

THE ARTIST



he PCs arrive at a mansion in the middle of the woods to meet The Artist. The players are trapped inside the mansion they themselves got into. They are met with the artist-now-ghost Donaven, which used to be a great local artist whom the nearby town loved. In an attempt to prolong his life, he meddled in alchemy and crafted a potion that indeed prolonged his life, but as a ghost no one can see, only hear. He has the ability of moving objects and making them hover midair, but nothing much more than that.

His mansion is somewhat enchanted. The mansion itself is constructed out of two floors, where the lower floor is for the study, music room, kitchen and studio, where the upper rooms are the living quarters for himself or any other guests or servants that might be housed in the mansion at any given time.

This is a riddle mansion adventure. The PCs are requested by Donaven to craft a potion, so they will be able to see him and interact with him. He gives them a weird list of ingredients, containing weird requests (things such as "Poem" and "Auntie") as the ingredients of the potion.

Donaven is lonely these days and is looking for entertainment having already accepted the fate that has befallen him. He cannot leave the mansion fearing whatever will happen out there. And for a good reason. His meddling with the spiritual world has attracted creatures here which aren't pleasant to say the least.

Eventually, when the players get all the ingredients needed to procure the potion, so they actually can see him, a group of Shadows, Specters and a Banshee attack the mansion and the PCs must defend Donaven so he will be able to help them craft the certificate they need.

HERE IT BEGINS...

Before being teleported to the middle of the forest, the wizard that teleports you tells you that the last time he visited the mansion, it was this series of knocks that you are told that open the mansion door. It has something to do with a song the wizard hums. But he can't remember exactly which. He starts humming and immediately teleports the characters, leaving the last series of knocks a riddle.

AMBIENT SOUND

<https://rpg.ambient-mixer.com/night-forest--rpg>

IN FRONT OF THE MANSION

When the light from the teleportation subsides, your pupils start to adjust to your surroundings. It's dark. A lot darker from the place you just came from. Before your eyes manage to adjust to the dim light of the moon, you feel the cold breeze blowing in your back. It's cold out here. Much more than the city you just came from.

When your eyes finally adjust to the dim light, you see you're standing in the middle of a road. On the two sides of it there are pine trees which build into a thick forest that is spread ahead without any ability to see its end.

One way of the road stretches and bends into the forest. To the other side, you see the forest starts to dwindle.

As you're reaching closer, you atumble upon a 15 feet high gate. It is two-part and made from metal bars and is affixed to a wall.

On the other side of the gate, you see a courtyard. In the center of it, there's an empty fountains with not water in it. In the middle of it, there's a state of an elven woman with a bucket, pouring water into a large pool. Around the fountain there are four low marble benches, each at a different side of the circle sorrounding the fountain.

Around the fountain there are short bushes and shrubberies in undefined forms. The grass exist in patches and where it died there's only wet mud. It looks like the garden was well groomed once, but has not seen any care for a long time.

Past the garden, you ses a two-story mansion. The front of the mansion contains several marble pillars stretching the entirety of the two floors, holding the lobby ceiling. On the mansion walls there are large windows which would've given a peek inside, if not for the curtains blocking the view. There are two rows of Gargoyle status on the two sides of the path that leads from the fountain to the mansion toors, 3 on each side, where 2 on the right and one on the left looks partyl broken.

כארו הבזקי האור מהשיגור דויכים, העישונים שלכם מתחילה להסתגל לאט-לאט לשביבה שלכם. היא חשונה. הרבה יותר חשונה מהמקום מהם יצאתם. לפני שהעיניהם שלכם מספיקות להסתגל לאו, אתם מרגיחסים את הבריזה הקרירה שנושבת בגבכם, מלטפת את זרועותיכם. קרייר כאן. יותר מאשר בעיר הומת האדם אשר חמה רק מתוקף האנשים העוברים ושבים בה.

