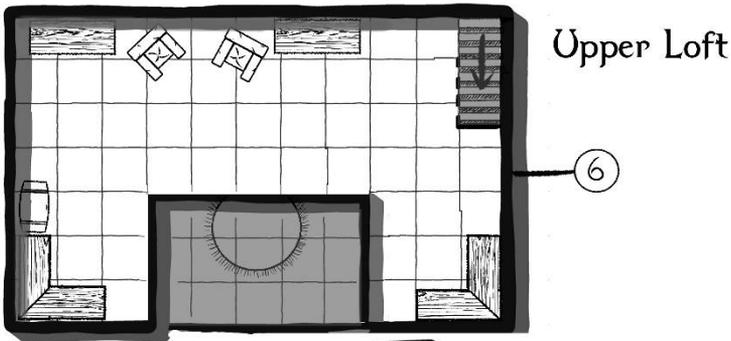
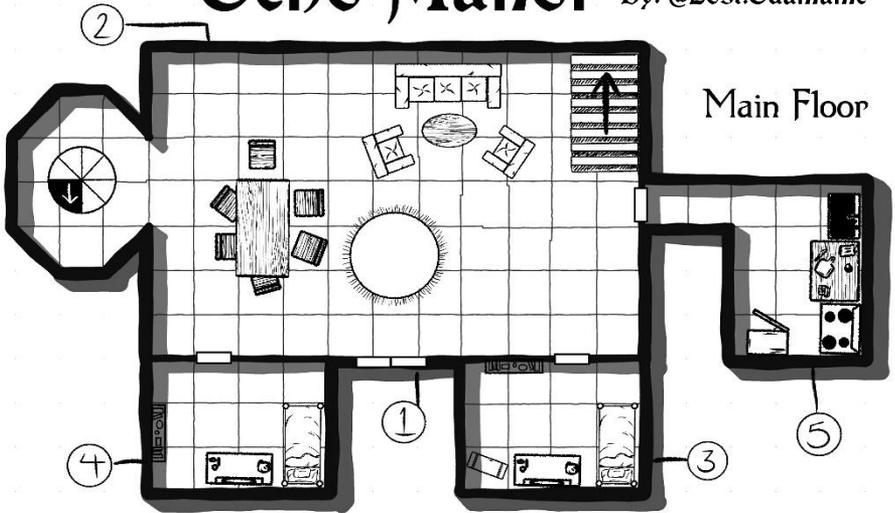
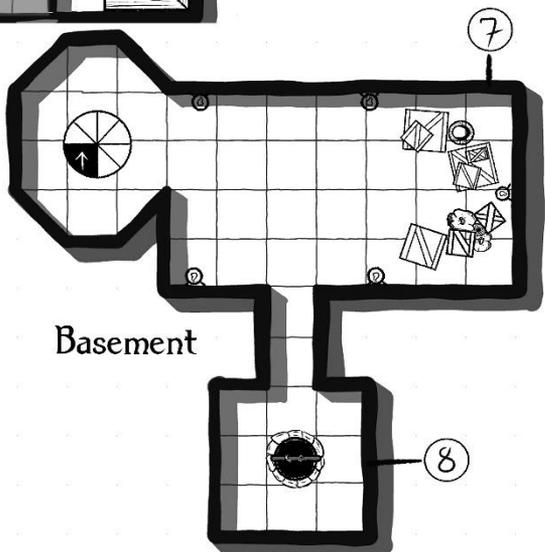


Echo Manor

By: @Lost.Edamame



Echo Manor is an abandoned manor house, clearly once belonging to a family of means. This could be placed in an urban setting or an isolated one. Rumour is the place is haunted. The house is lashing out in grief from the tragic loss of the mistresses who once graced the halls.



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Each time PCs enter a room, take note of their actions and major dialogue. Each round creates an echo of their actions. Corporeal versions of the interactions in the room appear. The echoes will not respond or interact and will carry out the actions of the previous round without interruption of any kind. Their weapons will hurt, if they move through a PC, they are pushed. These echoes will repeat for 1d10 rounds.

① Main entrance. Upon entry, PCs see a very faint and swift apparition of a woman hanging from the Upper Loft Balcony. This room contains a comfortable seating area, a dining table, and an ornate full-length mirror.

