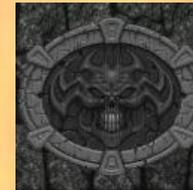




The Manse Macabre



**A Mission Pack for *Meet Thy Doom's*
*Raven Expansion***

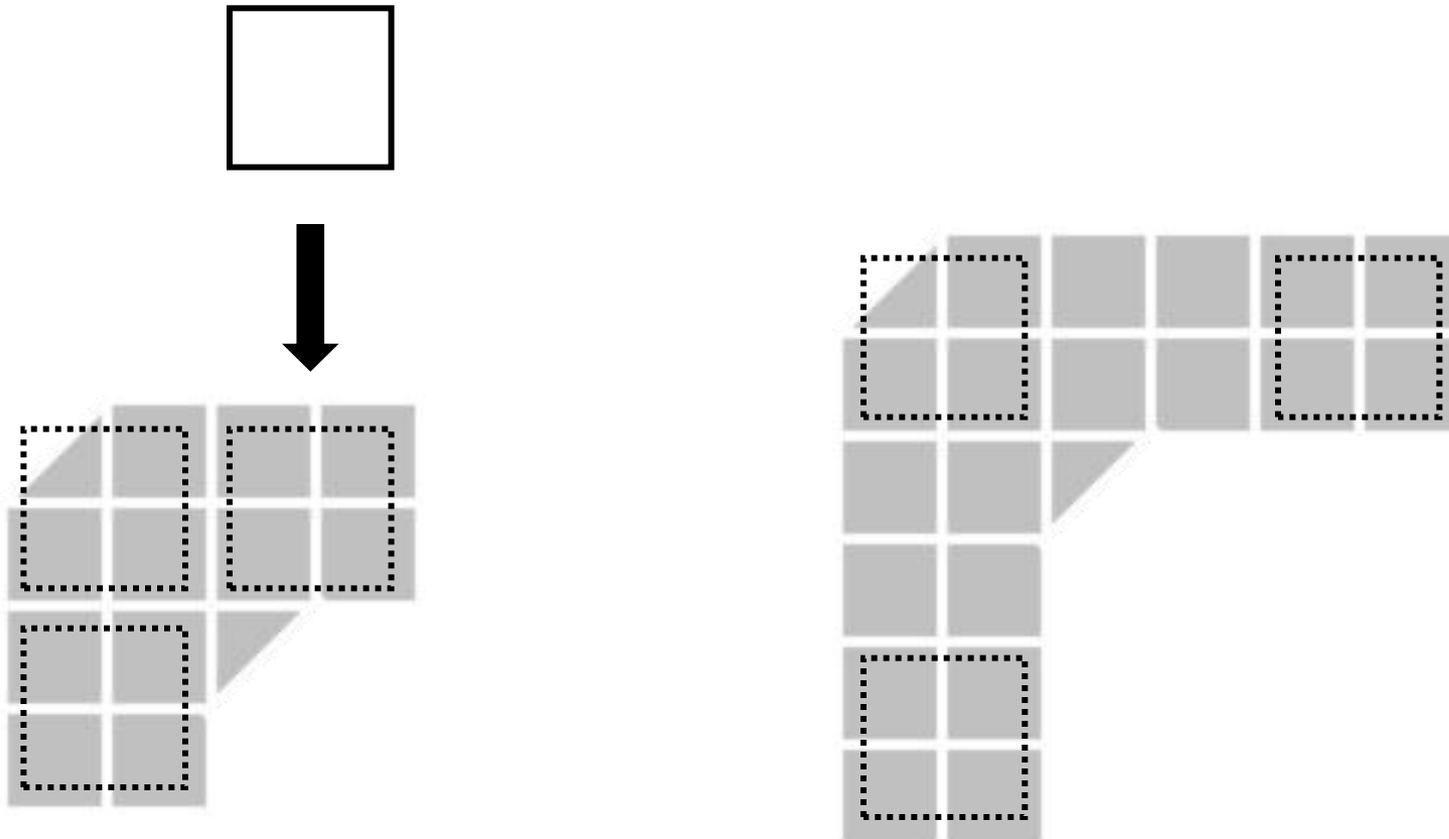
By Mike MacDee (at yahoo dot com)

