

Reeza and Ongol (see *Creatures Great and Small*) will be in this room inspecting the fortifications when the party enters. Reeza and Ongol will initially not engage in melee, but they will attack with missile fire. If the battle goes against the kobolds (i.e., there are no melee fighters left), Ongol will step into melee and Reeza will fetch reinforcements from rooms 22, 25 and 26. These reinforcements will arrive 2 rounds after Reeza leaves.

If the battle still goes against the Ratters or if Ongol is killed, Reeza will again flee to bring in Moress and the kobolds from rooms 31 and 32. However, he will not return to room 16 again. Instead, he will flee to room 36.

17. REEZA'S BEDROOM

This long, narrow room contains a small bed with blankets, a small wooden chest and nothing else of obvious interest. It has been converted from a storage closet to a bedroom (much to Reeza's ire).

Reeza (see *Creatures Great and Small*) is a large kobold with red-orange fur on his head who stands slightly shorter than the average orc. If he hasn't already been engaged in combat, he may be found in here. Remember that Reeza will flee if the odds are against him. He carries a **potion of haste** to facilitate retreating.

The low chest at the foot of Reeza's bed is trapped with a poison needle (save vs. poison or die immediately). Inside the chest is 750 gp (payroll for the Ratters), a **rope of climbing** and a letter, the contents of which can be found in Appendix G.

18. ONGOL'S BEDROOM

From the size and fading decorations, this looks to have once been a bedroom of some opulence. Now,

it has been "orcified" with crude wall paintings, hanging bones and lewd fetishes.

This is Ongol's bedroom.

There is a low, locked chest at the foot of his bed. It contains blankets, ugly orcish fetish idols (carved out of elf bones) and 50 gp. There is also a letter (see Appendix H).

19. MORESS'S BEDROOM

This bedroom was one of some comfort, judging by the furniture and wall coverings (which would have been worth up to 500 gp before the mold and water damage). On the bed is a religious book of orcish cults (no value).

Moress has made no attempt to personalize his room, save for the bed. It has been stripped of its original coverings. It now has a worn and utilitarian dark gray wool blanket that is thick and uncomfortable looking. At the foot of the bed is a low, locked chest.

This footlocker holds a letter (see Appendix I), a pair of non-magical boots and nothing else.

20. DEN OF WOLF RAIDERS #1

This long, narrow room is dark. It contains eight bedrolls, each of which contains a sleeping figure.

This unremarkable room has 8 "Wolf Raiders" goblins (AC: 6; HD: 1-1 (hp 7, 6, 5, 4, 3, 3, 3, 3); A: 1; D: 1-6 (short swords); M: 7; Mv: 60'; Sv: F1) asleep on bedrolls. They are armed with swords and normal bows. A cautious party will surprise them 5 out of 6 times. Otherwise, the goblins are awoken immediately, though the party does get a free round of attack for surprise.

Each goblin has a purse with 1d4+20 sp.

21. DOORLESS CELL

This long, narrow room has no door. It is dark, stinky and filled with refuse.

This is a trash room for the King Ratters. 8 giant rats (AC: 7; HD: 1/2 (hp 4, 4, 4, 3, 3, 2, 2, 1); A: 1; D: 1-3 (1 in 20 disease); M: 6; Mv: 60'; Sv: F1) will attack if the trash is disturbed. Human remains, charred and half eaten, appear among the refuse, but nothing of value is here.

22. MAKESHIFT BARRACKS #1

On entering this room, the powerful smell of wet fur is immediately present. There is a lit lantern in the middle of a series of eight small bunk beds. Each bed contains a small dog-faced humanoid in light armor.

Those 8 kobolds (AC: 7; HD: 1/2 (hp 4, 3, 3, 3, 3, 3, 2, 1); A: 1; D: 1-4 (daggers and slings); M 6; Mv: 60'; Sv: F1) will attack immediately. Each has a purse on him with 2d8 sp.

23. LOCKED CLOISTER

The door to this room is locked but untrapped. Two beds each support a robed figure lying prone. At the foot of each bed is a small wooden chest.

The figures are 2 zombies (AC: 8; HD: 2 (hp 9, 7); A: 1; D: 1-8; M 12; Mv: 60'; Sv: F1) who will attack immediately.

However, the party does get a free round of attack while the zombies attempt to rise.

There are two unlocked and untrapped chests here containing clerical robes. One chest has a clerical scroll with **cure light wounds** and the other has 93 cp and a scroll with the following unwholesome instructions:

The power circles must be anointed with the blood of a one-eyed bat and smeared with the filth of venerable ogre magi. Keep the circles free from those elements of the Weak Gods: holy water, healing draughts and holy tokens.

24. EMPTY CELL

This room is devoid of furnishings, monsters and treasure. A healthy layer of dust and cobwebs carpet the ground.

25. DEN OF WOLF RAIDERS #2

This narrow room contains six small humanoid figures sitting and eating on bedrolls arranged around a lighted lantern.

These 6 "Wolf Raiders" goblins (AC: 6; HD: 1-1 (hp 7, 5, 4, 4, 4, 4); A: 1; D: 1-6 (swords), 1-4 (slings); M 7; Mv: 60'; Sv: F1) attack immediately. Each has a purse with 1d4+20 sp. There is enough oil in the lantern to last 1 more turn (1 hour). No additional oil appears in this room.

26. MAKESHIFT BARRACKS #2

Four bunk beds are pushed against the walls of this narrow room. There is a lighted lantern against the east wall. Four pairs of small, canine-visaged humanoids enough room to spar with each other.

8 kobolds (AC: 7; HD: 1/2 (hp 3, 3, 3, 2, 2, 2, 2, 2); A: 1; D: 1-4 (daggers and slings); M: 6; Mv: 60'; Sv: F1) are practicing combat here. Each has a purse with 2d8 sp. There is enough oil in the lantern to last 1 turn (1 hour). No additional oil can be found here.

