

THRUSHER MANOR

by J.C. Connors

ABOUT THE ADVENTURE

Thrusher Manor is an *Old School Essentials* / *OSR* adventure set in 1689 on the fictitious Caribbean island of St. Médard and its haunted residence, Thrusher Manor. Dispatched to recover the debts of the island's chief landlord, the PCs discover that a demonic scourge has taken hold of the manor. *Thrusher Manor* can easily be adapted to other systems (*GURPS* and *Call of Cthulhu* versions are available on 1shotadventures.com).

Thrusher Manor is suitable for four-to-six 2nd to 3rd level characters. The end of this adventure includes six pregenerated characters so you can get started right away.

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Ability checks are in SMALL-CAPS. Sections marked with a map icon are side-quests and adventure hooks, and not important to the overall plot of the adventure. Sections marked with a person icon are opportunities for specific PCs, notably the pregenerated characters from the end of this adventure.

ADVENTURE BACKGROUND

In 1680, a French nobleman named DUKE SIMON MONTMORENCY was exiled by Louis XIV after being accused of trading in “vulgar powders” at Versailles. Thrown on to a ship and banished from France, Montmorency sailed to the isolated island of St. Médard, where he had a manor under construction, to live out his days in quiet.

His plans were foiled when other scandalous nobles, banished from their homelands for one reason or another, chose to join Montmorency. By 1686, Mont-

morency's Thrusher Manor was well-known as the unusual combination of a self-made prison for exiled nobles and also hedonistic retreat filled with luxury and vice.

In early 1689, contact with the island of St. Médard was suddenly lost. Nearby ports no longer saw the servants that used to buy supplies for the manor. Rumors spread quickly. Some folk said that Thrusher Manor was overcome by pox, others swore it was destroyed by a mysterious and unnatural storm, and some whispered that Montmorency had actually gone mad... and poisoned all of his guests.

The reality of Thrusher Manor is far stranger. In May 1688 (fourteen months before this adventure takes place), an unusual nobleman mysteriously arrived at Thrusher Manor. COUNT MURGAHD, claiming to be a noble from the faraway land of Mu, was a dashing addition to Thrusher



Manor. Murgahd thrilled Montmorency and his guests with his tales of “opprobrious adventure,” the most interesting story being how he stole a jeweled pendant from the very bosom of the Princess of Mu. Over time, the count’s continued arrogance eventually sparked jealousy among Montmorency and his courtiers. One night, after a drunken card game of *primero*, the guests of Thrusher Manor turned against the count. They poisoned Count Murgahd’s wine. When he still didn’t die, they stabbed him and then finally lured him outside the manor, where he was set upon by sharp-snouted crocodiles and devoured alive.

The next night, however, the manor was shocked to see that Count Murgahd *in the flesh again!* He had returned from the dead! He murdered one of Montmorency’s guests, and swore he’d keep killing them until his pendant was returned.

Realizing that he was dealing with something demonic, Duke Montmorency attempted to banish the spirit of Murgahd, but only succeeded in weakening the devil. During this respite, the desperate Montmorency captured and cut open several of the crocodiles in the vicinity, hoping to recover the wondrous pendant. He found the pendant, told no one, and hid it away, hoping he could use it to defeat Murgahd.

Still enraged, the vengeful spirit of Murgahd trapped the surviving guests in the house. For weeks and weeks, Murgahd’s wrath caused confusion and madness to run amok in the manor. One by one, the guests of Thrusher Manor continued to fall victim to Murgahd’s murderous intentions.

Now, months later, Montmorency has vanished, the pendant still has not been recovered, and the few surviving guests are haggard and desperate to escape Thrusher Manor.

ACT 1: A DEBT TO MARTINIQUE

The adventure begins in the anxious town of Saint-Pierre on the French-held island of Martinique. It is August 1689 and war has just broken out between England and France. The lieutenant governor CHARLES DE COURBON DE BLÉNAC, Marquis de la Roche-Courbon, has just returned from a successful siege on the island of St. Christopher. He now fears an English counterattack and invasion. He is spending all of his treasure to procure additional merchantmen and sloops to defend French territory. Unfortunately, his treasury is low, and he is desperately in need of new funds.

Having examined the debts he is owed, Blénac came to the realization that DUKE SIMON MONTMORENCY, the governor of the nearby island of St. Médard, owes Martinique a few thousand livres in taxes, trade debts, and favors. Montmorency’s men have not been seen at port in Martinique in

TIPS ON RUNNING THRUSHER MANOR

Thrusher Manor is a sandbox-style, haunted house adventure. Once the PCs arrive at the manor, they’ll be trapped by the demonic Count Murgahd. In addition to having to explore the manor to find its secrets, the PCs must interact with the manor’s guests. Much of the adventure’s outcome depends on the PCs’ interaction with the survivors, whose fragile state means that they will sometimes help and sometimes thwart the PCs’ plans. To best run *Thrusher Manor*, study the *Secrets of Thrusher Manor* section to familiarize yourself with Murgahd and his powers. Then, read the *Ignoble and Unwitting Guests* to better understand the background and motivation of the surviving NPCs, and how best to roleplay them as the adventure unfolds.

months, however, and Blénac believes he is avoiding his debts in light of the new conflict.

Blénac has hastily assembled a small group to travel to the island to demand payment from Montmorency. One of his warships, *Le Hasardeux*, will take them to St. Médard during its next patrol.

The PCs meet Blénac in a large room located above one of Saint-Pierre’s nicer inns. Blénac is an elder, sharp-witted man who has spent most of his life at sea and at war. He has no time for frivolities and is short and to the point. He is at war with England, he needs more ships, and Duke Montmorency owes him money. Time must not be wasted.

While any PC from the area has heard of Montmorency and St. Médard, Blénac takes a few moments to remind them the history of the island and its Thrusher Manor. He explains that Montmorency was banished from King Louis’ court for trading in “vulgar powders,” though Blénac believes he might have been involved in a plot to poison the King himself. “Only his family title and his money saved him from a trip to the headsman,” Blénac exclaims with a dissatisfied expression. He goes on to tell how Thrusher Manor has become a self-made prison for exiled, hedonistic nobles – “a retreat no doubt filled with luxury and vice.”

“Now, Montmorency and his guests are all exiled, rich, and have little to spend their coin on. Fortunately for them, I can solve their unique problem and spend their money on French ships.”

Blénac cares little for speculation and does not care why Montmorency has not been heard from or decided to stop paying his debts. He insists the PCs set out and leave that morning on the frigate, *Le Hasardeux*.

"The Obscene Curse of St. Médard"

Secrets of Thrusher Manor

The bored guests of Thrusher Manor dabbled in occult rituals. Using the *Lesser Key of Solomon* from Duke Montmorency's library, Montmorency and his guests attempted to cast various spells. For the most part, the spells were harmless fun – minor curses on each other, aging wine to perfection, and granting preternatural luck in the next card game. The spells rarely worked, but it was good entertainment for the guests.

Their dabbling, however, uncovered Borromini's Labyrinth, an obscured part of the secret cave located underneath the foundations of Thrusher Manor – and the millennia-old prison for four fallen angels.

One night, after a strange dream, Montmorency snuck into the labyrinth and found the four chained angels. Mesmerized, he freed one of them, and then introduced the "man" as the manor's newest guest.

Within weeks "Count Murgahd" charmed and corrupted the guests of the manor. With the help of a stolen Seraphim pendant (won from the Angel of Death during Murgahd's defeat and Fall), the demon multiplied the jealousy, cruelty, and licentiousness that were already seeded at Thrusher Manor.

Murgahd's Second Fall

Murgahd's downfall was that he also became caught up in the vice of Thrusher Manor, never realizing that Montmorency and his guests were becoming increasingly jealous of him. Eventually, they decided to betray Murgahd. Montmorency and his guests slipped poison into his wine one night. But when the poison did not work, and Murgahd continued to win at primero, all of the guests mercilessly stabbed him (only Gaspar de Sosa stayed his blade). Still seemingly alive, the guests finally dragged Murgahd into the swamp, where his corporeal form was finally destroyed, devoured by crocodiles, and he returned to hell.

Murgahd's hellish superior, Osmodeus, was furious that Murgahd left his pendant – the rarest and holiest of artifacts – in the house. He sent Murgahd's essence back into the house to recover the pendant, under threat of eternal dissolution if he fails.

As the house fell under Murgahd's curse, Montmorency's nascent occult knowledge helped him realize that Murgahd was a dangerous threat. He gathered all of Murgahd's possessions and burned them in a ritual exorcism, hoping to rid the manor of the demonic spirit. Montmorency, however, made two mistakes. One, he did not use the true name of Murgahd (Margardiel). Two, the demon's blood was left on his hand of primero cards. These two errors meant that Murgahd's presence was only slightly lessened; Murgahd could only take corporeal form under strict circumstances.

Murgahd used his hellish powers to exact revenge on the guests of Thrusher Manor. Montmorency's best friend, Madame Le Scorailles, was the first murder; horrifically, and unknown to the others, she was replaced by a revenant, and helped Murgahd sow desperation among the guests.

Montmorency believed the pendant might be his salvation, so he attempted every measure to retrieve the artifact. He swept the swamp and even captured the crocodiles that devoured Murgahd to dissect them. He succeeded in finding the pendant, but kept that fact hidden from the other guests, knowing they might betray him for it.

Montmorency's Desperation

One by one, using a combination of demonic possessions and occasional physical appearances, Murgahd killed half the guests in the house in his unsuccessful attempts to recover the pendant. Montmorency grew desperate, and sought guidance from Lahash, another of the chained demons below his house. Lahash lied to Montmorency and convinced the duke to throw the pendant into the crack that had formed in the cellar of his house, telling him it would seal the portal to Hell and destroy Murgahd. When discarding the pendant seemingly failed, Montmorency tried to flee through Borromini's Labyrinth, hoping it would provide an escape from the house. When there was no escape, Montmorency shot himself.

Months later, the pendant still has not been found, and Murgahd is becoming increasingly unhinged. He believes – with good reason – that if he does not find the pendant soon, his superior Osmodeus will grow angry and will surely annihilate him.

In exchange for their service, Blénac offers a small percentage (1-2%) of the recovered funds. He emphasizes that St. Médard is a good source of revenue for Martinique, and that if the Duke needs reasonable assistance resuming trade, the PCs should offer it.

Merchants, travelers, and pirate-type PCs recall that contact with St. Médard was lost earlier in the year. Montmorency used to routinely send servants to buy expensive goods such as sugar, alcohol, and meats to supply his manor. Street-wise characters will recall that the rumor on the docks is that a horrible pox overcame the duke's island... although *some* say Montmorency actually became a murderous hermit and – at the request of King Louis – *poisoned* all of his exiled guests.

VOYAGE TO ST. MÉDARD

The trip from Martinique to St. Médard takes about ten hours.

Le Hasardeux is an unusual vessel. Small chimneys adorn a lattice-work false deck, and the lower parts of the masts are surrounded by metal. Dozens of grappling hooks and ropes are located everywhere on the deck, like a spider's web gone mad. The fourth rate frigate has a small crew, only about thirty souls compared to the hundreds one would normally expect from a vessel of its size.

Sailors (or Wis check) identifies the ship as *fireship* – a vessel designed to be lit on fire and sailed into enemy formations. If the PCs inquire about the unusual nature of the ship, the crew will happily tell them its purpose – and tease them about how they better pray they aren't ordered into battle against the British before they arrive at St. Médard. While in reality, the crew would attempt an escape from a large sally-port door in the rear of the ship, the crew enjoy trying to fool the PCs into thinking that their role is to hellishly burn in the fires along with the old ship.

Le Hasardeux is captained by CAPITAINE THEO DE VAISSEAU, a big-bearded, old navy veteran who is fiercely religious and believes that God's saints will keep him safe. He won't make a real attempt to get to know the PCs. The journey is short and he's uncomfortable around civilians (he reacts to everyone poorly, though is neutral to positive towards anyone he sees as religious). However, if the PCs engage him well, he'll share some rum and some stories:



- Vaisseau believes that a preternatural storm devoured the island with flood and fire. He tells of a friend, a captain of a merchantman, who took a Spanish noble to the island in January. Soon after delivering the man, a fierce storm appeared suddenly and nearly sank the vessel as it left the island's port. "Such a storm is God's way of cleansing sin... so goes Gomorah, so goes Thrasher Manor."
- He shares that he was forced to leave service for six years because he was a Protestant. But three years ago he "abjured himself of Protestantism" and returned to serve the king. Vaisseau is bitter and conflicted about that incident, but won't talk about it more.
- If asked about his ship, Vaisseau is proud that he commands such a dangerous vessel.
- On a very good or better reaction, Vaisseau agrees to provide extra supplies to the PCs, though he only offers cheap equipment ("Tis treason to give away arms during times of war. Governor Blénac'd have my neck."). In addition to some basic equipment, he has a few knives, a couple of *cheap* cutlasses (treat as shortswords), and a single .60 wheellock pistol he took from a drunk one night in Martinique (1d8 damage, Club (1d4), Loud, Misfire (1), Reload (1 round)).

- With excellent roleplaying (and perhaps a CHA check), Vaisseau gifts one of the PCs with his silver rosary, believing that they will need it more than he will on an island “tempted by such vanity and excess.”

ACT 2: PORT DE MÉDARD

The captain of *Le Hasardeux* sails the frigate into the small bay to the south of the island, and then lets the PCs borrow a tender to land on the island. While landing closer to Thrusher Manor is possible on the eastern coast of the island, the shoals there make getting close to land difficult (a boating attempt of 10% would be required to steer the tender just south of the manor; failure would indicate being unable to overcome the currents, or worse getting stuck or capsizing).

Unless other arrangements are made, Vaisseau says that he will return for the PCs at St. Médard in three days time – once he has completed his patrol.

The “port” of St. Médard is simply a non-descript, well-made wooden dock, and a cottage-sized, windowless building meant to store goods for shipping back and forth to the main islands. There is no sign of life around the port.

THE PORT'S STOREHOUSE

The door to the single-room storehouse is locked, but the door can be forced with a STR ability check, or picked.

The centipede-infested structure contains a few hastily built shelves and tables. It is clear from the dust that nothing has been stacked on these shelves in months. An oil lamp hangs on the wall near the door, but it is out of oil and cannot be lit.

A parchment (see [Handout A](#)) is nailed to the wall near the lamp, and contains a handwritten description of the last few goods that arrived at the island – mostly dry goods, wine, books, and expensive costumes:

- Connoisseurs identify most of the wine (Château de Gaulaine) as cheap peasant wine.
- Clerics, paladins, or occultists identify the *Heptameron of Raziel* as a volume of angels and how to commune with them.
- Well-read PCs identify *Amadis of Gaul* as a famous Spanish romantic tale.

A careful search of the premises spots dried blood near the corner of the room. The blood seems to streak across the floor towards the door, as if something was dragged out of the storehouse.

A small crate has been abandoned in the corner of the room. Bootprints on its dusty top mark it as used as a step-stool for

a higher shelf. Prying the wood crate open reveals that four, unopened onion-shaped glass bottles of red wine. The wine is utterly bland, and a Wis check identifies it as the cheap wine found on the manifest on the wall. Its vintage identifies that it was made only in the last year or two – odd for the extravagant nobles of Thrusher Manor.

GM's Note: Montmorency and his guests experimented with magic rituals, and chief among their attempts was aging wine to perfection. They ordered many crates of the cheap Gaulaine wine for their experiments).

A 2-foot diameter drainage grate in the lies in the middle of the room's stone floor. There is a faint rotting smell coming from it. If the PCs lift the heavy grate they'll find a basin of foul sewage pooling underneath the floor. In the unusual event a PC reaches into the sewage, they'll be shocked to find a severed, human head at the bottom!

Studying the rotted head, now mostly bone and shreds of peeling flesh, finds that it is likely a man's skull. Carved into the skull, however, is a strange pattern (see [Handout B](#)). Only an extraordinary INT check (at -6) identifies the pattern as one associated with demonic beings.



GM's Note: This head once belonged to the demonic Count Murgahd himself, torn off when he was devoured by crocodiles. One of Montmorency's guests chased the creature here in the hopes of recovering Murgahd's pendant. After killing the crocodile, the disgusted guest kicked the head down the drain, then hauled the crocodile's carcass back to the manor.

THE GROUNDS OF THRUSHER MANOR

A muddy gravel trail leads from the port to Thrusher Manor, approximately two miles in distance from each other. The path cuts through swampy, forested terrain. Rangers and outdoorsmen know that the soft wetlands off the road are potentially dangerous, and likely the home of sinkholes, serpents, crocodiles, and disease-ridden insects.

Thrusher Manor is a substantial, two story Jacobean manor house. Built with imported stone from French quarries, the manor house is one of the most finely crafted homes in all of the West Indies. A rusty, wrought iron fence surrounds the manor, although a thick-trunked silk cotton tree seems to have toppled over and bent part of the fence as it grew. The

path leads through the fence gate, which is ajar, to the porch and front door of the manor.


Perceptive PCs near the tree spots a wooden placard, a rope attached to it, tangled into its upper branches. A DEX check at +3 can retrieve the wooden placard, which reads “Vile Backstabber” on it. The placard looks as if it were designed to hang on a door, or perhaps someone’s neck.

A sharp-snouted crocodile has made a temporary home on the front porch of Thrusher Manor. The thing is chewing loudly on a heavy chunk of unidentifiable meat. When it spots the PCs, it stares coldly at them with eyes that seem too calculating and intelligent for a mere reptile. The crocodile has a placard, similar to the one in the tree tied, awkwardly around its neck: “Ignoble and Stupid.”

