



INTRODUCTION

An adventurer named Giles Braewin rose to fame as a local hero. For his service to the region, Giles was awarded a noble title and a large home, known as Braewin Manor.

Years later, Giles disappeared suddenly, assumed by most to have met his end on another quest. Braewin Manor still stands twenty years later, a crumbling monument to the missing hero.

D6 QUEST HOOKS

- 1 The neighbours of Braewin Manor are tired of having such an unsightly building in the area. They want it cleared out and discreetly sabotaged to collapse.
- 2 Voress the wizard believes that an artefact known as The Grinning Goat is hidden inside Braewin Manor. She will pay handsomely for its retrieval.
- 3 A child named Twindle has disappeared, her parents believe she was abducted by a cult who are going to sacrifice her in Braewin Manor's basement.
- 4 Orna, the local witch, was tasked with cleansing Braewin Manor of ghosts. She is too busy and is looking for someone to do it for her.

D6 MANOR RUMOURS

- 1 A ghost named Crooked Karen haunts the attic.
- 2 Braewin Manor is actually beautiful on the inside, a wizard charmed it to look like ruins to avoid visitors.
- 3 Children are sacrificed in the basement by a cult.
- 4 The home is cursed by treasure brought back from an adventure by Giles Braewin.
- 5 Thieves use Braewin Manor as a hideout.
- 6 Giles Braewin developed a phobia of the outside world, and still lives inside.

1 TREASURE

When a treasure is found, roll a D10 to determine which of the following items is discovered.



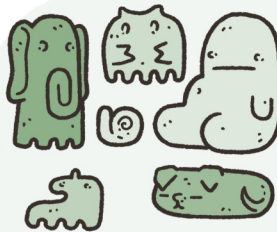
1. ENCHANTED SOCKS

These enchanted socks will never lose their shape, cannot hold a smell, and are immune to damage from fire and acid.



2 - 4. WIZARD TRADING CARDS

Each card is worth 1d100gp, cards worth over 80gp also cast a cantrip when slammed onto a surface (choose randomly when found)



5-9. CARVED TOYS

Small figurines of creatures, carved crudely from wood.



10. UNICORN-FOLK SKULL

A rare skull of an extinct variety of humanoid.

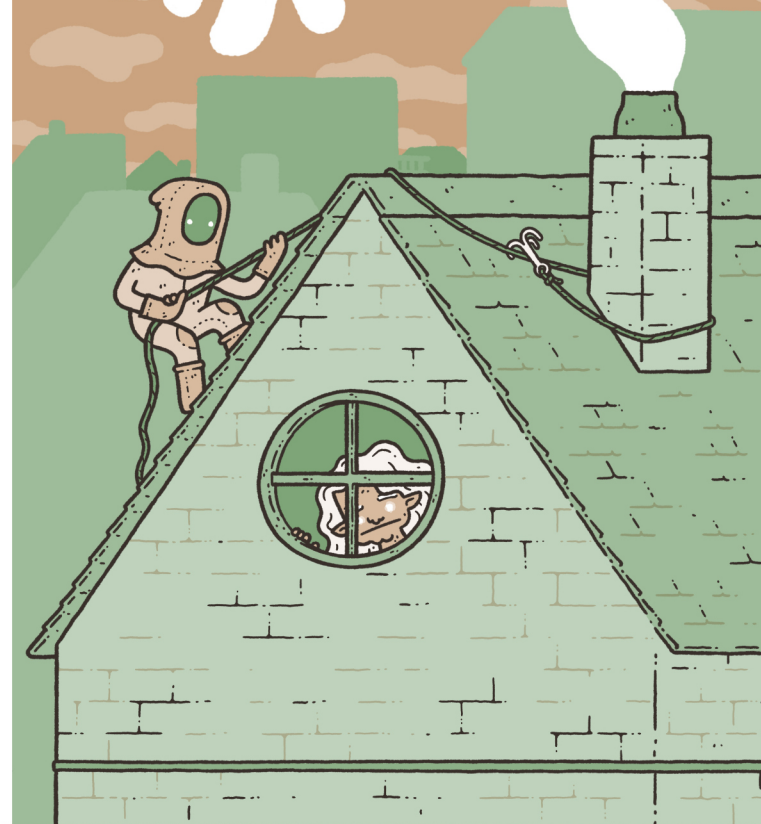
RANDOM ENCOUNTERS

Every 15 minutes spent inside Braewin Manor, roll from this table.