cashar ha-bzaki ha-or mah-shigor do-icim, ha-yishonim shel-khem matchilim le-hastgal la-at-la-at le-sheviba shel-khem. hei chashona. harba yoter chashona maa-ha-mekom minhem ya-yeattem. le-pni she-ha-unim shel-khem ma-safikot le-hastgal la-o, atem mar-ge-hishim at ha-brizah ha-kriyra sh-noshavet be-gavkhem, mal-tafat at zru-utim. kriyir can. yotem masher be-yer homat ha-adam asher chama rak matokf ha-anashim ha-ubrim ves-beim ba.

cashar ha-bzaki ha-or mah-shigor matgolot la-ofer ha-mo'ut sh-be-sheviba shel-khem, atem ro'im sh-ahtem umidim ul-shvil. meshi zdi ha-shvil yeshi'ur shel ezyi oron* (Pine Trees) סבוך sh-mashtrut ha-heruk, lala' yekolat lar-aot at ha-sof.



The Artist

כיוון אחד של השביל נפתח לאורך עד שמתעקל לתוך העיר. בכוון השני אתם רואים מרחוב את העיר הולך ונראה דל יותר יותר. ככל שאתם מתקרבים יותר ויתר אתכם רואים שער גדול בגובה 5 מטרים. השער בניי מסורגים ומוחלך לשני חלקי המחדרים לצרים על חומה.

מעבר לשער אתם חצרים. במרכז החצר יש מזרקה ריקה, ללא מים. במרכזה, ניצב פסל בדמות של אישה, אלפית, שופכת דלי' לבריכה גדולה. מסביב למזרקה יש ארבעה ספסלים משיש, כל אחד מהם בפינה אחרת של העיגול הסובב את המזרקה. מסביב לVICHER המזרקה נראים עצים נמוכי-קומה ושיחים בגורות לא מובנות. הדשא קיים בחולקים מהגן, ובחלקו האחורי נשאר רק בוץ. נראה שהגן היה מטופח יותר פעמיים אבל כבר הרבה זמן שהמקום לא תוחזק.

מעבר לגן אתם רואים אחוזה, בת שתי קומות. קדמת האחוזה מכילה מספר עמודי שיש המטפסים לאורך שתי הקומות ונראה כי הם מחזיקים את גג המבואה לאחוזה. בקירות האחוזה מוטמעים חלונות גדולים אשר היינו נתנים השקפה פנימה אל-תוך החדרים אל מול האין מוגפים בylimונת. ישנה שורה של פסלי גרגירים מאבן לשני ציד' השביל המוביל מהמזרקה אל דלתות האחוזה, 3 מכל צד, כאשר 2 מימין ואחד משמאלו נראים שבורים בחולקים.

THROUGH THE GATE

The gate is magically locked. To Open the gate players must succeed either a DC 15 Dex w/ Thieves' tools.

Otherwise, they can try yelling towards the mansion to ask for the gate to open, which will alert the mansion dwellers of their presence, but will spare them the roll.

ENCOUNTER

When the PCs approach the mansion past the fountain, 3 of the still-living [gargoyles](#) attack them.

INTO THE MANTION

After the battle, the PCs approach the mansion's large wooden door. Once you get to the door, you can see it is very large and heavy with a large golden ring hanging on the door. Players have to iterate over few knocks to try and open the door.

The door opens and you step into the entrance hall of the mansion. You see in front of you a staircase (like in Beauty and the Beast) that goes up and splits to two opposing staircases to the left and right. You see a red carpet on the floor, starting at the door threshold going over to the stairs and up the staircase.

Perception DC 10: Once you step inside you see there are four doors: Two immediately to the right and left of the entrance and two on the far left and right sides of the room.

Higher perception (15+): You notice a door to the side of the staircase.

The door slams behind you, then you hear a clicking sound. You are standing at the entrance of a wide hall. The entrance is decorated with marble pillars that hold a second floor balcony. In front of you, there is a majestic staircase which goes up half a floor and splits into two directions to the sides.

