

THE MANSION ON MISTY MOOR



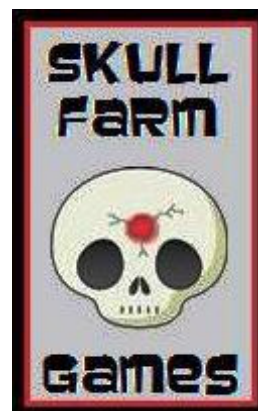
A Mature* Adventure for Characters Level 5 – 7

* - Labeled Mature for Extremely Graphic Depictions of Torture, Gore, Dismemberment, Death, and Cannibalism

For use with the 4th Edition

**DUNGEONS
&
DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and
Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.



The Mansion on Misty Moor

For PCs level 5-7

While in Burden's Peak, the PCs are approached by a local cleric of the church of the Raven Queen. He has heard of the PCs exploits, and requests that they lend their courage and abilities as a service to the Raven Queen.

The cleric introduces himself as Beldric, and then tells the PCs a strange story:

Six years ago, a man and his wife had reached the pinnacle of wealth. They had a fantastic mansion built to the northwest of Burden's Peak, just outside the safety of the large walls, and proclaimed it their retirement home. All was well for several years, and then local girls started to go missing. These girls were mostly homeless or runaways, so little alarm was raised. By the time people began to take notice, more than a dozen girls had vanished.

This went on for a few months, with another girl vanishing every few days. Locals were questioned, but no leads were ever discovered. Rumors began circulating that perhaps the wealthy man in the new mansion was not the friendly old eccentric he pretended to be. According to a guard who had been drinking heavily one night, the old man had been seen walking through the streets of Burden's Peak, sneaking from building to building.

These disappearances continued for yet another few months. Finally, enraged townsfolk formed a makeshift hunting party and made their way to the huge mansion. It was very late, and the only light was shed by the mob's torches as they ascended the hill that led to the mansion. When they threw open the door to the huge house, the screams started.

Blood covered everything in sight. The metallic smell of it was nauseating, and several mob-members turned back on the spot. Those that ventured on made written accounts of what they saw, many of which have been passed on to the Church of the Raven Queen, including the one Beldric then begins to read from:

The smells. Curse the Gods for granting me the ability to smell. It was the stench of rot, decay, and evil. As we made our way from room to room, the things we saw became more and more sickening. It was like entering a madman's nightmare. Skulls and bones lay strewn about the manse haphazardly, and insects plagued every inch of the home. Upon entering the main dining hall, I lost my stomach. Hanging from a huge chandelier above the table was the body of a young woman, her stomach cut down the center and her entrails dangling down to the table below. Seated like banquet guests around the table were yet more bodies, some posed as though in conversation. These horrific sights continued throughout the entire ground floor. We made our way upstairs, only to be greeted by more of the same. In a far bedroom we found

the old man's wife. She had been dead for perhaps weeks, her decomposing corpse dressed in her bridal gown. She had been laid out on a bed, a fresh bouquet of flowers in her withering hands. Finding no sign of the old man, we mustered the courage to venture into the foul cellar of the mansion. A literal mountain of decaying bodies greeted us at the base of the stairs. In the far corner was the old man himself, hanging by a length of rope from a rafter. A scrawled note in his clenched fist read, "My work goes on, though my body lies still". We left the mansion, assured the terror was over. We left it for the animals, the Gods, and the elements to reclaim for themselves.



The rumor of late is that the house is evil. The house itself has taken on the evil mentality of its residents. It is said that none can enter the house without going mad. It is said that to enter is to sign one's own death-warrant, as the very souls of those slain in the house walk the halls and rooms, seeking revenge for their deaths.

Beldric says that those rumors are completely ridiculous, of course, as it is nothing more than a house. Beldric goes on to say that he was approached by high priests of the Raven Queen to inspect the mansion, as the Raven Queen holds death as sacred, and to interfere with its natural process is a blasphemy. He was told to recruit protection while he investigated the home, and to offer those willing to help \$2000 gp each for their services.

Should the PCs agree, Beldric seems pleased. He tells the PCs that they will leave in the morning, and to meet him at the Church of the Raven Queen at dawn. He assures the PCs that their presence is precautionary only, and to not worry about too much danger, unless a new band of villains has taken up residence in the old mansion.

