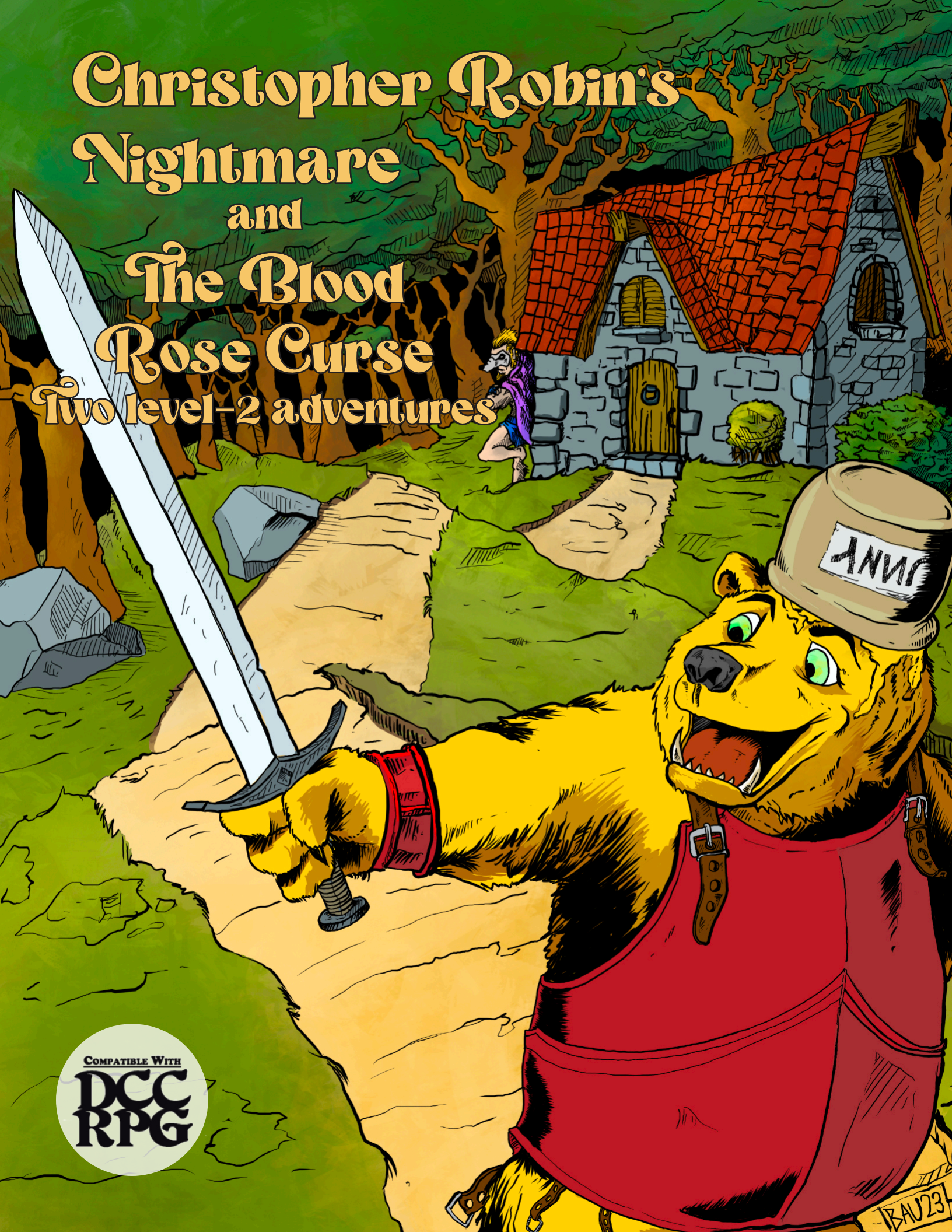


Christopher Robin's Nightmare and The Blood Rose Curse

Two level-2 adventures



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Christopher Robin's Nightmare

