

# The Manor



# The Manor

## 5

### CONTENTS

Introduction	1
Vineyard of Villainy	2
Cursed Concoctions by Chris Coski	7
400 Tavern Names by Sean Robson	10
Doors	11
20 Random City Encounters	16

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**Punch You in the  
Face Productions**

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# Introduction

Gaming is such a great thing. I've been doing it for decades and never tire of it. Sure I need a break now and then, but it doesn't take long for me to start doodling maps and imagining what is in that cavern/room/building. When I write an adventure or an article for the Manor I love those moments when I surprise myself and think, "Aw man, that is cool." I think I had a few of those moments this time around.

I like this issue, it's got a lot of old school fun in it. And its not all mine. This is the first time I've had others contribute (other than art and maps). Chris Coski and Sean Robson helped out by filling pages with their creative mojo. Both have produced fun and interesting pieces.

Oh, and then the art from Jay Penn. Look at those mugshots from the Vineyard of Villainy and look at that cover. Love the cover! Jay is fantastic. I've been a big fan and very happy that he agreed to grace my humble zine with his art.

I hope you enjoy the zine, and even better, I hope you find something you can use in your game. I love it when I read about a game night where someone used an adventure/table/magic item from the Manor. Enough of my yapping.

Enjoy,

Tim Shorts

11-12-13

# Vineyard of Villainy



Artwork by  
Jay Penn

Within the Vineyard of Villainy you will find four men of Evil. Their likenesses were captured by the talented and unflinching Jay Penn. This is a mere glance into their psyche and the lengths to which they will go to satisfy their dark hunger.

## MORTON MILLWATER

4TH LEVEL ELVEN/TROLL MAGIC-USER

S: 8, I: 16, W: 13, D: 9, C: 6, CH: 10

HP: 6, AC: 6[13], ATK: Staff (1D6), MV: 12, SAVE: 12

SPECIAL: Regenerates (1hp/round), Spells,

**1st Level:** Light, Magic Missile, Sleep

**2nd Level:** ESP, Locate Object

Morton died seven years ago when a warband of orcs attacked the campsite where he slept. He and his friends were slaughtered. Morton awoke two months later. His blond hair had been replaced by thinning dark hair, his pale skin was now olive in color and covered in small black pustules. The small features of his face had grown three times larger, but his eyes remained the same. He staggered to the main road, starving and thirsty. Confused with his transformation, he searched for someone to help. A group of mercenaries came upon him and hacked him into bits as he screamed for mercy. He awoke, whole, four days later near a stream.

Today Morton has accepted his troll heritage. Along with it he has learned to survive with his magical ability and troll blood. He takes what he needs and killing is preferred. He has acquired a taste for flesh. Morton keeps on the move. He ambushes easy targets along the road, farmers, women and children are his favorites.



## BROM SHATTERSTONE

6TH LEVEL DWARVEN CLERIC

S: 12, I: 11, W: 15, D: 11, C: 14, CH: 12

HP: 27, AC: 0[19], ATK: Shadow Mace (ID6+2), MV: 9, SAVE: 10

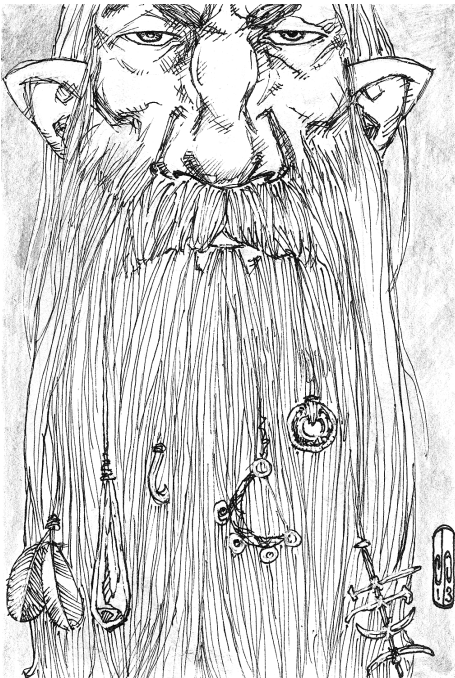
SPECIAL: Spells, Control Undead

POSSESSIONS: Shadow Mace (+2 to hit and damage, drains 1 STR/hit), +2 Plate Mail, Shield

**1st Level:** Cause Light Wounds (2x), Detect Magic **2nd Level:** Hold Person, Silence 15' Radius **3rd Level:** Speak with the Dead **4th Level:** Cause Serious Wounds

Brom Shatterstone was forged from his clan's hatred for his family. His father was one of the dark dwarves who were the first to explore the depths where light refuses to function and a devote follower of Nillium, the God of Eternal Darkness, an ancient dwarven god whose time had passed due to the sacrificial nature of the ceremonies.

Brom's father disappeared during an exploration, but there was much talk about foul play. There were many who were relieved that he no longer walked among them. Brom dedicated his time to the study of Nillium. It did not take long for the dark god to take an interest in a new disciple. As a gift, Nillium provided Brom time to speak with his dead father who told him the clan killed him by collapsing the mineshaft he explored.



