

VATHAK HAUNTINGS:

Red Rose Manor



A SUPPLEMENT FOR THE COLONIES

Shadows
over
Vathak

A Campaign Setting Book of Lovecraftian Survival Horror

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Shadows over Vathak Setting

Vathak Hauntings: Red Rose Manor

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Introduction

Red Rose Manor—the weeping, bloody manor—is the stately house of a long dead wizard and a string of former owners. Locally, it has become a storied site, a place for proving courage by staying close to it for as long as possible by older children. It is also a place of shunned fear for the adults and the very young. The site itself was once home to the oak grove of a group of dryad sisters. Failed, or scorned, love resulted in the entire grove being cut down and used to build the rich house. The dryads who once lived in and protected that grove now have no choice but to stay with the house following their deaths. Their souls are bound to the wood, forever reminded of their failure to protect their trees, their failure to trick and enslave the wizard Renald Houssman with fake love, and their failure to move on in death. The many rooms and the sheer size of the large and richly appointed estate attest to the number of trees cut down to make it. It is also a statement that unrequited love proves more evil in its ire than anything else.

Rumors

RED ROSE MANOR

(DC 22)

Players may make a Diplomacy check to gather information or a Knowledge (local) check to learn about Red Rose Manor. The results of a failed check are learned on a successful check though it works best if you just present the information and let the PCs come up with their own conclusions about which information is correct.

False Rumor (check fails): Angelo Niven, teenage male resident of the town, fearfully says, *“You don’t wanna go up there. I saw inside the house and the bodies of people bein’ eaten by trees! Plus, the walls were...I dunno...bleedin’ is what it looked like. I even saw the wizard there that built the place!”* Angelo shakes his head and points a trembling finger in the direction of Red Rose Manor if asked for directions.

General Rumor (successful check): Madeline “Maddy” Allsbury shushes you as she puts away some bottles of alchemical supplies. *“The Bloody Manor was built by a wizard named Renald Houssman, on top of the ground where he cut down a whole grove of older-than-dirt oak trees. It’s a beautiful old place, but it can’t seem to keep an owner. Stories have sprung up around it of course, and it is a little scary looking, but still beautiful.”*

Secret Rumor (exceeds DC by 5 or more): Twill Yurgenthrop, the sawmill’s proprietor, sits down heavily as he exhales. *“My father’s father cut them planks. Said he could hear three voices screamin’ in pain. Said he heard about strange fey creatures, and about that Renald feller in love wi’ ‘em. I’d guess that those trees were those creatures’ grove. The money was too good though, that job’s why I still own this mill today. Maybe puttin’ all the wood together and buryin’ it would quiet the voices.”*

Haunts

The first haunt was formed when the wizard Renald Houssman used the wooden skin from the dryad sisters' heads to make the panels to the front door of his manor. The door itself is relatively unremarkable at first glance; its construction matches the richly appointed look of the rest of the house. Six panels adorn the door and each pair of is laminated with the head skin of the dryad sisters. Unable to come to terms with his grief and loss at their betrayal, his death was the glue that allowed the haunts to form from the bodies, souls, and trees of the dryad sisters.

SUGGESTIVE DOOR

CR 6

XP 2,400

CE haunt (5 ft. by 8 ft. doorway); persistent

Caster Level 6th

Notice Perception DC 22 (to see the face the door panels form)

hp 12; **Trigger** touching the doorknob;
Reset 1 hour

Effect When this haunt is triggered, the front door's panels form into a wooden face, which sobs and says **"I love you. Come in and drink wine with me."** All creatures within 30 ft. are targeted by a *suggestion* spell (Will save DC 14). Failing the save results in the *suggestion* of **"Come in and drink wine with me."**

Destruction The door must be taken off of its hinges and united with the other haunts that are pieces of the dryad sisters' bodies. The various pieces must be buried outside where the oak grove once stood, laid out anatomically.

The arboretum contains only one relatively small tree, about 15 feet in height. This tree

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is fake; Renald took the legs of the dryad sisters and fashioned this small oak tree as a twisted reminder of how dryads are bound to their trees and unable to leave. He also meant it to serve as a reminder of how wooden his own heart had become because of the truth that the dryad he loved wanted only to ensnare and enslave him. The painstaking care that was taken to make it look like a miniature ancient oak tree is readily apparent—looking at it from afar would make most think that it had grown here naturally.