② **Living Mirror** At first, your reflection looks normal, it begins to move differently than you, mocking you. If you observe for one minute, reflection steps out of the mirror. The more agitated or aggressive you become, your reflection does too until it attacks

Stats: Same as PC in question.

Solutions: If you are calm and sync your movements to the reflection, it will calm and fuse back with the mirror harmlessly. Gain Temporary Insight (+5 to 1 future roll).

If you smash the mirror, the reflection will haunt and taunt you in every reflective surface.

③ Door broken off. **Living Dress (B)**, Chest containing Jewelry worth (400c)

④ Picture of a woman who looks similar to the hanging apparition.

Diary Entry: "She died: it's over. The walls are haunted. I relive her sorrow endlessly and the very house is grieving. I can't live without her."

⑤ Kitchen: **Flying Pots** and **Soaring Knives (B)** greet you as soon as you make any noise in the space. In the cupboards under the counter, you may find (400c) hidden in a box of cleaning supplies.

⑥ When you arrive atop the upper loft, you see 2 **Weeping Women (B)** arguing heatedly about one of them (Millie's) experimenting with magic. As soon as they see you, they attack. You may find a Chest with (800c) and Millie's Memory Rune Spellbook.

⑦ The torches on the walls flicker to life. The room gets increasingly hot and smoke-filled. By the end of the round, it is difficult to see and breath: CON check or 1d2 dmg and disoriented. Torches can be extinguished. Crates contain alcohol, and 400c worth of silver and household decor.

⑧ **Hungry Bucket (B)**: A well in the center of this room, a bucket attached to a rope hangs partway down. You can hear an object floating in the water. You may fish out a (**Magic Item**: Shifting Circket - small wooden circket that can enlarge to 5" or as small as 1" with an action.); the bucket has teeth and will bite [(1d4) Dex Check].

d1 Aggro Books: NA 1d8
d2 Wooden Chairs: NA 1d4
d3 Rats: NA 3d6
d4 Bats: NA 4d6

Stat blocks for Echo Manor found in Bestiary p.? (B)

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Aggro Books: Books that really don't want you here.

AC: 11, HP 4, Lvl: 1, Mrl: 8, Mov: 0' (Fly 40'), NA 1d8, Attack: Slap (1d6).

Wooden Chairs: Might get irritated if you sit upon them.

AC 13, HP 8, Lvl: 2, Mrl: 12, Mov: 10', NA 1d4, Attack: Slam x2 (1d4)

Rats: AC: 12, HP: 2, Lvl: 1/2, Mrl: 8, Mov: 40', NA: 2d6, Attack: Bite (1d4 + 50% chance of disease).

Bats: AC: 13, Hp: 2, Lvl: 1/2, Mrl: 6, Mov: 5' (Fly 60') NA: 3d6, Attack: Bite (1d4 + Swarm Confusion).

Living Dress: An ornate, beaded, dress with a full skirt. Looks innocent until it senses you nearby.

Stats: AC: 11, HP: 16, Lvl: 4, Mrl: 13, Mov: 30', NA: 1

Attack: Thrashing Whip x2 (1d4) OR Choke (1d4 per round, grappled).

Flying Pots and Soaring Knives:

Aggressive levitating cookware.

Stats: AC: 18, HP 4, Lvl: 1, Mrl: 10, Mov: 0' (Fly 20'), NA 2d6. Immune to piercing.

Attack: Bludgeon/Cut (1d6) OR Cheap Shot (Shin Bash/Achilles Slash 1d4 + Dex Check or prone.)

Can be contained or weighed down so they lose fly speed.



Weeping Women: Corporeal Apparitions of Loudly wailing women. Cry massive volume of tears, the floor becomes slippery (Dex Check).

Stats: AC: 13, HP 16, Lvl: 4, Mrl: 15, Mov: 40', NA 1-2.

Attack: Lash Out x2claws (1d4) & Shove 5' (bludgeoning 1d4 if you hit something solid) OR Screech (AOE - Dec Check or disoriented. -5 to next attack).

One of the Women may cast Animate Object spell once - Use either **Aggro Books** or **Wooden Chair** Statblocks.



Hungry Bucket A bucket, with teeth...

Stats: AC 16, HP: 8, Lvl: 2, Mrl 15, Mov 0' (Fly: 40'). NA 1. Immune to piercing and slashing.

Attack: Bite x2 (1d4).

Bucket is attached to the well by a 30' rope