

MANSION OF THE ENDLESS PLEASURES by Maykel S. Braz

PRELUDE

Hired by King Gunter, the party is in the Whisper Grove tracking Rodingwer, who departed weeks ago to hunt the Bald Hill mantichore. There, they find a little girl cornered by a mantichore, and after a quick battle, both vanished in a flash of light and a portal appears. Amid the whispers, the party hears: "Be gently and ask as the grove, so the portal will open up itself." Whisper something as "Please, open!" and the portal will give access to the mansion.

I. GROUND FLOOR

- Reception (dusty):** The trap throws the party in the Lower Ground, causing minor wounds.
- Main hall (dusty, darky * ghoulish ambush, small basilisk, doppelganger * social puzzle):** Full of stone statues. Four of them stand out: Rodingwer (doppelganger) and three homunculi (Rodingwer and vassals) in combat. The basilisk moves around the room, making perceiving it difficult. Petrification will be reversed if the basilisk dies. On the throne, a skeleton hides a rusty magic dagger.
- Mermaids fountain (humid, slippery * puzzle):** An hypnotizing light drives the party next to the fountain. Specters pull his victims to the water and, after share their memories, release them.
- Garden of thornes (swampy, putrid * La Llorona, stirges):** The thorns of the bushes that occupy the garden cause hallucinations.

II. LOWER GROUND

(smelly, darky * gibbering moulder - aberration)

The smell of rot, excrement and burnt flesh is unbearable. Screams of suffering break the silence. Torture machines everywhere.

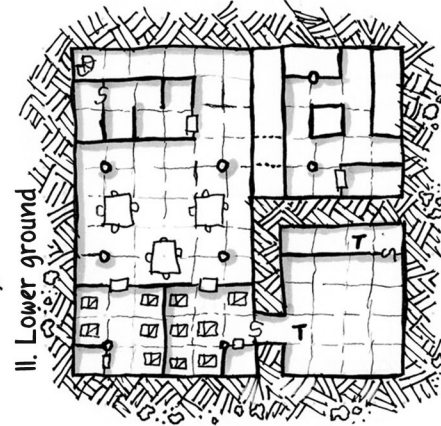
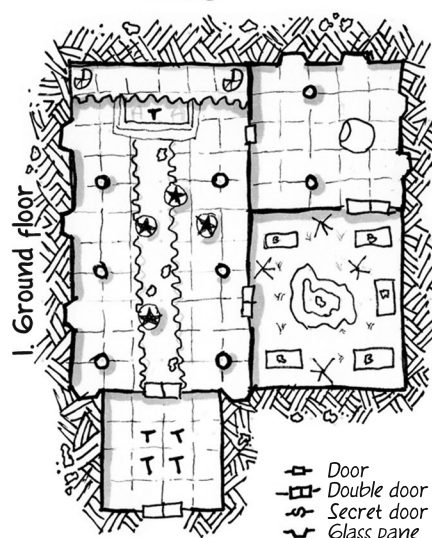
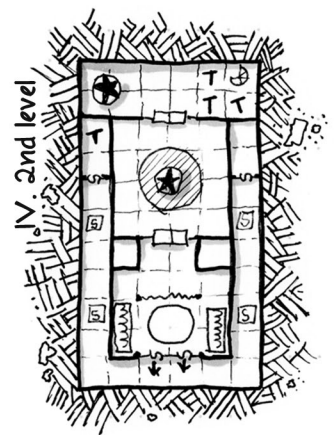
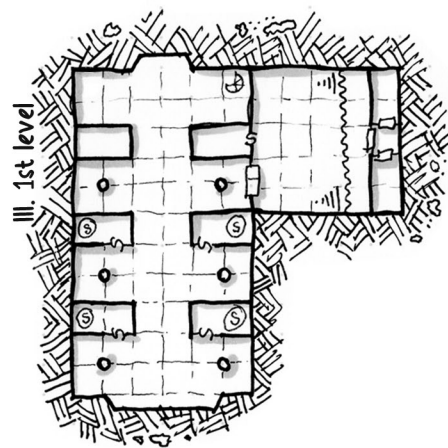
In front of the warehouse next to the stairs, a door under the counter leads to the kitchen with ovens, tables and a nursery.

The aberration creeps across the roof of the refectory. Destroying the absorbing bodies scattered throughout the level weakens the creature.

In the back are the servants' and guards' dorms with access to the armory.

III. 1ST FLOOR

- Art gallery (dusty, darky * ghouls):** There are real people imprisoned by magic in artworks. Stained glass windows seem to explode when they are crossed by specters that head for the Theater. Ghouls use secret doors and hatches to ambush the party.
- Theater (dusty * specters):** Full of broken chairs. The dome of the theater shows a starry sky. On the stage, specters abandon their performance and attack the party. Break the dome frees the specters. Among the piles of clothes in one of the dressing rooms is a magic flute.



Door	Statue	Tapestry or curtain
Double door	Fountain	Table with chairs
Secret door	Stair	Bed
Glass pane	Staircase	Bench
Column	Swim pool	Floor trap door
Trap		Magical area

THE EHP SH MANSION, was built over 300 years ago as a gift from a duke to his lover, secretly a succubus. Unable to overcome the magic of the succubus, a mage used his own vital energy to seal the palace in a magic pocket. The mage shaped the earth in order to hide the palace and assigned him a magical guardian in the form of a mantichore.

IV. 2ND FLOOR

- Waiting room (dusty, darky):** Three statues at the back of the room fire darts whenever the traps are triggered. One of them hides a magic amulet.
- Crystal of deep desires (pulsating, illuminated):** Four statues with their backs together raise a large crystal over their heads. The pulsating crystal illuminates the entire room. The crystal's pulses put the group into a trance. Runes hidden in the ceiling delimit the area of influence of the crystal.
- Succubus room (seductive, warmy, illuminated * succubus, ghouls, doppelganger (maybe) and living armor):** Lying on the huge bed, a beautiful woman welcomes the group. Lovers bask in their bedroom pools at the pleasant sound of a harp (magic). Food and drink on the tables. If he accompanied the group, the doppelganger reveals himself. Before perishing, with a long and hot kiss the succubus secretly transfers part of its essence to one of the heroes.

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