For the next few years Brom made himself an honorable clan member, decrying his father's faith and doing as a proper dwarf should do. During the Feast of Glory, Brom poisoned the ale and watched as hundreds of his clansmen fell frothing to the ground grabbing at their throats. He offered them all as sacrifice to Nillium.

Brom Shatterstone is now considered one of the greatest single enemies to dwarvenkind. The feelings are mutual. Brom no longer sees himself as a dwarf, he is now a creature of Nillium. Everyone else is an enemy. Dwarves are just one race of many for his god to consume.

## GROVER STILLMAN

9TH LEVEL HUMAN ASSASSIN

S: 11, I: 14, W: 13, D: 15, C: 14, CH: 14

HP: 43, AC: 1[18], ATK: Malific Dagger (1d6+1+Poison), MV: 12, SAVE: 7  
SPECIAL: Poison, Thief Skills, Backstab

POSSESSIONS: Malific Dagger (+1 to hit and damage, absorbs poisons), 3 doses of Ghoul Poison, Obscured Leathers (provides +3 to AC, first strike always misses), +2 Ring of Protection, Potions of Invisibility and Ethereality.

Grover is a simple looking man with a interesting demeanor, he looks very serious, but is actually very funny. He has many friends and the children love being around him. He runs a small trading post with his brother, but this is cover for his other activities. He is a member of the Whispering Blades Assassin Guild. Grover is very matter-of-fact about his profession. He does not get emotional, he is methodical in his planning and has successfully, completed fourty-three contracts.

Grover is an expert with the use of poisons and created his own concoction from the blood of ghouls. The victim is completely paralyzed. This allows him to read aloud the target's crimes and to sing a short prayer of the Justice Bringer before the death blow is delivered.

While Grover is well-off, he has a good business, and his professional assassinations have given him more money than he will ever spend. In spite of this he still continues to refine his profession. He experiments with poisons on different types of people and creatures. He travels to small towns and stays at a local inns under a disguise. There he selects his practice victims. A few months later, if his victim had a family, he will leave them a generous gift as payment.



## IVAR GRUBUAM

13TH LEVEL HUMAN FIGHTER

S: 18(+2,+3), I: 10, W: 13, D: 15(+1), C: 16(+1), CH: 11

HP: 59, AC: -2[21], ATK: Brimstone Axe (1d8+2+ 3+1d6 fire damage), MV: 12, SAVE: 4, SPECIAL: 13 Attacks vs. Creatures of IHD or Less, Parry.

POSSESSIONS: Brimstone Axe (+2 to hit and damage, on successful hit target must make a save or take an additional 1d6 fire damage) wielder is immune to normal and magical fire. Manticore Armor (+3 Plate Mail, can do a spike burst automatically hitting everyone (1d6) in a two hex radius. +1 Ring of Protection. Three Potions of Extra Healing and One of Heroism.

Ivar is the Lord of Brunderland. While he serves the king, he does as he pleases on the edge of civilization. His lands border the Barbaric Plains. Ivar has made a career fighting the Plains Barbarians. He enjoys piking their heads along his border and the roads to his castle. He has developed effective torture techniques to ply against the barbarian horde. He has written books about the effectiveness of his torture and prides himself on his accomplishments.



Warring with the barbarians gives him purpose and the freedom from the king's watchful eye. Should the barbarians cease to exist he would be obsolete. He allows the barbarians to regain their strength, to rebuild their arsenals. Ivar's problem is simple: he is extremely good at killing barbarians. He could have taken the Barbaric Plains a dozen times over, but becoming a conqueror is not his goal, not what he needs. He needs the war with the barbarians so he can remain free to do as he pleases.



# CURSED CONCOCTIONS

BY  
CHRIS COSKI

Discomfort, disease, and death are easily dispensed in liquid form. All of the following curses take effect when the slightest sip is consumed. "Humanoid" refers to PC races as well as bipedal, intelligent monsters.

## DECANTER OF DEHYDRATION

Anyone drinking from this vessel is cursed with an unquenchable thirst, and must save daily or lose 1 hp/day from dehydration, regardless of how much water the drinker subsequently consumes. The effect lasts until a *Remove Curse* spell is cast on the victim. HP lost from dehydration can be restored by normal hydration at the rate of 1 hp/day *after* the curse has been removed.

## EAU DE TROG

This potion smells of a fine perfume, but when applied to the skin it reacts with humanoid body chemistry to create a nauseating smell that surrounds the victim in a 10' radius. The victim continues to smell only perfume, but all others within the 10' radius (enemies or allies) suffer from severe nausea, resulting in a penalty of -1 to AC, hit, and saves. The person wearing Eau de Trog has a -4 penalty to reaction rolls. The effect lasts 2d6 hours.



## ZOMBIE COCKTAIL

The drinker is temporarily transformed into a zombie-like state for 3d4 turns (30-120 minutes). Though not actually undead, the drinker is indistinguishable from, and has the same stats as, a true zombie. In true zombie fashion the drinker will attempt to eat the brains of any humanoid that comes within a 30' radius. If a chaotic mage or cleric is in the vicinity, he can control the victim so long as the zombie-like transformation lasts. The imbiber can also be turned by a cleric.