The creature has become infected by the infernal nature of Thrusher Manor, and *is* more malevolent than an ordinary crocodile. It hisses and snaps at anyone who comes near it. If threatened by a single individual, the thing will attack, hungry for more fresh meat. If threatened by a group, it angrily crawls off into the brush, dragging its meal with it – waiting to make its reappearance at a later, opportune time.

A light drizzle begins as the PCs approach the manor door, which is crafted from imported oak and carved with angels. A brass plaque is mounted above the door with a Latin expression – “*Do Ut Des*” – “I give so that you may give.” An INT check recognizes this as a phrase the ancient Romans used during divine sacrifices.

If the PCs knock on the door, no one will answer for several minutes. The door is unlocked, however, and the PCs can enter the manor freely. Otherwise, a surprised, nervous, and haggard SQUIRE DAMIS will eventually open the door.

INFERNAL CROCODILE		
Armor Class	5 [14]	
Hit Dice	2 (9hp)	
Movement	90' (30')	
Morale	8	
Alignment	Chaotic	
THACO	18 [+1]	
Attacks	1 x bite (1d8)	
Saving Throws	D12 W13 P14 B15 S16 (1)	
XP	20	

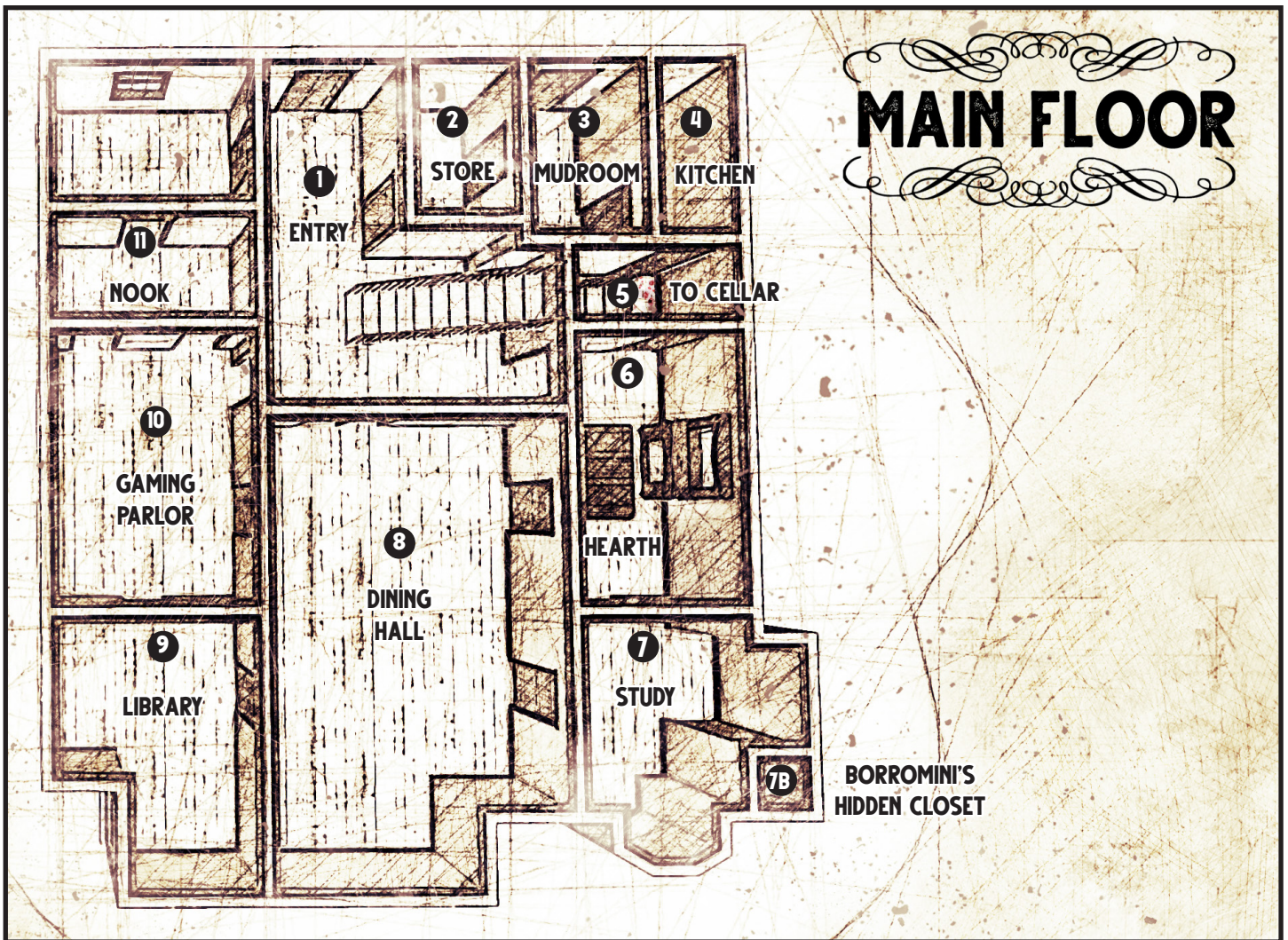
ACT 3: A DISTRESSING WELCOME

Stunned that several more guests have suddenly arrived at Thrusher Manor, Squire Damis awkwardly stutters out a welcome and invites the PCs inside. Once inside, the squire introduces himself – and then nervously asks what brings the PCs to the house.

The PCs will no doubt be surprised to find the manor quiet, with no sign of the wild revelry it was known for. The squire is authentically surprised to discover new guests have arrived, and soon he'll be joined by the more curious of Thrusher Manor's guests. GMs should refer to *Ignoble & Unwitting Guests* for more details on the guests.

- If asked about Duke Montmorency's whereabouts, Squire Damis nervously says that the duke has not been seen in some time, and that there are only a handful of guests remaining in his manor. “We have a new master of the manor, but I will let COUNT MURGAHD introduce himself when he is ready,” he says.
- If asked about Montmorency's debt, Squire Damis will look bewildered, and suggest they take it up with the new master of the house.
- If asked about other guests, the squire calls a couple of them down to meet the PCs. ANNE DE MACKAU and GASPARD DE SOSA will soon appear and introduce themselves. They will be more interested than the squire to meet new visitors.
- If any of the guests are asked why contact with the West Indies was lost, they will say that no boats have arrived here in months. They think Montmorency may have stopped incoming supplies before he disappeared. For months, they have lived off the manor's stores and, occasionally, the wildlife of the island.
- Only in private, Squire Damas confides that horrible things have happened at the manor recently, but he stops short of blaming Count Murgahd or anything else unnatural. He's terrified of getting on Murgahd's bad side.
- On a very good reaction, Squire Damis advises the PCs to “be careful” around Madame Jeanne de Scorailles, for she is “Montmorency's old bear” who has been in a foul mood since the duke's disappearance.
- A successful Wis check gives the distinct feeling that the guests are *afraid* of something, or someone.

Eventually, Squire Damis excuses himself back to his quarters, mentioning that fine wine will be served for the new guests in about an hour in the dining hall. He invites the PCs to make themselves at home, and says he will have one of the servants, JACQUES or FIRMIN, prepare a room for them upstairs (although he quickly admits no one has seen Firmin for a few days).



GM's Note: Give the players some time to explore a few rooms in the house, or continue to talk to the guests. At an appropriately dramatic moment, Count Murgahd should appear to welcome them himself (see p.9).

THRASHER MANOR - MAIN FLOOR

#1 - Entrance Hall. This stately entryway was once where Duke Montmorency welcomed his guests with great pageantry. It is obvious to anyone entering the manor that every tiny detail has been thoughtfully chosen in this room. Mirrors, portraits, and gold filigree adorn the walls to create a look of order and symmetry, and the polished wood floors gleam to a pearlescent shine. Well-educated characters notice that all of the decor of this house as imported from Europe.

A grand, marble staircase winds upwards from here. Great doors to the south allow access to the two-story dining hall.

#2 - Dinner Store. This cozy room is adorned with shelves and three, white-painted china cabinets. One cabinet holds fine imported plates (all damaged with unusual spidery cracks), another wine goblets, and a third wooden containers

equipped with all manner of fine silverware. A ceramic basin in the north wall of the room is filled with murky water and some dirty dishes.

#3 - Mud Room. This small entry marks a second entrance into the home. This entrance was usually used by servants, or by the guests themselves if they returned soiled from a hunting or fishing expedition. Three nearly-new, leather hunting coats hang on pegs near the door.

GM's Note: To help terrorize the guests, Madame de Scorailles will sometimes leave this door ajar so that an infernal crocodile can enter. Once she does this, the PCs may spot the muddy tracks of a large reptile here.

#4 - Kitchen. Wooden countertops, a small brick oven (big enough for a fat chicken), and several pots mark this room as the house's main kitchen. Three fresh, dead ducks hang from a wire above a basin in the room's corner. A warm pot near the oven has the dinner Jacques prepared for tonight – spicy duck stew.

If the PCs thoroughly search the kitchen, they'll find a large pot underneath one of the counters, clearly jammed into a corner. Weirdly, it is still warm to the touch, as if it were on a stove recently, but it was nowhere near the oven. A rosary is wrapped around the pot, binding the lid to the pot. If the PCs unwrap the rosary and lift the lid, they'll be horrified to find themselves staring at the barely decomposed, severed and anguished head of Madame Jeanne de Scorailles! Terrifying, the thing actually seems to be muttering some whispered words. Leaning in close reveals that she's groaning "strips... of my flesh... burns..." Hearing these words causes unholy fear (SAVE vs. MAGIC or be struck with terror for 10 minutes, fleeing to a random room to be by themselves).

An examination reveals that the head was severed by several chops from a large blade. If the PCs attempt to dispose of the head (through brute force or fire), the thing will scream in agony and then be still.

GM's Note: If the guests are confronted with the head, they will react in horror. Scorailles was killed by Murgahd, and returned as a revenant before the guests could notice. If Madame de Scorailles is confronted with her own head, she desperately claims it is not hers, but instead the head of AGNES DE RUFFEC, a servant she barely knew. This confrontation will surely cause Scorailles to snap and turn murderous from this point on.

#5 - Cellar Stairs. This plain, gray room holds the stone stairs that lead downward into the cellar. A bucket of duck blood is near the door, which combined with the stairs, may make a neck-breaking trap (either via Murgahd's psychokinesis or Madame de Scorailles murderous intentions). If the blood is poured down the stairs while someone is climbing them, the victim must make a DEX check or trip and fall down the stairs, taking 1d4 damage.

#6 - Hearthroom. The centerpiece of this room is a grand white marble fireplace, in which a scorching hot fire still burns. A green vase holds long-wilted flowers and is the only decoration atop the mantle. Opposite the fireplace is a large, leopard-skin sofa, which sits atop an ornate oriental rug.

A macabre *boca de veritas* disc is cemented in place over the fireplace. A careful examination of the mouth finds a small, triangular cavity – a keyhole of sorts – in its maw.

Oil paintings of Duke Montmorency and his extended family line the walls of the hearthroom. This room is Anne de Mackau's favorite place in the manor, and she will often be found here, lounging on the couch, reading a favorite book.

*GM's Note: Once the existence of the pendant is revealed to the PCs, Anne de Mackau will try to tell them about the secret letter Montmorency gave to Madame de Scorailles the night of his disappearance. Anne thinks it contains the pendant, and urges the PCs to recover it (see *Ignoble & Unwitting Guests* for more details on Anne de Mackau).*

#7 - Study. A heavy writing desk sits in the corner of this room. It is topped with papers, inkwells, sealing wax, and other writing implements. A sharp letter opener can be found in the top drawer of the desk (treat as a dagger). Also in the drawer is a scribbled paper with the name "Glassyabalos" (the name of one of the demons occupying the house).

The bottom drawer in the desk is locked. It can be picked with a lockpicking attempt or forced open with STR check at -2. Inside is a coin purse filled with a few dozen livres and a crumpled and bloody **King of Diamonds** – one of the Count's missing *primero* cards.

#7b - Borromini's Hidden Closet. A secret closet is hidden here, disguised into the wall by a master architect. Only a very careful examination finds seams in the wall that vaguely show the outline of a door. The door can only be opened by using the Geometric Key (found in the demon Glassyabalos' stomach) on the *boca de veritas* that is mounted over the fireplace in the hearthroom (#6). When the key is turned in the mouth, the door quietly clicks open, revealing a dark shaft that descends vertically. A rope hangs from the ceiling, allowing a PC to climb down with a DEX check. A failure indicates falling five yards down the shaft for 1d8 damage). The shaft leads to a dank, earthen tunnel that runs north from the manor to the Black Observatory.



Count Murgahd's Grand Entrance

Within an hour of the PC's arrival, Count Murgahd makes his first appearance. This can happen in two ways – GMs should pick based on the demeanor of his players:

The Startling Entrance

This approach introduces the Count with a terrible act of violence, setting him up as the evil villain of the adventure early on. This approach is good for newer players or ones who like more action in their adventures.

Just as PCs are just beginning to investigate the manor, a startling crash is heard from the dining hall. Horrifically, a black-clad body lies twisted on the dining table, bleeding and crumpled under a fallen, iron and glass chandelier. This is JACQUES, the last surviving servant of Montmorency.

If the PCs disturb the body, they discover that the man is still alive. Grievously injured, Jacques whispers a few last words: "Montmorency... escaped... with Borromini..." An INT check identifies Borromini as a famous Italian architect. The guests recall that he designed the manor.

Unless the PCs have miraculous life-saving skills (e.g., an emergency surgery), Jacques will expire, more blood seeping out of his body than what seems possible.

With Jacques dead, the Count has generated enough dark energy to appear. He strides down the stairs, tuts at the unfortunate incident, and then introduces himself with menace... saying that now that he's made his entrance, the PCs have work to do for him.

The Regal Entrance

This approach keeps the villainous, demonic nature of the count more subdued at first. This option is good for roleplayers, or more cautious players.

As the PCs sit down for wine with Squire Damis and the other guests, the Count makes a grand appearance. (He was allowed to materialize because the tortured servant Firmin just expired in the cellar.) The Count politely and arrogantly introduces himself as the new master of the manor, explaining that Montmorency fled when faced with a "superior personality."

Murgahd toys with the PCs, making light of their fortunate arrival, and seeming to know more about them than what seems possible. Soon, he explains that he lost a valuable heirloom – his pendant – and uses his charisma to convince the PCs that it's in their natural best interest to find it for him. The other guests look horrified at this version of the count.

Murgahd's Welcome

In either scenario, the Count's motivation is to find out more about the PCs and then insist (either forcefully or politely, depending on his introduction), that they find his lost pendant in order to leave the manor. Once the Count's corporeal time is up, he leaves up the stairs and disappears into his room. (He prefers a more natural way of disappearing versus just vanishing in a flash of darkness!)

Murgahd then seals the PCs in by creating an *infernal barrier* around the house. The manor is overcome by eternal midnight. Hundreds of hissing, infernal crocodiles surround the manor's gate, waiting to devour anyone who ventures outside. The manor's guests wail in familiar frustration and terror. Despite months of searching, they still have not found count's pendant! Some wonder aloud if it is all just a hellish Sisyphean torment.

If pressed, the guests will come clean, and tell the story of the Count's horrific murder. Their first version of the story, however, blames Montmorency, claiming he was jealous of Murgahd, and he alone killed the Count. All of the guests (except for Anne) believe that the Count's return is supernatural, and believe him to be a vengeful ghost.



#8 - Dining Hall. This marvelous two-story dining hall is lit by a spindly, polished, brass chandelier. The table is always set for the next meal with expensive, hand-painted dinnerware.

#9 - Library. This corner room's mahogany shelves are filled with dozens of colorful books. Most are written in French, but a few are in English and Spanish. The books are primarily about philosophy, romance, and poetry, but there are a few more unusual books to be found as well, such as bestiaries of African animals, journals that detail the conquest of the New World, and books of shocking and scandalous illustrations.

The library also holds a worn copy of *The Lesser Key of Solomon*, a book that describes 72 demons of Hell and how to conjure them. Theologians and clerics recognize this book; its printing date of 1634 identifies it as an unusually old copy.

The PCs can easily look up the demon Glassyalabos in the book – see **Handout G**. If the PCs have seen the mark of Margadiel (on Murgahd's skull, or on one of the count's cards) and specifically think to look it up in this book, they find the name listed among other fallen angels in the book (see **Handout D**). Without the mark, if the PCs simply look up Murgahd, they must read the entire book (which takes a few hours) and make an INT check to make the connection to the name "Margadiel".

#10 - Gaming Parlor. This curtained, dim room is filled with card and billiard tables. A small fireplace gives off soft heat and illuminates the room in orange and red. A billiards table is tilted and missing a leg, its felt covering splattered in blood. Searching the room finds a bloodstained putter (an old type of billiards cue) hidden behind the decorative curtains.

A worn deck of playing cards is scattered on one of the card tables. If the PCs gather up the cards, they discover that there are missing cards from the deck. First, all eights, nines, and tens have been removed. Most characters will identify this as a *primero* deck, a popular Italian and French card game. There are also four additional cards missing: A two, Jack, King, and Queen of Diamonds. For those that are familiar with *primero*, this is a "42-point *fluxus*," a strong, but not unbeatable hand (not too dissimilar from a flush in modern poker). If PCs ask a guest about the deck, they'll say that was the deck that Murgahd played with the night of the murder, and that Murgahd was murdered just as he revealed his winning hand.