27. EMPTY CELL OF DANGER

This room is empty, but there is a pressure plate on the floor halfway in. If the party attempts to search the "whole room" or the far wall without looking for traps, a random player will be hit by a crossbow bolt for 1d4 hp of damage. The trap's trigger can be detected by thieves in the normal ways.

28. DOORLESS CELL

This room is filled waist-high with dirt. There is nothing of value here.

29. LOCKED CLOISTER

The door to this room is locked and trapped. If incorrectly disarmed, a **magic mouth** spell will trigger screams of "Thief! Thief! Thief!" This will attract all nearby monsters in rooms 25, 26 and 32, ruining a careless party's day.

This room has not been touched by the Ratters. Save for cobwebs, it is in the same condition as the day the former residents all died. There are two beds here, each with a locked chest at its foot. Both chests contain ceremonial robes typical of lawful clergy. One contains a small bag of 23 gp. The other contains an arcane scroll, the contents of which appear in Appendix J.

30. GRAND FOYER

Once the main receiving room for guests seeking clerical assistance, this foyer is now dark. A knocked-over pedestal and brass bowl (no value) appear in the western corner near the double doors. Dirt covers a

good deal of the tiled floor. Where a grand staircase once connected to the upper floor, an ugly patchwork of nailed-in wood planks now perches to the ceiling.

Loud noises here may (50% of the time) attract kobolds from the various cells (rooms 20-28) and room 31. The double doors to the outside have been boarded over. These could be removed with 2 turns of noisy work (which will attract all living monsters that are free to move on this floor).

31. DINING HALL

This grand hall once had the remnants of pious mosaics along the north wall, which in years past would have been illuminated throughout the day by broad windows along the southern wall. Now, the mosaic has been pulled down and the windows have been crudely covered by planks. Against a plank on the southern wall, a severed boar's head is mounted. It wears a crude tin crown. The 20' foot dining table that dominates the room remains usable, however.

Unless they have been sent to room 16 as reinforcements, 12 kobolds (AC: 7; HD: 1/2 (hp 4, 4, 3, 3, 3, 2, 2, 2, 2, 1, 1, 1); D: 1-4 (daggers and slings); M: 6; Mv: 60; Sv: F1) and Moress (see *Creatures Great and Small*) are supping here.

If fighting happens in the grand foyer, they may leave to help their comrades (33% of the time).

Each kobold has a purse with 2d8 gp. The tin crown is valueless. The boar's head is rotting.

32. KITCHEN

Two long preparation tables built along the north and east walls hold mixing bowls, clay pots and dishes. A fireplace on the south wall holds a sizable wrought iron pot, though no fire is lit.

When you enter what is clearly a kitchen, four short, dog-faced humanoids stop their work at the northern table and move to attack.

4 kobolds (AC: 7; HD: 1/2 (2, 2, 2, 2 (daggers)); D: 1-3; M: 6; Mv: 60; Sv: H0) are preparing food here. Each carries 2d8 sp in a purse. There is enough edible food here for the party to eat several meals, but none is an "iron ration" and all will rot within a week. There are rough kitchen knives here that could cause 1-3 hp of damage in combat. The prep table supports a pot of

a foul-tasting concoction that will restore 1-6 hit points (1 dose).

33. MASTER BEDROOM

The door is locked and has not been opened by the King Ratters.

This room appears to be in unaccountably good condition. There is very little dust anywhere, the furniture appears undecayed and the walls, ceilings and floors all are sound without water damage. It is as if the owner had only recently stepped out. There are two tapestries—one of the north wall, the other on the south—that depict scenes from the Glorious Expansion (e.g., heroes battling cowering goblinoids).

There is a bureau, a desk, a large bed, two side tables and a chest at the foot of the bed. The side tables contain candles, flint, incense and 5 gp. On one of the side tables there is a history book that gives a full account of the Glorious Expansion, should the characters have 6 turns to study it. Roll 1d6 for each turn spent reading. A result of 1 or 2 indicates that the goblins from room 26 intrude on the readers. Obviously, this interruption can only happen once.

The bureau contains clothing of fine quality.

The room belonged to the evil wizard who formerly lived here. The well-crafted furnishings speak to a high level of wealth and comfort. Each tapestry will fetch 150 gp in a large town and each weighs 40 pounds.

The chest is locked and trapped with poison gas (+2 save vs. poison or die). Inside are 1,000 gp, a large gem worth 300 gp and a **ring of regeneration**. The desk has a parchment, quills and ink. A locked drawer contains accounting records for the "seminary." While worthless, this ledger will be of interest to Gervais, who will see the fraudulent records as a further indictment against the former cleric of Farview Manse.

34. OCCLUDED SHRINE

The center of this 30'x30' windowless room is dominated by a faintly self-illuminating circle, which is ringed with loathsome runes and describes a large five-pointed silver star inlaid on the floor. At each point of the star is a candle mounted on a 3' candlestick. At the center of the circle, a large book rests open on a 5' pedestal.

This room was the personal shrine of the evil wizard who led the extinct cult. All lawful characters will feel deeply uneasy upon entering. The circle here is one of two power circles built by the destroyed cult that lived in this manse (the other circle is in room 37). See *Part 3: Genius Loci* for more details about the utility of these circles.

Non-chaotic PCs reading more than a sentence or two must save vs. spells or receive 1d6 hp of damage. Chaotic characters who read it must save vs. spells or go into a berserker rage and attack their party for 3-6 rounds.

On the book is a **+1 silver dagger**. Wedged between the pages is a note that contains the text of Appendix J.

BASEMENT

The stone walls of the basement are moist with ground water. The floor is of compacted earth. The ceiling is generally 7'-8' high. There are no light sources here. Human PCs will need a light source or face a -4 to hit penalty in combat. Harmless creatures such as field mice, normal spiders and the like will often be seen here, but no wandering monsters will be present.