A Level 2 DCC RPG Adventure

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Introduction

Christopher Robin's Nightmare is a *Dungeon Crawl Classics* RPG adventure intended for 4-6 characters of 2nd-level. It is primarily inspired by the wonderful children's book *Winnie-the-Pooh* by A. A. Milne. Players and judges going into this adventure should expect to see the much beloved characters from *Winnie-the-Pooh* being mistreated, albeit more so psychologically than physically. The adventure concerns an adult Christopher Robin, who is a famous playwright. His fairy godmother, who once inspired his writing, has now locked him inside a magical slumber. The PCs travel into his coma dreams to end his curse and hopefully closes the portal from Elfland to the mundane world.

Background

Some decades ago, Lord Milne fathered a child with his mistress. The mother died during childbirth and Milne gave the child to an orphanage, seeking to elude any scandal. Though he funded the orphanage from then on, he never visited the child nor even learned his name. The child was named Christopher Robin by the Directress. His days were filled with hard work, but his nights were filled with visits by his fairy godmother, Nanny Nou, who was in truth the Queen of Elfland.

The fairy queen saw an unwanted child who was the rightful heir to the small realm. Christopher Robin freely promised to repay Nanny Nou for her many gifts, which ranged from writing materials to exotic fruits to stuffed animals. The child wrote stories that enchanted his fellow orphans and grew up to become a widely-known and well-regarded playwright, telling stories of his adventures with his stuffed animals friends in the Hundred Acre Wood. Even Lord Milne's "trueborn" children loved these stories. Though Christopher Robin wished to write other stories, he found himself constantly in need of coin and only given patronage by rich men who wished for new stories for their children.

One day, Lord Milne grew deathly ill, and the Queen of Elfland found that it was time for her long plan to be put into motion. The next time Christopher Robin slept, he was brought into a magical dream from which he could not wake. Trapped in a dream of the Hundred Acre Wood, the queen was able to use this dream as a conduit from Elfland through Dreamland and into the mundane world. Her minions established the wood in Lord Milne's land as a forward operating point for the fey invasion into the mundane world. From his deathbed, Lord Milne sent out an open request for aid to any who thought themselves capable of helping.

Adventuring In Elfland

The background supposes that the PCs begin the adventure in the mundane world, but only minor changes are required to begin the story in Elfland. The breach into the mundane world still exists, but it is an invasion enacted by the Queen of Elfland, against the king's wishes. The PCs may simply enter into one of the many forests of Elfland with the intent of finding Dreamland and the Hundred Acre Wood, and soon find themselves in **Area PB-2**.



Rumor Table

As with most famous artists, Christopher Robin is a man shrouded in mystery. Have each player roll 1d8 to learn of a rumor. "T" notates a complete truth, "t" notates a truth with some inaccuracies, "f" notates a falsehood with a nugget of truth, "F" notates a complete falsehood. In addition, each PC may make a Luck check. On a success, they read *Winnie-the-Pooh* as a child or saw a stage production of the stories.

d8 RUMORS

- 1 Christopher Robin sold his soul for his talent as a playwright. (t)
- 2 The creatures from the forest have always been there. The forest belongs to them. (f)
- 3 He was adopted from an orphanage by an actual fairy godmother. (T)
- 4 Christopher Robin makes sacrifices to appease his muse. Human and humanoid sacrifices! (F)
- 5 Christopher Robin is a dreamwalker who steals the dreams of others to be his inspiration. (f)
- 6 He's an elf who cut off the pointed bits of his ears! Everyone who enjoys his works are unwitting accomplices in bringing the fey into our world! (f)
- 7 He's only ever written children's stories, but has talked of some more mature "masterpiece" that he's never been able to finish. (T)
- 8 Mystics and tacticians say that the fairy folk want to expand their borders. Christopher Robin is just a tool in their eternal war against the mundane world. (T)

Beginning the Adventure

Read or paraphrase the following:

When elves and strange fey creatures began appearing from the woods, Lord Milne sent his subordinates in to root out the evil, but only a few ragged survivors returned. Enlisting a seeress, generally derided as a witch of the woods, she connected the influx of fey dangers to the strange slumber of the famous author and playwright, Christopher Robin. The fairy-like imagination of the author had long been the source of rumor, but his beloved stories of childhood have always kept him in good regard.