Night passes, and as dawn comes, the PCs are to meet Beldric in front of the Church of the Raven Queen. When they arrive, they find Beldric dressed in flowing robes that bear the symbol of the Raven Queen. He is praying, and placing small vials inside a bag. His holy symbol hangs from his neck, which he grabs and tucks back into his robes. After only a moment more of prayer, Beldric rises, greets the PCs and they head off to the mansion.

It is a short walk to the mansion once outside the walls of Burden's Peak. Sitting atop a large hill, the mists of morning rise around the mansion, cloaking it in translucent silver that, at first sight, has the appearance of smoke. The PCs and Beldric walk up to the large front door of the curiously well-maintained mansion. Beldric says one final prayer, then opens the door and walks in, followed by the PCs.

The Mansion:

Ground Floor

As soon as the group enters the door, they are greeted with a powerful smell of decay and rot. Beldric claims he will end this evil, and runs down the hall into a far-off door. Suddenly, the front door slams shut loudly. If checked, the door is securely shut, and no means physical or magical will open it, should any be tried. It seems as though the PCs are locked in. Consult the enclosed maps for further explanations of areas within the mansion.

A) Foyer: This 45 foot by 20 foot room has long-dried blood caked on the floor and walls. What look like drag-marks make their way up the walls to the ceiling. There are 4 windows in this room, all of which appear to be normal glass windows. If checked, they are as unbreakable as the front door. Weapons merely glance off of them, and magic appears to be absorbed into them.

B) Sitting Room: This 50 foot by 35 foot room is adorned with old, broken furniture. Blood stains are very visible on the floors, walls, and ceiling of the room. *FLASH: A young woman bound and tied lying on an expensive-looking couch. An old man is standing over her, a large knife in his hand. The young woman screams in a muffled voice through the rope in her mouth as she looks at the PCs. The old man, dressed in a long, black suit, turns to the PCs, smiles, and then flashes the knife through the air. The young woman's screams turn to gurgles as her throat gapes open, blood flooding down her chest onto the couch and floor. The old man laughs loudly, and then everything vanishes.* Immediately following the flash, there is an encounter:

Encounter:

- 1- Mad Wraith
- 1- Rot Scarab Swarm

C) Parlor: This 50 foot by 35 foot room, much like the Sitting Room (A), has old, broken furniture. More blood-stains can be seen on the walls and floor. Nothing of value is in this room, nor are there any encounters.

D) Nursery: This room is 35 feet by 30 feet. Old, crumbling cribs and small wooden toys are lying in ruin around the room. There is no blood, encounters, or anything of value in this room.

E) Den: This 35 by 30 foot room has crumbling, old furniture in it. *FLASH: An old man in a black suit sits in a large chair. In his hands is what appears to be a woman's head. Blood trickles from the neck onto his lap. He draws it close and gives it a long, slow kiss. The eyes of the severed head are gone, and when the man pulls the head away from him, he has blood-stains on his lips and face.* Immediately following this vision, there is an encounter:

Encounter:

- 2- Corruption Corpses
- 2- Deathlock Wights

F) Closet: Mildewed, moldy clothing hangs on various wall-hooks in this 35 by 20 foot large closet. Nothing of value is in this room, nor are there any visions.

G) Bar Room: This 35 by 20 foot room has a large, crumbling wooden bar against a wall. Old bottles lay scattered and broken around the room. If thoroughly searched, there are four bottles of very fine wine worth approximately 10gp each under the bar.

H) Dining Hall: This 45 foot by 30 foot room has a large wooden table with crumbling, rotted chairs. A broken chandelier hangs precariously from the ceiling. *FLASH: A young woman is hanging from the chandelier. She is nude, and her stomach has been cut open. Her entrails hang down almost to the table, which is covered in blood. The old man in the black suit sits at the table under the body of the woman. Blood has pooled in a bowl in front of him. He turns to the PCs, and his face is covered in blood. He smiles dementedly, and then returns his attention to the bowl.* Immediately following this vision, there is an encounter:

Encounter:

- 3- Blazing Skeletons
- 2- Ghouls

I) Library: Four huge bookcases lie in ruin against the walls of this 30 foot by 40 foot room. Spider webs and decay have taken over the old books that line the shelves of the bookcases. Without very tedious care and restoration, none of the books appear to be of any value.