35. PANTRY

In this 30'x20' room are various jars of preserved fruit and vegetables as well as sacks labeled as rice, dried beans and flour. All of it has rotted long ago. Among the wrecked foodstuffs are 4 giant centipedes (AC: 9; HD: ½ (hp 4, 3, 2, 2); D: 0 + (poison); M: 7; Mv: 60; Sv: H0) who will attack if provoked.

36. STORAGE

This 20'x20' room is lined with built-in shelves holding empty crates, empty sacks and useless junk. A makeshift cage that contains three bound and gagged children lies at the center of the room.

If he has retreated here, Reeza will be have his sword at Anna's throat. He will attempt to bargain the lives of his captives for his own. When asked about Tempesta, he will say that she is probably already dead and not give additional information. If the party agrees to his terms, Reeza throws the keys to unlock the children to the party and takes Anna with him as a hostage. He will abandon her when he gets out of the manse and is within the woods north of the knoll.

If the party allows Reeza to flee, he will successfully travel to Middleton. If the party attempts to apprehend or fight him, Reeza quaffs his haste potion and flees. Without magic, the party is unlikely to catch him.

The children are bound in manacles that a thief may unlock normally. Given time, Sheriff Browne will be able to extract the children.

Once ungagged, the captives will identify themselves as Anna, Lawrence and Norbert, the missing children of Little Flanders. They will say that Tempesta badgered them into exploring the haunted house, where they were captured by the kobolds. They also say that Tempesta's continuous verbal assaults toward the kobolds caused their captors to stick her in the warrens behind the evil chapel.



37. EVIL CHAPEL

This 60'x30' hall has several rows of benches facing an oppressive black basalt altar, which has been carved with leering, bestial faces. Even from the distant north door, the plainly visible dark stains on the altar suggest the unspeakable rites of the past. A door on the western wall appears north of the altar. Behind the benches

closer to the eastern wall, a circle of sinister runes surrounds a five-pointed brass star inlaid in the floor. Along the southern wall, four robbed figures appear to be looking at the party, although their faces are obscured by their hoods.

In this noisome place, black oaths were uttered to alien things that sane men fear to name. Although it has been nearly two decades since the last ceremony, the sticky evil of those acts poisons the air here even now. The large power circle is difficult for lawful characters to look at.

Along the southeast wall are 4 skeletons (AC: 7; HD: 1 (hp 8, 6, 4, 3); D: 1-6; M: 12; Mv: 60'; Sv: F1) in dark purple robes trimmed with gold. They are holding clubs and will attack when the party enters the room. The skeletons will not pursue the party outside of the room. The robes, although tattered, can be sold to a tailor for 5 gp each.

38. CONTAINMENT CELL

This mostly empty room now contains a poorly made wooden bench.

This room was used to hold victims before sacrifice. A secret door leads to the warrens of a carcass scavenger.

39. CARNAL STORAGE

This 20'x20' room is filled with old carnal remains, yet the smell of decay is still pungent.

Amidst piles of humanoid skeletons are improbably preserved (although still decayed) corpses. If more than two people fully enter the room, 6 zombies (AC: 8; HD: 2 (hp 8, 7, 6, 6, 5, 4); A: 1; D: 1-8; M: 12; Mv: 30'; Sv: F1) attack. Note that due to decay, these zombies are even slower than normal. They can be trapped in the room simply by shutting the door.

40. STAGING AREA

This room contains a low table, a chair, and a coat rack holding ceremonial robes. On the table is a statue and a wide-mouthed silver bowl with old, ruddy stains. A pedestal along the eastern wall holds a moldy tome.

This room was used by the evil wizard to prepare his vile ceremonies in the adjoining chapel. The unholy vestments are worth 200 gp to buyers in a town larger

than Little Flanders. The unwholesome obsidian fetish statue (300 gp) and the silver bowl (100 gp) also require buyers in a larger venue than Little Flanders.

Cenobite Master Gervais will be very interested in both the tome and the statue, but he will not pay for them. Instead, he will insist that these unholy items be remanded to his custody. If the party refuses, he will assume the party is under chaotic influence and attack with all the monks he can muster.

On a pedestal is a moldering book, locked with a clasp in the shape of a demon biting his tail. Should a lawful character touch the book, he will receive 2-7 hp of damage. To a collector of such blasphemies, the book will easily fetch 500 gp. Another copy of the text that appears in Appendix J appears here.

41. LAIR

A crude hole appears in the foundation wall. A small alcove has been roughed out beyond. The floor of this alcove is littered with bones and fragments of unfinished meals. A young girl lies prone toward the back. Filling most of the space is a giant worm-like creature with insect eyes and eight wiggling tentacles protruding from its head.



A mighty carcass scavenger (AC: 7; HD: 3+1 (hp 22); A: 8; D: 0 + paralysis/swallow; M: 9; Mv: 120'; Sv: F2) has made this room his lair. It wanders out into the winding hall to hunt rodentia but will be found in its lair when the party arrives.

When engaged in combat, the carcass scavenger will be aided by 2 giant fire beetles (AC: 4; HD: 1+2 (hp 10, 8); A: 1; D: 2d4; M: 7; Mv: 120'; Sv: F1) that will appear in the second round of combat (if the scavenger is still alive).

Alive but paralyzed is Tempesta. She requires immediate medical attention. She will die without imbibing a healing potion or receiving a healing spell within 4 turns of being found.

Upon being healed, Tempesta will say that a fair-seeming voice spoke in her mind while she was exploring outside the house. It said sweet things to her and wanted to meet her friends. When Tempesta brought the other children with her to the Farview Manse, they were attacked by kobolds and taken prisoner.

Amidst the clutter is a **+1 short sword** and a **+1 shield**.