To your sides on the first floor, there are four doors embedded in the walls, two on each side. On the walls, there are hanging portraits and different paintings decorating the entrance hall. On far end of the room, from the right, you see an old grandfather ticking. ([Sound](#))

A few moments pass and then a voice from the center of the chamber calls:

"Welcome, ladies and gentlemen. Welcome to my mansion. Sit, relax. I invite you to an insane experience, on the house."

Immediately, benches and tables are being magically pushed towards you. The tables are filled with food and drinks. Vials with a transparent liquid are floating in the air, pouring into flasks. After all the glasses are full, they are spread among you, approaching, waiting in the air, waiting for you to grab them.

הדלת נטרחת מאחוריכם בקול אדיר ואוד שמע קוֹל קָלִיק קָלִיק. אתם נייברים בכניסה לאולם רחב יידיים, הכנסיה מעטרת בעמודי שיש המחזיקים מروفסת לקומה השניה. מולכם, גשם מדרגות מג'סט', מרשימים, העולה חצי קומה ומתפצל לשני היכינונים לשני גרמי מדרגות שונים. שניים צדכם, על הkitrot, אודם מבחינים באربع דלתות. שתים על כל קיר. על הkitrot, פורטטים ותמונה שונות המעטרות את אולם הכנסיה. באודם הרחוק של החדר, מימין, אתם מבחינים בשעון סבא מתקתק.

לאחר מספר שניות, קוֹל בוקע ממරחץ החדר: "ברוכים הבאים, רבות. ברוכים הבאים לאחוזה של... שבוי, התכבדו. אני מזמן אין אתכם לחוויה על-חוויות, על חשבון הבית.". באותו רגע, מגיעים ספסלים ושולחות כאלו נדחפו באורך כסם ושולchan מלא באוכל ושתיה מועג בפניהם. קנקנים עם נוזל שקוף מוחכים באוויר, מוזגים לתוך כוסיות. לאחר שלכ הוכחות מתמלאות, כל הוכחות מתחזרות ביניהם, עומדות, מרוחفات באוויר, מוחכות שתיקתו אותן.

It is obvious that the PCs will not drink the liquid. It's plain water. What's not standard are the glasses themselves. When the PCs touch the glasses, nothing happens for a few seconds.

Players who touched the glasses make a CON 17 Saving Throw to resist the effect.

Failure: Then, the glass gets heavier and grows larger and larger... Or, rather, you are getting... smaller?

PCs who touch the glasses and fail their CON checks become [Rat](#) (With 4 HP each).

THE KITCHEN

"Oh no. I forgot. Well, ok, you'll have to help me... if you want out... Or you can stay here. Yes! Yes! Be part of the house. It'll be fun! Yes. I'm already sick of everything here." and then in an angry voice: "No! Reema I told you not to put it there!! Uhm, sorry."

Ok. The potion that will help you retunrgig your friends to their real size is there. Beyond the drainage pipes in the kitchen. The kitchen is that way! No, not that one. The other!" all the while, forgetting he's only a voice with no visuals.

You pass by the door and enter a wide lit kitchen. After you, the unused glasses follow you into the kitchen.

In the center of the kitchen there is a large wooden table with large pots, pans and knives hanging above it. In the far end of the kitchen, there's a large cauldron on a stove. On the right wall, there's a fireplace with a chimney. In the fireplace there is unlit timber and ashes that seem like is sitting therefor a long time. Continuing on the same will, there's a steel door. In the far left corner of the room there's a drainage hole in the ground.

"Yes, yes, it's there! It leads to the pantry. Inside there's something that can help you. Onward, good luck!