## BABBLE BREW

The drinker babbles uncontrollably in a normal-volume speaking voice for 3d4 turns. During this time, chances of attracting wandering monsters are doubled. Additionally, surprise and attempts at stealth are impossible while the effect lasts. This will also eliminate any chance of casting a spell.

## GIBBER JUICE

The drinker speaks a random language at the start of each day. This continues until the curse is nullified by a *Remove Curse* spell. Roll on the table below to determine the language of the day. The victim can only speak in the language rolled (gesture and writing are not affected), but still only understands the languages he normally knows.

Roll	Language	Roll	Language
1	Dwarvish	7	Harpy
2	Elvish	8	Pixie
3	Orcish	9	Lizard-Man
4	Bugbear	10	Ogre
5	Goblin	11	Minotaur
6	Kobold	12	Medusa



## PLUMBER'S POISON

Upon drinking this potion, every metal object the victim touches with his hands turns to lead. Many objects touched will become too heavy to carry. The effect lasts until *Remove Curse* is cast.

## PHILTER OF PHEROMONES

The drinker exudes a pheromone from a random type of creature, sending a random signal:

ROLL	CREATURE TYPE
1	Humanoids
2	Non-Humanoid Reptiles
3	Non-Humanoid Mammals
4	Insects
5	Undead
6	Fungi, Molds, Oozes

ROLL	SIGNAL SENT
1-2	Danger! Run away from me!
3-4	I'm food – come and get it!
5-6	I'm your new leader, follow me.
7-8	I'm in the mood for love – mate with me.
9-10	Mommy? Come clean and feed me.

All creatures of the type affected will be forced to obey the pheromone signal. On a "humanoid" result, members of the victim's own party are allowed a save to resist the pheromone. The range of the pheromone is 60', and the duration is 2d6 hours.



# 400 Tavern Names

## by Sean Robson

Pick one adjective and one noun or, if you're feeling whimsical, roll 1d20 for each. So, you all meet at the...

### Adjective

1. Sneaky
2. Rusty/Tarnished
3. Slippery
4. Screeching
5. Silver
6. Gilded/Golden
7. Flaming/Burning
8. Smelly/Farting/Noisome
9. Wailing
10. Red/Crimson
11. Jolly/Happy
12. Sullen/Gloomy
13. Greedy/Gluttonous
14. Writhing
15. Smoking
16. Penitent
17. Lusty/Horny
18. Prancing/Dancing
19. Silent/Whispering
20. Jade



### Noun

- Eel/Hagfish
- Wench/Harlot
- Rapier/Sword/Warrior
- Scorpion
- Shiv/Dagger/Thief
- Weasel
- Skull
- Gargoyle
- Sepulcher/Tomb
- Shrew
- Banshee
- Ghoul
- Harridan
- Gorgon
- Vixen
- Zombie
- Flagon/Reveler
- King/Queen/Crown
- Dragon
- Urchin





Doors are an underappreciated element in every RPG. We ask so much of them and they get so little in return. But imagine if you stepped out of your shorts and into the shorts of a dungeon engineer. Besides the risk of a rash, you'll start considering your doors with more love and care. Our gnomish salesman, Onavus the Obstinate, walks you through our sales floor to show you the latest batch of doors. The next time you need to build a death trap of a dungeon or decorate your home, consider us first for all your portal-blocking needs.

## THE OXFORD

Oh, this is a good door. Top of the line. Expensive as the king's syphilis treatments. It is made of treated heartwood. The average dimensions are 8' high, 4' wide, 5" thick and weights in at an impressive 320lbs. It comes in either a flat or arch top and the buyer has three shades of brown to choose from to match their décor. These beautiful doors grace the grandest palaces and temples.

Oxfords are known for their complex dual-locking system. Parallel locks make it nearly impossible to pick. One lock may be manipulated open, but it only causes the other to engage. Their patented twin key opens both locks with ease.

The following add-ons are available and expensive.

- **Secret Lock** can be installed behind a false bolt head. This adds another layer of protection.
- **Pick Breaker** will make picking the lock annoying and expensive. If the lock is manipulated by anything other than the twin key, a piece of metal (the pick breaker) violently slides over the hole snapping picks and dagger blades.
- **Reinforced Steel Bands** to make breaking through nearly impossible. At the factory the Reinforced Oxford withstood the pounding of a frost giant.

- **Spikes** in addition to steel bands, spikes can be added to thwart the foolhardy who would dare to slam into your door.
- **Internal Hinges** why go to all that trouble of a fancy lock and reinforcement when the looters can pop the hinges and take off the door instead of going through it? Internal hinges are hidden within the door frame denying a clever adventurer easy access.

### THE PROS

The Oxford is a beautiful and reliable door. They are resistant to damp dungeons so they stick less. With reinforcements, this door is nearly unbreakable and the redundant locking mechanisms will frustrate any thief into retirement.

### THE CONS

It is expensive. No way of getting around that fact. A single door without any frills can cost 200sp. The twin keys are known to break and getting a replacement can be another added expense. Especially on the weekend.