Part 3: Genius Loci

This section becomes available under the following conditions:

1. All the children are free
2. All the children are dead

When one of the above conditions is met, read the following to the party:

From the walls around you, you hear an otherworldly laughter whose source cannot be found. A voice ill-suited for human words bellows:

"At last! I am awake once more! You have completed the Sacrament of Blood. I need a corporeal vessel in which to manifest. Quickly! Bring the sacrifice to one of the circles of

power in this hovel so that the Millennium of Torment can begin.”

The party and the King Ratters have inadvertently completed the work of the original occupants of this house. A middle-level demon named Yoral Ynva (see *Creatures Great and Small*) has been trapped in an inaccessible tomb deep under Farview Knoll. If a living human or demihuman is brought into contact with one of the power circles (found in rooms 34 and 37), the demon will possess the victim forever. After which, Yoral Ynva will open a portal to his infernal realm to bring forth an army of unpleasant critters.

This is undesirable, even for chaotic players.

The party must ruin the dark magic of these circles to break the connection with Yoral Ynva. To do this, they must do any of the following:

1. Pour holy water on each circle
2. Place the amulets from the Cenobite Master at each circle's center
3. Cast **cure light wounds** or **remove curse** on each circle
4. Pour a healing potion on each circle
5. Bring the Cenobite Master to the manse

Merely attacking the circles with melee weapons will not destroy them. Displacing the section of floor upon which the power circles are inlaid will not break the enchantment either.

The demon has a few tools to enforce his will on the players. These include:

1. **Wizard locking** all doors that lead directly outside the manse (which happens immediately)
2. Throwing random objects **telekinetically** at the party for 1-2 hp of damage (to hit as a 4HD monster)
3. Shaking the house violently to make the party less able to defend themselves (-2 on party to hit rolls)
4. **Animating dead**
5. Casting sophisticated illusions (no saves)

Yoral Ynva's duplicity extends to the weaving of elaborate illusions. One of his favorites is to make the walls of the manse appear to pulse as if of living flesh. This alone is likely to cause **fear** in the party (save vs. spells). Hacking the walls will seem to cause a violent

torrent of blood to gush forth, preventing players from entering the hole for 1-2 turns (the blood will not flood the house).

Even if the party appears to be going along with the demon's request, check every 3 rounds on the following table:

1-4	House shakes accompanied by manic laughter (each player must save vs. spells or suffer fear)
5-6	2-5 animated kobold skeletons (AC 8; HD 1; A: 1, D: 1-4, M: 12; MV: 60'; A: C) attack
7-8	Swarm of normal bats appears; roll for random encounter from second floor chart
9-11	1-3 PCs are assaulted by telekinetically thrown objects (see above)
12	2 giant toad zombies (AC 6; HD 3; A: 1; D: 1-8; M: 12; MV: 90'; A: C) attack

Animated corpses will not directly attack the children, since Yoral Ynva prefers to possess one of the them. Similarly, the thrown objects will not hit the children.

While the demon is raging, the party cannot rest inside the house.

Remember, the demon's goal is to get the party to put a humanoid (preferably one of the children) into a power circle. It will harass them with zombies and thrown objects to convince the party to get the job done as fast as possible. If the party tries to disagree with the demon, they will be assaulted in one of the ways mentioned above.

If the party complies with the demon (even if a child accidentally steps into a power circle), the demon will manifest in the victim's body, killing the victim. It will then attack the party, because that is what demons do.

If the players escape the house with the children without destroying the power circles, the demon will continue to rage. The Cenobite Master will insist that the party destroy the circles in the house and give them more than enough holy water to accomplish this. He may, at the Labyrinth Lord's discretion, accompany a diminished party to get the job done.



When the power circles in rooms 34 and 37 are despoiled in some manner, read the following:

With the destruction of the final circle, a disembodied roar of cyclopean despair rips through the Farview Manse like an explosion knocking all members of your party off their feet. An inhumanly loud voice wavers between malice and sadness:

"What have you done? A thousand years of slow corruption, putting the pawns on the chessboard every few years —now gone! Gone! And for what? The lives of a few ignorant whelps who will lead anonymous lives and die like cattle soon enough.

"Though buried, I yet have friends and minions I can call upon. Remember what you have chosen to do this day. Be assured that I will..."

The house begins to shake even more violently and threatens to collapse on your party. You fight your way up stairs to the second floor, then on to the balcony and down the stairs.

Barely clearing the last stair, the Farview Manse collapses in upon itself. A foul smell of fetid

corruption billows out from the wreck, choking you briefly, but the day is yours.

Part 4: Settling Up

On returning to town, the party will be met by all of the families who have lost their children as well as by the sheriff and his deputies.

Sheriff Browne will pay the bounty of 400 gp for clearing out the manse. He will also award a bonus of 100 gp for each of the four missing children returned alive to his or her family. Should the party refuse the *entire* bounty, insisting that the families keep the money, award each player 800 XP.

If all the children have survived, there will be a big celebration in the town square where the party will be publicly lionized.

If some children have died, the party will be thanked and rewarded as per the bounty. No one will be in the mood to celebrate. However, each player will have a positive reputation with most of the townsfolk.

If all the children have died, the players will be curtly paid 400 gp and asked to leave town as soon as possible. They will forever after be given a cold shoulder in Little Flanders.

Upon successful exploration of the manse, award the party 500 XP. Each character will receive an additional 100 XP for each missing child returned alive. Each returned corpse of a child will yield but 25 XP per character.

If the party banishes Yoral Ynva, award 200 XP to each player. Halve the award if the Cenobite Master had to accompany the party. In all cases where the demon is banished, Gervais will give the party a letter of recommendation and tell them to present it to his colleague in Middleton, who has need of capable individuals.

Appendix A: Creatures Great and Small

The Waldoon Family includes husband Quimby (now deceased), wife Sarah and daughter Anna (aged 5). They are farmers. Anna was lost along with the other children. They have promised nearly all their money to the sheriff to fund the bounty. Sarah is frustrated with the slow pace of the sheriff's efforts.