J) Kitchen: A rusted, broken wood-stove sits against one wall in this 30 foot by 40 foot room. The entire room has the stench of death, and old blood-stains cover everything. *FLASH: A young woman is tied down to a long table near the center of the room. The man in the black suit looms over her with a large knife in one hand. Six other knives are already stuck in her body. Her blood is trickling off the table and collecting in large puddles on the floor. Her screams seem to delight the man as he brings the large knife down again and again. Finally silenced, the man licks the blood off of the knife, and then plunges it one final time into the girl's throat.* Immediately following this vision, there is an encounter:

Encounter:

- 2- Mad Wraiths
- 4- Specters

K) West Stair Well: (★ STAR KEY) A large, winding staircase leads down to the cellar of the mansion. In the southeast corner of this room is a walled room with no visible door. A Thievery check (DC 20) will reveal the secret door, which leads into Room M.

L) East Stair Well: (☾ MOON KEY) A large, winding staircase leads up to the second floor of the mansion. In the southwest corner of the room is a walled room with no visible door. A Thievery check (DC 20) will reveal the secret door, which leads into Room N.

M) Secret Room (HIDDEN): Several wooden crates are stacked on top of each other. Exploration of the crates will reveal dozens of morbid paintings of headless women, torture devices, and so on. It is very unlikely there is any value to these sickening works of art.

N) Secret Room (HIDDEN): A single, large chest is in this room. It is trapped with a Glyph of Warding. Should the trap be successfully disarmed, inside is 1000gp worth of jewelry. *FLASH: Every piece of jewelry picked up gives a vision of the young woman to which it belonged before their death. Each vision is of a happy time, usually at the moment where the young women receive the items as gifts.*

Glyph of Warding Trap	Level 7 Warder
<i>A hidden glyph around the chest suddenly glows and explodes as you try to open it.</i>	
Trap: A magical glyph wards a portal, ready to explode with arcane fury when the trap is triggered.	
Perception	
◆ DC 28: The character notices the glyph.	
Additional Skill: Arcana	
◆ DC 24: The character spots the glyph and provides a +2 bonus to Thievery checks made to disable it.	
Trigger	
When a creature tries to open the guarded portal or pass through it, the glyph explodes.	
Attack	
Immediate Reaction Close burst 3	
Targets: All creatures in burst	
Attack: +10 vs. Reflex	
Hit: The glyph is designed with the following effect:	
◆ 3d6+4 necrotic damage and -2 attack penalty (save ends)	
Countermeasure	
◆ An adjacent character can disable the glyph with a DC 28 Thievery check.	

O) Chapel: This 55 foot by 20 foot room is adorned with crumbling, rotten pews. A broken altar is at the far west end of the room. A huge emblem of the Raven Queen is painted in fading silver behind the altar on the west wall. Blood-stains cover everything, and the Raven Queen emblem has been desecrated to the point of being barely visible. *FLASH: A young woman has been nailed to the emblem of the Raven Queen. Her blood flows down the wall and puddles on the floor. The man in the black suit stands behind the altar with a large black book. He is chanting in an unknown language, and odd glowing colors emanate from the pages of the book. With a motion of the man's finger, the woman screams piercingly as her skin begins to shred itself and fall to the floor. When the last bit of flesh has fallen off, the muscles of her body flex involuntarily, then begin to shred and slough off as her skin did. When there is nothing left but a twitching skeleton, the man stops chanting. The skeleton tears itself loose from the nails on the wall, drops to the floor, and*

then walks slowly toward the man in the black suit. When it gets within two feet, it stops, and then bows deeply. The vision fades as the man laughs loudly. Immediately following this vision, there is an encounter:

Encounter:

- 1- Trap Haunt
- 4- Phantom Warriors

P) Pantry: This large 55 by 20 foot pantry has little in it anymore, save for crumbling shelves, rotting boxes, and ages-old spoiled food. There is nothing of real value in this room.

Q) Arboretum: This room is 45 foot by 20 foot. The walls appear to be a green shade of glass, but, like the windows of the mansion, there are unharmed by attacks both physical and magical. Against the north wall is a set of steps with a small pillar on it. On top of the pillar is a chest. Between the door and the chest is a large field of Daggerthorn Briars. If the PCs get to the chest, they find it unlocked. Inside is a large silver key with a sapphire in the shape of a crescent moon (☾ MOON KEY).