## MAGAROSS

A Magaross door is created with the dark woods of Carrion Copses. It has the distinct odor of rotting flesh. Not surprising, one of its properties is that it attracts corporeal undead. It is used in necromantic homes to keep their undead from wandering off. Other practitioners of the dark arts favor the wood because it takes on an enchantment with ease. The average size is 6' high, 3' wide and 1" thick.

As far as security, without protective enchantments, the Magaross is a fragile door. A few good whacks with a heavy weapon will splinter it to kindling. But it can easily become a stubborn barrier with a few selected spells. Many proud owners place magical locks on the door since the Magaross isn't equipped with one.

The following add-ons are available, but some exchange is required. Coin is okay, but the makers prefer magic.

- **Umber Lock** the locking mechanism is not overly complicated, but it is made from the hardened eye of an umber hulk. Anyone trying to pick the lock will be confused (as per the spell) for 3d4 rounds.

- **Spirit Wood** is one of the most popular options. The wood can possess a guardian spirit that attacks anyone who attempts to open the door. The spirit will not attack someone who possesses the key. So don't forget it.
- **Disease Touch** is a favorite of necromancers. Touch the door and contract a disease. Since most death dancers are immune, it is not a problem. If that weren't enough, you have your choice of three deadly diseases: mummy rot, Miaelan disease\*, and the classic, but never out of style, Black Death.

\*Miaelan Disease causes the bones to grow spines, a very painful process that often kills the person.

### THE PROS

The Magaross is a specialty door for necro-workers. It enhances a creepy atmosphere with look and smell. If you need to keep your undead contained you couldn't do better. And if you want an enchantable door, the Magaross is one of the best.

### THE CONS

If you have a sense of smell and don't like having undead wandering in at all times this is not the door for you. This door is to dissuade thinkers, not brutes. The Maragross is a specialty door and while the flat costs are reasonable, the enchantments can start rotting a hole in your pocket.

## DELAROGUE

This is one amazing door. The Delarogue was designed and built by the thieves' guild itself. Their specialty tinkers and craftsman created a door that has a 32 lock system! Holy lockpicks. Originally it was created as a training tool, but after a few of the master thieves installed these doors to safeguard their valuables, dungeon masters were quick to place orders.

The Delarogue has an interesting construction. It is nearly hollow because of the intricate locking system. But don't let this fool you. Those thieves' guild craftsmen know their stuff. The inside of the door is reinforced by a series of steel plates and supports. In the laboratory, strength tests were inconclusive. While the sample was small—only four doors—each had varying results. The first door was able to

withstand the brutal bashing of an ogre, but the locking mechanisms were damaged. No one could open it. The second door was smashed open by the ogre; while the mechanisms withstood the blows, our thief was able to find the false locks (more on those later) and get through. Still, it took him nearly an hour. The third door was destroyed and the fourth withstood the ogre and after two hours our thief was unable to open the door. Sorry folks, we cannot give an accurate account of its durability.

Here are a few of the add-ons for some extra coin. The guild likes their money so these are gonna cost you.

- **False Locks** are a standard in a thirty lock system. There are usually one or two, but you can add a few more to really make the process aggravating enough to make a thief stick a pick in his eye. If someone attempts to pick a false lock it will reset all the locks and the process will need to be started over.
- **Steel Door Frame** really adds to the cost of the door, but is supposed to make the Delarogue nearly impenetrable. It fixes some of the problems I mentioned in the durability tests.
- **Master Key** is a feature that should be included automatically, but the thieves guild is going to squeeze as much coin out of your pocket as they can. The Master Key can open the door by unlocking three of the locks in a certain pattern.

## THE PROS

You're not going to find a more complicated locking system anywhere. It will make master thieves curse your name. With the addition of the steel frame the durability is improved greatly and will keep out the brutes and bashers. I've heard adventuring parties come across these doors and just keep going. Just the sight of Delarogue can frustrate the best delvers.

## THE CONS

There's a big one. The thieves guild puts a hidden mark on these doors so if one of their higher ups comes across it they can identify the mark and know which are the false locks. You need to find this mark and scratch it off. I might get in trouble for telling you this, but when



you get threatened by...never mind. Just find that mark and get rid of it. You're buying from thieves. They always have an angle.

Durability is a question without the reinforced door. There were some reports of intricate locks jamming, but we didn't find any of that during our study. Just buy the Delarogue with caution.

## **MARCHUZ (ORCIAN)**

The Marchuz is our wildcard entry this time out. It is not for sale unless you're an orc or have enslaved a door-crafting orc. We collected nearly fourty Marchuz doors from various dungeons of the region and found something interesting. While each door is made of layers of hard wood their locking systems varied a great deal. Varied, as in the wheel lock sprouted two to eight steel bar locks. Simple, but very effective.

Ogres and axes worked well against the door (particularly in combination), but it took considerable time to break through. The layered wood worked well against bashing weapons. And for some reason, whether it is a flaw or just the way they make their doors, the orcs always leave a fairly large gap between the floor and the bottom of the door. This was a consistent feature in all the Marchuzs.

There are no add-ons to speak of other than the increase in the number of steel bars on the wheel lock.

### **THE PROS**

A simple, crude door with some elegance in its construction. Its purpose is not to stop brutes, but to slow them down. There is no way to pick the wheel lock so thieves are nearly taken out of the picture.