#11 - Breakfast Nook. This room is divided in two. The south part of the room is a small preparation area, where servants prepare breakfast and snacks for the guests. The south area of the room holds two round tables where guests would have tea, coffee, and some sugared bread in the morning.

THE SHARP-SNOUDED CROCODILES

Soon after Murgahd was dumped into the swamp and devoured, Duke Montmorency led a party into the swamp to capture a few of the crocodiles, hoping to cut them open and find the count's lost pendant. Montmorency got lucky on his first try. The first crocodile he dissected in the cellar held the pendant inside its stomach. In the days that followed, Madame de Scorailles became infatuated with the surviving two crocodiles, fed them, and befriended them (as much as one can).

The two crocodiles are tools for the GM to add additional terror and danger to the house. Infused with the manor's darkness, they have become smarter, more cunning, and bloodthirsty for living flesh.

One crocodile, the one the PCs first spotted on arrival, now lurks outside the manor, chewing on a bloody hunk of flesh that never seems to shrink. The other crocodile comes in and out through the mudroom door (Madame de Scorailles will leave the door open for it at night sometimes). Once in the house, it stays in the candle-lit shadows of the manor, away from large groups, but looks to viciously attack lone victims.

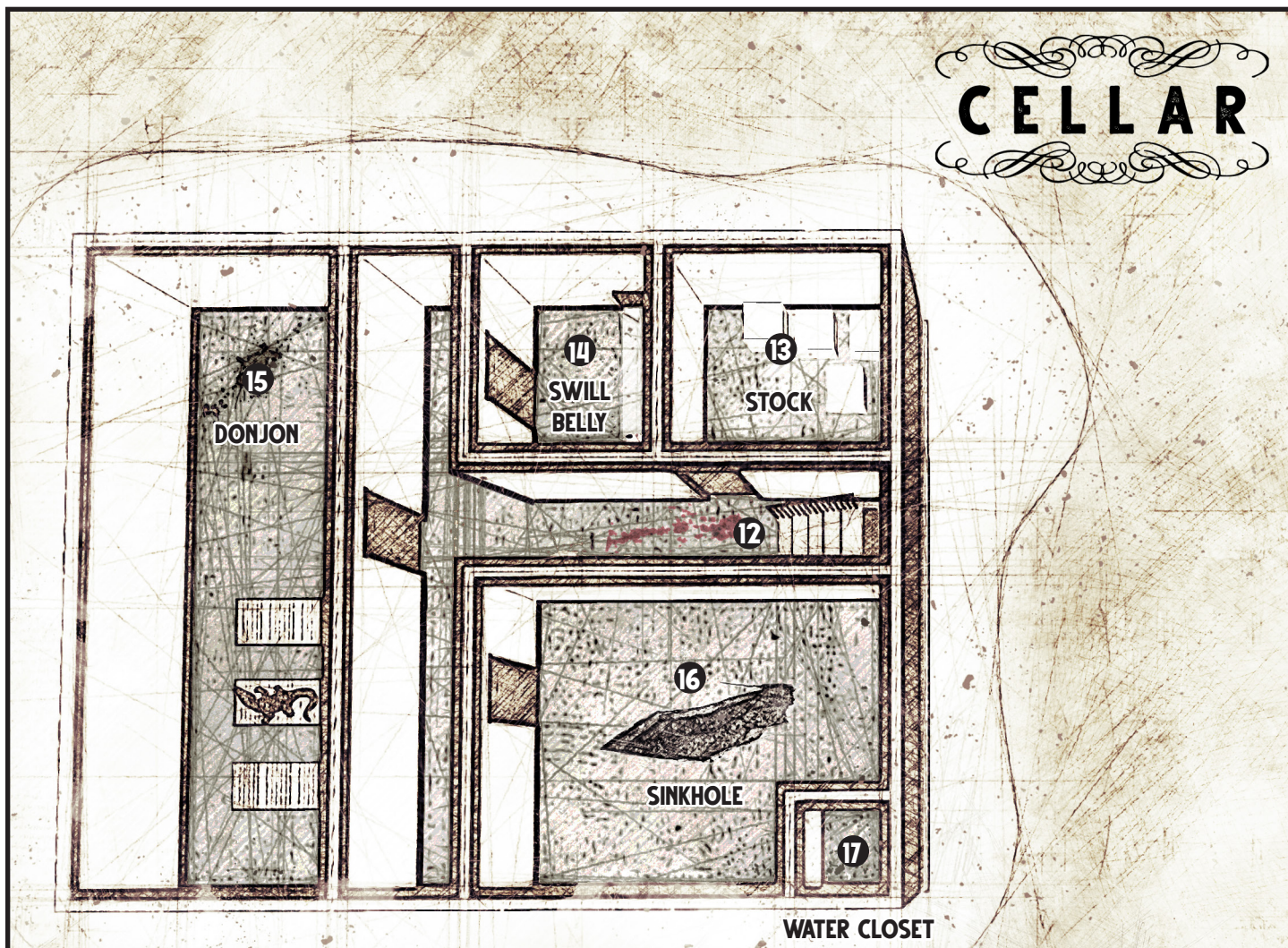
THE CELLAR

A lengthy trail of fresh blood leads down the stairs here. Anyone with tracking ability identifies the tracks as a crocodilian, dragging something of weight down the stairs recently. The cellar is dark and PCs need a lantern or torch to navigate it.

GM's Note: The only NPC that routinely visits the cellar is Madame Scorailles. The others avoid it – and do not know that their beloved servant Fermin died down here recently, or that a massive hole has formed in one of its rooms.

#12 - Cellar Hall. The blood trail continues from the stairs, along the hard-packed dirt floor, leading to the donjon door (#15). Several wooden doors are visible in this hall, each leading to smaller storage rooms.

#13 - Wine Stock. Four crates of French, Italian, and Spanish wines are kept in this cool room. An oil lamp sits on a small shelf near the door, illuminating a heavy book in the corner of the room, which catalogs the contents of the crates in detail. About a third of the wines are extraordinarily expensive, with some costing a year or more the salary of an average laborer at this time. Most, however, are cheap Château Goulaine French wine.



Anyone who uncorks a bottle of fine wine will find a grisly surprise. The red wines have turned to blood, and the white wines have turned to yellow bile. Anyone who takes a swig without examining the wine first will be sickened and must make a **SAVE VS POISON**. A failure causes 1d3 damage and terrible nausea for 30 minutes (-2 to all rolls).

#14 - The Swill-belly Room. A hand-carved sign on this sturdy, imported door reads “For the Barachios and Swill-bellies.” This room was used as a playful punishment, locking up anyone who drank too much of Montmorency’s alcohol. The door is locked (the key is in the donjon), but banging on it awakens the occupant inside, **MARIE DE BESSY**. Opening the locked door is difficult due to the finely-crafted lock on the door, requiring an **Open Locks** attempt. Breaking the heavy door open is also difficult (-1 to rolls)!

Three days ago, the unwitting Marie de Bessy arrived at Thrusher Manor. Squire Damis and Madame Scorailles, unsure what to do with the new guest, got her drunk and then locked Marie away in this room. Marie is completely ignorant and unaware of the terrible things that have occurred in the

manor. Awakening from a long sleep and having a terrible hangover, she still believes that she is being punished for her crime of “drinking all of the count’s 1680 Bordeaux.”

At first, Marie de Bessy will be surly, and scold anyone who woke her up to let her continue to sleep. Eventually, she will regain her wits and will playfully ask when she’s been “good enough to return to the party,” while also commenting on how “naughty and vulgar” the drawings on in her room. It will be difficult to convince her that anything truly terrible has inflicted the other guests (thinking any story is just more hazing), but if the PCs relent and manage to scare her, she’ll beg to be let free.

Inside the small swill-belly room is a simple bed with stained sheets, and a night table holding a candlestick and smelly tallow candle. A copy of Molière’s play, *The School for Wives*, a quill, an inkwill, and several pieces of parchment. Most interestingly, the walls of the room are covered in lewd and vulgar drawings. While some look amateurish, others are drawn with a skilled hand.

#15 - The Donjon. The largest room in the cellar is an old, stone-walled donjon. Two lamps cast warm, flickering light across the cluttered chamber. A variety of iron tools, strips of leather, and chains are haphazardly tossed on tables. A horrible, rotten and musky smell fills the room, which undoubtedly causes PCs to gag as they enter the room.

A corpse hangs on the wall, his arms suspended outward by rusty manacles. A placard hangs around his neck: “Sinful & Treasonous”. This was Firmin Gerard, the missing manor servants, and another one of Murgahd’s victims. An examination indicates he suffocated while hanging in this position.

On one of the tables lies the belly-up carcass of a large crocodile, seemingly dissected, the stench of its open stomach and hanging entrails overwhelming. If someone examines the crocodile carcass, they determine that someone was awkwardly trying to dissect the thing’s stomach, although all that seems to be in there are the unsightly remains of fish and rodents. It was killed by a sword or axe blow to the skull.

Finally, two half-submerged, iron cages are planted in the ground in the corner. On one cage hangs another placard – “Lazy & Gutfoundered.” Both cages are locked with a large metal padlock. The keys to this cage (as well as the swill-belly room) can be found hanging on the wall behind the door, or else it can be picked with an Open Locks attempt.

This “Lazy & Gutfoundered” cage holds an invisible demon, GLASSYIALABOS. This homicidal, dog-like demon emerged from the vile pit in the cellar two weeks ago, and caused havoc among the guests, eating their food and tricking them into hating each other. Gaspar de Sosa actually managed to trap the demon and lock him down here, though he believes it escaped. Unbeknownst to de Sosa, however, the demon can become invisible and is still lurking in the cage, hoping that Madame Scorailles or someone else lets him out. If the cage is opened, Glassyialabos quietly escapes into the manor, likely heading to Madame de Scorailles room, where he can enjoy her company. The PCs have a 2 in 6 chance to hear the demon making his way from the room (better than normal because his sheer happiness of being freed has made him careless).

If the PCs scrounge around in the donjon, they’ll find a couple of useful tools, including a large hammer (as a weapon, 1d6 damage), a large fish knife (1d4 damage), and a boat hook (1d6 damage, but -1 to hit due to its strange shape).

#16 - Sinkhole Room. A massive, steaming sinkhole lies in the middle of this otherwise-empty room. The pit plummets into unfathomable darkness. Listening carefully will hear what sounds to be a broiling ocean below. Dropping something into the crevasse and making an INT check calculates

that water lies about fifty feet below the cellar floor, but no amount of light will actually illuminate the water.

The sinkhole began to form as Thrusher Manor became a den of sin and vile behavior. The murder of Count Murgahd was what caused it to sudden wrench open, and become a portal of sorts to the twisted, black currents of the underworld. Falling into the hole is a death sentence; touching the water at its source melts skin and sanity equally (1d6 damage each round, and a SAVE vs. PARALYSIS to avoid paralysis).

It is possible to climb down into the hole, though very dangerous without equipment (climbing DEX checks are at -3 without a rope, plus darkness penalties!). As one is lowered closer to the vile tide, the screams of tortured souls penetrate the mind and body, forcing a SAVE vs. MAGIC or else be too afraid to climb further. However, once one gets near the bottom, the PCs spot the glint of a shining gem. Here, Murgahd’s precious **pendant** is lazily draped over a rocky crag. A DEX check allows someone to swing over to it and claim it. *(GM’s Note: If the players enjoy more action in their game, see Extending the Adventure for an opportunity add vicious demonic foes here.)*

Without the pendant – once a holy artifact that belonged the archangel Samael himself – lodged in the sinkhole, there is nothing left to push back against the boiling waters of Hell. The pendant’s removal causes the vile waters of Hell to rise, flooding the cellar and eventually overtaking the manor itself.

#17 - Water Closet. A wooden box with a hole in its top sits in this small, claustrophobic room. A sign hangs above the box. It says “Praise the Mouth of Louis,” a crude joke aimed at the king of France. Knocking aside the box finds a dark hole meant to dispose of the waste from the toilet.

A three-foot, venomous coral snake has made its home inside the toilet in this room. While normally shy, the manor has made the serpent more aggressive than usual. It will attempt to bite anyone who disturbs its home. At the bottom of the toilet is a bloody playing card – a **Jack of Diamonds**, one of Count Murgahd’s four missing *primero* cards.

THE UPPER FLOOR

When the house was more full of guests, all but Montmency and Madame de Scorailles shared a room. All of the rooms on the upper floor can be locked from the inside. All of the well-made locks can be picked with an Open Locks attempt or forced open.

TOILET SNAKE

Armor Class 7 [12]
Hit Dice 1* (4hp)
Movement 90' (30')

Morale 7
Alignment Neutral

THACO 10 [+0]
Attacks 1 x bite (1d3+poison)
Saving Throws D12 W13 P14 B15 S16 (1)
XP 23



Poison causes death in 1d10 turns (save vs. poison)

#18 - Upstairs Landing. The upstairs landing is uninteresting except for a small wooden board at the top upon which a piece of parchment is tacked. Once, the parchment lists the names of all the guests who drunkenly fell down the stairs. Now it lists the deceased (see [Handout H](#)).

#19 - Squire Damis / Gaspar de Sosa's Chamber. This room is usually kept locked; both Squire Damis and Gaspar de Sosa have keys. Additionally, a clumsy deadbolt has been added by de Sosa (which has been partially successful keeping Glassyalabalos at bay).

The inside of this room is painted sky blue, with golden arches twisting along the walls in a spiralling pattern. Two petite beds make this room seem cramped. A small cabinet holds cloaks and fine clothes that both the men share. A pouch with about a hundred livres is hidden in a pocket of one of the coats.

#20 - Empty Guest Room. The room is empty but for a wooden armoire, which holds some fine men's clothing, and a bed with plain, but comfortable white sheets on it. If the PCs need a room, they will be offered this one (although women will be asked if they prefer to stay with Anne de Mackau).

Previously, this room was once the room of UGO ANCELET and WILLMUS CRAUGHANE. Ugo was strangled by Murgahd in his sleep one night, a punishment for helping Montmorency piece together an exorcism from the *Heptameron of Raziel*. Upon witnessing the murder, Craughane stole the book and fled the mansion altogether. He has not been seen months and is presumed dead (although he has, in actuality, been surviving in the wilderness). See *Vanished & Deceased Guests* for more information on these guests.

THE ABYSSAL WATERS

When Murgahd was murdered, the sinkhole in the cellar ripped open and began flooding with the black waters of hell. When Montmorency threw the pendant into the hole, the waters were temporarily held. With the pendant removed, Thrusher Manor will eventually flood... and then fall into the abyss.

Ten minutes after the pendant is removed, the cellar will be covered in inches of brackish water, which smells like bile and roils unnaturally. Anyone standing in this water suffers a -2 penalty to all saving throws.

After one hour the house suddenly lurches and begins to sink. This causes the cellar to be flooded, making it inaccessible to all but the bravest divers.

After ninety minutes, the vile water seeps into the first floor, causing it to become unstable. As the PCs enter a room, the GM should roll a die. On a roll of '1', the floor gives way. One or two random PCs must make a DEX check or plunge into the water (1d3 damage), forcing a climb back to the surface.

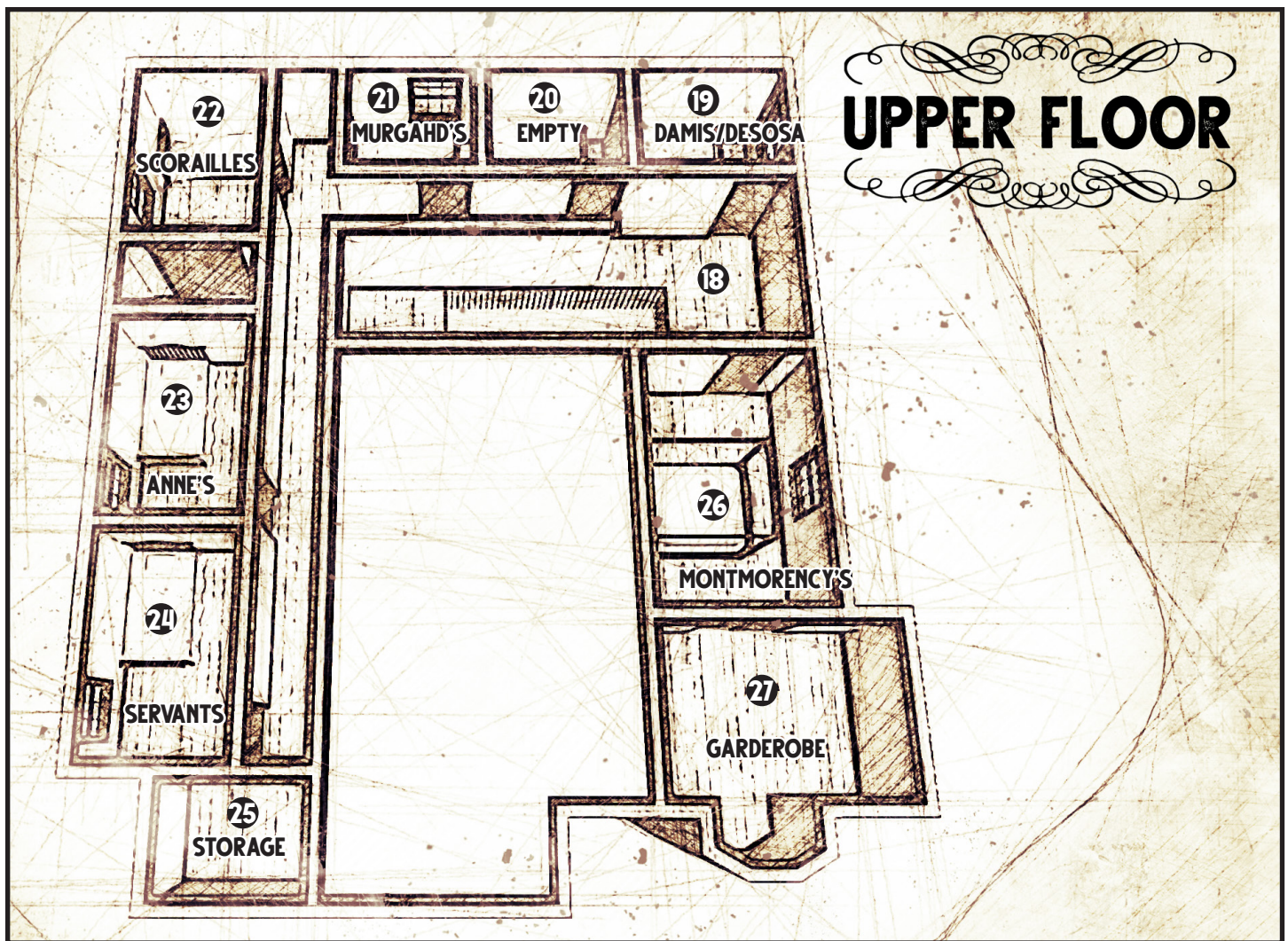
Finally, after two hours, the entire manor groans and folds into the black abyss, killing all inside.