Answering the call for aid (accompanied by promised payment), you arrive at the home of Christopher Robin. The crooked-backed seeress answers the door of the cobblestone cottage, ushering you in. The small rooms are filled with sage smoke to ward off spirits. Informing you that your quest lay within the dreams of the dying author. She notes that he must live, for his dreams are a conduit from Elfland to the mundane world. Should he die in this state, that breach will remain open. Returning to the subject of dreams, she holds up a hookah and a frozen frog.

The wood witch has prepared soft pillows on the floor near Christopher Robin's bed. The PCs must choose their individual preference to either smoke from the hookah, which is water cooled with the author's fever dream sweat, or lick the frozen frog that she first places on Christopher Robin's tongue. Either method causes the PC to share the same dream of the Hundred Acre Wood.

If questioned about rewards for this task, Lord Milne has promised a knighthood, warhorse, and 500 gold to anyone who can resolve this issue. However, Lord Milne is destined to die before this quest concludes. For more information about rewards that the PCs may receive, please refer to the **Conclusion** section.



Random Encounters

If PCs try to find a location without meeting the Friendship Requirement, the PCs only find it after experiencing a random encounter. Otherwise, these tables may be used as a prelude to the adventure, foreshadowing the strange influences of both Elfland and Dreamland, all at the judge's discretion. Roll 1d8 on the Random Encounter Table to determine what event occurs.

Yellow Flamingos: *Long-limbed, eight-legged birds dip their mouths in and out of the flooded waters in the forest, nipping up small water bugs. They screech at you and stomp towards you at a threatening pace.*

- 1 Though cautious PCs may simply leave and attempt to find another path, they may find reasons to hunt these strange animals. Due to their diet, the flamingo spiders emit a heavy ferrous scent, easily discernible by any elf or dwarf. If their tail feathers (1d7 per slain flamingo) are used to craft arrows, they provide a +1 to attack against any fey creatures. Taking them without violence requires exceptional chicanery or skilled stealth (DC 16 baseline, at the judge's discretion) from the PCs.

Flamingo spiders (4): Init +2; Atk pecking bite +6 melee (1d6+1); AC 13; HD 1d12; hp 7; MV 30', Fly 40', leap 20'; Act 1d20; SV Fort +0, Ref +4, Will +2; AL C; Crit M/d6.

Honeyed Words: *Serene songs and buzzing bees lead into a wide pool of honey. Golden mermaids laze upon the sargasso that surrounds a massive chestnut tree.*

- 2 Sitting to listen to their beautiful song is absolutely safe, but any who interrupt their song or try to take honey from their pool incur their wrath. If honey is taken, each palmful of honey can heal 1 HD, though after the first usage, it is ineffective for 1d3 days.

Honey swamp sirens (2): Init +1; Atk claws +3 melee (1d5) or command bees +3 missile fire (1d4 plus poison, range 30'); AC 13; HD 4d8; hp 19 each; MV 20', swim 60'; Act 1d20; SP captivating song (DC 13 Will save or do the bidding of the siren) or poison (DC 13 Fort save or 1d3 Stamina loss); SV Fort +2, Ref +3, Will +6; AL C; Crit M/d10.

Jellyfish Clouds: *Tentacles hang from cloud-like bubbles which float downward towards your group.*

These creatures float up in the tree branches and the sky. They reproduce through their spores interacting with the innately magic and users of magics, and so descend to feed when opportunities appear. If no wizards or elves are present, they pass peacefully over the party. If slain, each contains a singular gland that can be gathered to provide a non-cumulative +1 to a single spell check, similar to spellburn.