### **THE CONS**

It provides very little in the way of privacy with the large gap at the bottom. It takes a fairly strong person to use the wheel lock. Those things are not made for weaklings.

# 20 RANDOM CITY ENCOUNTERS

#	ENCOUNTER	#	ENCOUNTER
1	Psychopath in the Fire	11	Wandering Peddler
2	Drunk Guard	12	Woman in Distress
3	Riot for Healing Potions	13	Forgotten Corpse
4	Badass Boric	14	Long Time Friends?
5	Haunted House	15	Child Killer
6	Mystery Bags	16	Alleyway Politics
7	Man on the Run	17	Vampire Decree
8	Return to the Salt Mine	18	Toxin in the Air
9	Dramatic Revenge	19	Rogue Mage
10	Lord of the Rats	20	Chicken and Pastries

## 1. PSYCHOPATH IN THE FIRE

Fire billows out from a small, one-story building. Screaming can be heard from inside. A woman is cowering in the corner. Another person is slumped over the table. His right side is on fire and he is not moving.

Claudia murdered Malum by poisoning his ale. She set the fire to cover her crime and to attract her next victim. She could easily escape if needed. If saved, the person who saves her will become her next target. Claudia is possessed by an evil spirit (she wasn't all that good to begin with) and is compelled to kill. Poison is her favorite method, but a large knife in the back is a close second.

## 2. DRUNK GUARD

A drunk guard approaches the party and burps loudly. He looks at the largest character and snorts, "Don't thinks I don'ch know wha'n you dones. I knows. I knows wha'n you'n did." After this he finds a wall to lean against, slides down and passes out.

If the party chooses to search him, he is armed with a short sword and dagger, good boots, warm cloak and a money pouch containing 21sp and 12cp.

### 3. RIOT FOR HEALING POTIONS

A small group of people are gathered outside a shop. A gnarled tooth man with a club is keeping the crowd away from the door, but it's obvious he won't be able to fend them off much longer.

The crowd feels it has been cheated by the owner of the shop, Hugo (see Manor #2 **Hugo's Healing Potions**). If the party joins the crowd they can get in on the looting. For each round looting the players will get 5d6sp and for every 10sp they find they will get a healing potion. The city guard will arrive in five rounds. If the players remain, they will be arrested and all money they possess will be confiscated and forced to pay an additional 25sp fine.

Should the players help calm the crowd (they will need to do this for 1 turn until the guards disperse the crowd) Hugo will grudgingly knock off 1sp from the next time they buy healing potions.

### 4. BADASS BORIC

Four men and one woman are shackled together and being led through town by a dwarf on a large dark horse. He is in full armor and wears two broadswords on his belt. There are another dozen swords of various designs hanging from his saddle bags. People make way for the warrior and his prisoners. A party member recognizes one of the prisoners as a friend.

The warrior is Boric, Warden of the West Marsh, Slayer of Opopulius and the only man known to return from the Hall of the Damned. Boric is pure badass. The laws of the city do not apply to him. The kingdom needs him and his army defending the western border from the creatures that live within the Swamp of Abominations. Boric is known to collect 'volunteers' to serve his men. Servants tend to have a short life expectancy. Some are killed by creatures, but most go insane and take their own lives.

Should the players attempt to free their friend they can buy him

for 100sp. Attempting to take him by force will likely result in the death of the offender. The city guards will not interfere if there is a battle. The other option is to follow Boric to the Absent Inn outside of town and free their friend that is kept with the others in the stable. There is no set guard, just the stable boy keeping watch. Boric will travel to the next village and collect other men.

## 5. HAUNTED HOUSE

A walled villa within town is said to be occupied, but very few people can tell you who or what lives within. Though no one is ever seen coming in or out the place is well maintained. At night, people say there are eerie blue lights that move within the villa.

The owners of the house died two months ago. People of the area—even friends and relatives—do not remember who lived in the villa. The memories vanished. The Foyable family that lived within dug another level to their cellar when they accidentally broke into a long-forgotten crypt. They released an oblivion spirit that drains its targets much like a wight, but as it absorbs its victims' souls they fade from existence. Even those that knew them intimately will have no memory of them. Once the oblivion spirit drains its victim (0xp) it will be as if he never existed.

**Oblivion Spirit:** HD 5; HP 22; AC 2 [17]; Atk 2 claws (1d3); Move 12; Save 12; AL C; CL/XP 7/600; Special: Touch absorbs 100 to 300xp (100xp for every point of damage done, no save) once the victim reaches 0xp their spirit is consumed and he fades into oblivion.

## 6. MYSTERY BAGS

A man stands off the street shouting, "One silver for a bag." He's got a dozen small burlap bags in a basket at his feet. He won't let anyone touch them, but they can select which one they get. If asked what's inside of them he will say, "You gotta pay to see".

### Roll to determine what's inside (d12).

1-2: Three rocks with the word 'ow' written on them. Sling ammo.  
3: Enough pipe tobacco for one smoke.