#21 - Murgahd's Chamber. Nailed to the door is a bloody *primero* card – the **Two of Diamonds**. This room is always locked, the key is kept on the person of Count Murgahd (when he is material), or hidden above the door frame when he is not present.

Murgahd's room smells of rotten eggs and wet dog, which seems to be coming from the decorative, crimson rug thrown at an odd angle on the floor. The entire interior of the room is preternaturally aging. The floorboards creak and groan when stepped on. The paint on the wall is chipped and peeling. The furniture is dry and will collapse with any real weight.

Black moths and spiders infest the corners of Murgahd's room. Anyone spending more than a few minutes in the room will be bitten (1 hp damage), and have a wicked itch in the bite spot for the next few hours.

A irregular, sharp-angled mirror hangs on the western wall. A person who stares into this mirror will see themselves hanging in manacles against a ebony-black pillar. Staring any lon-



ger than a few seconds sees their image wither into old-age, then rot away, causing a FRIGHT CHECK -2!

A worn cabinet in the corner is locked shut. Listening has a 2 in 6 chance of hearing faint thumping sounds inside. If the cabinet is opened a swarm of venomous moths flies outward, like ash from an exploding volcano. This swarm flies at stings for 1 hp of injury each turn. The swarm is dispersed after losing 10 hp (but its *diffuse* nature means melee attacks never do more than 2 HP damage to it; 20 XP).

#22 - Madame de Scorailles' Chamber. This room is always locked, the key kept on the person of Madame de Scorailles. She never admits *anyone* into her room.


The interior of the room is ridiculously ornate, every facet of the room carefully trimmed with hand-crafted, gold-leaf filament. The furniture of the room is made from exotic wood and imported from the most lavish of French manufacturers. A draped bed is the centerpiece of the room. The entire room smells of sickly sweet perfume.

A desk in the corner holds a dozen bottles of perfume, face-whitening creams, and medicinal potions. Thieves and assassins identify two deadly vials that combine arsenic and powdered toad (which, upon digestion, requires a SAVE vs. POISON or else the victim dies in 2d8 hours,). Madame de Scorailles keeps careful track of how her perfumes and poisons are arranged. If they are toyed with without care, she will know someone has been in her room.

In the drawer of the desk is a folded note addressed to Madame de Scorailles. It is a **letter from Montmorency**, given to her the night he escaped (see **Handout E**). The letter tells her how he plans to escape from the house via a secret closet hidden in the study, and that a second Geometric Key that can open the secret closet is located in a green vase on the hearth in the study. (*GM's Note – it is not there anymore, as it was stolen and eaten by the demon Glassyabalos*).

A locked chest sits the corner of the room. Madame de Scorailles has the key, or it can be unlocked with an Open Locks attempt or forced open with a Str check at -4. Inside are five masquerade masks, a box of several hundred livres (all that

is left of her fortune), and a puffer pistol (1d8 damage, Club (1d4), Loud, Misfire (1), Reload (1 round) – unless she has grown so suspicious of the PCs that she carries the weapon. Finally, there is an unusual bundle wrapped in a heavy, stained and overly-perfumed blanket. Unwrapping the bundle finds a withered, severed hand.

 The severed hand bears the ring of the knightly Order of Aubrac, which fighters automatically identify. This is the hand of RODRIGO DE LA OLIVA, a former guest of the manor and brother to Domingo de la Oliva, one of the pregenerated PCs. Rodrigo was murdered by Murgahd weeks ago, stabbed through the heart by his sword. Madame de Scorailles cut up his body and uses it to feed her favorite crocodiles.

Madame de Scorailles' large closet is packed tightly with old-fashioned but expensive dresses that are leftover from her time in King Louis' court. A careful search finds a hidden, rare quality dagger (1d4+1 damage) decorated with eel-heads on its pommel buried at the bottom of her cabinet.

#23 - Anne de Mackau's Chamber. Anne keeps this room locked, but lets others in if asked (if she likes them well-enough). Her room is decorated in a vibrant green, with portraits of her family on every wall. A particularly large portrait hangs across from her bed – it is of an old, dour and ugly chevalier – her husband, she admits if asked.

Anne used to share this room with a friend, LOUISE ÉLISABETH. Anne had her bed removed from the room when Louise was found dead, her throat cut.

On Anne's full-length mirror is a bloody *primero* card – a **Queen of Diamonds**, a memento she keeps from the night she helped murder Count Murgahd. The rest of Anne's room contains some perfumes, extravagant dresses, and two expensive wigs that she used for costume balls.

#24 - Servants' Quarters. Compared to the rest of the house, this chamber seems plain. Still, hand-painted murals of farmers working in golden fields decorate the walls here. Four beds are pushed together, making this room rather crowded. Two of the beds are stripped of linen, unused for a while.

Underneath the bed are some tied parchments. The parchments (see **Handout F**) indicates dates and rituals that the guests of the house have tried performing, as well as which book each ritual was found in. If asked about these parchments, guests recognize the servant Jacques' handwriting, and say he was charged with keeping record of their attempts.

#25 - Servants' Storage. Boxes and crates in this room hold extra linen, rarely-used cookpots, and holiday decorations.

MAD CRAUGHANE

At some point, during a lull, Willmus Craughane returns to the manor after months of living in the swamp and obsessing over *The Heptamaron of Raziel*, the book he took from Montmorency which gives detailed instructions on how to exorcise and kill demons. He returns covered in mud and smelling of dung. His nightmare-infested sojourn in the wild convinced him that most – if not all – of the occupants of Thrusher Manor are possessed by demons. The only escape for him, he believes, is by killing the guests.

The GM can use Mad Craughane in a couple different ways. He will no doubt be surprised by the PCs presence, and try to figure out whether they are also demons (he will eventually conclude they are). While he mulls this over, he may provide information about the manor that the PCs haven't discovered yet, for example, telling them about the *The Lesser Key of Solomon* in the library, hinting that he knows Madame de Scorailles has a secret from Montmorency in her room, or giving them clues as to how Murgahd manifests himself and might be exorcised (although never willingly giving up his precious book).

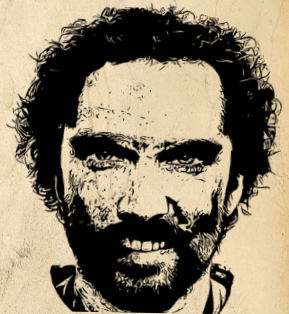
Second, Craughane can act as a deadly foil to the PCs' plans. Once he finally succumbs to his madness, he will become a formidable, murderous adversary. He could shock the PCs by murdering one of their NPC allies, or aggressively ambushing the PCs when they least expect it.

CRAUGHANE

Armor Class	5 [14]
Hit Dice	2 (11hp)
Movement	90' (30')

Morale	8
Alignment	Chaotic


THAC0	18 [+1]
Attacks	1 x cutlass (1d6)
Saving Throws	D12 W13 P14 B15 S16 (2)
XP	20



Notes: Roleplay Craughane as a bloodthirsty, sadistic, voyeuristic madman. He has no empathy for anyone, and is delusional in thinking that his *Heptamaron* is the only source of truth.

There is a large barrel of lamp oil (half-full), and five oil lamps stored here as well.

In the back corner is a small, charred crate. It looks as if lantern oil spilled on it and was ignited. It has a half-burned cross with a rose emblazoned on it. A Wis check identifies this mark as a Rosicrucian cross, a symbol of a hidden order that seeks esoteric knowledge. Inside the box, wrapped in straw, is hand-sized, cracked black bell. Its base is covered in a rust-like residue – blood.

 The box is the Rosicrucian parcel that Ysabeau Dupont, one of the pregenerated PCs, came to Thrusher Manor to find.

#26 - Montmorency's Chamber. This room is always locked, the key kept on the person of Madame de Scorailles. She always refuses to let anyone into Montmorency's room.


Montmorency's room is breathtaking in its total use of whites and golds. A massive chandelier hangs from the ceiling, and a polished wooden floor is perfectly crafted, nearly acting like a mirror to anyone who enters this room. A large, soft bed is in the middle of the room, draped in ivory-colored silks.

Lying under a chair in the room is a worn copy of the book *The Book of Mischief*, written by two anonymous authors. A simple bookmark marks the page "To Help Find the Wine". Anyone studying the book with care finds a page torn out. Studying the book and an INT check discovers a missing ritual – "To Speak with Spirits." If any of the guests are asked about it, Anne de Mackau admits she burned the page months ago in a drunken fight with Madame de Scorailles who wanted to try summoning Anne's husband to see if he was still alive.

GM's Note: See Extending the Adventure for an alternative scenario where Anne did not burn this book page, but kept it.

#27 - Montmorency's Garderobe. Montmorency's great closet is as big as his bedroom. The room is lined with mahogany shelves upon which are stacked all kinds of remnants of his life, including portraits of lovers, gifts from the king, wonderful and fancy hats, perfumes, and a ring collection worth a thousand livres. An antique *casco* helmet of the Spanish conquistadors is on display (+1 AC) along with a extraordinarily fine French cavalry saber (1d8+1 damage).

Also stacked on the closet's shelves are Borromini's plans for Thrusher Manor. These plans clearly show the hidden closet in the study (for anyone passingly familiar with the manor, an INT check spots this fact). Among the plans and correspondence is a letter from the architect saying how he has discovered a small cave as he was laying the foundation of the manor (see [Handout I](#)).

 Hidden under the floorboards in this closet (which requires a careful search to find) is Montmorency's remaining fortune – almost twenty thousand livres, easily enough to pay his debts to the crown.

THE BLACK OBSERVATORY

The black observatory is an underground location that Montmorency's architect, Borromini, discovered while he was laying the foundation to the manor.

#28 - Entrance. The "Black Observatory" is a natural cavern, made out of an ebony rock. Flecks of lustrous spar make the walls of the cave sparkle in lamplight.

#29 - Oily Squeeze. At first glance, it looks like the cave just ends here. However, upon closer examination, the tunnel just compresses dramatically. Any investigation reveals that the walls here are slick with lamp oil, which allows all but the largest of people to (uncomfortably) squeeze through. Squeezing through, however, makes anyone more vulnerable to fire (treat anyone hit by fire as if ignited by burning oil, for 1d8 damage per round).

THE BLACK BELL

The Black Bell is a sinister artifact that fell into the possession of the Rosicrucians, a mysterious secret society that studies esoteric knowledge. Montmorency heard about the bell and ordered it. He never had the courage to try the bell, and only Madame de Scorailles knows of it.

Those with occult knowledge will identify the bell and its general properties. If an additional INT check is made, all of its details will be known.

When dipped in blood and rung, the bell awakens any corpse within the range of its ring. The corpse awkwardly stands up and shambles towards the bell. Anyone who sees this must save vs. paralysis or be unable to act for 1d10 rounds! An awakened corpse can be spoken to; it will answer three questions with simple, one-sentence answers, after which it stands listlessly. When the bell is rung again, the corpse collapses into dust. There are rumors that once raised by the bell, the subject's soul is forever damned.

The bell has a side effect. If the corpse is left to stand for an hour without hearing the bell's ring again, the demon that brought it to life will grow and erupt from the corpse! For simplicity, assume this demon is the same species as Glassyabalos (p.25), though GMs can invent a new one.

#30 - Montmorency's Grave. A body lies crumpled near some rubble. An obvious and grotesque wound in the man's skull indicate he was killed by a gunshot to the head. An empty puffer pistol is located in the corpse's hand. Anyone familiar enough with Thrusher Manor's paintings of Duke Montmorency recognizes these remains as the duke himself.

#31 - Borromini's Labyrinth. Large, carved pillars jut out of the cavern floor in this section, spiralling outward from a cross-like pillar in the center of the room. Despite the simplicity of the stone pattern, entering the labyrinth is dizzying – the walls seem to close in, the paths appear to multiply, and it is easy to find oneself walking in circles, believing that there are multiple exits when in fact there are none. A **SAVE vs. SPELLS** is required to walk the labyrinth for more than a few minutes. A failure indicates 1 hp of damage from mental exhaustion.

Succeeding the saving throw lets a PC discover the center of the maze. On three of the four points of a cross-like center pillar are three, utterly beautiful, men, each manacled to the pillar with golden chains. Their pale, marbled, skin is flawless, and they are naked but for a simple white covering. They seem to be unconscious or sleeping, although one stirs and murmurs restlessly. The fourth point also contains manacles, but they are undone, their captive gone.

Above each set of manacles is a name carved into a bronze plate:

LAHASH
ELIGOR
ZAKUN

MARGADIEL (the broken manacles)

Any clerics or others with theological backgrounds identifies these names as those of fallen angels, banished from Heaven for interfering with divine will. A further **Wis** check recognizes Lahash and Zakun as angels who Fell and were exiled after he and the others attempted to intercepting prayers as they left mortals' mouths and twisting them before reaching the heavens.

Only Lahash responds if disturbed. His eyes are coal-black, and he speaks with an unnatural and persuasive charisma:

- Lahash is desperate to be freed, and is jealous that Margadiel (Murgahd) was the one Montmorency released. Lahash promises the PCs the answers to every problem they have... if they only pull open his golden manacles and set him free.

If Lahash realizes the PCs are unlikely to free him, he instead plots to get Murgahd recaptured. He explains the

THE BOOK OF MISCHIEF

The Book of Mischief, written by two anonymous witches, contains a couple dozen spells. Most are fairly innocent – relieving cramps and bloody noses, improving wine quality, cleaning laundry, and causing minor mischief. The guests of Thrusher Manor enjoyed trying to cast spells from this book every week or so, with mixed success (although Madame de Scorailles seemed to be *good* at it).

Casting the simple spells from this book requires about 10 minutes and an **INT** check (or 4 for characters not magically inclined). A failure inflicts 1 hp damage, and that person cannot reattempt the spell for 24 hours. A roll of 1 summons Murgahd (or perhaps another demon)!

Two useful spells the PCs may try to cast:

“To Find a Bauble” – Locates a non-living, lost possession by creating a cricket-like sound in the room it is located. If the PCs attempt to use this spell to find the pendant (which is actually halfway between worlds), PCs only see a flash of bright amber light followed by a horrifying cloud of faces and feathers – which causes fear.

“A Haze of Queens / A Curse of Oafs” – Reduces the will of a woman / man respectively (lasts 10 minutes).

PCs must defeat simply Murgahd while he is fully corporeal and rechain him here. “It’s unlikely you’ll be able to best the seraphim who lasted against Samael,” he laughs.

GM Note: The manacles can be easily manipulated by any mortal. Freeing Lahash is a bad idea. If the PCs actually free the demon, he simply laughs at them for their foolishness and leaves the manor, delighted to have escaped his eternal punishment.

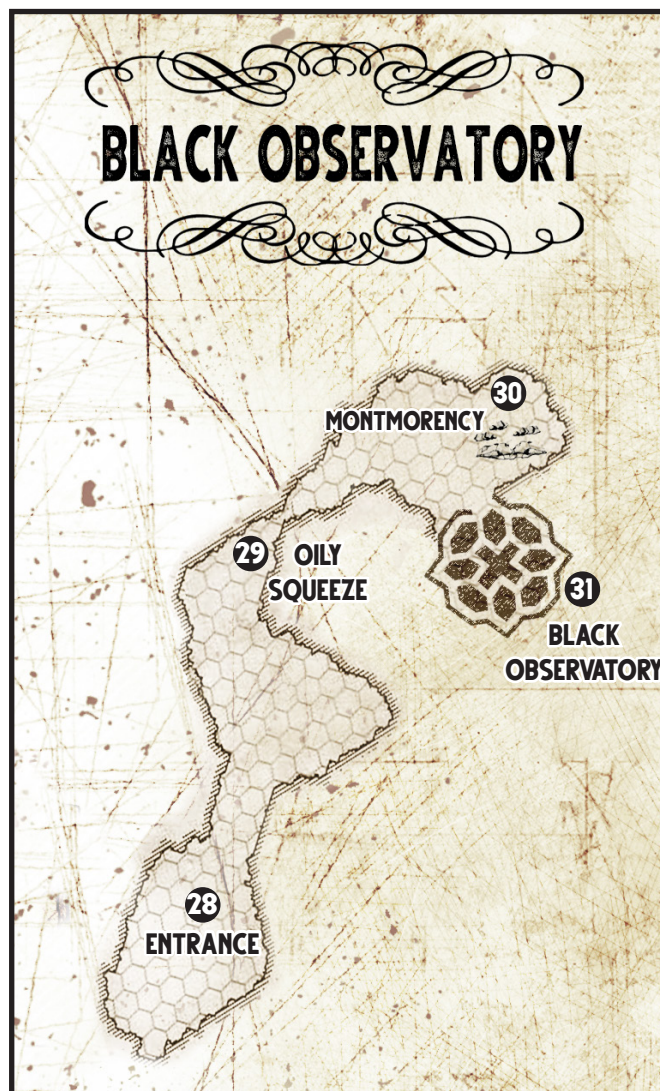
- If Lahash is asked why he is bound here, he has no problem bragging about the full story. “I convinced 182 other *bene-elohim* that it was more interesting to *interpret* men’s prayers and dreams than simply relay them. Apparently, that simple idea was worth dispatching Samael and two million of his flaming sword-bearing angels to stop us.”
- If asked about the empty manacles, Lahash explains that Montmorency foolishly freed Margadiel, thinking “a fallen seraphim would make a fine addition to his home’s guest list.”

