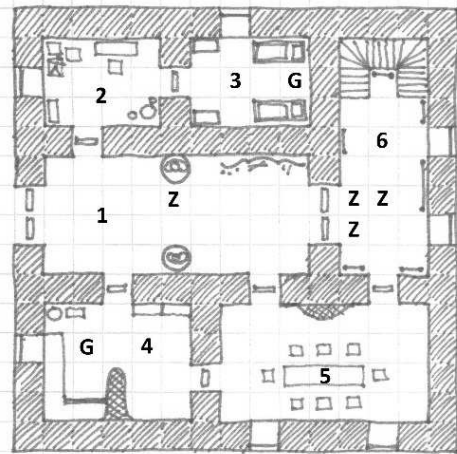


# Blood Mansion



## 1 Hall

**Zombie** > Angry fat cook armed with a cleaver, deep cut on his head. Any loud combat noises immediately alarm zombies from the gallery (6)

**Mosaic covered floor** > Riding nobles and hounds on a hunt.

**Two statues** > Mustached man in a breastplate and a woman in a long white dress.

**Weapon stand** > Shield, three spears, crossbow and an axe.

## 2 Workshop

**Worktable** > Vise, file, saw, hammer and nails.

**Barrels, crates, sack** > Oil, candles, flour, beer, rag doll with a top hat.

## 3 Servants room

**Ghost of a young lad** > Ginger, purple strangulation line around his neck. He is crying about dying without ever really touching a woman.

**Beds** > Straw mattresses, a dirty picture under one of them.

**Two cabinets** > Cook's and ginger's cheap clothes and other personal belongings, 12 sp, 30cp.

## 4 Kitchen

**Ghost of the cook** > Confused, looking for his cleaver, which is stuck in his head.

**Stove** > Tiled oven and a worktop stained with blood.

**One large and one smaller washbowl**

**Shelf** > Dry salami, honey, several spices.

## 5 Dining room

**Fireplace** > Built of stone with a wide grilling grate.

**Eight chairs rounding a dining table** > Beautifully laid, decorated tablecloth of eastern origin, feast of meat and fruits slowly rotting away.

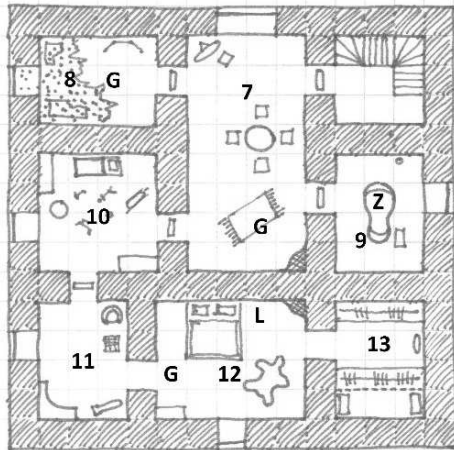
*Did someone say "Tablecloth, set yourself!?" So be it! Abundant feast will appear on the decorated tablecloth. Anyone eating from it, will be sleepwalking that night, summoning demons.*

## 6 Gallery

**Three zombies** > Ginger boy with a rope around his neck, horribly burnt actor and a naked mustached lord with a dagger in his back. If alarmed, it will take them 1d4 rounds to break through doors.

**Stairs to the second floor**

**Paintings** > Several landscapes and six large portraits of various legendary heroes (2k10 gp each), behind one of them there is a secret entrance to the cellar.



## 7 Living room

**Ghost of a little girl** > Her clothes and hair are streaming and waving as if underwater. She is crying, because she can't find Mister Hat.

**Fireplace**

**Round table, four chairs**

**Rug in front of the fireplace**

**Sewing kit and a stool**

## 8 Guest room

**Ghost of the actor** > Burned from waist up, rehearsing for his role of a famous handsome seducer. The scars don't really go with that image.

**Tall mirror**

**Burned furniture and shutters** > Remains of a bed, bed table, small chest and a broken lantern.

## 9 Bathroom

**Tin tub** > Full of milk-colored soap water. Zombie of a drowned little girl will attack the first person leaning over the tub.

**Chamber pot** > Iron, shiny and clean.

**Ceramic jug** > Perfume oil.

## 10 Nursery

**Cluttered with toys**

**Chest** > Child clothes and three clay figures (mom, dad and child)

**Child-sized table and bed**

## 11 Game room

**Bar** > Two bottles of wine and rum, three bottles of cognac, some tobacco.

**Harp**

**Chessboard on a spinning table, one chair**

## 12 Bedroom

**Ghost of the lord** > Naked and covered in blood. Impressive mustache. His own wife stabbed him in bed and he wants her dead but cannot kill her himself because of his wedding vows.

**Lady of the house** > Starving, dehydrated, soiled woman begging for help. If asked, she will confess to murdering everyone in the house, explaining she had no choice, one of them was possessed by a demon.

**Bed** > Expensive bedding soaked with blood.

**Closet** > Torn clothes and papers, spilled ink.

**Bearskin**

## 13 Changing room

**Tall oval shaped mirror**

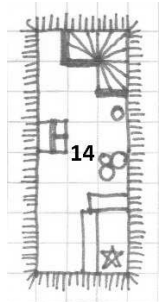
**Wardrobes** > Fine clothes for any occasion. There is a secret area behind a fake wall in one of the wardrobes - 120 gp, 63 sp, jewel case with gold necklace and earrings (4d20 gp), +1 light hunting crossbow, potion of charm and potion of mind-reading.

## 14 Cellar

**Firewood rack**

**Crates and barrels** > Some more supplies

**Wine racks** > Shelves with dozens of wine bottles are hiding a secret area with a black pentagram on the ground. Everything is ready. A single drop of blood is enough to connect the donor with hellish demons on the other side to talk, trade and summon.



## Monsters

### Zombies

Dead for less than two weeks, so don't be shy in describing necrosis, horrible stench and crawling fat worms.

### Ghosts

PCs can talk with all of them and everyone has his little issue. Ghosts will vanish and finally rest in peace once their problem is solved. Provoked, they'll attack. If asked, all of them will recall lady of the house and how she murdered them.

by Vlastimil Valluch

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