ARBORETUM

CR 7

XP 3,200

CE persistent haunt (10 ft. by 10 ft. by 15 ft.)

Caster Level 7th

Notice Perception DC 19 (to see the shape of legs near the roots of the fake tree)

hp 31; **Trigger** proximity; **Reset** 1 day

Effect When this haunt is triggered, the leg shapes in the base of the tree begin to struggle and any one creature within the area of the haunt's effects is targeted with a *moonstruck*^{APG} (Will save DC 16) spell

Destruction The fake tree must be destroyed (hardness 5, hp 10, Break DC 13) and the legs of the dryad sisters must be gathered together with the other haunts that are part of the dryad sisters' bodies. The various pieces must be buried outside where the oak grove once stood, laid out anatomically.

The dryad wine is actually the same sap-like blood of the dryad sisters that weep from the walls when the rose petals bloom. The bowl looks as though it was made to look roughhewn, as the rich often tend to do with their furnishings. There are still traces of fingerprints that can be seen on either side of the



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container. Renald, intent on not only binding their souls, set remembrances in various rooms of the dryad he loved and her sisters. This haunt finally formed when Renald drank this “wine” after draining their bodies and binding their souls to the house.

DRYAD WINE

CR 7

XP 3,200

CE persistent haunt (15 ft. by 10 ft.)

Caster Level 7th

Notice Perception DC 26 (to see the pale reflection of a dryad in the wine bowl)

hp 31; **Trigger** drinking the wine; **Reset** 1 minute

Effect When this haunt is triggered, the creature who drank the wine is targeted by a *mad hallucination*^{UM} spell (Will save DC 13). Failing the save results in an image (which only the drinker can see) of a dryad beckoning to be followed to appear along the walls. The dryad image sounds real, suggestively whispering to the target of love. Creatures still under the *suggestion* effect of the Suggestive Door haunt will attempt to drink the wine.

Destruction The wine bowl with the wine must be gathered together with the other haunts that are part of the dryad sisters’ bodies. The various pieces must be buried outside where the oak grove once stood, laid out anatomically.

The door frame above Renald’s bedroom has an odd pattern of six knots in the wood. These are actually the eyes of the dryad sisters that he placed in the frame. Believing their souls to be tortured every time he walked into his bedroom, this act of vengeance furthered his insane lust for gaining retribution against his stilted love. Having already carved out intimate pieces of the bodies of the dryad sisters, Renald dug further

into them to try and soothe his own aching heart. The particular remembrance pushed Renald over the edge, he fell deep into his lust for getting even and trying to forever torture the ones who hurt him.

WATCHFUL DOOR FRAME

CR 7

XP 3,200

CE haunt (15 ft. line)

Caster Level 7th

Notice Perception DC 26 (to see the wooden knots following movement like eyes)

hp 14; **Weakness** tricked by *invisibility*; **Trigger** proximity; **Reset** 1 minute

Effect When this haunt is triggered, any creature in a 15 foot line is targeted by a *deep slumber* spell (Will save DC 14) as the knots begin pulsating rhythmically as if to an unheard music.

Destruction The knots in the wooden door frame must be carved out and gathered together with the other haunts that are part of the dryad sisters’ bodies. The various pieces must be buried outside where the oak grove once stood, laid out anatomically.

The chest of drawers in Renald’s bedroom was fashioned from the trunks, or torsos, of the dryad sisters. It is about six feet high and decorated with tarnished brass handles. The grooves on the front of the drawers look like they could almost be veins coursing around the large piece of furniture. Renald found that keeping his intimates inside a chest of drawers made from the part of his love that contained her heart was both poetic and sufficiently cruel. In a diary hidden around his bed, Renald reveals that he fashioned the bedroom piece from his love’s sisters first, and finally from the dryad he loved.



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CHEST OF DRAWERS

CR 8

XP 4,800

CE haunt (15 ft. by 35 ft. room);

Caster Level 8th

Notice Perception DC 28 (to see the outline of dryad bodies in the scrollwork on the drawers)

hp 16; **Trigger** entering the room; **Reset** 1 hour

Effect When this haunt is triggered, the vaguely seen bodies begin to contort in pain as bloody wounds appear on them. The creature nearest the drawer is targeted by a *malicious spite*^{UM} (Will save DC 16) and focuses its spite on the first creature it sees.