D8 MANOR ENCOUNTERS

- 1 **HOUSE CREAK:** The old wooden structure of the house groans.
- 2 **NOISY RATS:** Some rats are making noises in an adjacent room.
- 3 **ATTIC NOISE:** Scraping, or tapping can be heard coming from the attic.
- 4 **SPY:** A single Thief kid22 is sneaking around, watching the party, they will flee from the house, or into the basement if spotted.
- 5 **THIEVES RETURN:** 1d1 Thief kids22 return from outside, heading to the basement.
- 6 **TRAP:** Thieves have quietly laid out marbles on the floor ahead, DC15 perception to notice them. Anyone unaware of the marbles must make a DC17 Dex save to avoid falling prone.
- 7 **GHOST ATTACK:** Carmen the Ghost21 appears, performing a scream attack before disappearing again.
- 8 **AMBUSH:** 2d1 Thief kids22 have created an ambush in the next room, DC15 perception check to notice the hidden attackers.

MURKY MANOR



CARMEN THE GHOST

Bound by magic to a Flower Brooch², Carmen is unable to leave the area. Giles Braewin would travel with the brooch, allowing Carmen to see the world. Carmen has gone mad after being trapped inside for so many years.

BROOCH: wears a ghostly copy of the flower brooch

HOSTILE: Will greet visitors aggressively, thinking they're thieves.

1 CARMEN THE GHOST ♥33 ♡16 30

STR+0 DEX+1 CON+3 INT+1 WIS+2 CHA+2

INVISIBILITY: Carmen can toggle invisibility as a bonus action.

SCREAM: Creatures within 20ft must make a DC13 con save or take 2d6 sonic damage.

THIEF KIDS

A gang of child thieves use Braewin Manor's basement as a hideout. Many of the manor's rumours are born from tricks played by these children, in an attempt to keep people away.

TWINDLE: One of the thieves is Twindle, a young girl who ran away.

UNAWARE: The thieves do not know of the **secret study**⁸

AGGRESSIVE: will attack violently, but panic and flee if anyone gets seriously hurt.

2 THIEF KIDS

♥6 ♡11 25

STR+1 DEX+3 CON+0 INT+0 WIS+2 CHA+0

DAGGER: +3, 1d4+3 slash dmg

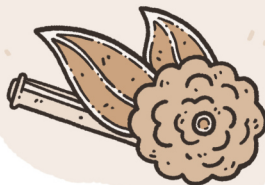
POPPERS: Ranged(30ft) +2, 1d4+2 fire damage.

SCRAMBLE: While in Braewin Manor, Thief kids can spend an action to disengage and flee at twice their speed.