- 3 **Phlogistonic jellyfish (# of arcane spellcasters):** Init -3; Atk tentacular embrace +4 melee (1d8) or phlogistonic exhale +2 missile fire (1d6, range 60'); AC 14; HD 2d8; hp 9 each; MV 25'; Act 1d20; SP phlogistonic radiance (wizards and elves within 15' or hit by the phlogistonic exhale must make a DC 14 Fort save or suffer the misfire effects of the spell they recently cast), half damage from non-magical piercing and slashing weapons, critical corruption; SV Fort +2, Ref +4, Will +0; AL N; Crit special.

Critical corruption: On a critical hit, a target gains a minor corruption and must roll on Table 5-3 using their d10+Luck modifier (no Luckburn to avoid).



Thirty to Fifty Feral Piglets: *Squealing through the dense forest, a horde of piglets, foaming from the mouth, veers towards you.*

- 4 The PCs all have 1 round before the feral piglets arrive; unless the PCs hide (DC 10 Agility or Hide in Shadows check) or remove themselves from ground level, the hungry piglets meet them in combat. One of their tails may be a suitable replacement for Eeyore's tail.

Feral piglet swarm: Init +4; Atk bite +2 melee (1d3 plus disease); AC 12; HD 5d8; hp 40; MV 30'; Act 1d24; bite all targets within 20' x 20' space, half damage from non-area attacks, disease (DC 7 Fort save or additional 1d3 Stamina loss); SV Fort +2, Ref +4, Will -2; AL N; Crit N/A.

Bouncing Wildcats: *A sproinging sound echoes closer and closer, revealing a small group of wildcats, bouncing upon their tails.*

- 5 If the PCs hide, a group of 1d6 jaguars, bobcats, and other wildcats travel past, bouncing on their springy tails while singing a silly song. If confronted, the creatures inquire as to whether the PCs have seen their lost cousin, who has been captured by a large mouse. As long as no threat is given, they are able to answer questions and provide hints about recent invaders to the Hundred Acre Wood and current predicaments of the native inhabitants.

Bouncing wildcats: Init +2; Atk blowgun +4 missile fire (1d3 plus poison) or claw +2 melee (1d6+1); AC 14; HD 3d6+2; hp 12 each; MV 30', jump 30'; Act 1d20; SP poison (DC 14 Fort save or run in fright as all other creatures appear as horrific heffalumps); SV Fort +1, Ref +4, Will +1; AL C; Crit II/d8.

The Raging River: *Quite a floody day, the raging river's current carries honey pots, chairs, and many other miscellany down river. A squirrel can be seen barely balancing upon a small chair that floats downriver.*

- 6 The quick currents are impossible to safely cross by swimming, but can be crossed by simply taking time to search out a downed tree. If the squirrel is somehow rescued, he describes the location to which the PCs are headed and a detailed story of the relevant friend.

A Trap for Heffalumps: *A pitiful trumpeting echoes through the air, seemingly emitting from a wide hole in the ground.*

- 7 A young, pastel-colored elephant, which the judge should describe in a manner keeping with the PCs' past experiences with such an animal, is caught in a pit trap. If helped out of the trap, it has the "wingspan" to use its ears to fly away. It trumpets out a thankful sound and each PC receives 1 Luck as a reward. If the PCs dilly-dally, a group of elves (same stats as found in **Area PB-2**) may appear to complicate matters, at the judge's discretion.

A Blustery Day: *Blasts of wintery gusts pick you up from the ground, forcing you to veer onto another path.*

- 8 Biting winds cause the PCs to need to roll another random encounter. In addition, each PC must make a Luck check. On a failure, they lose 1 random item from their character sheet that is blown away by the blustery winds and can no longer be found. If rolled again, ignore the result.



Hundred Acre Wood

General Features: The sprawling forest is located within the larger realm of Dreamland, which has a not-so-distant connection to Elfland. The Queen of Elfland has enacted multiple machinations to ruin the Hundred Acre Wood, bringing great floods and powerful winds to make the woods perilous and difficult to traverse. Some native creatures have been transformed and others have migrated from Elfland. If she can thoroughly twist the wood's nature, she can bring this nightmare into the mortal world, thereby creating a permanent, open connection to Elfland.