version 1

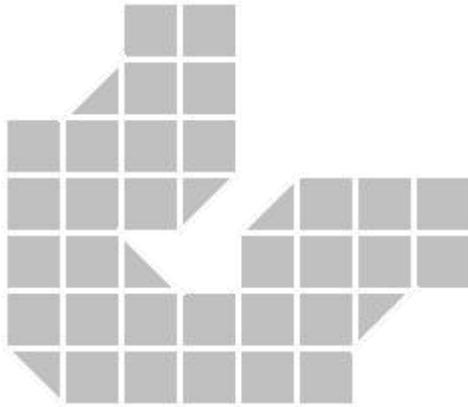
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ELEVATED SECTORS

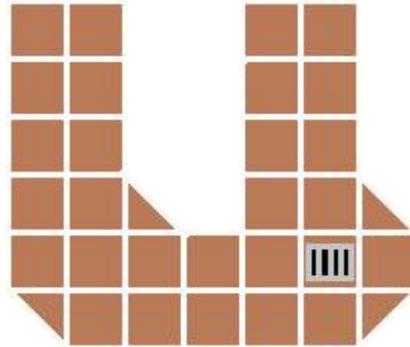
Place platforms under the elevated sectors like so.



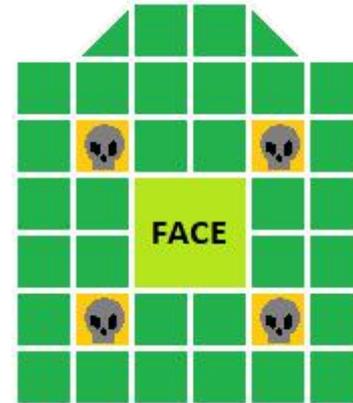
SECTORS USED IN THIS MISSION



Gray Brick (Doom)



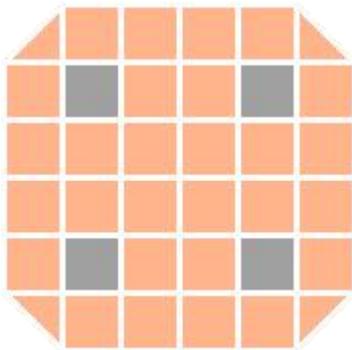
Cobblestone (Doom)



Hell Marble (Doom)



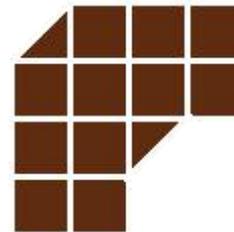
Water (Doom)



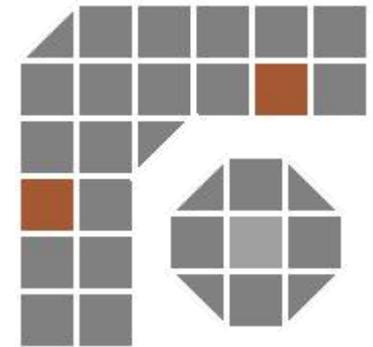
Peach (Raven)