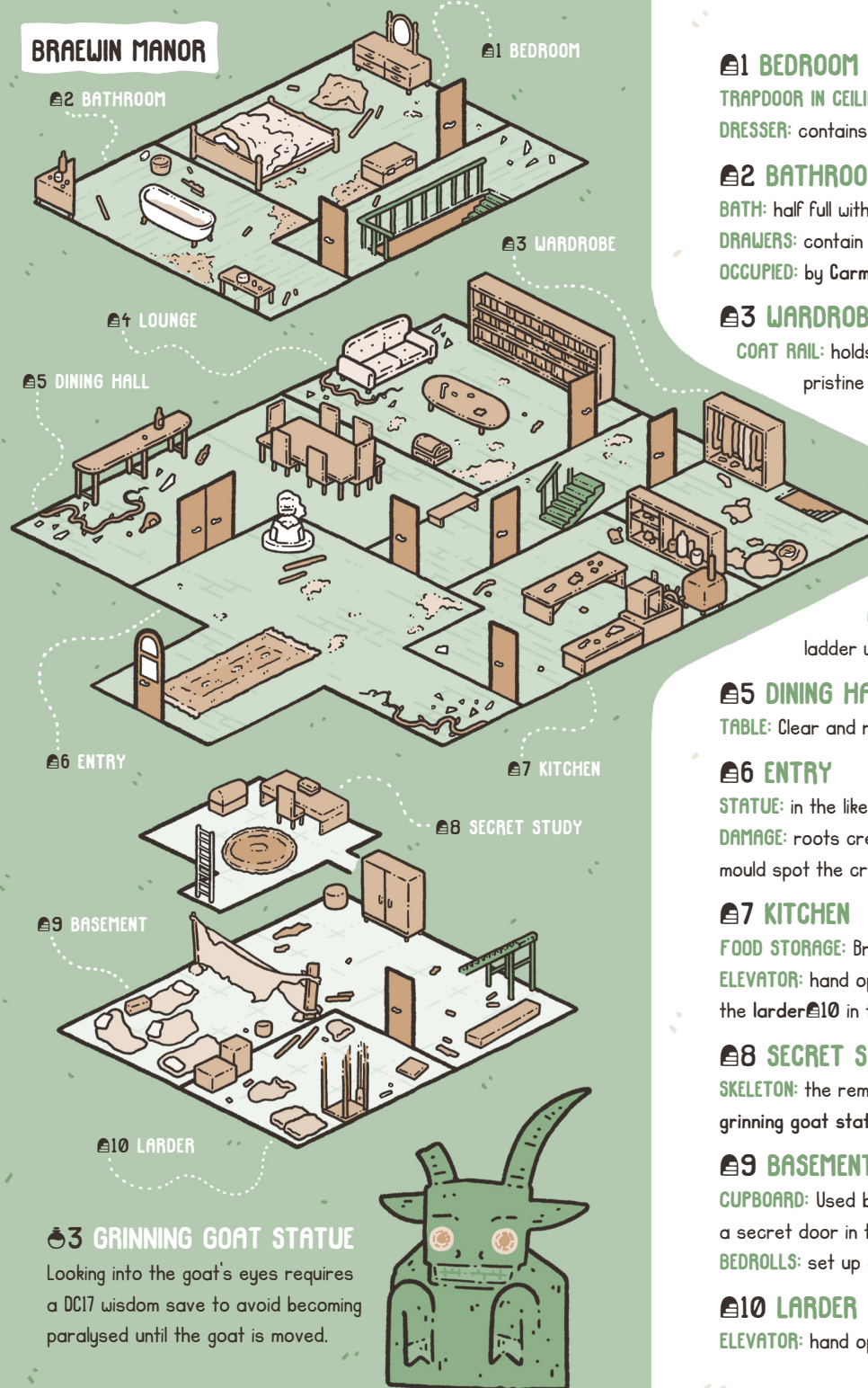


2 FLOWER BROOCH

Contains Carmen's soul, who is compelled to remain within 100ft of the brooch.



BRAEWIN MANOR



1 BEDROOM

TRAPDOOR IN CEILING: leads to Attic¹.

DRESSER: contains rotten clothes, 1x treasure¹

2 BATHROOM

BATH: half full with goopy brown sludge

DRAWERS: contain perfumes and powders, mostly broken

OCCUPIED: by Carmen the ghost¹

3 WARDROBE

COAT RAIL: holds many rotten articles of clothing, plus 1x pristine pink cloak

STAIRS: leading to the basement⁹

SACKS: contain rotting clothes, jewellery worth 1d8 gold, and 1x treasure¹

4 LOUNGE

BOOKS: Stories of grand adventures, mostly rotten

CHEST: Empty, with a false base hiding a ladder which leads to the **secret study**⁸

5 DINING HALL

TABLE: Clear and recently cleaned

6 ENTRY

STATUE: in the likeness of Giles Braewin

DAMAGE: roots creep through gaps in the walls, patches of mould spot the creaking floorboards.

7 KITCHEN

FOOD STORAGE: Broken jars and chunks of dried up food

ELEVATOR: hand operated, moves a 3 foot cube box down to the larder¹⁰ in the basement.

8 SECRET STUDY

SKELETON: the remains of Giles Braewin in a chair, staring at a grinning goat statue³.

9 BASEMENT

CUPBOARD: Used by thieves to surprise intruders. DC18 to notice a secret door in the back, leading to the **secret study**⁸

BEDROLLS: set up as a sleeping area for the thieves.

10 LARDER

ELEVATOR: hand operated, leads to the kitchen⁷

3 GRINNING GOAT STATUE

Looking into the goat's eyes requires a DC17 wisdom save to avoid becoming paralysed until the goat is moved.