Finding Friendship

The landscape of the Hundred Acre Wood is ever changing, made malleable by dreams, phlogistic energies, and blustery days. Certain locations are impossible to find unless guided by those native to the region. However, many of the residents are easily confused and full of self-doubt, and must confer together to find the correct path to other friends. To represent this, each location has a "Friendship Requirement", fulfilled by each rescued friend, whose presence makes it easier to find additional locations. These rescued friends count towards this requirement even if they merely give advice on how to reach further locations instead of physically accompanying visitors.

Those traveling through this land find it a very dream-like environment. Everything native to the land fluctuates between looking cartoonishly simple to as vague as an Impressionist painting. Clouds stay perfectly still until the viewer looks away, allowing them to suddenly change. PCs who know of a location may simply travel there, not remembering how they arrived, much like how they would transition to another scene within one of their own dreams.

While in this land, those who die instead find themselves transported to **Area CR-2** or ejected from the dream, at the judge's discretion. PCs who suffer this fate suffer ability score loss as per the normal rules that cover recovering the body (see p. 93, DCC RPG).





Pooh's House

Friendship Requirement: 0

PB-1 - Awaken in Water: *Pulling yourself out of shallow waters, you now stand in a home not unlike a halfling's burrow. A slow stream of water trickles through the dirt and roots that form the ceiling. Clay pots bob in the ankle deep water, clinking against a standing mirror. Past the closed door and front window, fraught shouts arrive at your ears.*

Winnie-the-Pooh's house contains a bed, table, standing mirror, assorted personal belongings, and numerous honey pots. The clay pots are all either empty or full of rotten and blackened honey, changed by the fey mischief aimed to weaken Christopher Robin's mind. A single bottle floats among the pots, containing a note from Christopher Robin. Pooh is aware of it, but is not capable of reading it. It contains the following message:

"Pooh Bear, do you remember when I went to school and how I told you of my fairy godmother? She gave me many gifts and helped me share you and all my friends with the world. Now she expects me to share my world with her, but I do not want to. Please check on our friends in your mirror and help them. Gather as many as you can and bring them to my house. I feel terribly sick. Please come soon. ~ Christopher Robin"

Pooh's standing mirror is a scrying mirror. If a handful of honey is smothered on the mirror while saying the name of a dear friend, they can be seen within the reflection for a brief moment. If the rotten honey is used, the magic mirror still works, though it is a dimmed and obscured view. If the rotten honey is used as a poison, it requires a successful DC 14 Fort save or the victim suffers a -1d on all saving throws for the next 1d6 turns. On a success, it still causes -1 on all saving throws for 1 turn.



PB-2 - House Exterior: *A cartoonish yellow bear wearing a breastplate stumbles back and forth between a group of elves who are all wearing weazel-like masks. The tormented bear repeatedly cries out "Oh bother, my honey!" in distress as the elves toss a clay pot to each other, always out of the bear's reach. "No honey for you, Pooh Bear! And no Christopher Robin either!"*

Pooh is at his wit's end, believing the elves to be woozles who have stolen or ruined all his honey and kidnapped Christopher Robin. While he is armored, he is not a competent combatant, as the breastplate was merely a birthday present from many years ago. If asked for more information, he informs the PCs that he has a note from Christopher Robin in his home but cannot read. He is capable of guiding the PCs to Kanga's, Piglet's, and Rabbit's homes, but recent blustery days and flooding has made other travel difficult without help from his friends.

These elves are one of the many groups tasked with tormenting the characters who live in Christopher Robin's mind in order to weaken his resolve. Upon being made aware of the PCs, they position themselves between the bear and the PCs, with the captain leading any negotiations. The captain attempts to stall the PCs by entertaining their curiosities about the fey breach into Christopher Robin's dreams and into the mundane world. At the same time, at least two elven soldiers draw crossbows and begin dragging away the exhausted Pooh Bear who becomes occupied with eating. If the PCs take the honey jar before Pooh Bear completely eats its contents, it contains a single serving of magical honey (heals 1 HD). Slain elves have 1d6 remaining crossbow quarrels.