- 4: A rope with a knot in the middle. A wishing knot.
- 5: A pair of candles.
- 6: A full water flask.
- 7: Token for a free beer at a local tavern.
- 8-9: A plate with a forest painted on it. Lots of happy trees.
- 10: A small 12-page booklet. Blank.
- 11: A 16" by 16" piece of cloth dyed red.
- 12: Three pieces of chalk.

## **7. MAN ON THE RUN**

A man is running down the street. He knocks over a apple cart vendor and bounces into a woman whom he knocks to the ground. His right hand is wrapped in bandages. Four city guards are chasing him.

The man is Obber, a not so smart thief, who already lost his right hand two months ago because he was found guilty of stealing. This time he stole a golden emblem from the banner of a knight, Sir Berringer. If Obber is caught his left hand will be lopped off. If the players subdue him the guards will thank them, but will get no such gratitude from the knight. If the players help Obber escape he will thank them, but try to get away from them as soon as he can. The emblem is valued at 100sp. To Sir Berringer, it is worth considerably more. He will lose face amongst the other nobility if he does not retrieve his emblem.

## **8. RETURN TO THE SALT MINE**

A woman and her two children are standing in the street trying to get the attention of anyone who will listen. She is frantic. The two children's faces are covered with road dirt and streaked with tears. They look terrified.

Andria is looking for anyone who can help her. Her husband Paco was in the salt mine when a creature entered and attacked him. She could still hear Paco groaning in pain. She needs someone to save him before the creature eats him. See **The Salt Pit**, Issue #1 of The Manor.

## 9. DRAMATIC REVENGE

A man dressed in fine clothes rides his black horse through the streets. He stops before a building and begins shouting, "Henry! Henry, come out and show yourself, you coward. Stand before me so I can extract my revenge. Come out and show yourself if you have one crumb of dignity. The gods will..."

If asked questions he will just say, "I must right a wrong. Justice must be done." This will go on for a while. The guy will spout dramatic phrases in attempt to conjure Henry from his home. Henry isn't home, he's in bed with the guy's wife again.

## 10. LORD OF THE RATS

A small horde of cat-sized rats flow into the city streets. As the guards fight off the first wave of rats, a group of wolf-sized rats, charge through the streets attacking anyone in their way. A few rounds later an albino rat, the size of a bear, appears.

The albino rat is Swinster, Rat Lord. Recently a group of adventurers attacked their nest. Swinster seeks to kill twenty to equal the deaths delivered by the adventurers and to remind those who live above ground to fear those who dwell below.

**200 Giant Rats:** HD 1d4; HP 2 each; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

**20 Monstourously Huge Rats:** HD 3; HP 12 each; AC 6[13]; Atk 2 claws (1d3) and bite (1d6); Move 12; Save 14, AL C; CL/XP 4/240; Special: 5% are diseased.

**Swinster, Rat Lord:** HD 7; HP 34; AC 4 [15]; Atk 2 claws (1d6) and bite (1d12); Move 12; Save 9; AL C; CL/XP 9/1100; Special: Immune to normal weapons, bite causes disease, save negates.

## 11. WANDERING PEDDLER

A man in a goat-skin vest and cap doffs his cap as you pass. He is tall and thin, over his shoulder he carries a satchel. "Good day to you good sirs. My names is Geoffrey, Peddler of Wondrous Wares. If I could have a moment of your time I could show you my wares that I've collected from far-off lands. I've traveled

across desert, sailed across the seas, and hiked up the highest mountains and trekked through the darkest vales to bring you my wondrous wares." He pats his satchel. Geoffrey will be extremely polite even if treated roughly.

Geoffrey has many unusual items. Ivory combs, rainmaker sticks made from petrified snakes, mirrors of silver, a necklace made of owlbear bones, a preserved cyclops eye, lightening rods made in the shape of beetles and spiders, the miniature skull of a troll, pipes made from underground trees known as blackwood, a pin made from the woven hair of an elven maiden, a pouch of crystals mined from the Cave of the Oracle, and many other items. None of these are magical. All are unique curiosity items and Geoffrey has an interesting background for each one. He will accept a fair price for any of his items.

## **12. WOMAN IN DISTRESS**

A woman staggers out from a side street. She is battered and bruised. When she sees the party she reaches for the nearest character. "Help me please. They've killed my husband." She will then faint.

The woman is Clarice, a member of the Coventry Guild, a glorified group of bully boys, thugs, and petty thieves. Her job is to get the party to go into the side street. They will find an unconscious man in front of a barrier blocking the street. As the party enters they will collapse debris from the other end attempting to pin the party within. A group of four are on rooftops shooting at the party with short bows and three more members are on the other side of the barricades with spears to keep the players pinned within. They have recently taken to hitting adventuring parties. They have great loot and so far have been successful in their last two attempts.

**10 Coventry Members:** HD 1; HP 4 each, AC 6 [13]; Atk spear or bow (1d6); Move 12; Save 17; AL C; CL/XP 1/15; Special: none.

### **13. FORGOTTEN CORPSE**

The party sees a foot sticking out among the debris littering the streets. It is an older man with tattered clothes. He looks to have died in the night. He has 2 copper pieces in his pocket and an exquisitely rose drawn on a dirty scrap of paper.

Paul was a transient that came to town a few months back, but he never found work. He stole what he could to survive, drank and died in his sleep last night when the weather turned cold.