- If asked for more information about Margadiel, Lahash laughs. “Margadiel liked my plan, but he was always more interested in *talking* to men, playing their games, and *winning* their prayers and dreams from them.”
- If asked about the pendant, Lahash explains it was once the pommel-stone of the sword that belonged to Samael, the great Angel of Death, and great general to over two million warriors. Margadiel actually managed to disarm Samael during his final duel, Lahash explains, and palmed the gemstone when it fell loose. Lahash laughs as he reveals that Margadiel hid the gem in “*a most unmentionable place*” upon his capture.
- If asked where the pendant is now, Lahash laughs “I tricked the fool Montmorency to throw it back into Hell itself. I was hoping I would get freed for my great lie, but alas, my gift seems not to have reached the princes of Hell.” If pushed for more details, Lahash is more explicit that Montmorency threw the pendant into the cellar crevasse, not realizing it was a portal to Hell itself.
- If asked about the fate of Montmorency, Lahash says that the duke foolishly believed that there was an escape from the manor through the labyrinth. “After realizing that there was not, he begged me to show him an escape,” Lahash laughs. “But finally, when he realized all was utterly hopeless, he killed himself, and no doubt now finds himself in a place worse than what he left.”
- If Lahash is asked about his chained companions, he will shrug and say that they sleep until there is something worth waking up for.
- If the PCs attempt to wound Lahash (or any of the other fallen angels), they will find that his stone-like skin resists all injury. “Someone wants us punished for eternity... you won’t ruin that Someone’s plan, I think.”

FIN: ESCAPING THE MANOR

The manor can only be escaped once Murgahd has been destroyed, or subdued and rechained to his pillar in the Black Observatory.

The opportunity to defeat Murgahd only realistically occurs after a successful exorcism. Players who don’t think this on their own should get a hint from an NPC once they’ve determined Murgahd is demonic. (“Friar Domingo! Surely they’ve taught you how to banish such unholy things!”). Any PC who thinks of an exorcism and is either a cleric or paladin, makes an appropriate INT check should know what is typically required: Murgahd’s bloody *primero* cards removed from the house, his true name, and his physical presence. Or, the manor’s library has plenty of such books on the matter. The GM can give this information to the PCs with [Handout J](#).



Once exorcised, Count Murgahd loses his demonic protections and is far easier to defeat (see p.21). The Pendant of Samael will also help protect the PCs during a final duel. Once vulnerable, Murgahd can be killed through normal means, rechained in the Black Observatory, or even dropped down the cellar hellpit, where the angry Osmodeus annihilates him for good!

PCs may think of more creative ways to banish or destroy Murgahd. Instead of an exorcism, the PCs may use what they learned from the *Lesser Key of Solomon* and the *Hep-tameron of Raziel* to summon an angel to dispatch Murgahd. GMs should infuse whatever angelic spirit that appears with enough terror and awe to make PCs perhaps regret the decision (at first). This method can either play out dramatically, with an angelic host emerging from nowhere to exterminate the evil in the house, or play out similar to a successful exorcism, with the angelic being stripping Murgahd of his demonic powers, and then letting the mortals defeat him for good.

Either way, once Murgahd is destroyed or recaptured, his infernal barrier falls, and the PCs can flee the manor with whatever NPCs are still alive at that point.

For completing the adventure, each PC receives typical XP rewards, plus a 10% bonus for cleverness and good roleplaying.

Additionally, recovering enough of Montmorency's fortune (i.e., thousands of livres) and returning the treasure to lieutenant governor Charles de Courbon de Blénac is worth 5,000 shared XP and a positive reputation – or even a helpful and wealthy patron if the entire fortune was found and returned to the crown.

EXTENDING THE ADVENTURE



To Speak with Spirits

One of the rituals Montmorency attempted was one that would allow him to speak with the dead. While he never successfully completed this ritual, Anne de Mackau was terrified that the guests would contact her estranged husband (who she suspects as dead, as he was old and decrepit when she was banished), who would no doubt tell all of her petty secrets. She ripped the ritual out of the *Book of Mischief* and hid it.

Allowing the PCs to talk to the dead is suggested only for experienced GMs who both deeply know the backstory of Thrusher Manor, and is willing to improvise.

Casting the “To Speak with Spirits” from this book requires the corpse of the dead person (mostly intact), and about an hour. A Wis check is required to complete the ritual. A failure costs 1d4 damage, and that person cannot reattempt the spell for 24 hours. A *roll of a 1* summons Murgahd (or perhaps another demon)!



Q'obbon Incursion

For groups that enjoy more action in their horror, the GM can add additional demons that emerge from the hellpit in the cellar to physically challenge the PCs.

The first hint of these demons can be found in the dining room or kitchen. Sitting on one of the tables is a carcass of a small, grotesque and difficult-to-identify animal. The three-eyed thing is fat and has pale, pig-skin. A long tongue that is rolled out of a sharp-toothed, wide mouth. Its limbs are amputated and altogether gone. A butcher cleaver, upright in the table, has sliced off pieces of the thing, like a bloody ham.

Anyone with occult background identifies the thing as similar to some old drawings of demonic servants (though it is not

THE PENDANT OF SAMAE

Murgahd's lost pendant is the holy diamond that was embedded in the hilt of Samael's angelic sword. Stolen and hidden by Murgahd as he Fell, he later used the pendant to seduce and corrupt Montmorency's court. The guests describe the pendant as utterly beautiful, “like catharsis incarnate” or “as thrilling as death escaped.”

When the crevasse in the cellar cracked open upon Murgahd's death, Montmorency asked Lahash what to do. Lahash tricked him into tossing the pendant into the hellish crack, hoping it would fall into the hands of some demon prince who would free him for his trick. Unfortunately, whether due to luck, or holy will, the artifact did not fully fall into the abyss.

A mortal in possession of the artifact can never hope to unlock its true power. Even so, while worn, the pendant imbues a powerful protective blessing (AC+1). Furthermore, if called upon, the pendant will perform some sort of miracle appropriate to the situation, such as a life-saving healing (up to 2d8 hp) or igniting a blade on fire (for +2 damage).

THE HEPTAMERON OF RAZIEL

The *Heptameron of Raziel* is an incomplete 13th century medieval tome that details the histories of six angels – Anael, Cassiel, Gabriel, Michael, Raphael, and Sachiel. Oddly, Raziel is *not* included amongst them. The book is written in old Italian and contains incantations, explanations of amulets, and minor prayers of divination. Casters recognize the book as mostly ineffective “white magic.”

Montmorency and Ugo Ancelet used the book as a guide to expel Murgahd from the manor. When they failed (due to a poor translation), Willmus Craughaine stole the book and fled the manor. The book is specific in its instructions for a demonic exorcism (although an EXORCISM roll reveals the identical information; [Handout J](#) shows the instructions):

- All of the demon's blood and bile must be removed from the location
- The demon must be present, in spirit or body
- The proper ritual of exorcism should be performed in full, and the demon Named

The book contains the holy ritual of exorcism, and also gives +4 to all attempts.

high ranking enough to make an entry in *The Lesser Key of Solomon*). Clerics identify it as a *q'obbon*, a type of daemonic imp.

This particular q'obbon emerged from the underworld in the last week or so. The unnerved guests of the manor have not seen this imp before and have no explanation for its carcass. (It was recently killed by Fermin, one of the recently-vanished servants, and left here.)

Dispatched by Osmodeus, more q'obbon demons stealthily emerge from the hellpit as the adventure continues. Osmodeus has grown impatient, and sent them to find the pendant before Murgahd can locate it. The patient q'obbon gather in the cellar and wait for a good opportunity to draw blood, perhaps ambushing the PCs as they go down into the dark (or rope down into the hellpit). If undisturbed in the cellar for long enough, the q'obbon grow brave, gather, then flood into the upper floors, attempting to slay any mortal in their way. Similarly, if the PCs begin Murgahd's exorcism, they will attempt to aid the demon by killing the exorcist, or distracting him long enough to fail at the ritual.

SPECIAL THANKS

Special thanks to thispersondoesnotexist.com for helping create images of the various characters, [jonihermawan](#) on Fiverr for his awesome *primero* card illustrations, [maeve_tan](#) on Fiverr for the illustration of Glassyalabos, [Anisha78](#) on Fiverr for the q'obbon illustration, and Saffron Connors for helping with converting the characters from *GURPS* to *Call of Cthulhu*.

For more free one shot adventures, please visit 1shotadventures.com. If you enjoyed this adventure, all the author asks is that you give a shout out and let me know how it went. Post a note on 1shotadventures.com or tweet @SageThalcos on Twitter.

DISCLAIMER

The material presented here is an original creation, intended for use with various OSR systems.

UPDATE LOG

1.0 - Original OSR version

1.1 - Made Murgahd's exorcism more clear

Q'OBBON

Armor Class 3 [16]
Hit Dice 2 (9hp)
Movement 90' (30')

Morale 6
Alignment Chaotic

THACO 18 [+1]
Attacks 1 x claws (1d4)
Saving Throws D12 W13 P14 B15 S16 (2)
XP 20



"Murgahd the Fallen"

The Count of Thrusher Manor

The count's first appearance will be as the charismatic, but stern new master of the manor. He will be curious about the PCs' backgrounds, but quickly tell them that the price for staying – and leaving – the manor is the return of his his lost pendant. He will increasingly grow more dramatic, angry, and even violent on future visits. Eventually, he will decide the PCs are useless and attempt to kill them.

Physical Form

Murgahd cannot take a physical form until a *mortal sin* – typically a murder or a grand betrayal – or a death or other horrible event, takes place. He then materializes somewhere in the manor (usually his room), but only for a few minutes (1d6x10 minutes if it matters).

Killing Murgahd's physical form sends Murgahd back to Hell, where his master Osmodeus will annihilate him forever for his incompetence. However, this is *hard* because of his protective Demonic Traits. These traits can be *nullified* if he is first Exorcised from the manor (see below).

Murgahd's Infernal Powers

While incorporeal, Murgahd's influence is limited to:

- **Possession:** The Count can temporarily possess any of the living guests in the house. He can only possess one person each hour, and even then only for a few minutes (1d6 minutes). Murgahd will avoid possessing the PCs because he does not yet know them very well. (GMs should only allow a possession towards the end of the adventure, and only if the PC fails a SAVE VS. MAGIC.)
- **Memory Fog:** The Count can cause anyone to suddenly become forgetful. GMs should play the NPCs in the adventure, who have been under the Count's effects for days, as somewhat hazy about recent events.
- **Psychokinesis:** The Count can cause small items in the house to suddenly jolt and move. Additionally, once per hour or so he can hurl a larger object something with substantial force (1d8 damage).

Exorcising Murgahd

To perform an exorcism, PCs must either be a cleric or paladin (50%) chance, be in possession of the *Heptameron of Raziel* (90% chance), or improvise based on general knowledge (20% chance). An exorcism takes an hour and costs

COUNT MURGAHD

Armor Class 4 [15]*
Hit Dice 7+1* (32hp)
Movement 90' (30')

Morale 12
Alignment Chaotic

THACO 12 [+7]
Attacks 1 x fine rapier (1d8+1)
Saving Throws D4 W5 P6 B5 S8 (14)
XP 850



Murgahd can breathe fire for 3d6 damage, once per hour (save vs. breathe for half damage).

Demonic Body Traits: His demonic body gives invulnerability to non-magic items, and allows him to regenerate 1 hp every turn. Both abilities are nullified when he is exorcised.

the exorcist 1d4 hp. The PC must be in the same room as the demon. The roll is modified:

- +10% if Murgahd's original angelic name (Margadiel) is invoked.
- +5% if the exorcist is lawful and otherwise pious
- +5% if performed with a religious icon (like a cross).
- +5% if an assistant is helping (maximum two).

On a failure, the exorcist cannot retry for 12 hours. On a roll of 100, he sees a glimpse of the demon Osmodeus's throne and goes insane.

Note that if Murgahd is possessing a host while exorcised, he cannot stop possessing the host once the ritual has begun. The host will physically attempt to resist the exorcism.

On a success, Murgahd is banished from the house for several hours, during which time he cannot use his powers. However, if *all* of Murgahd's demonic blood (on his four *primero* cards, plus his severed head, but only if it has been brought into the house) has been destroyed when this happens, he is forced to become corporeal indefinitely... *without the protection of his Demonic Body traits!*

Ignoble and Unwitting Guests

Before Murgahd was killed and sent back to possess the manor, there were many more guests in the house, plus Duke Montmorency himself. Now, only five are left, most deranged from being trapped in the house for months with a malevolent demon. With the exception of Madame de Scorailles, all of the guests believe the house has become haunted by the ghost of Murgahd, who is simply looking for his lost pendant. All of their own motivations to use the PCs to help them escape from the house.



Squire Damis

A mop-headed, middle-aged man with a perfect moustache and insecure manner. He is wicked good at playing cards (and often cheated), but has no other useful real-world talents. He brutally mocked Count Murgahd as he lost at cards the night of his murder, and then stood idly by as the count was murdered. When

Murgahd spirit returned, he violently pushed Squire Damis down the second floor stairs, leaving him with a permanent limp.

Personality: Dim-witted, vain, and selfish.

When Alone: Squire Damis rarely has anything interesting to say, and his dim mind has largely blocked out most of the tragic events that have happened in the manor. He will talk about minutiae, especially of games, wine, and dog breeds. If a PC has annoyed him, he'll get thrills out of insulting them. Pushed too far, he may become violent (especially if drunk), or lead the PCs towards a dangerous area of the house.

Motivation: The squire has grown increasingly frustrated at being trapped in the manor, and has largely given up hope that he will ever escape. His stupidity and recklessness will increase when the PCs arrive. He often "inadvertently" leads the PCs into dangerous situations so that they can suffer like him.



Anne de Mackav

A beautiful *chevaleresse* who loves spending money on extravagant things. She was sent away by her pious, miserly husband, who was disgusted by his wife's wanton excess. With little to spend her money on in Thrusher Manor, she became irritable and only found enjoyment manipulating the other guests. When Count Murgahd arrived, she was intrigued

by his personality and marvelous pendant and tried *every* way possible to get him to gift it to her. When her attempts failed, she grew angry and helped plot his murder. She watched with savage glee as he was thrown into the crocodile-infested water near the manor. However, upon returning she got lost in the dark and fell down an embankment into a pond. Unable to swim, she nearly drowned, and now has a deep terror of the swamps outside the house.

Personality: Jealous, flirtatious, greedy.

When Alone: Anne will tell the PCs a rough outline of the night that happened months ago, but changed to make herself sound innocent. She will claim that there was a terrible party that night, and everyone (but her) got drunk and angry over a game of cards. One nobleman, Count Murgahd, was her paramour, and she had given him a pendant as a sign of her love. But everyone else was jealous and the poor Count was dragged from the house after a card game with cruel Montmorency. She believes that he still lives, wants his pendant back because it is worth thousands of livres, and that the others are crazy for thinking he is a ghost. She suspects that Montmorency found the pendant... and passed it to Madame de Scorailles, as he saw her clutching an envelope from him the night he vanished. She saw Scorailles hide the envelope away in her always-locked room.

Motivation: Anne's motivation is finding Murgahd's lost pendant, which she claims was hers and was stolen from her. She believes the pendant is the key to escaping the manor. She will manipulate the PCs (especially those that are strong and tough) into thinking she is innocent and helpless. However, she will turn on the PCs the moment they get in her way.

Ignoble and Unwitting Guests



Gaspar de Sosa

A wealthy Spanish wine merchant, Gaspar de Sosa recently arrived only a year ago at Thrusher Manor with several crates of tempranillo red wine. Delighted by the debauchery of the place, he decided to stay a while. He was horrified the night that Count Murgahd was murdered, but merely slunk away into his bedroom rather than intercede. When

Murgahd returned from the dead, he accused Gaspar of being a coward. Distraught at the accusation, Gaspar tried to become the leader of the manor, looking desperately for a way to help everyone flee.

Personality: Chummy, nervous, and easily persuaded.