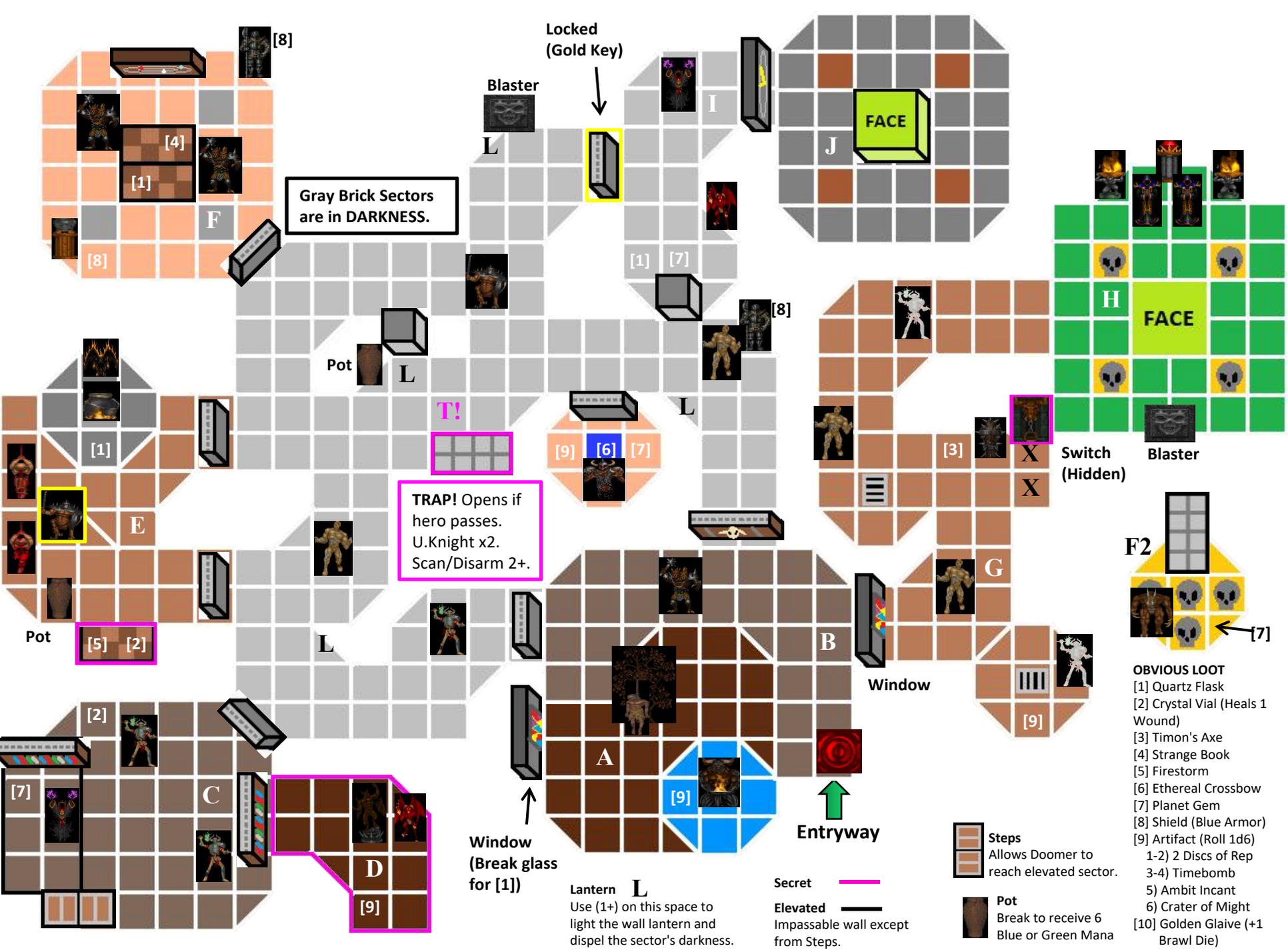
Stone (Raven)



Dirt (Raven)



Rust (Raven)



Gray Brick Sectors are in DARKNESS.

TRAP! Opens if hero passes.
U.Knight x2.
Scan/Disarm 2+.

Locked (Gold Key)

Switch (Hidden)

OBVIOUS LOOT

- [1] Quartz Flask
- [2] Crystal Vial (Heals 1 Wound)
- [3] Timon's Axe
- [4] Strange Book
- [5] Firestorm
- [6] Ethereal Crossbow
- [7] Planet Gem
- [8] Shield (Blue Armor)
- [9] Artifact (Roll 1d6)
- 1-2) 2 Discs of Rep
- 3-4) Timebomb
- 5) Ambit Incant
- 6) Crater of Might
- [10] Golden Glaive (+1 Brawl Die)

Secret —

Elevated
Impassable wall except from Steps.

