

# LAI DBACKDM TO THE MANOR BORN

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## AN ADVENTURE FOR 4-5 X 1ST LEVEL CHARACTERS

Constables Fik'l and Brit'l ask the PCs to accompany them as they investigate an abandoned manor on Lowtide Street - numerous people have gone missing around the area who witnesses claim were last seen entering the house. Is the manor now home to a serial killer?

Fik'l and Brit'l, NG Human **Guards**, are ambitious constables in the local city watch and solving this mystery might lead to a promotion. The house is known locally as 'Murder Manor', due to the tawdry circumstances of original owner Malish McGindry's death five years ago (his wife murdered him after she caught him in an affair with a demon). Several people have disappeared after being seen entering the house. Canvassing Lowtide Street confirms this. Several witnesses claim to have heard eerie moaning sounds coming from the house.

**MURDER MANOR** Is possessed by Sp't, a demonic spirit. When McGindry was caught by his wife and killed, the magical energies within the property made McGindry a **Ghost** and trapped the demon in the timbers of the building. The manor is now indestructible. The **House Demon** can cause multiple effects - roll 1d6 on the table to the right each time someone enters an unkeyed room.

**ROOMS** (Note: Each red X on the map is the location of an unlit candle - see Room 7)

- 1. Reception:** Once the PCs enter the door closes and locks behind them. Brit'l dies from a heart attack shortly after - there is no evidence of external interference. Blood leaks from the walls - the PCs must make a DC 12 WIS save or be frightened for 1 round, fleeing further into the house in a random direction.
- 2. Ballroom:** Fick'l dies from heart attack after entering. A low mist fills the room and it is cold enough to see one's breath. A DC 12 INT check identifies the faded bloody pentagram as a type used to summon demons. Various paintings of an unhappy couple hang on the walls. A DC 10 INT check identifies them as the McGindrys.
- 3. Lounge Room:** 2 **Giant Wolf Spiders** have built webs in the corners and across the doors so anyone entering is restrained (DC 12 STR check to escape). Several paintings depict the unhappy man and woman from the previous paintings, but each picture is of an individual, rather than a couple.

ROLL	HOUSE DEMON ROOM EFFECT
1-2	The PCs hear unsettling moans from all around them.
3	A random character sinks into the floor. DC 12 STR save or grappled/restrained for 1d3 rounds. 1d6 bludgeoning damage per round while grappled. DC 12 STR check to escape.
4	Poisonous gas fills the room. DC 12 CON save or 1d6 poison damage + poisoned for 1d6 rounds. A successful save means half damage and not poisoned.
5	The room's floor floods with warm blood. DC 12 DEX save or fall prone. A <b>Swarm of Rats</b> attacks (the swarm has immunity to the prone condition).
6	The walls scream. DC 12 WIS save or paralyzed for 1d2 rounds. A successful save means 24 hour immunity. A <b>Swarm of Bats</b> attacks.

- 4. Kitchen:** 2 **Skeletons** in aprons preparing a meal of foul, rotting flesh are most upset when disturbed. These are the leftovers of several victims.
- 5. Study:** 2 **Giant Rats** are gnawing on the brutally beaten body of one of the missing persons (confirmed with a DC 10 INT check). There are two ruined books in the corner - a DC 10 INT check indicates they are about demon summoning, but each is too rotted to be useful.
- 6. Master Bedroom:** Each round the PCs are in the room, the windows splinter and crack and shards of glass fly at them (DC 12 DEX save or 1d6 slashing damage). The windows reform immediately after, with no sign of a break.
- 7. Bedroom:** Malish McGindry is a **Ghost** (and identifiable as the man in the paintings) who was murdered by his wife in this room. He explains how the house was possessed by the demon Sp't and explains the exorcism process: collect the five candles (they were used in the original summoning ritual), take them to the ballroom, arrange them around the pentagram on the star's points, light them and recite a banishing ritual he teaches the PCs. He is unable to leave this room.

- 8. Cellar and Caves:** The walls tremble constantly, dust falls from the ceiling. 4 **Blood-seeking Stirgebats** attack anything entering the caves.

**OUT, OUT, DAMN SP'T!** Once the PCs follow McGindry's instructions they can recite the ritual, completing it in 2d3+1 rounds. Brit'l and Fick'l reanimate as 2 **Zombies** and attack with a **Swarm of Rats** during this time. Wind rushes through the room - PCs must make a DC 8 STR save each round or fall prone (the zombies and rats are immune to the wind). Once the ritual is completed, a distorted and angry demonic face appears above the pentagram, screams, then is sucked into the circle and disappears. The zombies and rats become inert/die if they are still fighting. The manor slowly returns to normal. McGindry's ghost appears, thanks the PCs and quietly fades away. The party receives 200 GP from the city watch as a reward for solving the crimes.