"אוֹ לָא. שְׁכַחֵתִי. נָוֶה, טֻוב, לא נוֹרָא. תָּלַצְתִּי לְעִזּוֹר לֵי... אַם אַתָּם רֹצִים לְצַאתָן. אַו שָׁאַתָּם יְכוֹלִים לְהִשְׁאַר כָּאן. כִּי כִּי תְּהִי חַלְקָה מִבְּהִיטָּה. עַזְבָּנִי: "לָאָוֶה רִימָה! אַמְרָתִי לְךָ לְאַל שְׁלִישִׁית אֲזַה שְׁמָ!! אַהֲם סְלִיחָה, מַתְגַּנְצָל." טֻוב. הַשְׁקִיעִי לְהַחֲזִיר אֶת הַחֲבָרִים שְׁלִים לְגֹדֵל אֲמִתִּית הָא שְׁמָ. מַעֲבֵר לְתַעַלוֹת הַנִּקְזָז בְּמִתְבֵּחַ הַמְּסִבֵּחַ נִמְצָא מַעֲבֵר לְדַלְתַּת הַהִיא שְׁמָ. לָא שְׁמָ!"

אתם עוברים בדלת ונכנסים למטבח רחוב ידיים, מואר. אחרייכם עוקבות הוכחות שלא השתמשתם בהן, מרחרחות אל המטבח. במרכז שלוחן גדול ומעלייו תלויים סירים, מחבתות וסכינים. באץ הרוחק של החדר עומדת קדריה גדולה מעל כיריים קבועים. על הקיר הימני, עומדת כובע עם ארובה. באח יש שרירות עז מתפורר ואפר ישן שנארה שגוע לעפוי הרבה מאד זמן. בהמשך הקיר מעבר, ניצבת דלת פלדה. ביןינה השמאלית הרוחקה של החדר יש חור ברצפה, לניקוז. "קְרָן, שְׁמָ! זֶה מַוְיִל לְמִזְוָה. בְּמִזְוָה יְשִׁיעָדָר לְכֶם. קְדִימָה, בְּהַצְלָחָה!!"

Those who turned into mice step into the maze, which is dark. But they got dark vision now they are mice. They must find their way across the maze, encountering a bunch of other rats. During their stay there, as they get closer to the exit, they encounter a few other Rats. In dead-ends you find one of the following items:

1. A gold coin
2. A bone
3. A ring with a diamond (ring 50g diamond 50g)

When the PCs are just about to exit the maze, they encounter Giant Rat called **Miz**. Miz, like the PCs, arrived here to contact The Artist But has long forgotten why (Actually was his servant which stayed after Donaven died and transformed into a rat that grew over time). He stepped into the plumbing but could never go out. He was claustrophobic at first but overcame it in time and grew larger. If they PCs attack him, he calls 3 other Rats to his favor. Otherwise, he just follows them to the exit.

Stepping out of the plumbing, all the mice arrive at the pantry. They go out down a water pipe near the floor used to clean the floor or to pour water to a low container. All PCs are still in rat form. They need to reach the top shelf somehow. Worst case they must succeed in 5 athletic checks with disadvantage each. If they help each other it becomes a straight roll. If Miz is with them, all checks are regular as he is helping them, therefore additional aid will be with advantage.

If Miz is turned back, he is a short guy, scrawny, almost like a kid with a 5 o'clock shadow, messy hair, dressed in rags.

The voice reappears out of nowhere: "Oh great! I see you managed to get out! Well Done! Now, I'm in a bit of a pickle here. If you'll forgive me, I'd like to meet you, honest! But... I'm a bit stuck right now. There are a few ingredients in the surrounding rooms that will help us meet." and at the same second, a page appears in midair and starts falling to the ground. It reads:

Interact with Ghosts Potion

- 1L Oil
- 1 Auntie
- 5 Tears
- 1 Poem
- 10 Feathers

kol neshmu mosom makkom: "הו נהדר! אני רואה שהצלחתם לצאת! כל הכבוד! עצמי, אני קצת בעביה כאן. אם תשלחו לי, התייתי רוצה לפונש אתכם, באמת! אבל אני קצת תקוע ברגע. יש שלושה מרכיבים כאן בחדרים שעוזרו לי ולכם מאוד להיפgesch". ובאותה שניות, מופיע דף רבושה נושאה דף רבושה נושאה לאינטראקציה עם רוחות (מציה מעלה)

THE MUSIC ROOM (SOUND)

When you open the door to the room, you hear a delicate melody playing in the background but cannot see where it comes from. When you step inside, you see a large piano in the middle of the room on top a beautiful red-gold carpet. The walls are decorated with portraits of various instruments with golden frames. Additionally, there's another door to your right. The wall in front of you is covered with velvet curtains, covering the large glass windows viewing the garden.

