

# Eris Plantation

Lady Edweena Eris was from a rich family, and since the destruction of their Mansion Tales of her murdering her servants during attempts at immortality have been told. Now undead have begun creeping from the haunted mansion.

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Ground Level

Basement 1

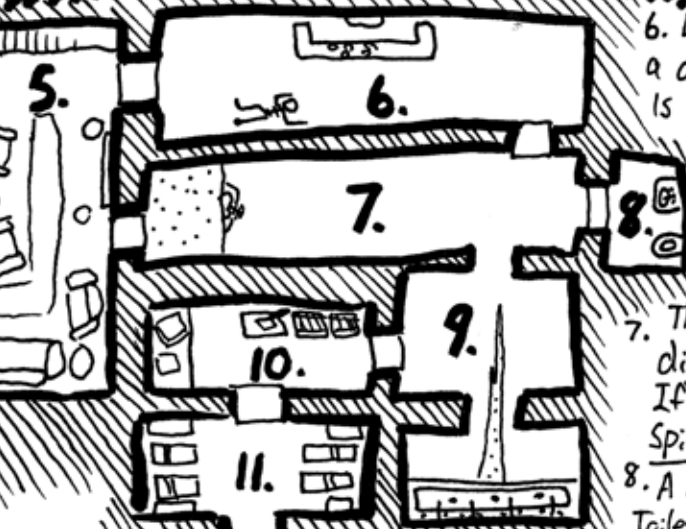
Basement 2

1. The Mansion has rotted and been reclaimed by Swamp. All of the side doors are rusted shut and even if opened lead nowhere but destroyed rooms with trees growing in them. If the stairs are climbed they will give under the Players weight, landing them in a Passage to the basement, which can also be reached from The side door.

2. Wine cellar. Room is damp, dirty and basically empty. Wine barrels are empty and dusty.

3. Family Crypt full of coffins. When door is open Zombies will arise. If they are defeated a modest amount of treasure is in the coffins.

4. After unlocking The door in, players find an old coatroom. a couple of old coats hang on hooks, The wallpaper is peeling, and everything smells damp. Tree roots are growing through the raiments of the destroyed bathrooms.



6. Laying on the floor is a dead, a dead adventurer. Once the party is inside The room locks shut and fills with yellow gas. They will take damage until someone mixes a purple drink from The bottles at the bar.

7. The walls and floors have been digested clean by Gelatinous Cube. If players enter from 5 it will spill out on them.

8. A Locked bathroom. The sink and Toilet are nonfunctional. The Medicine chest contains a healers kit and a scroll of Magic Missile.

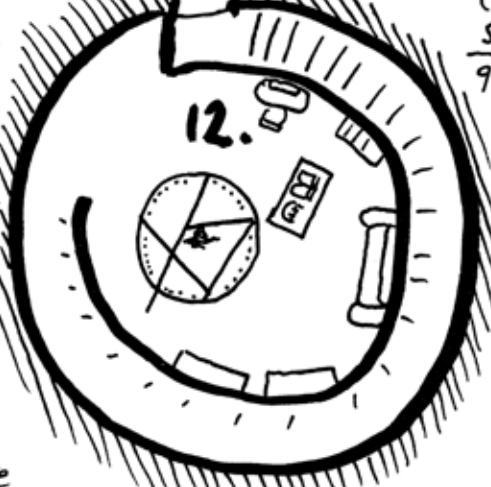
9. The kitchen has been digested clean by The gelatinous cube in 7. Another one is slowly pouring out of the filled sinks.

10. A Ghost has taken residence in the remains of a former pantry. All the food there has rotted with age. Laying on a butchers block is a silvered Carving knife.

11. A Guard chamber contains old beds for far warriors. Two Ghouls still guard the room even in death. Nothing useable is in the room except for a small bag of coin under a bed.

12. The ghost of Lady Eris continues her experiments in necromancy in death. If the players defeat her, They find her spellbook (ruined), her philosopher's Stone (failed and broken), and the Deck of Many Things (Real).

\* additionally a few Shadows patrol the mansion.



5. Armored Skeletons guard an old sitting room. The furniture is ruined from disuse, age, and water damage. Bookshelves filled with ruined books are surrounded by curling old wallpaper. A few small silver statues are sitting on the grimy and tables next to centerpieces of dead flowers.