Daggerthorn Briar Hazard	Level 7 Obstacle
<i>Found in deep woods and in the Feywild, daggerthorn briar is a bloodthirsty plant that some hard-hearted nobles use to guard the grounds of their villas.</i>	
Hazard: A single briar patch of daggerthorn fills 10 contiguous squares, turning them into difficult terrain.	
Perception	
No check is necessary to notice the briars.	
Additional Skill: Nature	
◆ DC 24: The character identifies the patch as daggerthorn briar.	
Trigger	
The briars attack when a creature enters or begins its turn in or adjacent to a square of daggerthorn briar.	
Attack	
Opportunity Action Melee	
Target: Creature in or adjacent to briar	
Attack: +12 vs. AC	
Hit: 2d10 + 5 damage and immobilized until escape. The attack deals 3d10 + 5 damage if the target is bloodied.	
Countermeasures	
◆ Immobilized characters can use the Acrobatics or Athletics (DC 20) to free themselves.	
◆ A character can attack a square of daggerthorn briar (AC 18, other defenses 15; hp 70; vulnerable 10 fire). Once a square is destroyed, it cannot attack and is no longer difficult terrain.	



Second Floor

The stairs leading up to the second floor are crumbling, cracking, and squeaky, but otherwise stable to support the weight of the PCs.

A) East Stair Well: Spider web-infested, but otherwise unremarkable, this room has nothing of value in it.

B) West Stair Well: Spider web-infested, but otherwise unremarkable, this room has nothing of value in it. The stairwell leads up to the loft.

C) Guest Quarters: This room is 40 foot by 45 foot. There is a large, decaying bed against the north wall facing south. Small crumbling tables are on both sides of the bed. There is nothing of real value in this room. Upon entering, an encounter occurs:

Encounter:

1- Bloodweb Spider Swarm

D) Guest Quarters: This room is 40 foot by 45 foot. There is a large, decaying bed against the north wall facing south. Small crumbling tables are on both sides of the bed. There is nothing of real value in this room. Upon entering, an encounter occurs:

Encounter:

2- Dire Stirges

E) Master Quarters: This large room is 45 foot by 45 foot. Like the Guest Quarters, there is one large bed in the center of the room against the north wall facing south. There are two bedside tables in the room, along with a crumbling vanity and a mildewed, cracking wardrobe. In the middle of the bed is the skeletal remains of a body dressed in a wedding dress. There is nothing of value in this room. *FLASH: The man in the black suit is seated next to a woman of similar age who is lying in the bed. The man is seated next to her, and he appears to be weeping. As he holds her hand, the woman's face draws up and her eyes clench shut tightly. A moment later, her face goes slack and her hand slides limply to the bed. The man cries out and begins sobbing loudly. He begins rocking back and forth saying, "No, No, No" over and over again. The vision fades, and an encounter begins.*

Encounter:

1- Mad Wraith

1- Rot Scarab Swarm

F) Guest Quarters: This room is 40 foot by 45 foot. There is a large, decaying bed against the north wall facing south. Small crumbling tables are on both sides of the bed. There is nothing of real value in this room. Upon entering, an encounter occurs:

Encounter:

3- Ettercap Webspinners

G) Guest Quarters: This room is 40 foot by 45 foot. There is a large, decaying bed against the north wall facing south. Small crumbling tables are on both sides of the bed. There is nothing of real value in this room. Upon entering, an encounter occurs:

Encounter:

6- Phantom Warriors

H) Royal Quarters: This 45 foot by 45 foot room is adorned much like the Master Quarters. Blood stains the entire room, and the smell of decay is, for some reason, still very strong in this room. There is nothing of real value in this room. As soon as the door is opened, an encounter occurs:

Encounter:

3- Boneshard Skeletons

3- Blazing Skeletons

I) Servant's Quarters: This 20 foot by 20 foot room is simply adorned with a rotting bed, one small, crumbling table, and a large wooden chest at the end of the bed. If the chest is checked, there are several articles of ruined clothing and a small leather purse with 20gp in it.

J) Servant's Quarters: This 20 foot by 20 foot room is simply adorned with a rotting bed, one small, crumbling table, and a large wooden chest at the end of the bed. If the chest is checked, there are several articles of ruined clothing and a small leather purse with 30gp in it.