Elven machete squad (# of PCs): Init +2; Atk mithril machete +2 melee (1d8) or crossbow +2 missile fire (1d6 plus poison); AC 13; HD 2d8; hp 9 each; MV 25'; AC 13; SP poison (DC 12 Fort save or suffer -1d to all rolls for 1d3 rounds, after which make a DC 10 Fort save or fall into magical sleep for 1 turn), immune to charm and sleep spells, automatically notice glamours and illusions, infravision 60'; SV Fort +1, Ref +2, Will +1; AL C; Crit III/d8.



Kanga's Place

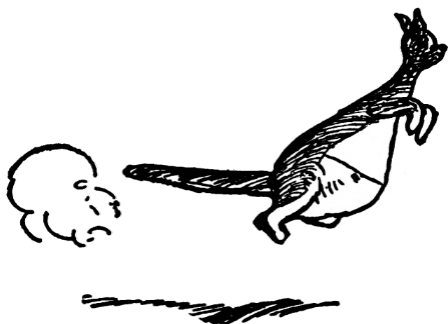
Friendship Requirement: 1

K-1 - House Exterior: *A pair of cute mailboxes, marked "Kanga" and "Roo", stand nearby a tall tree with a door built into its trunk. A fallen broom and scattered toys lie near the open doorway.*

There is little to the yard, except for a few tracks. Observant or lucky PCs can locate two sets of footprints that lead away from the house in the direction of the nearby beach. A third pair of footprints, resembling a large wildcat, lead into the house.

K-2 - House Interior: *The kitchen window shines down upon a large purple-and-orange striped cat rolling about a mess of kitchen spices. Its head swivels 180 degrees, staring straight at the doorway, before backing out of the sunlight. Its wide grin is the last thing to disappear into the shadows.*

The grimalkin attempts to remain hidden, preferring not to engage in direct combat alone. It gleefully recounts how it whispered to a mother and child a curse to never see, nor hear, nor touch one another ever again. For each sentence it speaks outside of combat, it is able to attempt to become completely invisible using its shadow cat ability. Once invisible, it taunts the PCs with knowledge of how the "mother" and "child" are separated forever, perhaps gone away to drown themselves in the sea in search of a mythic solution to their curse. After setting the scene, it attempts to use its fey curse ability to convince the PCs that their friends are disappearing or that other nearby PCs are hostile heffalumps and woozles, inciting them to violence. If a cursed creature sees the grimalkin slain, they are allowed a Will save to overcome the curse at +1d. If the PCs flee, the grimalkin does not follow.



The home contains little in the way of material value. A homemade picture book has been drawn by Roo with crayons. It shows him and his mother going to the beach and finding a talking conch shell that reveals the location of buried pirate treasure. On the kitchen shelf, a jar of thistles has a small notetag on it stating "To Eeyore".

Grimalkin: Init +2; Atk bite +3 melee (1d6+1) or claws (x2) +3 (1d3+1); AC 16; HD 3d8; hp 14; MV 40'; Act 2d20; SP two successful claw attacks allow a free rake attack (+1 melee [1d6+2]), shadow cat (50% of becoming completely invisible as long as it can find a shadow, invisibility ends if it uses another action), fey curse (DC 13 Will save or the perception of another individual is altered at the judge's discretion), immune to *charm* and *sleep* spells, automatically notice glamours and illusions, infravision 60'; SV Fort +2, Ref +4, Will +4; AL N; Crit M/d8.