When Alone: Gaspar will tell the investigators that the house is the home to a demon. He will explain how he got to the house and witnessed a terrible murder, but that a night later, Murgahd was walking as if uninjured, and Duke Montmorency was plotting to banish him. Since Montmorency's disappearance, he has seen Murgahd in the house, but only every week or so, and always after something horrible has happened. Murgahd explains that the Count is desperately looking for his diamond-like pendant – though knows not why. While Gaspar pretends to be trying to find the pendant, in truth, he has no desire to uncover the thing.

Gaspar de Sosa also believes that a second demon has taken up residence in the manor. He describes the creature as a diminutive, dog-like thing with coal-black wings who likes to awaken the guests at night with its horrific visage. He says he wrestled with the demon a week ago while he caught it eating the keys to his room at night. He locked it in a cage in the cellar. However, he sighs, the cage seems empty now. He'll implore the investigators kill it if they see it.

Motivation: All Gaspar wants is to escape the manor. He sees the PCs as allies who can help him. He'll likely befriend them and offer them a rich reward for helping him. He will do his best to resist his cowardly urges, believing that it better to perish trying to do good rather than side with the devil himself. This belief, however, will quickly make him a target to Murgahd.



Marie de Bessy

Marie is a 24-year old heiress, whose rich father was once a captain for the French West India Company. As war broke out earlier in the year, he decided to send his daughter to Thrusher Island, believing her to be safer on a tiny residential island, versus any of the larger islands in the West Indies.

The most recent arrival to Thrusher Manor, Marie de Bessy landed on the island just a few days ago. Surprised by her arrival and unsure what to do with a new guest, Madame Jeanne de Scorailles got her drunk, scolded her for drinking too much, and then locked her away in the cellar. Since this kind of hazing was a tradition for new guests, the other residents of Thrusher Manor did not protest too much.

As the newest guest to the manor, lecherous Count Murgahd has taken interest in her innocence. At first, he will try to use the other NPCs to separate her from the PCs, so that he can better evaluate and get to know de Bessy. Then he will use the trust she has built with the PCs as a weapon to foil their plans.

Personality: Sharp, attentive, loves drinking and games.

When Alone: Feeling that she has caught the attention of an evil spirit, she will admit to the PCs that she has the sensation of being watched and preyed upon.

Motivation: At first, Marie is intent to find a great party (but will soon be disappointed in the seeming lack of younger men and women at the manor). Eventually, she'll wish to escape the house with the PCs!

Ignoble and Hellish Guests



Madame Jeanne de Scorailles

The old widow Jeanne du Scorailles was a friend of Montmorency from King Louis' court. She was also implicated in the Affair of the Poisons and exiled from the court at Versailles. Although she had an offer to move to England to live with her sister, she preferred a warm sun and instead chose to join Montmorency in

his New World adventure. Count Murgahd hated Madame de Scorailles, calling her the "angry old bear of the house". She whispered in Montmorency's ear that the Count must be dispatched. The night of their murder, it was her idea that they drag Murgahd to the swamp to be devoured by crocodiles. When Murgahd returned, he stabbed her in the heart and then chopped her head off with a cleaver, leaving it in the cookpot in the kitchen. Murgahd then convinced his master Osmodeus to use powerful infernal influence to bring her back as a *revenant*, convincing her (lying of course) that her return was a sign that the position of a *princess of hell* was available to her... if she helps him recover his pendant.

Personality: Ill-tempered, curt, impatient, murderous.

When Alone: She effuses how wonderful Montmorency was and how his only mistake was letting the other guests convince him that Murgahd meant ill-will towards him.

Motivation: Now an undead revenant, Madame de Scorailles seethes with barely-contained rage. She knows Murgahd's secrets, and has been his chief agent of death in the house, secretly murdering other guests to summon Murgahd physically, and then blaming their deaths on the "ghost" of the count. She wants to find and return the pendant to Murgahd, and will consider anyone not helping her in this endeavor to be idiots. As the PCs irritate her more and more, and as she grows more desperate, she will become murderous, attempting to kill those she can get alone.

If Madame de Scorailles is ever confronted with her severed head, at first she will lie and say that it belongs to her sister.

MADAME DE SCORAILLES

Armor Class	5 [14]*
Hit Dice	4 (20hp)
Movement	90' (30')
Morale	12
Alignment	Chaotic
THACO	16 [+3]
Attacks	1 x dagger (1d4)*
Saving Throws	D12 W13 P14 B15 S16 (4)
XP	125

Madame de Scorailles' knife is coated in poison. If wounded, the victim must make a SAVE VS. POISON after the battle. On a failure, the victim takes 2d8 damage.

In addition to her knife, Madame Scorailles has access to one of Duke Montmorency's puffer pistols hidden in her room (1d8 damage, Club (1d4), Loud, Misfire (1), Reload (1 round).

If pushed that she is lying, and that she never had a sister in the house (as any of the other guests will attest), she will suffer a nervous breakdown and rush, screaming and cursing, back to her quarters. From that point forward, she will plot the PC's deaths, believing them to exist only to oppose her.

Ignoble and Hellish Guests

Glassyialabos

The portal to hell in Thrusher Manor's cellar has allowed a small demon to escape into the mortal world. Glassyialabos is a homicidal troublemaker, who loves observing humans, frightening them, and inciting them to bloodshed. The demon also enjoys swallowing things of value, and has upset the guests by devouring some of their most precious objects.

In his corporeal form, Glassyialabos is a dog-sized creature with coal-black, feathery wings. He primarily prefers to stay invisible, though will appear to terrify people when they are alone, and especially when they are sleeping at night.



The only guest that Glassyialabos has grown to like is Madame de Scorailles. Glassyialabos can often be found in her room, enjoying the smells of her vast perfume collection. Ultimately, however, Glassyialabos is loyal to Osmodeus. He

enjoys taunting and torturing Murgahd as much as the mortal guests of the manor – reminding the demon count of the horrible, eternal punishment that awaits him should he fail to return the pendant. Glassyialabos *hopes* that he fails.

Like Murgahd, Glassyialabos can be exorcised from the house. To perform an exorcism, PCs must either be a cleric or paladin (50%) chance, be in possession of the *Heptameron of Raziel* (90% chance), or improvise based on general knowledge (20% chance). An exorcism takes an hour and costs the exorcist 1d4 hp. The PC must be in the same room as the demon. The roll is modified:

- +10% if Glassyialabos' name is known and invoked.
- +5% if the exorcist is lawful and otherwise pious
- +5% if performed with a religious icon (like a cross).
- +5% if an assistant is helping (maximum two).

On a failure, the exorcist cannot retry for 12 hours. On a roll of 100, he sees a glimpse of the demon Osmodeus's throne and goes insane. A successful exorcism banishes Glassyialabos back to hell for 99 years.

GLASSYIALABOS

Armor Class 3 [16]*
Hit Dice 2+2 (11hp)
Movement 90' (30')

Morale 6
Alignment Chaotic

THACO 18 [+1]
Attacks 1 x bite (1d4)
Saving Throws D12 W13 P14 B15 S16 (2)
XP 20

Glassyialabos can freely cast the Invisibility spell, although if he attacks, he is briefly visible. He is also always visible in mirrors.

While invisible, Glassyialabos is nearly impossible to detect (1 in 6 chance, unless he's especially gleeful, in which case it is 2 in 6). Attacking the demon while invisible requires a '20' to hit, unless his location is known, in which case treat him as having AC 0 (19).

Glassyialabos' Stomach

Killing or exorcising Glassyialabos' will cause his mortal vessel to enlarge, split open, and then spill his stomach contents all over the floor.

Inside his stomach is the lost **Geometric Key**, which unlocks the Montmorency's secret closet (#7), a pair of beautiful diamond earrings that belonged to CAROLINE VELEZ (a deceased guest) and a tarnished, once-fine silver ring is still on one of its fingers, etched with the words "*semper idem*" in Latin ("always the same"). The ring is valued at 250 gp.

Deceased & Vanished Guests

The following guests lived at the manor before the “incident” with Count Murgahd. None of these NPCs really make a difference to the adventure itself (as they are mostly dead!), but GMs might find the information below helpful to fleshing out the backstories of the living NPCs.

Caroline Velez

Died Feb 1688

A long-time friend and lover of Montmorency's Caroline Velez volunteered to join the duke in Thrusher Manor just months after it was completed. Alas, she did not have much of a personality, and quickly fell out of favor once Anne de Mackau and Louise Elizabeth arrived at the house. In an effort to impress Montmorency, she was the first to stab Murgahd the night of his murder. When the count returned the next night, he chose Caroline as his first victim. He made a terrible show of the event, forcing Montmorency to beg for his friend's life, before smashing her head with a fire poker.

Ugo Ancelet

Died Mar 1688

Suspected of trading in poisons, Ugo Ancelet was another courtier who was banished from King Louis' court after the Affair of the Poison. A clever and well-educated fellow who had mastered a dozen languages, Ugo Ancelet often directed the others in the manor when they performed rituals. When Murgahd was killed, Ugo attempted to aid Montmorency in finding an exorcism ritual in the *Heptameron of Raziel*. As revenge, Murgahd strangled Ugo in his bed.

Agnès de Ruffec

Died Mar 1688

Agnès was Thrusher Manor's quiet, but diligent maid. She spent hours toiling to keep the house tidy without a single complaint. After Murgahd's murder, she fell into constant prayer. Eventually, she succumbed to madness (in large part because of Glassyalabos' appearances in her room at night), and hung herself on the tree outside the manor.

Willmus Craughane *Vanished May 1688*

Willmus Craughane was an Irishman who became moderately wealthy through soldiery and piracy. He initially came to this island to rob the manor, but became enthralled by the guests and instead joined them. Because he was not from noble stock, he was a frequent butt of jokes from the others, which did not bother him too much. However, after Murgahd was murdered, and his demonic presence inhabited the manor, Craughane slowly went mad. About six weeks

before the adventure began, when he witnessed Ugo Ancelet get strangled by Murgahd in his bedroom, Craughane's sanity snapped and he fled into the swamp with the *Heptameron of Raziel* and is believed to have drowned or died from exposure. In reality, however, Craughane has become completely unhinged in the swamp, and is preparing to return to the manor to kill everyone inside, thinking they are *all* demons from Hell.

Rodrigo de la Oliva

Died Jun 1688

Sir Rodrigo de la Oliva was a hospitaller knight of the Order of Aubrac, and the brother of Domingo de la Oliva, one of the pregenerated PCs. Before retiring to the West Indies, Rodrigo spent years fighting on behalf of France. After hearing Thrusher Manor's stories of vice and luxury from his friar brother, Rodrigo decided he needed a year of hedonistic pleasure. He got swept up into the lifestyle in Thrusher Manor, and was easily mesmerized by Murgahd and his pendant. After Montmorency disappeared, Rodrigo had enough of Murgahd and challenged him to a duel. Murgahd stabbed Rodrigo through the heart, and let Madame Scorailles cut up his body in the cellar... to feed to her crocodiles.

Louise Élisabeth

Died July 1688

Another attractive *chevaleresse* from King Louis' court, Louise was banished here after her husband Denys caught her with a handsome stable boy. He had the boy executed. And then it happened twice more. Eventually, Louis' horsemaster got tired of seeing his stableboys seduced and killed, and arranged to have Denys and Louise banished from the court and sent to the New World. Denys, sadly, did not survive the voyage. After arriving at Thrusher Manor, Louise became Anne de Mackau's sometime-friend, sometime-foe. Sick of her constant gossiping, Madame de Scorailles slit Louise's throat one late night, and blamed it on Murgahd.

Firmin Gerard

Died Aug 1688

Montmorency's energetic footman, Firmin Gerard attended to all of the guest's schedules. He planned their balls, handled all the trading with the other islands, and even entertained the guests with his wonderful voice. Even after Murgahd arrived, he kept his optimism. Days before the PCs arrive at the manor, however, Murgahd quietly dragged him into the cellar and tortured and killed him.

HANDOUTS

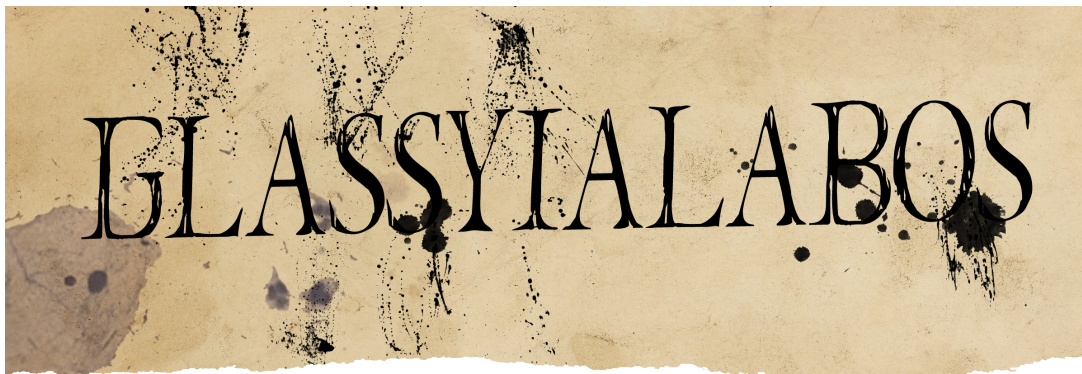
St. Medard		l	s	d
Shipment 12				
Woolen hunting cloaks — — —	9 livres			
Valet jacket — — —	4 livres			
20 cases Château de Goulaine — —	190 livres			
Sealed box / rose cross — — —	150 livres			
2 cases Barone Ricasoli — —	70 livres			
Dry goods — — — —	80 livres			
6 lamps — — —	12 livres			
Ladies costumes — — —	220 livres			
4 books — — — —	40 livres			
Heptameron of Rabelais, Amadis of Gaul, +2				

HANDOUT A - The manifest of goods found in the St. Medard storehouse

HANDOUTS

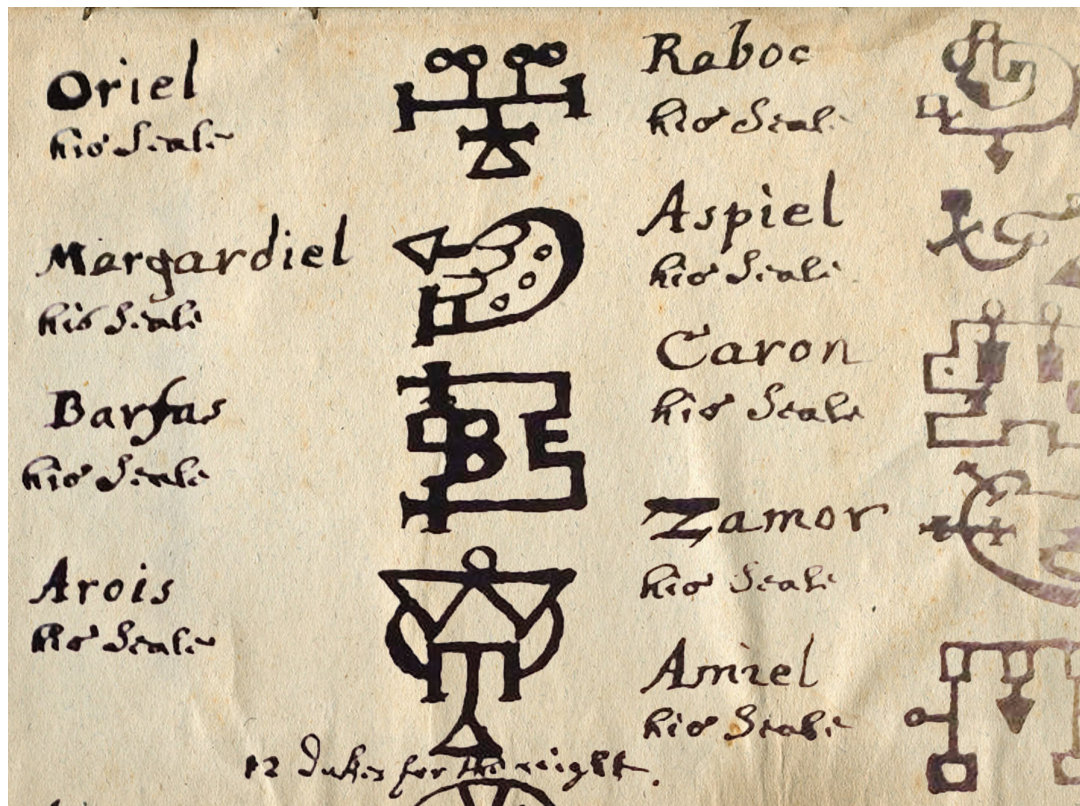


HANDOUT B - The odd pattern carved into the skull found in the storehouse

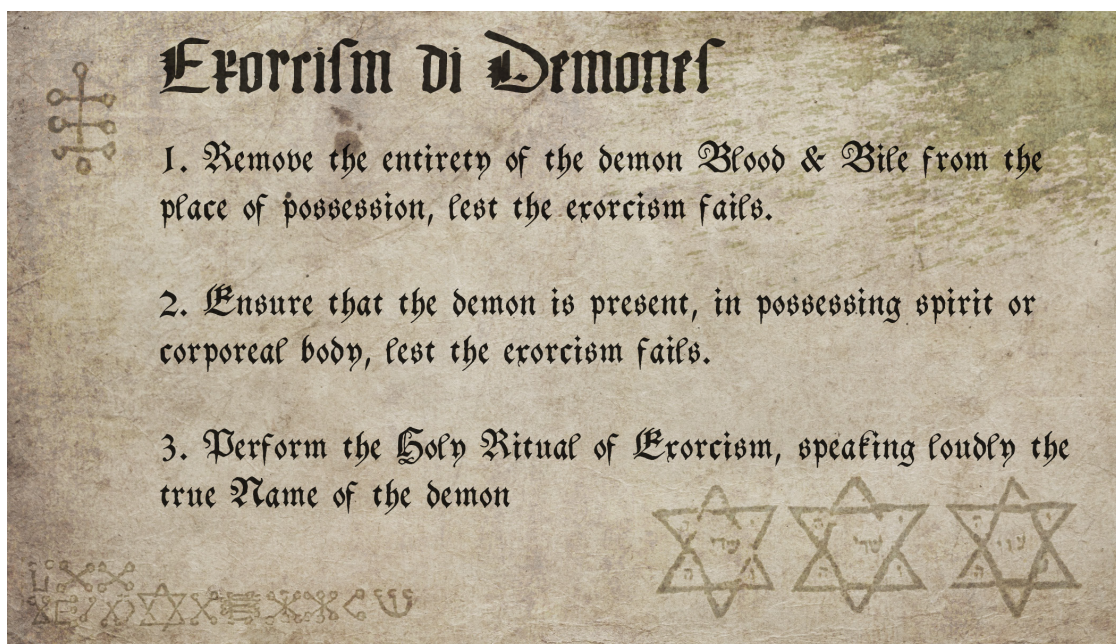


HANDOUT C - The name of a dog-like demon occupying the manor, found in the study desk.