Destruction The drawers of the chest must be gathered together with the other haunts that are part of the dryad sisters' bodies. The various pieces must be buried outside where the oak grove once stood, laid out anatomically.

The fireplace in this study contains a curiosity to strangers- the wood inside it is never consumed by the fire. The iron log holder inside the fireplace has wicked, pointed ends upturned in the air and clawed feet. Renald took the hands of the dryad sisters and placed them here, enchanting them to be resistant to heat, but to still feel pain from extreme temperature. The insult of placing the dryads in a thing made of stone and iron did nothing to comfort his loss, only to further his madness. This was one of the first gruesome remembrances he made of the dryads, and a twisted intelligence can be seen in the thought and care taken in its construction.

STUDY FIREPLACE

CR 8

XP 4,800

CE haunt (20 ft. by 20 ft. room)

Caster Level 9th



Notice Perception DC 30 (to see wooden hands writhing in the fireplace fire)

hp 16; **Trigger** proximity; **Reset** 1 minute

Effect When this haunt is triggered, the fire flares briefly and the hands inside clench into fists of pain. Any one creature within the haunt's area is targeted by a *smug narcissism*^{UM} (Will save DC 16), seeing themselves as a dryad in reflective surfaces.

Destruction The fire must be put out by any non-magical means and the hands of the dryad sisters must be gathered together with the other haunts that are part of the dryad sisters' bodies. The various pieces must be buried outside where the oak grove once stood, laid out anatomically.

The silvery, finely woven rug is actually made from the hair of the dryad sisters. Strong as spider silk, each hair was plucked individually from the dryads by Renald. His need to have his love triumph led him to put the very top of the dryad sisters under the very bottoms of his soles. The days he spent ensuring he could complete this particular remembrance shows how early on he made this—the dryads were alive as he plucked each individual hair out.

WOVEN RUG

CR 7

XP 3,200

CE haunt (10 ft. by 10 ft. rug)

Caster Level 7th

Notice Perception DC 27 (to see the hair comprising the rug)

hp 16; **Trigger** stepping on the rug; **Reset** 1 minute

Effect When this haunt triggers, all creatures stepping onto the rug see themselves being dragged into a dark void by ensnaring hair and are targeted by a *crushing despair*

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spell (Will save DC 16).

Destruction The rug must be gathered together with the other haunts that are part of the dryad sisters' bodies. The various pieces must be buried outside where the oak grove once stood, laid out anatomically.

Renald constructed this shrine to the dryad that was the object of his affection. He made this secret room with the last of the pieces of the dryad sisters. On a small table inside the secret room floats the three brains and hearts of the dryad sisters. One heart and brain stay central while the other two sets circle endlessly and slowly around. The wall that once concealed it was blasted in a fit of rage one night when Renald had drunkenly lost self-control, blew open his wall, and succumbed to the haunt that his beloved had become. Curiously, there are no bones or signs of anyone having been in this room before.

UNKNOWN SHRINE

CR 9

XP 6,400

CE persistent haunt (5 ft. by 10 ft. by 10 ft. room)

Caster Level 9th

Notice Perception DC 29 (to see wooden brains and hearts floating above table)

hp 40; **Trigger** touching the brains or hearts; **Reset** 1 minute

Effect When this haunt is triggered, the creature who touched the brains or hearts is targeted with a *dominate person* spell (Will save DC 17). The creature hears a beautiful female voice in its mind telling it "You are a tree, a stout oak.

Plant here and grow."

Destruction The brains and hearts of the dryad sisters must be gathered together with the other haunts that are part of the dryad sis-

ters' bodies. The various pieces must be buried outside where the oak grove once stood, laid out anatomically.

Optional Encounters

These optional encounters can be used to expand the location.

Bedroom - Diary booby trapped with a *symbol of pain* (CL 9th).

Haunting Music Room - Primitive sound recording device playing the sounds of the dryad sisters' voices pleading for mercy.

Mossy Ballroom - Former human residents of the town turned into vegepygmies (*Pathfinder Roleplaying Game Bestiary*) and a patch of russet mold in the center of the ballroom (*Pathfinder Roleplaying Game Bestiary*)

Toolshed - Former human resident of the town turned into a treant (*Pathfinder Roleplaying Game Bestiary*)



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