The Miller Family includes widower Thomas (now deceased), son Ronald (aged 16), son Odd (aged 11) and son Lawrence (aged 6). Thomas ran a flour mill with his three boys. The youngest son has been missing for a week. After Thomas's death, the remaining children were placed under the protection of Sheriff Browne.

The Bagville Family includes husband Pierre (now deceased), wife Donna and son Norbert (aged 5). The Bagvilles ran the local butchery. Norbert has been missing for a week. After Norbert's disappearance and Pierre's death, Donna's confidence in the sheriff has eroded. The only thing keeping her in town is the slim hope of Norbert's return.

The Quenas Family includes husband Salvator (now deceased), wife Valencia and daughter Tempesta (aged 7). The Quenas are cow, sheep and goat herders. Their fiery daughter, Tempesta, has been missing for a week. Many of the parents of the other lost children blame the adventurous Tempesta for leading their children astray. However, since the failed rescue attempt, the new widows rely on each other for support.

Cenobite Master Francis Gervais, The Righteous Hammer - Cleric, Level 5

Armor Class: 5

Hit Dice: 5 (hp 20)

Attacks: 1

Damage: 1-6 (add +2 bonus for strength)

Move: 90'

Morale: 8

Alignment: Lawful

Abilities: Str 17 Int 11 Wis 16 Dex 12 Con 13 Cha 13

Francis Gervais, a stout and affable man, leads the monastery in town. He wears plain brown robes over chain mail and carries a mace. He normally carries no money, but he has access to monastery funds (roughly 100 gp kept in a locked strongbox).

Gervais had thwarted the machinations of two evil cults before being assigned to Little Flanders. He has a knack for detecting occult activity and prosecuting its destruction. Based on other investigations, his church believes a demon-worshipping cult was once active in Little Flanders. His superiors desire that the cult remains inactive and have charged Gervais with ensuring this.

Gervais now leads a group of ten monastic priests in a quiet life of meditation and good works in Little Flanders. Except for Gervais, monks of his brotherhood are not clerics. The monastery is well-regarded in town. Aside from rumors, he has no specific information about the current crisis.

He has four talismans that he claims are protection from demons. He will offer these to the party for free. The talismans are non-magical and virtually worthless, but he does not know this. They have been properly blessed though and are holy artifacts.

Gervais can train clerics up to level 5.

Spells: Cure Light Wounds, Detect Evil. Protection from Evil, Bless, Know Alignment, Remove Curse

Giles Wiggins - Thief, Level 5

Armor Class: 7 (4 in armor)

Hit Dice: 5

Attacks: 1

Damage: 1-8

Move: 120'

Morale: 6

Alignment: Neutral

Abilities: Str 12 Int 15 Wis 11 Dex 17 Con 9 Cha 17

Wiggins runs the Sleepy Giant tavern and coordinates the efforts of thieves in the area. He normally carries a dagger at all times, but he can also suit up with **+1 leather armor** and a normal sword if combat is expected. Most villagers do not suspect that he is a thief or anything other than a barkeep.

An affable man known for his quick wit and deep tankards, Wiggins is perhaps the second most popular villager in Little Flanders. However, most people do not know that he is head of a tiny branch of the larger Stillwater Logistics, a sizable thieves guild. If PC thieves make themselves known to Wiggins, he will attempt to levy fees from them. If the PC thieves pay their dues, Wiggins can train them up to level 5.

Sheriff Gerhold Browne - Fighter, Level 3

Armor Class: 5

Hit Dice: 3 (hp 18)

Attacks: 1

Damage: 1-8 (add +2 damage for strength)

Move: 90'

Morale: 10

Alignment: Lawful

Abilities: Str 16 Int 12 Wis 10 Dex 9 Con 15 Cha 13

The sheriff of Little Flanders regularly wears chain mail armor and carries a normal sword. He has a purse with a random assortment of coins worth 20 gp.

He is an avuncular, middle-aged fighter who likes his village quiet. He has adventured quite a bit in his past but has settled in Little Flanders to grow fat and old. He is fair-minded, but not naive. Players that try to lie to him will quickly fall into disfavor. He is well-regarded around town. He can train fighters, dwarves and halflings.

Deputy Serill "Ox" Hrofner - Fighter, Level 1

Armor Class: 7

Hit Dice: 1 (hp 8)

Attacks: 1

Damage: 1-6 (add +2 bonus for strength)

Move: 90'

Morale: 9 (12 with Sheriff Browne or Deputy Milner)

Alignment: Lawful

Abilities: Str 17 Int 8 Wis 8 Dex 10 Con 18 Cha 7

Serill Hrofner is kitted out with studded leather armor and a spear. He has a refreshingly simple view of the world: the town, the sheriff and the deputy are all "good" and anything that threatens them is "bad." He has a purse with but 15 cp.

Although he is not the sharpest knife in the drawer, Serill might be the biggest. His easy-going nature has earned him acceptance in the village. Note that no one calls him Serill; he is "Ox." The sheriff appreciates what Ox brings to the team and often pairs him with Wanda when there are "subtle" problems to deal with.

Deputy Wanda Milner - Fighter, Level 1

Armor Class: 6

Hit Dice: 1 (hp 6)

Attacks: 1

Damage: 1-6 (add +1 damage for strength)

Move: 90'

Morale: 8 (12 with Sheriff Browne)

Alignment: Lawful

Abilities: Str 14 Int 9 Wis 9 Dex 12 Con 12 Ch 9

Wanda Milner wears scale armor and wields a spear. She dislikes mercenaries and is not inclined to help the players more than she is directed to. She has a small pouch with 20 sp.

Never one to be described as a "wilting flower," Wanda's direct manner can be off-putting to some. However, her skills as a fighter and her loyalty have earned her a position of trust with the sheriff. Wanda is in her late twenties and is a native of Little Flanders.