HANDOUTS



HANDOUT D - An excerpt from the *The Lesser Key of Solomon*, showing Murgahd's true name, Margardiel



HANDOUT J - Information on performing a proper exorcism. This information can be given freely to clerics and paladins, someone making a Wis check, or else in the *Heptameron of Raziel* book

HANDOUTS

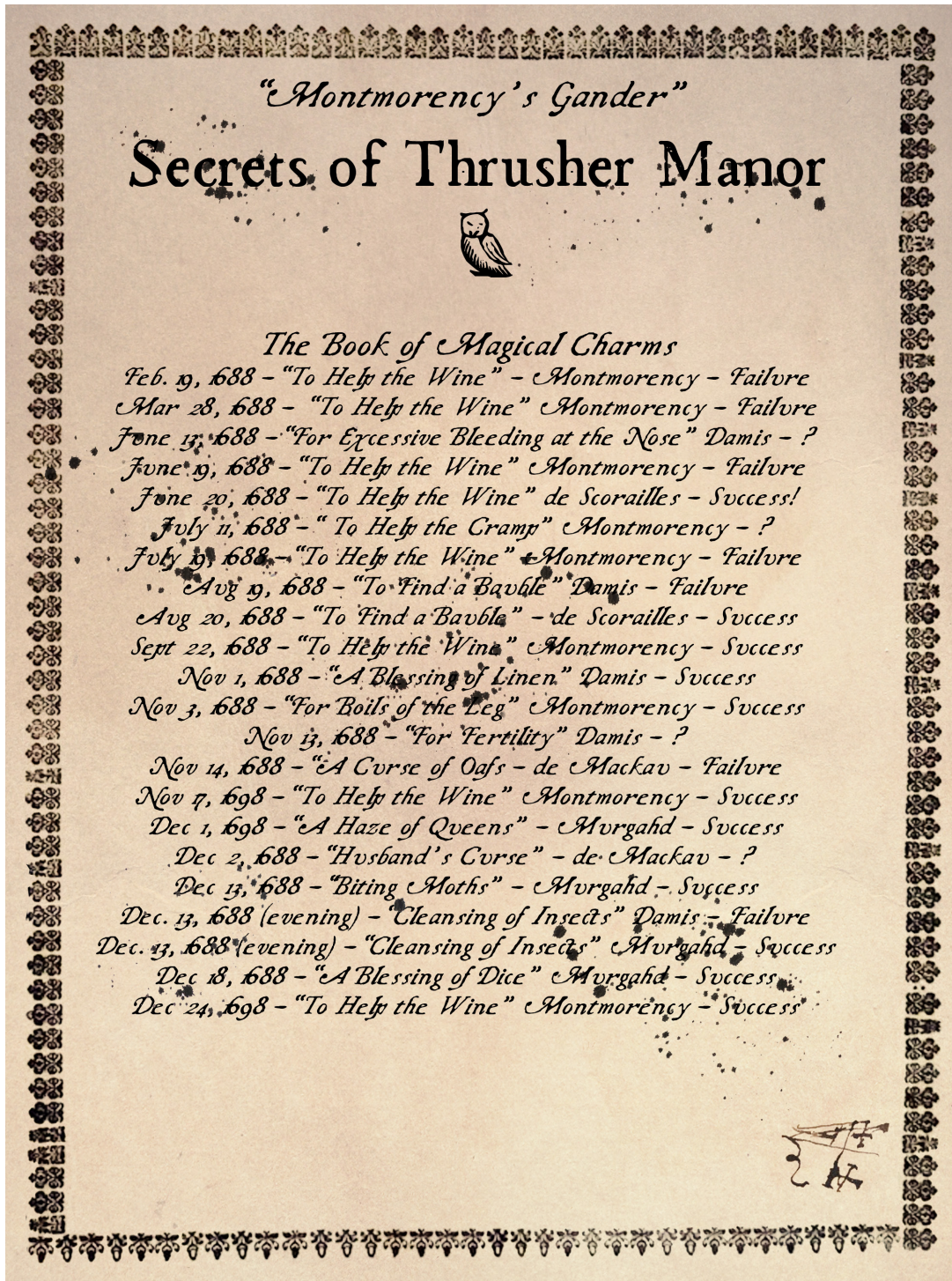
Madame de Scorailles-

When old Borromini sent me the designs for Thrasher Manor, I recall inquiring as to what was the exact purpose of that southeast corner in the study. For once, he did not exclaim "Geometric Rational!" Little did I know that Borromini's idiosyncratic corner would be both our doom and our salvation!

I shall make my escape from my beloved manor tonight. If you change your mind, I shall leave the second Geometric Key on the mantle, in the green vase that you brought from Versailles.

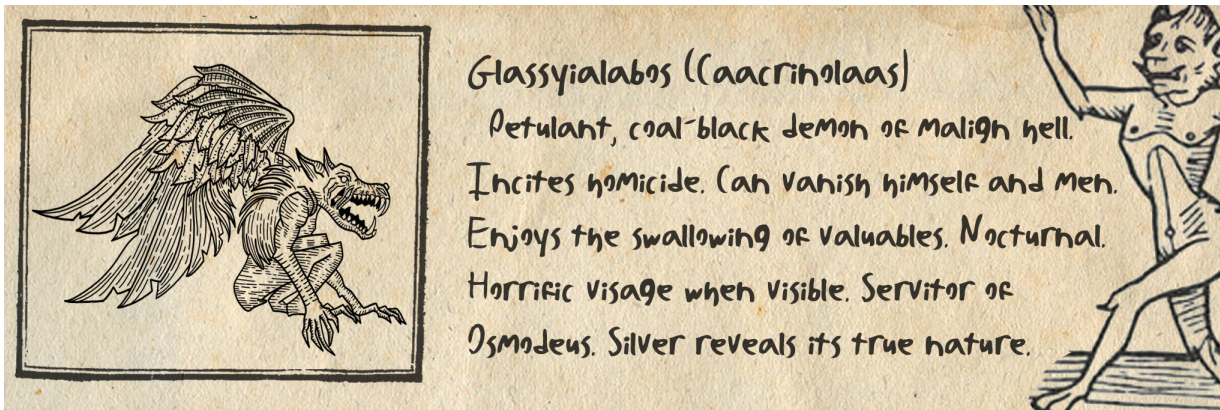
Montmorency

HANDOUT E - The letter Montmorency gave to Madame Scorailles (found in her room). Educated characters know Borromini is a respected Italian architect, known for designing unusual spaces. He died in Rome two years ago.

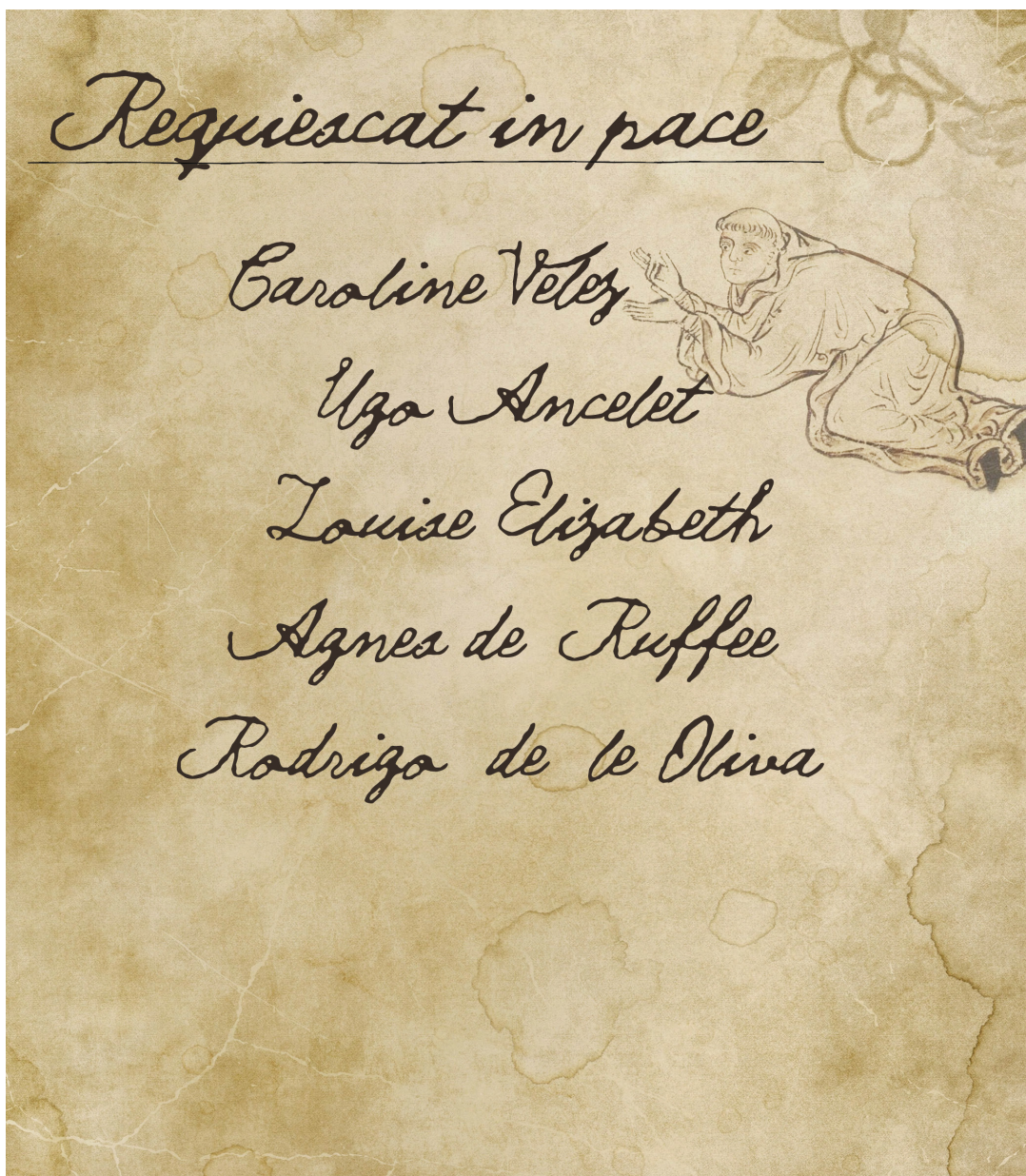


HANDOUT F - The servant Jacques' record of the rituals that the guests tried. This note is found in a stack of parchments under Jacques' bed in the servants' quarters.

HANDOUTS



HANDOUT G - An excerpt from the *The Lesser Key of Solomon*, showing information on Glassyalabos



HANDOUT H - The list of the deceased, located at the top of the manor's stairs

HANDOUTS

M. Montmorency-

Your island of St. Medard is an "isola bellissima" - although it is too hot for my throat and for my buttocks, and I shall return to Rome on the morrow. The thrushers sing beautifully, and I shall miss their sweetness in my teeth.

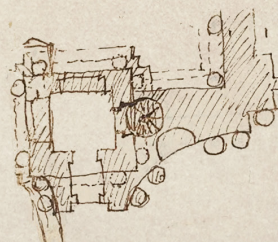
I could not position your manor exactly where you wanted, as the tides of the eastern bay are too violent to bring me my supplies with the regularity that I need. However, in its new position, while digging the foundation for your abode, I have uncovered a small but geometric cave, filled with black quartz, which reflects wonderfully in the lamp light. I have called it the Osservatorio Nero - or Black Observatory - and I shall build you a special entrance to it that I am sure you will enjoy.

All else is being built according to my design. Your servant man Jacques has been gracious, and tolerates my poor humor. I hope that you one day grow tired of King Louis' court so you should fully see your Thrusher Manor.

Your friend and servant

F. Borromini

August 23rd. 1671



HANDOUT I - A letter from Francesco Borromini, found in Montmorency's great closet. Borromini is a respected Italian architect, known for designing unusual spaces. He died in Rome two years ago.

HANDOUTS



HANDOUTS K - Count Murgahd's bloody *primero* cards. This was a 42 point *fluxus*, which won him the game vs. Montmorency, right before he was murdered.