When you approach the piano, you find 3 music boxes on it. When you turn the handle on the music boxes, there is no sound.

כאשר אתם פותחים את דלת החדר, אתם שומעים מלודיה עדינה מתנגנת ברקע אבל לא רואים מאיפה היא בוקעת. כאשר אתם צועדים פנימה, אתם רואים פסנתר נനף עומד במרכז החדר מעל שטיח אדום-זהב יפהפה. הapkיות מקושטים בפורוטטים של כליל נגינה במסגרות זהב וישנה דלת נוספת בסוף בקיר מימינכם. הקיר מולכם מכוסה וילונות קטיפה בעיצוב בוורדר, המכוסים חולנות זכוכית גדולות הייצאים אל הגן.

כאשר אתם מתקרבים לפסנתר, אתם רואים שעליינו נחות 3 תיבות נגינה. כאשר אתם מסובבים את הציר של כל אחת מהן, לא נשמע כל קול.

Once you enter the room, you hear a delicate melody playing in the room. When you step inside, you see a piano standing in the middle of the room on top of a magnificent red and gold carpet. The walls are lined with musical instruments portraits.

DC 10 Perception: The PCs find a parchment with musical notes on the piano. It's a half-finished melody.

Goal: The PCs must try and play the melody. They should figure out that their true goal is to copy it to the music box, so they can replay it eventually. If the PCs suggest to physically alter the music box (puncturing holes in it) They must succeed five (5) consecutive **DC 15 Performance** checks to succeed passing through the room.

With each failure (Up to 3 times) the music in the room grows louder.

In the end, the PCs are confronted with a 3 **Bards**. The boss excuses for fighting are either:

- **Success:** They stole the song! They mustn't get away with it!
- **Failure:** They are ruining his beautiful music and should be ashamed of themselves.

THE STUDY

A Study with a fancy dark wood table with a high backrest armchair set beside the table. There are a few parchments, quills and feathers floating around the room. Some of them writing on the parchments, some of them are held inside the quills.

There is a podium on the other side of the room.

Going over to the podium you suddenly see (only from the podium) a bunch of people. Staring at you. On the podium there's a sheet of paper with the text as follows:

When you enter the next room, you see a fancy wooden desk and a chair by it. The chair, with a long back rest is padded with red silk. On the desk are several scrolls. Several quills and feathers are hanging midair around the room. Some of them writing on parchments, some of them are held together.

In the other side of the room, right before the curtains, there is a podium. When you reach it (and only from a specific angle), you see a bunch of people standing in front of you, staring at you. Every movement makes the visage disappear and reappear. On the podium there's a piece of scroll. You see the scroll is stained with little droplets here and there. The scrolls reads:

"Friends,

**For a while now I am considering these words. I do not know how to tell you these grave news, but I feel as if my powers are dwindling every day, and I can no longer perform my duties.*

My fingers are not the same and my eyesight is weakened every day. You were good, loyal friends to me. You supported me when I needed you, helped spread my name. An artist is nothing without an audience. I doubt if I will be able to see you again, laught at nights on a glass of wine fullheartedly.*

Therefore, I would like to personally thank a few people:

Jijy, you are a master craftsman like I've never seen before. Keep your fingers safe! They are your best assets.

Nina, your soft gentle words always worm the heart for whoever needs them.

Don, I know you wanted to be like me, so you stone half my name. Therefore you only as good as half of myself (remember to wink at him).

Bessy, ... (And here you can see a few droplets stain the scroll) ... Thank you.

I do not wish to say this is a final goodbye, but you cannot turn back the time. There is only one hope, and it is also slim.