Moress - Orc, Red Talon

Armor Class: 3

Hit Dice: 4+1 (hp 25)

Attacks: 1

Damage: 1-8

Move: 60'

Morale: 10

Save As: F2

Alignment: Neutral

Moress One-Eye is a large, middle-aged orc with black skin and a gray chin beard. While years of combat have mellowed his thirst to kill everything he sees, he is still a dangerous opponent. He is inclined to take a longer view of conflicts than his orcish comrades. He respects neither Ongol nor Reeza, but he follows the spirit of his orders. He wears chain mail and carries a heavy flail, **+1 shield** and 50 gp.

He has a key to the armory in room 15.

Reeza - Kobold, King Ratters

Armor Class: 5

Hit Dice: 2+2 (hp 18)

Attacks: 1

Damage: 1-8

Move: 90'

Morale: 6

Saves As: F2

Alignment: Chaotic

Reeza is just shorter than an orc, which makes him a very large and dominant kobold among his peers. He wears chain mail and carries a sling with 10 stones. He also carries a sword, which he will use when the occasion arises. He carries a purse with 100 gp and a **potion of haste** that is strictly reserved for retreating.

Reeza has a key to the armory in room 15.

Ongol - Orc, Red Talon

Armor Class: 5

Hit Dice: 3+1 (hp 20)

Attacks: 1

Damage: 1-8

Move: 90'

Morale: 10

Saves As: F2

Alignment: Chaotic

Ongol, while a veteran of many skirmishes, is still young. He is powerfully muscled and has dark olive skin and ugly tribal tattoos across half his face. He thinks of his current assignment as a vacation and a reward for loyal service to Rooster. He respects no kobold, especially not Reeza. He carries a battle axe he calls "Big Choppha," wears orcish chain mail and

carries about 70 gp on his person. He is always ready for combat.

He has a key to the armory in room 15.

Yoral Ynva, Demonic Duke of Torment

No. Enc: 1

Armor Class: 2

HD: 7 (hp 40)

Attacks: 2 (claws)

Damage: 2-8/2-8

Move: 90'

Moral: 12

Saves As: F5

Alignment: Chaotic

Yoral Ynva is a minor demon who styles itself as a demonic noble. In a forgotten age, it rampaged across the lands of Little Flanders. It was trapped in its current location by long-dead heroes.

It has telekinetic powers which it can use thrice per day to move 50 pound objects. It can **animate dead** thrice per day as well. If it were to manifest in this world again, it would attack with its claws.

Yoral Ynva stands somewhat larger than an average man, with piercing eyes, scaly flesh and protrusions aside its head. Heavily muscled and generally unpleasant when angry, it prefers using seduction and persuasion rather than brute force to further its plans.

Appendix B: Further Adventures in Little Flanders

If your players enjoyed their time in Little Flanders, here are some ideas for additional scenarios.

Until it is turned over to reveal... ANTS!

Several colonies of giant ants have been eating crops and worrying cattle on several local farms. The party is asked to deal with these vicious things. Only after clearing a couple of hives will the heroes uncover the horror of Praxis Immortis, the undead Queen of the Ants!

The Warrens of the Over-Ghoul

An unsettling string of murders in the outlying farms brings Sheriff Browne to call on our heroes once again. Clues point back to the manse on Farview Knoll, but how can this be? A more careful inspection of the basement of the manse ruins uncovers an access point in the floor leading to a crudely excavated tunnel

complex infested with ghouls who are shepherded by a particularly brutish leader who styles himself Fenris the Over-Ghoul.

A Wolf at the Door

Just as life in Little Flanders is getting back to normal, a new crisis emerges in the form of bandits plundering the produce shipments going to nearby Middleton. Sheriff Browne contracts the party to seek out and end the bandit menace. But is there something more than mere greed behind these attacks? Why isn't the sheriff handling this himself? With the whole town distrusting each other, the players will need both brains and brawn to resolve this mission.

Appendix C: Licensing

The names Taskboy Games, Little Flanders, Middleton, Rooster the Orc, Rezza, Ongol, Moress, Cenobite Master Francis Gervais, Sherrif Gerhold Brown, Deputy Serill "Ox" Hrofner, Deputy Wanda Milner, King Ratters, Red Talons, Yoral Ynva and the Manse on Murder Hill are copyright Joe Johnston.