K) Privy: This small 20 foot by 10 foot room has little more than a crumbling wooden chair with a hole in the seat. The stench of ages wafts up from the pipe-work attached to the bottom of the chair. There is nothing of value in this room.

L) Privy: This small 20 foot by 10 foot room has little more than a crumbling wooden chair with a hole in the seat. The stench of ages wafts up from the pipe-work attached to the bottom of the chair. There is nothing of value in this room.

M) Servant's Quarters: This 20 foot by 20 foot room is simply adorned with a rotting bed, one small, crumbling table, and a large wooden chest at the end of the bed. If the chest is checked, there are several articles of ruined clothing and a small leather purse with 10gp in it.

N) Servant's Quarters: This 20 foot by 20 foot room is simply adorned with a rotting bed, one small, crumbling table, and a large wooden chest at the end of the bed. If the chest is checked, there are several articles of ruined clothing and a small leather purse with 40gp in it.

Loft

The loft area of the mansion is a single, huge room that measures 100 feet by 70 feet. Crates upon crates line the floor and walls of the loft. If searched, there is a total of 500gp worth of various art objects, gems, and actual gold. Upon entering the loft, the following encounter occurs:

Encounter:

- 4- Ettercap Webspinners
- 2- Bloodweb Spiderswarms

In the far southeast corner of the room, in a small gold chest, is a silver key with a star-shaped ruby on the back of it (◆ STAR KEY).



Cellar

A) Cellar Stair Well: Fresh blood stains the floor around the bottom of the stairs, and bloody drag-marks lead to the door of the central-southern-most room.

B) Bottlery: This 30 foot by 25 foot room is lined with crumbling wine-racks. If searched, there are 4 bottles of very fine wine worth 20gp each. Nothing else of value is in this room.

C) Stock Room: This 25 foot by 25 foot room has several crates, boxes, and barrels in it, all of them crumbling and in a bad state of decay. There is nothing of value in this room.

D) Store Room: This 20 foot by 15 foot room is completely empty, save for the blood-stains all over the floor and walls. The following encounter occurs as soon as the door to the room is opened:

Encounter:

- 3- Chillborn Zombies

E) Store Room: This 20 foot by 15 foot room is completely empty, save for the blood-stains all over the floor and walls. The following encounter occurs as soon as the door to the room is opened:

Encounter:

- 1- Carrion Crawler
- 1- Rot Scarab Swarm

F) Store Room: This 20 foot by 15 foot room is completely empty, save for the blood-stains all over the floor and walls. The following encounter occurs as soon as the door to the room is opened:

Encounter:

- 2- Gargoyles

G) Store Room: This 20 foot by 15 foot room is completely empty, save for one small box against the far west wall, and two small grates on the floor near the center of the room. Upon entering, the door slams shut and locks. If the box is touched, it sets off the below trap. When the trap is disarmed, the door unlocks itself.

Blood-filled Room	Level 6 Lurker
Trap	
<i>Blood fills the room, rising quickly to drown the unwary.</i>	
Trap: Each round on its initiative, the trap fills the room 1 foot with blood from floor grates.	
Perception	
◆ DC 22: The character notices the small grates in the floor.	
◆ DC 27: The character notices the cantilever against the far wall.	
Initiative +7	
Trigger	
When a character moves across the grates on the floor of the chamber, the trap rolls initiative.	
Attack	
Standard Action	
When one of the floor grates is stepped on, the doors slam shut and are magically sealed. Every round afterwards, blood fills the room 1 foot on the trap's initiative. Creatures caught inside must make an Endurance check (DC 15) every round their heads are covered by the blood, or else take 1d4 points of drowning damage.	
Targets: all creatures in the room	
Countermeasures	
◆ A character can operate the cantilever with a successful Strength check (DC 15).	

H) Stock Room: This 20 foot by 20 foot room has several crates, boxes, and barrels in it, all of them crumbling and in a bad state of decay. There is nothing of value in this room.