*Farewell, and thank you for everything,
Donaven."*

כasher atem nikkasim lehadar haba, atem mabchinim bishulchan uz mahodar umcis al id. hakis, beul meshunot zayim umshunat gab gebura maoz, morpedit bbd adom. ul shulchan monchot mspur migilot. mspur zigot cset dii vnozha merchafim baavoir berach haadar. chlikim cotibim ul magilot, chlikim mochzakim bichad.

ba chlek harachok shel hadar, mesh lefni hoyilonot, sumad fodiim. behaguchim lifodiim atem roa'im (aruk maccion hafodim) chvora shel anshim umudim lpanim, bohem bcam. kl tzohza nosofat gorat lahem lihaylim vloheivim mchadash.

ul hafodim atem moatzim chaticat dz. atem roa'im shanenir motem beigoli misim katanim feh u shem. ul dz dz mchob: "charim,"

mazha zman rab sheani shokel milutai alha. ani yidur cizud lebshur lecam boshrot alai, abel ani ch shocholi la umad bekr yutor. ani nchlsh miyim liyom vani mosgal libatzu uad at tefkid. azbeutai la cshai vumiym liyom ra'ati nichlasht. hitam li lchbarim tobim, harri avon ui beubdoti chshadkhati, uzratam lhefuz at shmi borbim, harri avon ui la-ciklum lala karl. sefak ani am aocel lroatoctem bshnit vlochok

beurbitim um koshit yin b'did vlochok matgal gal befa. ul-kan, arzacha lhadotot beavon aishli lmaspfer anshim: "yigi," npach rab-amon camor la ro'ati mu'ulim. shmor uli azbushtai hin ncsuk ha-tob bi-yter.

ninga, miluyot ha-machmoot machmoot at halb lel ha-dersh lekn. dzon, ani yidur shracit la-hiyot camon, lkn ganbat li chzi mahshem. uki atah rak chzi tov camon (lzdcor lkerzon lo).

bas, ..." (caan roa'im shdumeot mactimot at dz yitor, hactav matoshesh vla boror) "... tovda".
aini rozcha lo'mer shzo ha'farida mohalata, arn at dzman ain laheisb.
sheva aruk vrok takava achot u gem haia kloshe.
hiy shalom, vtzoda ul hacl,
donben".

PCs must complete the speech (**DC 15 Performance**) in a convincing fashion and read it aloud to make the crowd sorrow.

The player that is chosen to do so must do so emotionally. The others must figure out who Bessy is so they are focused on her (**DC 10 Insight**). If they players succeed both in performance and in insight check, on the second time they read the letter, a tear drops from their check. They must use a vial they took from the kitchen to collect tears.

[Sound](#)

THE STUDIO

When you enter the room, the first thing that strikes you is the density in this room. It is filled with paintings. Portraits, landscapes, abstracts and more and more. All the walls are filled with paintings. They are hung in an irrational pattern, asymmetrical, with some paintings covering the others, some on the floor, some in stacks. In this entire chaos, there is a small way in the floor that leads to an easel with a single canvas standing on it, facing the draped windows.

When you get closer, you see that the canvas is half oil painted, half scribbled. When you get closer, you notice it is a painting of a very pretty woman, from what you can figure out.

כאשר אתם נכנסים לחדר, הדבר הראשון שהולם בכם זה הדחיסות בחדר. החדר מלא בעציורים. פורטרטים, ציורי נוף, ציורים אבסטרקטיים ועוד ועוד. כל הקירות מלאים בעציורים עד אף מקום. הציורים התלויים על הקיר תלויים בחומר סדר מושיען, באופן לא סימטרי עלייל, כאשר חלקם מכוסים אחד את השני. חלק מהציורים מונחים על הרצפה, חלק בערימות. בכל א-הסדר שננו שביל קטן ללא עבוזות המוביל לנו ציוו אחד העומד עם תמונה עלייל, מופנה לכישון החלהנות המוגפים. כאשר אתם מתקרבים, רק רישום נותר על החלק הלבן עדין, בעוד מציר חלקי עדין בתולו, רק צבע צבוע בעכבי שמן. כאשר שחקינו השמאלי התיכון של הציור כבר צבוע לגמרי. כאשר אתם מתקרבים, אתם מזהים שזו תמונה שכנראה יעדתה להציג פורטרט של אישה מאוד יפה, מותן מה שניתן לראות מהציוו.