### **14. LONG TIME FRIENDS?**

A short, balding man takes up conversation with one of the players. It doesn't really matter what the player says the man will continue on with fanciful stories of 'remember when' of things that happened when they were children.

Chark is the man's name. While he is a little daft he seems like a good guy and if treated reasonably he could prove to be an asset to the party. He owns a small house in the city and has a small delivery business. He knows quite a few people in town and could possibly make introductions. Chark will hold a grudge if he is insulted.

### **15. CHILD KILLER**

A small boy struggles to carry a bundle of kindling. Two other, large boys are teasing and tripping him.

The boy's name is Linden. He is thin and looks to have not eaten for days. He gathered firewood from the woods hoping to sell it. He's been turned down by several businesses, but he is determined to make money to buy food for him and his father. He is a serious kid and won't smile or laugh. He acts mature for his size and age. He also is a killer. He's killed four children who bothered him in the past and now has two more to add to his list.



## 16. ALLEYWAY POLITICS

The party passes an alley and sees a guard taking coins from a pair of thugs. The group sees the party and the two thugs vanish into the darkness of the alley. The guard approaches the players looking angry. "Best forget what you saw for your own good. One word of this and I'll lose you in the deepest hole in the city."

Tollis is a sergeant of the guard. He leads a patrol in the city. He's been selling information about patrols. Most of the men he supervises also take bribes. If the situation is made public the guard protects its own and makes life miserable for the party.

**Tollis (Ftr5):** HD 5d8; HP 26; AC 4[15]; Atk 1 longsword (1d8); Move 12; Save 10; AL N; CL/XP 5/240; Special: None.

If Tollis is attacked he will blow a whistle. In 1d4 rounds 3d4 guards will appear.

**Guards (Ftr1):** HD 1d8; HP 5 each, AC 5[14]; Atk 1 spear (1d6); Move 12; Save 14; AL N; CL/XP 1/15; Special: None.

If Tollis is killed or more than half the guards are killed the remaining guards will flee to the guard tower to get reinforcements.

## 17. VAMPIRE DECREE

Announcements are being made around the city of vampire activity. People should take precautions at night (garlic prices are 10x normal). The lord is looking for able-bodied men to join in the hunt for the vampires. Earn 5sp a night and if you assist killing a vampire the lord will reward the slayers with 5gp.

Many people are turning out for the vampire hunt. But it is also causing others to kill innocent people for the easy money. One hunter, Jackson, is killing street dwellers and then filing their teeth into fangs. He's collected on three and intends to continue. However, there is a real vampire on the loose. It's trying to create a brood. His coffin is located in a ruin tower outside of the city.

**Vampire:** HD 7; HP 35, AC 2 [17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 9; AL C; CL/XP 10/1400; Special: immune to non-magic weapons, only killed in a coffin, regenerate (3/round),

gaseous form, shapeshift, summon rats and wolves, charm gaze, drains 2 levels with hit.

## 18. TOXIN IN THE AIR

People are very ill in a section of the city. Their skin is red and burning. Panic is spreading. Travel into and out of town is limited.

Since this is a poorer section of town the authorities are going to do very little. A local herbalist has brought in a supply of Composita Flowers. Should someone examine the area they will notice the cases are more severe around the herbalist home.

## 19. ROGUE MAGE

A tavern fire killed several people. Witnesses blame a mage and report seeing a fireball. A bounty of 10gp was issued to bring the mage in alive. The guard will offer 11gp if he is brought in dead.

Hetorm is a young mage with a bad temper. He drank too much and took offense to a perceived slight. He is on the run and is terrified. He will use any of his spells and kill anyone. Hetorm is looking to find a boat to escape. He is still hiding in the city.

**Hetorm (MU5):** HD 5d4; HP 13; AC 7[12]; Atk dagger (1d4) or by spell; Move 12; Save 11; AL C; CL/XP 7/600; Special: Spells.