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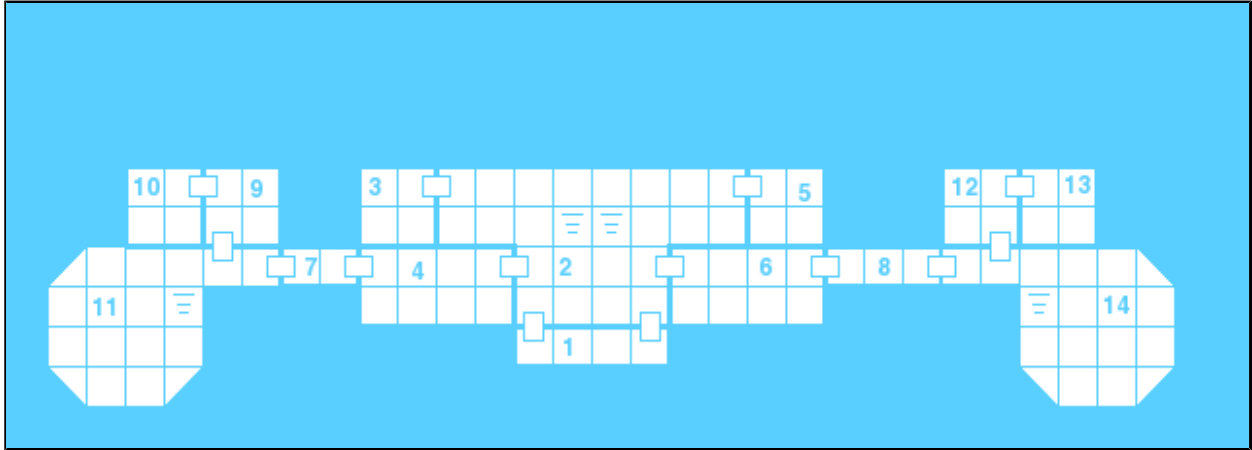
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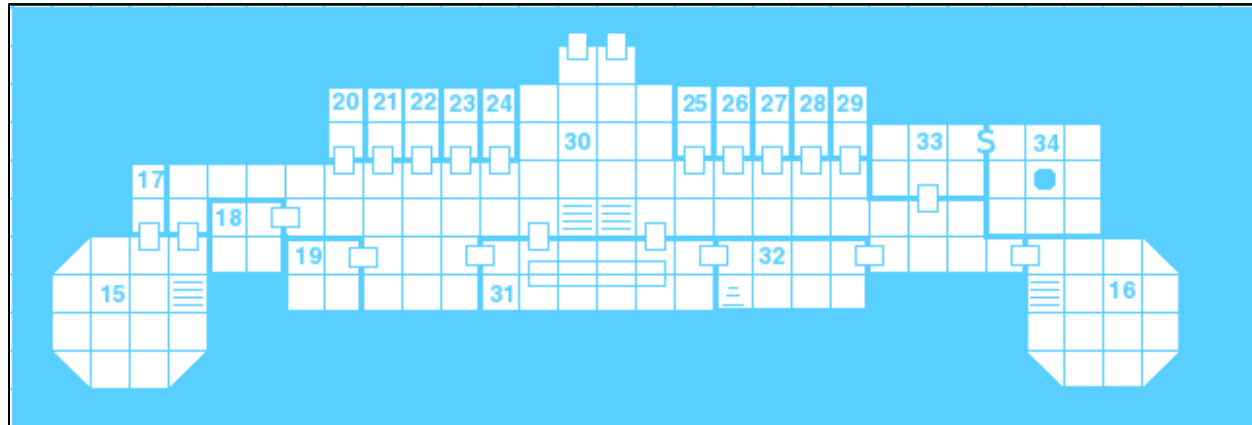
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Appendix D: Farview Manse Maps