Players must succeed a DC 10 Investigation checks (6 of them) To discover hung portraits that might look like women. They must distinguish out of them who is the aunt he mentioned as part of the ingredients. The PCs must ask Donaven for clues how does his aunt looks like. He gives them clues to how she looks like.

The blue Lady

*She might've gotten crazy
Staring straight at you
Questioning everything you do
Neither dumb not very smart
Her one piece is not one of my works of art
Her jewels are what I loved to paint
Their intricacies no one can debate
She is important to know That I knew her so She
could smite you with her bow*

THE BEDROOM

The moment you enter the room, you are immediately being sucked upwards, like you are falling, just in the wrong direction. You fall on the floor in a loud "BOOM!" and break a chair that was there by coincidence, breaking two of its legs.

When you snap out of the shock, you notice you are in a bedroom. In one end of the room there is a four poster bed. In front of the bed, on the other side of the room, there is a low table with three mirrors and a low chair strapped in red cloth.

The large windows are draped with curtains. On the walls there are beautiful village paintings, snowy mountains, lakes, dock in a sunset and more and more... Some of them upside down and some are straight.

ברגע שאתם נכנסים לחדר, אתם מיד נשאבים למעלה, כאילו נפלתם, רק כיון הלא נכון. אתם נוחחים על הריצה בכו"ל "בומ!" נופלים על כסא שהוא שם במקורה, שנוראים שתים מחריגים שלו. כשאתם יוצאים מההלים, אתם שמים לב שאתה בחדר שני. בקצת אחד של החדר ישנה מיטה אפרירין. מול המיטה, בקצת השני של החדר ישנו שלוחן עם מזראות, מגירות וכיוצא מזווד בבד אדם. החולנות הגדולים מוגפים כמו שאר החולנות באחוזה. על הקירות ישנים פורטרטים יפהפיים של נשים כפריות, של הרם מושלגים, של רגמ, של מזח בשקיעה, של ספרינה בלבד ים ועוד ועוד ועוד... חלקן הפוכות, חלקן ישרות.

When the players rise up, whatever they've fallen on has its gravity reversed and is falling to the original ground.

The players must understand they need to look for pillows and pluck feathers from the pillow on the bed. The only issue is that whenever you touch an object in this room, its gravity shifts back to normal. Therefore, you must be very careful with whatever you touch.

Turning the picture frames on the walls changes the gravity in the room. Therefore, every time the players change the position of any of the picture frame, they must succeed a **DC 12 DEX saving throw**.



THE MAIN HALL

Finally, when all the ingredients are gathered, Donaven brings an alchemical potions table to the center of the main hall and instructs the players how to construct the potion. The players drink the potion one after the other, and immediately a ghostly figure appears in midair. They finally see Donaven. Donaven is an old-looking fella. He has a small belly and a mustache. He looks tired and have sorrow in his eyes. He is wearing a fancy jacket and a hat with plain shirt and pants. Like he is going to a party of some sort. He tells them his story. When the PCs ask him to craft the certificate for them, he agrees under one condition: That they will go to town to visit Bess. Once Donaven starts crafting the certificate, 2 [Shadows](#), 2 [Specters](#) and one [Banshee](#) appear at the mansion door and start attacking Donaven. They say:

"Oh, hello dear sir! We've heard a lot about you. We've come to see how you can help us. You are coming with us. Understood?"

These undead creatures were sent by their lord to have the master craftsman for his own, as he is now part of the land of the dead, he can enter the realm and be part of his court. A master craftsman's skills are much appreciated, even more so in the land of the wicked.

CREDITS

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