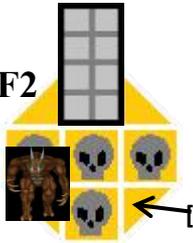
Steps
Allows Doomer to reach elevated sector.

Pot
Break to receive 6 Blue or Green Mana

Window (Break glass for [1])

Lantern L
Use (1+) on this space to light the wall lantern and dispel the sector's darkness.

Entryway



- F2
- [7]



Manse Macabre



You remember the poster well: “The Emperor is recruiting brave adventurers looking to do good and possibly line their pockets. Experienced heroes welcome.”

Now you stand in the manor courtyard beneath a moonless night sky. Towering before you is the old manse the Martense clan has called home for nine generations. Surely Baron Martense has left a clue to the source of his power somewhere in this eldritch house. If you can identify it, perhaps you can destroy it and bring Martense back to humble mortality, before his vile power expands beyond possible containment. Within these walls lies madness, death, or victory -- by night's end, they may all look equally wonderful.

Upon your arrival via ethereal travel, the manor comes alive with hideous shrieks, and nightmare shadows shamble past the windows. The ettin doormen look eager to greet you.

OBJECTIVE

The Doomers must find three clues to the source of Baron Martense's power, then extinguish that source for good. Once they have accomplished this, the mission ends.

You can allow the party to start with one of the following: Green Armor, Mace of Contrition, Berserk Pack. They must choose who gets the bonus item.

As the mission progresses, reveal the contents of each sector as that sector comes into the Doomer's line of sight, unless a door is in the way.

MASTER SPAWNS

Rolls # dice indicated and spawns in specified sectors on his turn.

1-2: Mummy

3-4: Undead Knight

5: Spectral Knight

6: Reiver

BLASTERS

Blasters fire upon Doomers on Master's turn with 2 Shoot dice. They can be permanently disarmed with a Disarm (2+).

When all 3 Clues are collected, read the following:

“With the third clue in hand, you finally deduce the answer: Baron Martense is drinking the latent necromantic powers of his ancestors, with the undying Florentine as his chalice. The end result is limitless power over the dead, immortality, and the gods only know what else. Florentine was buried secretly somewhere on the property, deemed unfit to rest in the family crypt. You must unearth the secret tomb and destroy Florentine to defeat the Baron.”

“A wave of cold dread suddenly washes over you, and from the courtyard comes an animal-like bellow. Something terrible is coming...”

The minotaur statue in the courtyard roars to life! Replace the statue with a Maulotaur. All lit lamps are suddenly blown out.

SECTOR A

“The courtyard is eerily quiet as stormclouds of unnatural origin slowly gather overhead. One of the Baron's victims hangs from a nearby tree, face frozen forever in horror and dismay.”

Loot Scan 1+ = The man clutches a flask in his dead hand.

2+ = Tucked into the dead man's belt is a gold key.



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SECTOR B

Any Scan 1+ = You see movement on the other side of the glass.

Either window can be smashed with a successful attack. Reveal the window's "smashed" side and whatever items or sectors it conceals.

SECTOR C

"The library fills with demonic chants as you step inside. The undead librarians are the least of your worries here."

The first hero who scans for loot finds Clue #1 -- the journal of Baron Martense. It details the awful process by which he has kept one of his ancestors alive in a hideous state of un-life. The reader then rolls against Shaken (2), and Master spawns in Sector A (2 Dice), and Sector G if it is revealed.

Loot Scan 2+ = One of the books emits a loathesome aura of cold. Roll Moxie (2) to take it: it is a Tome of Power!

Secret Scan 3+ = There is a slot on the middle shelf for a special book to be placed. Place the Strange Book here to open the bookcase like a door, revealing the hidden sector beyond.

SECTOR D

"The manor is strangely silent, but the clouds continue to murmur overhead. A storm is coming."

Loot Scan 2+ = The demon statue holds a Serpent Staff. Master Spawns in Sector A (3 Dice) if it is removed.

SECTOR E

"You don't much care for the menu in this place."