I) Torture Room: This 25 foot by 25 foot room has several crumbling, rusty pieces of old torture devices in it. Blood stains cover the entire room, including places on the ceiling. Upon entering, the door slams shut and locks. The following trap is set off:

Whirling Blades	Level 5 Obstacle
Trap	
<i>Blades rise out of hidden compartments and spin wildly across the chamber.</i>	
Trap: A whirling blades contraption emerges and spins like a top, moving its speed in a random direction and attacking each round.	
Perception	
◆ DC 22: The character notices trigger plates around the chamber.	
◆ DC 27: The character notices the hidden control panel.	
Initiative +7 Speed 4	
Trigger	
When a character moves into a trigger square, the whirling blades contraption emerges and attacks.	
Attack	
Standard Action Close burst 1	
Targets: All creatures in burst	
Attack: +10 vs. AC	
Hit: 3d8+3 damage	
Countermeasures	
◆ A character can engage in a skill challenge to deactivate the control panel. DC 22 Thievery. Complexity 2 (6 successes before 3 failures). Success disables the trap. Failure causes the whirling blades to act twice in the round (roll a second initiative for the trap).	
◆ A character can attack the whirling blades contraption (AC 16, other defenses 13; hp 55; resist 5 all) or the control panel (AC 14, other defenses 11; hp 35; resist 5 all). Destroying either disables the entire trap.	

Against the south wall is a secret door that is easily noticeable after the Whirling Blades trap is taken care of. The door appears to open inward, and darkness is visible through the opening.

J) Cavern Entrance: The cavern is only five feet wide, and appears to have been carved by hand. There is only enough room for one PC to walk through the cavern at a time. PCs with Darkvision will see the bloody drag-marks continue down the cavern.

K) Cave: This 35 foot by 35 foot cave has hand-made odd runes and symbols carved into the rock of the walls. There is a large chest in the middle of the room. If checked, there is 300gp and 100pp. Upon entering the cave, the following encounter takes place:

Encounter:

- 1- Foulspawn Grue
- 3- Foulspawn Manglers
- 2- Foulspawn Berserkers

L) Wide Cavern: The cavern widens out to a more comfortable 10 foot wide. About half way down the cavern, the following encounter occurs:

Encounter:

- 6- Dire Stirges

M) Cave: This 20 foot by 35 foot cave is light by torches in the corners of the cave that burn with a strange bright

green flame. In the center of the room is the dead body of Beldric, the cleric of the Raven Queen. The cleric has been torn to pieces. The following encounter occurs upon the PCs entering the room:

Encounter:

- 4- Zombie Hulks
- 1- Rot Scarab Swarm

N) Barred Doorway: A huge set of metal doors is firmly sealed and locked. In front of the barred doorway is a Skeletal Tomb Guardian. Around one of the Guardian's wrists is a large key tied by a thick cord. The key unlocks the metal doors. The following encounter occurs:

Encounter:

- 1- Skeletal Tomb Guardian

O) Cliff Overlooking a Large Lake: This rocky crag of stone is approximately 25 foot wide in any one given place. *FLASH: The man in the black suit is on his knees before a Skull Lord. The Skull Lord waves a small wand over the head of the man, and the man's body begins to shake and glow with an unnatural red aura that slowly fades to black. When the man rises, his jaw is slack, and his eyes are vacant. The Skull Lord hand him a large knife, then points back toward the direction of the mansion. The man in the black suit walks to the Barred Doorway, moving through the PCs if they don't move.*

A Skull Lord stands in the center of the cliff landing with 2 Chillborn Zombies on either side of him. A voice echoes in the PCs heads, saying, "Yes, I took over the pathetic mind of the weak human. I told him to kill, and he did. With the death of his wife only the night before, it was all too easy to dominate him. Had it not been for that single moment of clarity, the fool would not have hung himself and would be serving me still. Pity. I suppose you will have to do in his place..." Immediately following his words, the final encounter takes place:

- 4- Chillborn Zombies
- 1- Skull Lord

After the encounter, the path leads south back around to the front of the mansion. When the PCs return to Burden's Peak, they are expected to go to the Church of the Raven Queen and report their findings, as well as deliver the sad news about Beldric. The High Priest Balathane thanks the PCs for their selfless deeds, and then rewards them with 2000gp each.

The mansion soon falls into terrible disrepair. If left alone, it begins falling apart within only a few months. After two years, it is a state of total ruin. The evil driven forth never returns, and the souls of those killed are allowed to finally find peace.

Total GP for the Adventure: 25,000gp