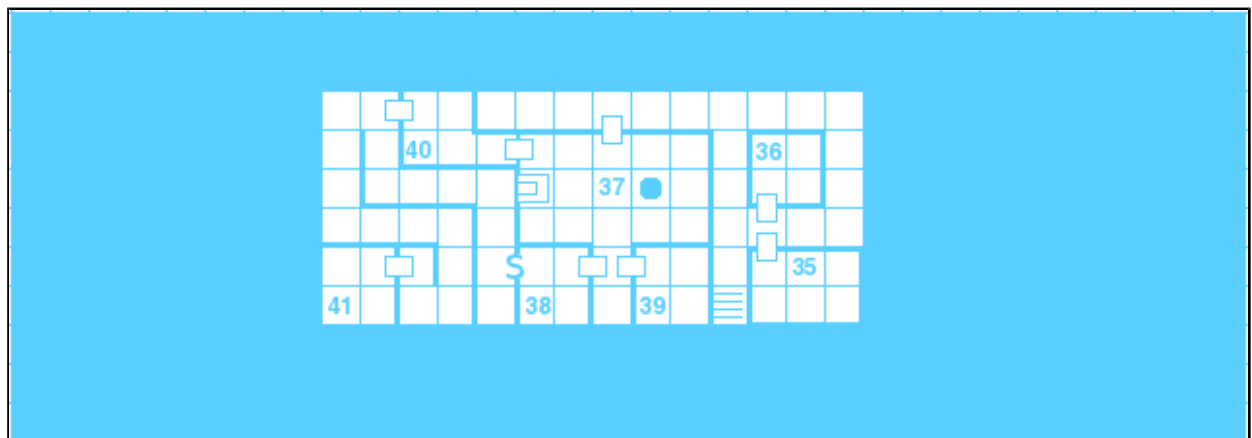
Second Floor



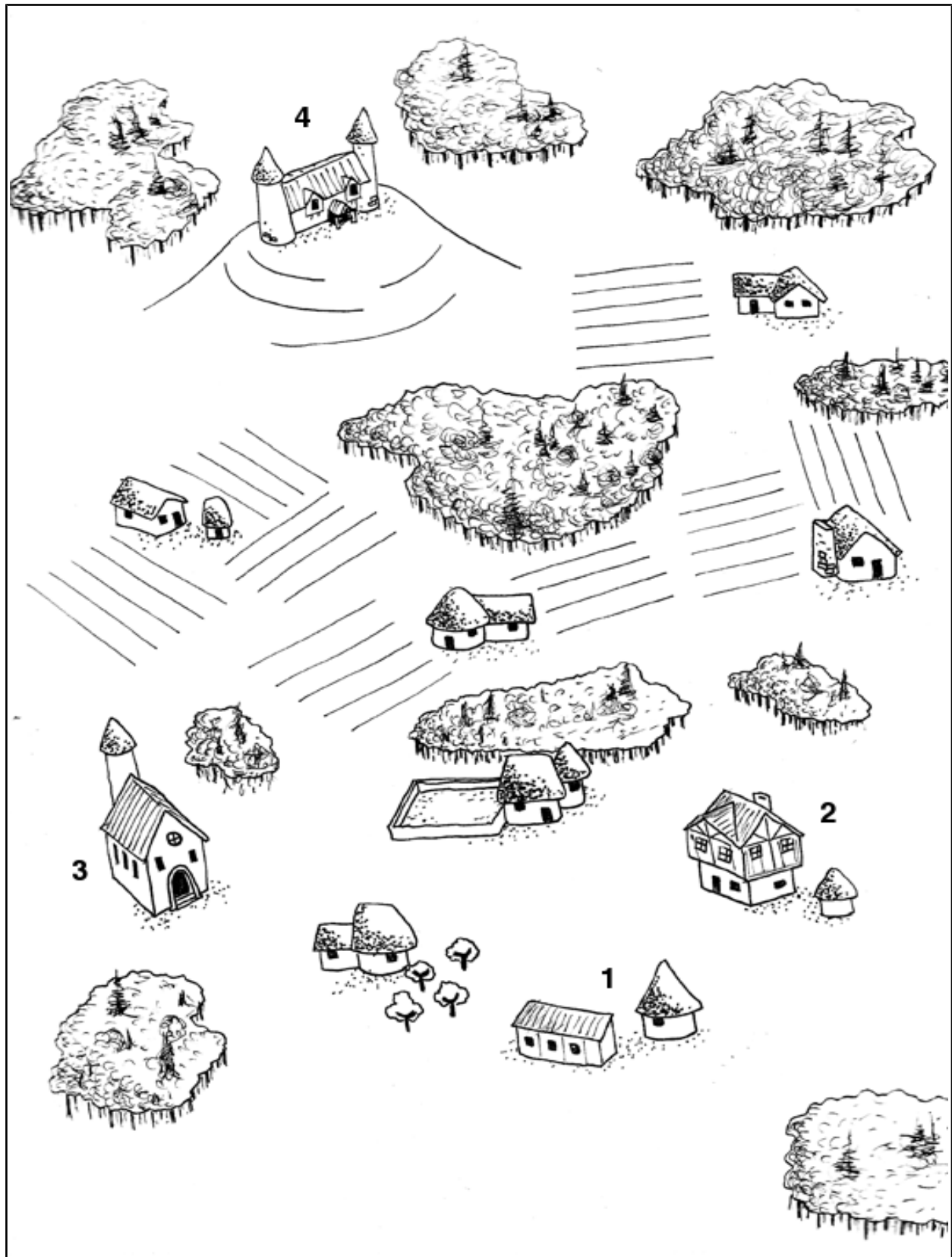
Ground Floor



Basement



Appendix E: Little Flanders



Appendix F: Bounty Notice

Beings of just demeanor and conscience who are also possessed of stout sword arms and fearless hearts are required.

Several innocent children of the town have disappeared near an ancient pile of ill-omen.

Should you return the children to their parents, a reward in gold shall be yours, with additional incentives to be detailed later.

Fail, and see the future of our town diminish.

Interested parties should seek out Sheriff Browne in the center of Little Flanders town.

Appendix G: Letter 1

Take the King Ratters to Little Flanders and establish a base. Make sure that it is secure from spies. Watch the town for opportunities to cause distraction but DO NOT get into a direct conflict with the humans. I need your Ratters for the final operation.

I have assigned my lieutenants, Ongol and Moress, to advise you.

When your operation is complete, send a messenger and decamp. We will rendezvous outside of Middleton.

Do not fail me.

—R

Appendix H: Letter 2

You are to advise Reeza and the King Ratters in the Little Flanders operation. Reeza needs experience planning more subtle operations.

If he fails, you will complete the mission.

You are not to kill Reeza unless he attempts to flee.

—R

Appendix I: Letter 3

You are Ongol's wet nurse on the Little Flander's mission. Should Reeza and Ongol fail, you must complete it.

Do not allow Ongol to kill Reeza unnecessarily.

You have proven yourself again and again during our long years together, old friend. I order you to stay alive.

See you in Middleton.

—R

Appendix J: Arcane Scroll

All praise and celebration to the Duke of Torment, Yoral Ynva! He that reigns from below will come again when payment of blood is rendered here and a mortal vessel chosen.

Long ago, the Tormenter walked these lands and brought low those false and prideful kings who fancied themselves masters of all they saw. They were to learn the depths of their mistake when Yoral Ynva opened the Dun Gate and brought forth his Penumbra Army.

For decades, He ruled the weak and rewarded the strong. It was only by ill-starred luck that the wandering priest of the Soft Gods entombed our Lord. But our memories are long and we are patient.

Long have we in the Brotherhood labored to make ready His return. The circles are drawn and sanctified with unholy rituals. The sacrifices, easily obtained from the local population of rubes, are nearly complete.

Already He stirs! His anger rumbles through the very ground and blanches the weak.

The time of waiting is nearly over. And our Master will again put his boot to the throat of the weak.

Appendix K: Pre-Generated Characters

Name	Kerrok	Grum	Sir Guy	Jane Doe	Walt	Mad Tom	Thorn
Class	Dwarf	Dwarf	Fighter	Thief	Cleric	Magic-User	Elf
Level	1	1	1	2	2	2	1
AL	L	N	N	N	L	N	L
Sex	M	M	M	F	M	M	F
AC	3	4	4	5	3	6	3
HP	10	11	9	9	10	6	7
Str	18	17	16	13	15	8	14
Int	10	7	9	17	13	18	18
Wis	15	10	7	9	18	8	10
Dex	13	12	15	18	13	18	17
Con	17	18	18	13	11	9	16
Cha	16	8	9	14	9	7	15

Name	Equipment
Kerrok	Splint mail, war hammer, backpack, 50' rope, 10 gp
Grum	Chain mail, shield, scimitar, backpack, 10' pole, small mirror, 10 gp
Sir Guy	Scale mail, shield, sword, short bow, 20 arrows, backpack, crowbar, 10 gp
Jane Doe	Leather armor, sword, long bow, 20 arrows, thieves' tools, backpack, 10 gp
Walt	Chain mail, shield, flail, sling, 20 stones, backpack, holy water (1 vial), 10 gp
Mad Tom	Silver dagger, sling, 20 stones, backpack, flint and steel, torches (x6), 10 gp
Thorn	Chain mail, sword, long bow, 20 arrows, backpack, 10 gp

Name	Spells
Walt	Cure light wounds, detect magic
Mad Tom	Magic missile, sleep
Thorn	Magic missile