The Centaur carries a Gold Key on his keyring.

Secret Scan 1+ = The pantry door is jammed shut. You can open it with a successful Brawl -- the pantry door gets 1 die, and you take a wound if you fail, injuring yourself on the sturdy oak door. Reveal the hidden area if you manage to open it. Master spawns in Sector A (1 die) and Sector G if it is revealed.

SECTOR F

"Engraved upon the dining room wall is a magnificent planetarium, each planet a beautiful gemstone. What solar system it depicts, you do not know, but you can't help noticing the absence of the three largest planets."

The Doomers seek the 3 missing Planet Gems (Item [7]). When all three are restored, the sun at the center opens, revealing Clue #2: an assortment of books on the genealogy of the Martense clan. The Baron's notes show a keen interest in Florentine Martense, the progenitor of the clan and supposed necromancer who committed suicide as a result of a ghastly family scandal.

SECTOR G

"The east window leads into a hideous dungeon whose walls speak of countless horrors. It stinks like a mausoleum."

Secret Scan 1+ = There is a switch beside the iron maiden, hidden behind a false brick. Pressing it lowers the spaces marked "X" into the skull pit (Sector F2). The platform raises again at the end of next round. It can only be operated from the topside.

SECTOR H

"Eerie chants fill the room, emanating from the pulpit to the north, where an ancient altar sits bearing an unspeakable relic."

Upon the altar sits Clue #3: the Heart of Martense, pulled from Florentine's ancient corpse for use as a necromantic fetish.



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Whoever takes the Heart of Martense has a Spell cast on them from the chart. Then Master spawns in Sectors A and G (2 Dice).

SECTOR I

“From the far wall stares a great stone clock face, the hour and minute hands missing.”

If the heroes have either of the Golden Glaive weapons, they realize they resemble ornate clock hands. Placing both on the Clock Face opens it like a door, revealing Sector J.

SECTOR J

“This room is very cold, and rich with the stench of vile magics. At its center, the distorted face of a Martense ancestor sneers at you from a great stone bas-relief.”

“Looking overhead, you gasp as you find something even worse: the withered husk of some nameless beast suspends over the bas-relief in hideous display, like a hunting trophy from another world.”

If the Doomers have *not* assembled the 3 Clues, they do not know what to make of the monstrous corpse in this room.

Otherwise read the following:

“It is impossible to believe the thing had once been human -- had once responded to the name Florentine Martense. Perhaps the Baron's hold on the wretch twisted him into this unholy shape, or perhaps Florentine's own past experiments were the culprit. Either way, the thing must die if the empire is to be saved from the blight of the Martense clan.”

If the Doomers carry the Heart of Martense into the room, it suddenly glows: quickly it flies to the ceiling, lodging in the chest of the Florentine Beast, which comes to life with an apocalyptic screech. Remove the Face Cube and spawn a Death Wyvern in its place. Master spawns in Sectors A, C, and F (2 Dice).

When the Death Wyvern is slain, all remaining “undead” monsters on the map suddenly burst into flames and are removed from the board. Then read the following:

“With the source of Baron Martense's power destroyed, the dreadful aura of the house is lifted, and the Baron's unnatural storm goes calm. The manor is no longer a beacon of necromantic energy: it is simply an old house with an ugly history. With the horrors of Martense Manor overcome, our heroes flee the house and make the long journey back home, their pockets stuffed with loot and tales of the macabre.”

Read This When Mission Completed:

When next the Emperor sees you, he takes your hand in his and nearly shakes the bones out of it, laughing heartily.

"Martense is on the run: evidently his power failed him when he needed it most. 'Tis only a matter of time before we catch him and finish him once and for all. I have you to thank for that.

"Do stay as my guests and rest awhile. In a few days we shall discuss your future endeavors."

The banquet is indeed one fit for royalty. But even as you tip your goblet for the fifth time that eve, your thoughts return to the moans in the dark halls of Martense Manor, and your bones tremble with nostalgic fright. You make a note to add "cremation" to your own will and testament when you return home.