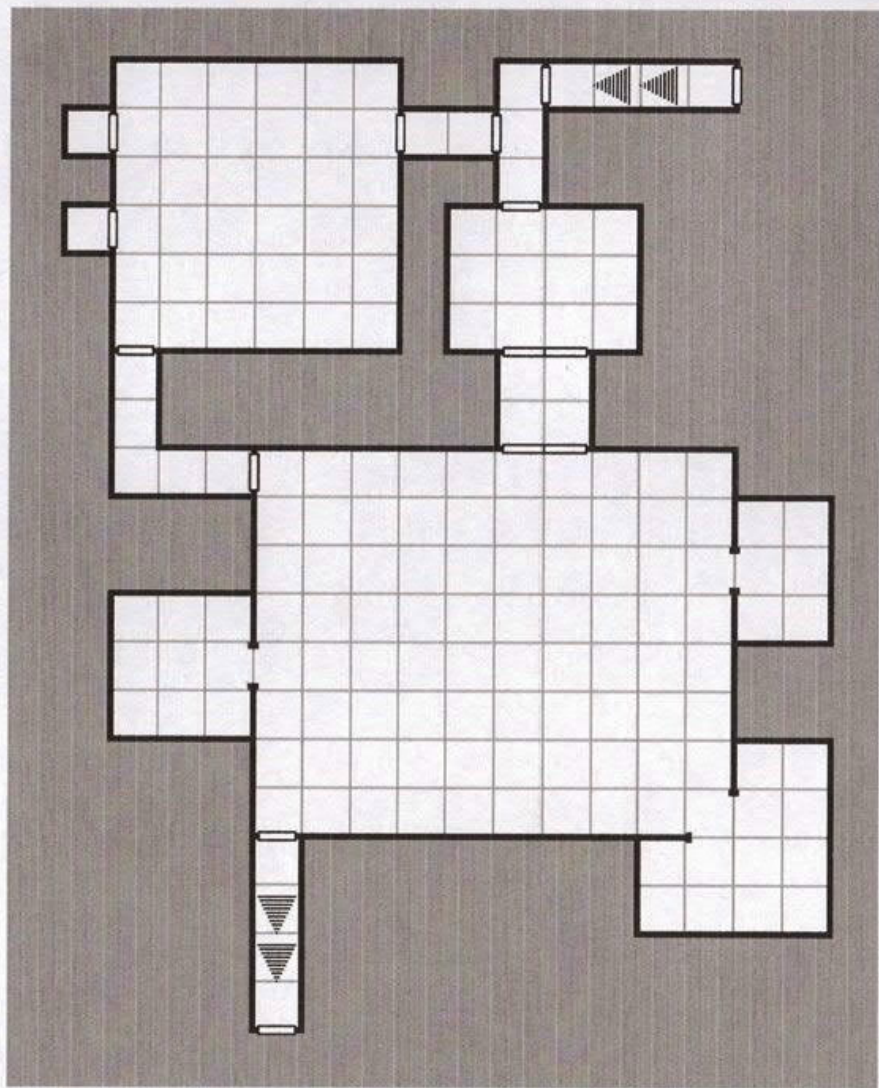
Possessions: Potion of Extra Healing, Ring of Corma (+2 AC and Normal Fire Protection, but wearer needs more sleep).

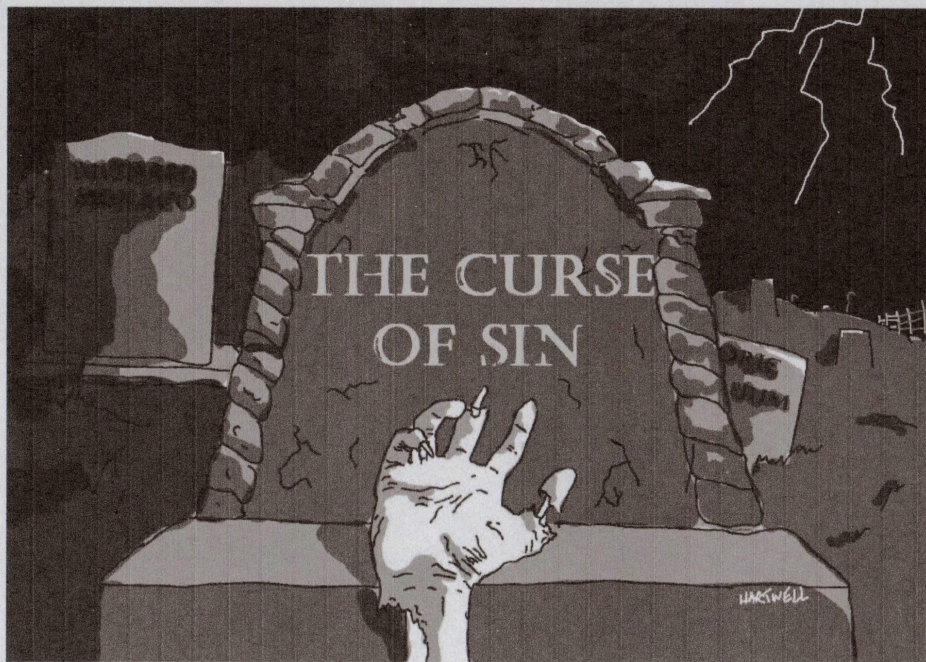
## 20. CHICKEN AND PASTRIES

A short, red-haired woman sits in an open-air stall. She has four chickens turning over a fire. Several people are sitting on stools and the ground enjoying her cooking. As you get closer you notice she has a large basket behind her covered in cloth. You catch a glimpse of fist-sized apple pastries. She turns and smiles, "Come, sit and eat. There is plenty. She has a cup next to her that is filled with silver coins. "If you enjoy the meal give what you like. Ingredients for the next meal would also be appreciated.

There is nothing insidious here, just a woman who loves to cook and sharing the food with others.

# RANDOM ~~HAND~~ DRAWN MAP!





Written & Illustrated  
by  
Dylan Hartwell

*Tombstones of Terror The Curse of Sin* is a mid-level adventure for character levels 7 - 14. This adventure is a mini-megadungeon good for a few sessions of intense gameplay. It has all of the maps and monsters clearly keyed for easy grab-and-go playing. It's also modular, and will fit easily into nearly any scenario you're currently employing. The format also facilitates expansion if you'd like to enlarge the adventure into an epic quest.

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