NPC PORTRAITS



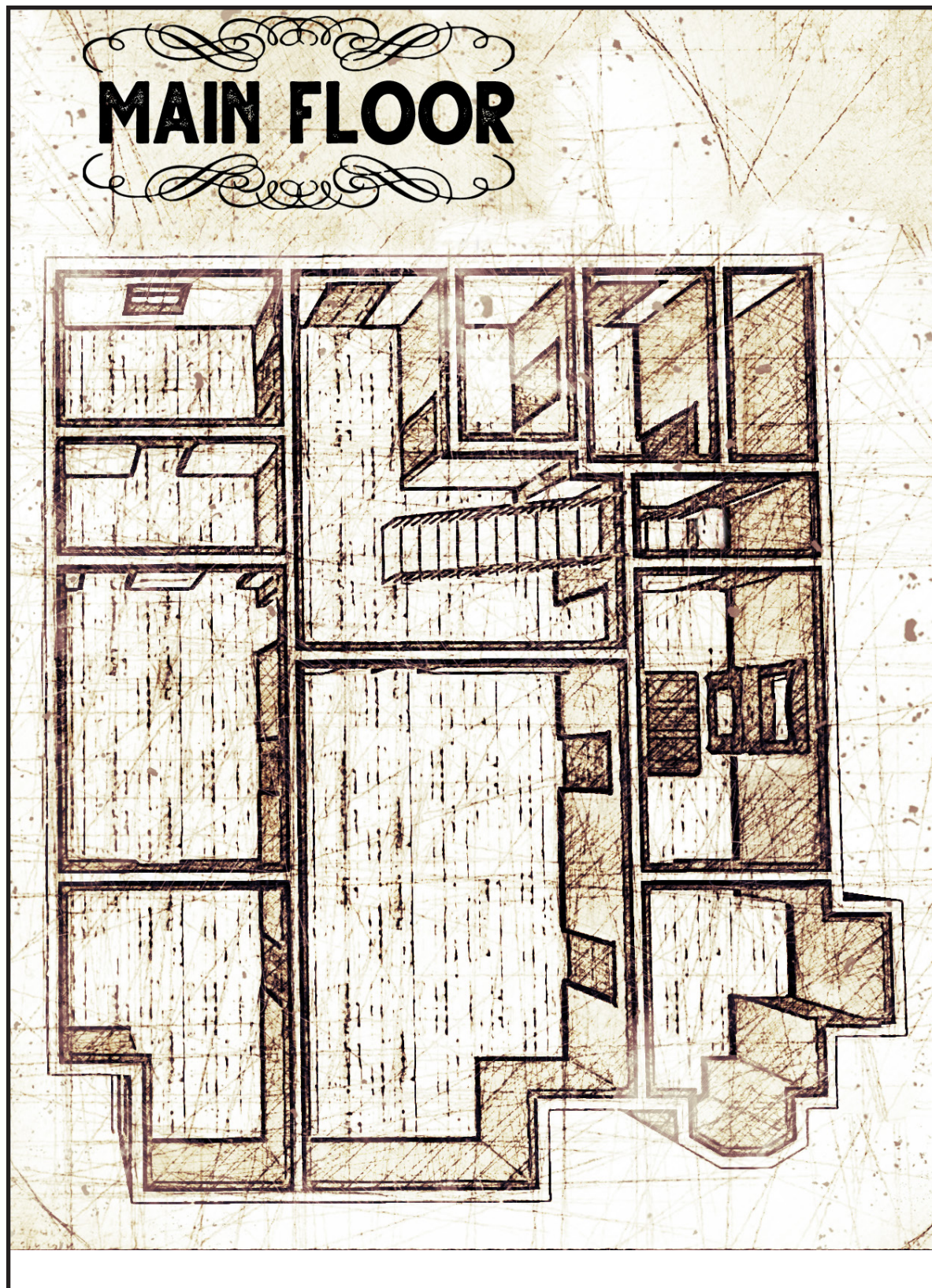
NPC PORTRAITS



PLAYER-SAFE MAPS



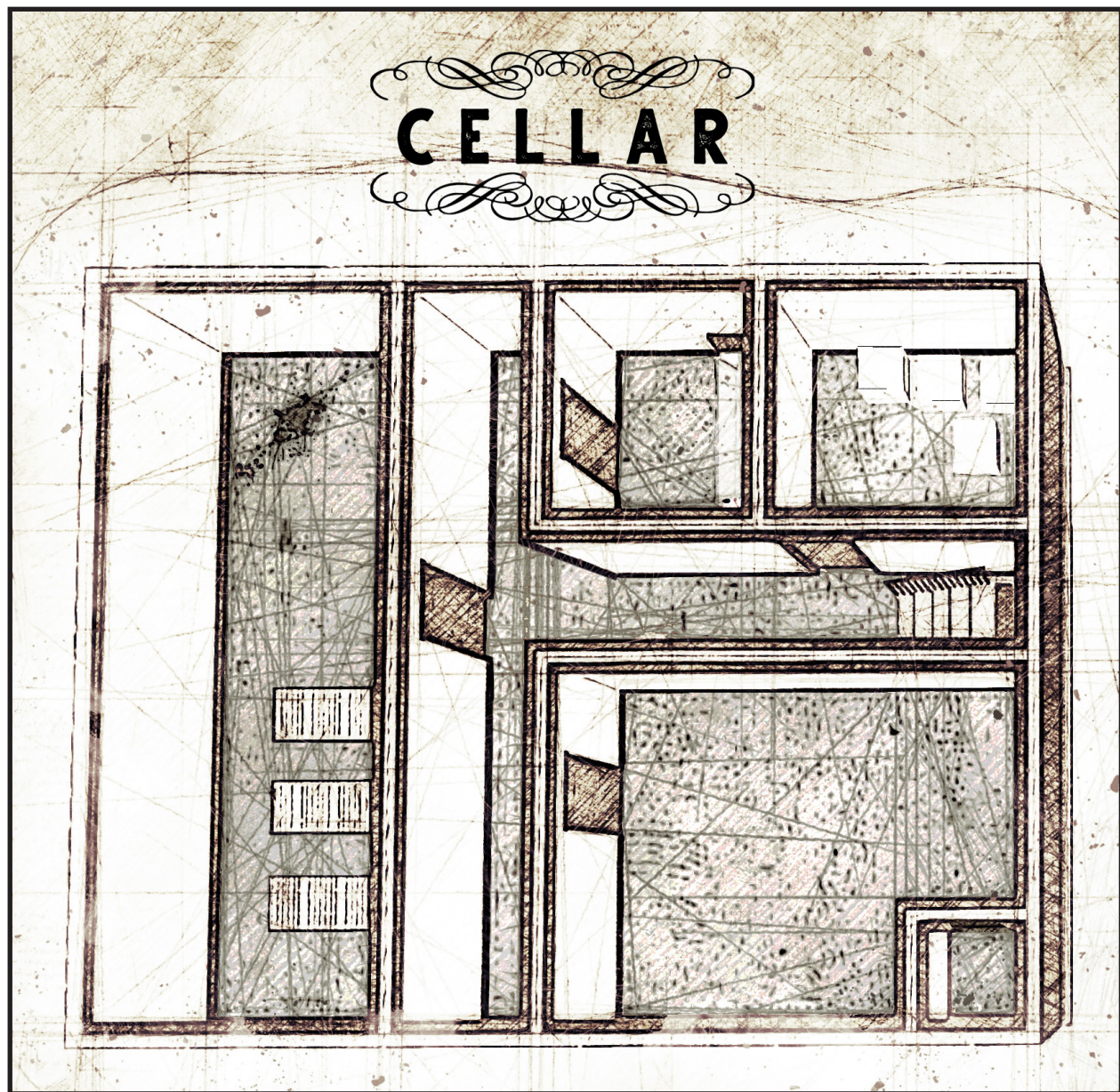
PLAYER-SAFE MAPS

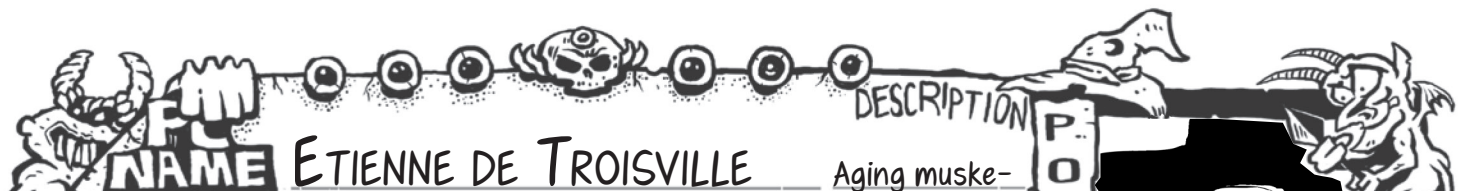


PLAYER-SAFE MAPS



PLAYER-SAFE MAPS





NAME ETIENNE DE TROISVILLE

DESCRIPTION

Aging muske-
teer, mostly
retired

CLASS FIGHTER

AL **LAWFUL**
ALIGNMENT

TITLE EX-MUSKETEER

LEVEL 2 **XP** 2001

P
O
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T



OR SYMBOL

ABILITY SCORES MODS

STR	13	+1
INT	10	+0
WIS	9	+0
DEX	12	+0
CON	11	+0
CHA	13	+1

HIT POINTS **CURRENT HP**

AC 12

HD 2D8

SKILLS + ABILITIES

Open Doors (2 in 6)

SAVING THROWS

12	D EATH, POISON
13	W ANDS
14	P ARALYSIS, PETRIFY
15	B REATH ATTACKS
16	S PELLS, RODS, STAVES

EQUIPMENT

WEAPONS, ARMOR, MAGIC ITEMS

Musketeer Uniform (AC 12)

Rapier (1d8 damage)
Small Knife (1d4 damage)

WEALTH

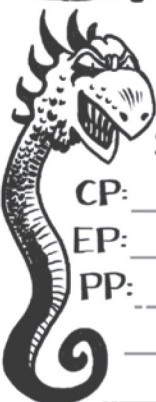
GP: 5

SP:

CP:

EP:

PP:



OLD-SCHOOL ESSENTIALS
RETRO ADVENTURE GAME

MOVE 30'

ATTACK BONUS

+0

MELEE TO-HIT + DMG MOD


+1

RANGED TO-HIT MOD

+0

RANGED AMMO





NAME

DIDI CLARKE

CLASS

THIEF

ALIGNMENT

NEUTRAL

DESCRIPTION

Merry sailor, guide, and ruffler of trouble

LEVEL

2

XP

2001

TITLE

SAILOR

ABILITY SCORES

MODS

HIT POINTS

CURRENT HP

SAVING THROWS

ABILITY SCORES	MODS
STR 11	+0
INT 10	+0
WIS 11	+0
DEX 14	+1
CON 13	+1
CHA 12	+0

AC

13

HIT POINTS

8

HD

2D4

SKILLS + ABILITIES

- Open Doors (1 in 6), Hear Noise (1 in 6)
- Climb Sheer Surfaces (88%)
- Find/Remove Traps (15%)
- Hide (10%), Move Silently (25%)
- Open Locks (20%), Pick Pockets (25%)
- Backstab (+4 to hit, x2 damage)

WEAPONS, ARMOR, MAGIC ITEMS

- Cheap saber (1d6 damage)
- Knife (1d4 damage)
- Leather Armor (AC 12)

- 13 DEATH, POISON
- 14 WANDS
- 13 PARALYSIS, PETRIFY
- 16 BREATH ATTACKS
- 15 SPELLS, RODS, STAVES

EQUIPMENT

- Bone dice
- Favorite wool crucible hat
- Leather satchel
- Lockpicks

WEALTH

GP: 5

SP:

CP:

EP:

PP:

OLD-SCHOOL ESSENTIALS

RETRO ADVENTURE GAME



MOVE 30'

ATTACK BONUS

+0

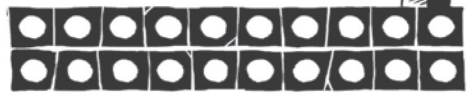
MELEE TO-HIT + DMG MOD








+0


RANGED TO-HIT MOD


+1


RANGED AMMO




NAME


CLASS


TITLE

AL

NEUTRAL

IGNMENT

DESCRIPTION

PORTRAIT

OR SYMBOL

HENRI CUTO


FIGHTER


Handsome
eldest son
of a wealthy
merchant




ABILITY SCORES MODS

STR	17	+2
INT	12	+0
WIS	6	-1
DEX	10	+0
CON	12	+0
CHA	14	+1







AC

HIT POINTS

HD

SKILLS + ABILITIES

2d8

Open Doors (3 in 6)

SAVING THROWS

12	DEATH, POISON
13	WANDS
14	PARALYSIS, PETRIFY
15	BREATH ATTACKS
16	PELLS, RODS, STAVES

EQUIPMENT

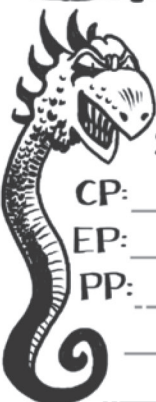
WEAPONS, ARMOR, MAGIC ITEMS

Brass knuckles (1d4 damage)
Leather armor (AC 12)

WEALTH

GP: 5
SP:

CP:
EP:
PP:



OLD-SCHOOL ESSENTIALS
RETRO ADVENTURE GAME

MOVE 30'

ATTACK BONUS

+0

MELEE TO-HIT + DMG MOD

+2

RANGED TO-HIT MOD

+0

RANGED AMMO



NAME ARTEMISIA VARO

CLASS MERCHANT

ALIGNMENT AL NEUTRAL

DESCRIPTION Famed and pious painter of the nobility

PORTRAIT OR SYMBOL

TITLE ARTIST

LEVEL 2 **XP** 2001

HIT POINTS 7 **CURRENT HP**

ABILITY SCORES	MODS
STR 8	-1
INT 15	+2
WIS 12	+0
DEX 13	+1
CON 9	+0
CHA 15	+1

AC 11

HD 2D6

SKILLS + ABILITIES

SAVING THROWS
13 D EATH, P OISON
14 W ANDS
13 P ARALYSIS, P ETRIFY
16 B REATH A TACKS
12 S PELLS, R ODS, S TAVES

- Open Doors (1 in 6)
 Know Direction (1 in 6), Appraisal (25%)
 Bargaining (20%), Equivocate (10%)
 Lie Detection (10%)
 Open Locks (20%)
 Find/Remove Traps (15%)

WEAPONS, ARMOR, MAGIC ITEMS
 Punch (1d2-1)

- Fine clothes (AC 10)
 Brushes and oil paints
 Fine leather satchel
 Jeweled cross, given to her by William of Orange

WEALTH
 GP: 15
 SP:
 CP:
 EP:
 PP:

OLD-SCHOOL ESSENTIALS
 RETRO ADVENTURE GAME



MOVE 30'

ATTACK BONUS +0


MELEE TO-HIT + DMG MOD -1


RANGED TO-HIT MOD +1


RANGED AMMO


●	●	●	●	●	●	●	●	●	●
●	●	●	●	●	●	●	●	●	●






NAME DOMINGO DE LA OLIVA



CLASS CLERIC


ALIGNMENT LAWFUL


TITLE FRIAR



LEVEL 2


XP 2001



PORTRAIT OR SYMBOL



DESCRIPTION


Tall but gentle
friar who
travels from
island




ABILITY SCORES	MODS
STR 10	+0
INT 14	+1
WIS 16	+2
DEX 11	+0
CON 9	+0
CHA 12	+0


AC 11


HIT POINTS 7


HD 2D6


SKILLS + ABILITIES

Open Doors (1 in 6)
Lay on Hands (Cure Light Wounds, 1d6+1)
Turn Undead

SAVING THROWS


11	DEATH, POISON
12	WANDS
14	PARALYSIS, PETRIFY
16	BREATH ATTACKS
15	PELLS, RODS, STAVES

WEAPONS, ARMOR, MAGIC ITEMS

Punch (1d2)

EQUIPMENT

Friar's outfit (AC 10)
Bible
Leather satchel
Rosary (with a lockpick attached)
Lucky key (no idea what it opens)
Vial of holy water


WEALTH

GP: 0

SP:

CP:

EP:

PP:

OLD-SCHOOL
ESSENTIALS
RETRO ADVENTURE GAME



MOVE 30'

ATTACK BONUS

+0

MELEE TO-HIT + DMG MOD


+0


RANGED TO-HIT MOD


+0

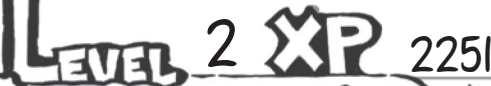
RANGED AMMO






NAME YSABEAU DUPONT



CLASS BOUNTY HUNTER


ALIGNMENT NEUTRAL


LEVEL 2 XP 2251



PORTRAIT OR SYMBOL






DESCRIPTION


Ingénue and up-and-coming fashion influencer

ABILITY SCORES	MODS
STR 13	+1
INT 12	+0
WIS 10	+2
DEX 14	+1
CON 13	+1
CHA 10	+0


AC 11


HIT POINTS 12


HD 2D8


SKILLS + ABILITIES

- Open Doors (2 in 6)
- Perception (only surprised on a 1)
- Pursuit (reduce evasion chances by 10%)
- Surprise Attack (3 in 6)
- Tracking (30%)

SAVING THROWS

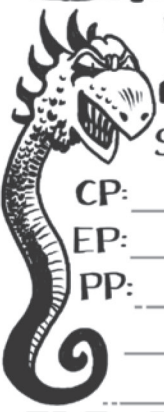
12	DEATH, POISON
13	WANDS
14	PARALYSIS, PETRIFY
15	BREATH ATTACKS
16	PELLS, RODS, STAVES

WEAPONS, ARMOR, MAGIC ITEMS

- Dagger (1d4)
- Fine, striking clothes (AC 10)
- Gold ring, inscribed with "Not Unto Us"
- Silk satchel
- Fan
- Sewing kit

WEALTH

GP: 0
 SP:
 CP:
 EP:
 PP:



OLD-SCHOOL ESSENTIALS
 RETRO ADVENTURE GAME



MOVE 30'

ATTACK BONUS

+0

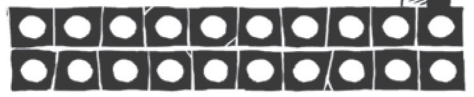
MELEE TO-HIT + DMG MOD

+1

RANGED TO-HIT MOD

+1

RANGED AMMO



After you lost your eye in the Dutch War ten years ago, you gave palace duty a try, but quickly grew bored of it. When your sister's husband died, she asked you to Martinique to help with her young children. For a time you enjoyed the quiet life on the island, but when you saw a French soldier hopelessly beaten in an alley by a mere, drunk ruffian, you realized that the soldiers manning the island were an embarrassment to the king. You reported back to duty the next day, hoping you could still contribute to the king's cause by acting as an example to the other men

Etienne de Troisville

Retired Musketeer



Your father was the esteemed head of the French West India Trading Company. When it was dissolved in 1674, the king granted your father enough money to start a company in his own name, where he made the family fortune. Last year your father appointed you as a director of the company and charged you with "increasing revenue via sales commissions." You, however, could barely read the company's books and do not know what exactly qualifies as a "commission." This position is a complete disaster. You loathe this job, but are too ashamed to admit your incompetence. Instead, you have vented your frustrations in the weekly prizefights and card tables - the only place you feel like you can hold your own.

Henri Cutò

Director of the Cutò Trading Company



Your old friend, the famed architect Francesco Borromini told you that the West Indies were "a beautiful paradise," and that a voyage was "well-worth the time." The bastardo lied. And then he killed himself. So he was never to be trusted, anyway. Now, you are desperate to get back to Florence, but alas, your money was stolen by a beautiful youth who shall go unnamed except in confession. Fortunately, months ago, Duke Montmorency, a wealthy exile of Versailles, begged you to paint him and his guests on his island of St. Medard. This last commission will easily pay your way back home.

Artemisia Varo

Famed and Pious Artist



Every month it's the same thing. Ol' Chris Coffe sends one of his buggers to get you to cough up money. All because that infernal witch-storm flooded half your hold and wet his precious saltpetre. He shoulda invested in better barrels, but that smart remark earned you a pommel to the jaw. With no coin left in your pocket, you were fearing more than a beating this month. But last night you heard there's a fancy ship setting out for St. Medard, an island flush with dirty-minded rich folk. Should be easy enough gettin' on the crew and volunteering to be a "guide" - then quietly pocketing some of St. Medard's island fineries to help pay your debts.

Didi Clarke

Guide and -Sometimes- Pirate



Every year the church in Martiniague sent a Friar to Thrasher Manor on St. Médard to hear the confessions of Duke Montmorency and his guests. Although priests cannot reveal what they hear in confession... they all came back shocked at the wild abandon of the place. "Twas like they made a list of the Commandments and each night made sure to violate every one!" said one. Sadly, when you told your knightly brother Rodrigo the story, he was fascinated and enticed, and left the next day to indulge in Montmorency's favours. A year later, you were shocked when you heard that the manor has gone quiet, and you now deeply fear for your brother's life and soul.

Friar Domingo

Humble Friar



After your parents were killed in a coach accident, a mysterious old knight pulled you from the wreckage and took you on a long journey to Jerusalem. Years later, you emerged from his care with two great loves - high fashion and dark conspiracies. Fortunately, your mentor, the grand master of the Templars, allows you to indulge in both. A month ago, he sent you to the West Indies, where an unknown and dangerous parcel - originating from the Rosieru-rians - was sent. You believe the parcel was ultimately delivered to St. Médard, home to an exiled French duke. In the guise of a fashion advisor, you plan sail to the island and recover the parcel by any means.

Ysabeau Dupont

Ingénue and Fashionista