K-3 - Beach: *Two vaguely dog-like creatures hop on their hind legs along the beach. The smaller one cries "Mama!?" as the larger one cries "Roo? Where are you?!" Though they pass right by each other, they appear to be unable to see or hear one another. Calm waves erasing their criss-crossed tracks in the sand.*

The PCs have likely not seen marsupials quite like Kanga or Roo before, but find that neither are hostile. Both Kanga and Roo are under the grimalkin's curse, never to perceive each other's existence again. Both of them are in great distress, as their hope withers away, fearing that the other might have even drowned. Even if a PC guides them both to touch hands, they feel nothing. The curse always finds a way to prevent them from knowingly interacting and preventing their minds from overcoming it. This curse can either be lifted by the magical wine found in **Area P-2** or from the magical conch found in the nearby waters. Both of them know of the *conch of secrets*, with Kanga having told Roo many bedtime stories where it is a central narrative element. They both believe the conch to lay somewhere beneath the waves, but neither knows how to swim and both fear the eerie song that can only be heard underwater.



K-4 - Waters: *The cold waters drape the beach in foam as you dive below. An inescapably haunting serenade surrounding you, washing over you just as if that itself were the sea.*

Those who swim out to find the conch may make a Luck check, modified by +/-1d depending on whether or not the PC swims in the direction of the singing. A failure represents 1d10 fruitless minutes spent swimming. On a success, the PC finds the two giant clams that sing the sea song. A speckled conch resting in each of their singing maws, but only one is the *conch of secrets*. The PC that retrieves the conch unknowingly determines the correct choice by how they express their thoughts. Any hopes and fears spoken aloud by the player or the PC determine both if the selected conch is truly the *conch of secrets* and if the clams animate and become hostile to the PCs. So a player who is vocal about their fear of selecting the wrong conch and being attacked by the clams will manifest that outcome into existence within the dream. Likewise, a confident player will manifest that outcome. After retrieving the conch, it can be given to either Kanga or Roo, who hold it up to their ears and hear a truth that breaks their curse.

Once the curse has been lifted from Kanga and Roo, they accompany the PCs in the search for Christopher Robin, believing it to be dangerous to return home at present. The PCs may continue to use the conch at any time to discover secrets. On a successful Luck check, the conch whispers a cryptic message to them about whatever the PC is most presently concerned with. If the curious PC ever rolls a natural 20, critically failing their Luck check, the conch crumbles into sand.

Man-eating clams (2): Init +0; Atk shell-snap +4 melee (1d8 plus clamp-down) or death vomit +4 missile fire (2d8 plus self-evisceration); AC 15; HD 6d8; hp 27; MV 20', swim 40'; Act 1d20; SP clamp-down (victim is ensnared and must make a DC 12 Strength check to escape. Ensnared victims are at -1d to all rolls until freed), self-evisceration (when at half hp or below, may violently expel innards, causing their own death); SV Fort +5, Ref +0, Will +2; AL N; Crit M/d8.



Piglet's House

Friendship Requirement: 1

P-1 - Exterior: *Ash covered boots rest directly in front of the small door built right into a tall, bushy tree. A broken sign reads "Trespassers will" but the unfinished sentence is answered by nearby rock crushing a dead elf. Higher up the tree is a second floor balcony that has attached stairs that lead even further up the tree.*

PCs attempting to enter the unlatched front door must be careful not to touch the knob, as Piglet trapped it using a jar of lightning (1 charge remaining) saved from the last thunderstorm. Anyone touching the metal without protection must make a DC 14 Fort save or suffer 2d6 damage as electricity courses through their body. Those attempting to climb up to the second story balcony must make a DC 8 Climb Sheer Surfaces or Strength check and also a Luck check. Piglet has rigged a number of the branches with precariously balanced rocks that fall on anyone who fails their Luck check, resulting in 1d6 damage plus a chance for a broken bone (as per Falling, p. 96, DCC RPG).



P-2 - Front Room: *Bear traps, marbles, and blood cover the floor of this small room. An unconscious elf breathes labored gasps as he bleeds atop a bear trap. A staircase, located on the wall opposite of the front door, is a staircase that leads upwards.*

Those crossing the room must make a DC 6 Agility check to not slip on any loose marbles and fall onto one of the three armed bear traps, which do 1d6 damage and can be disarmed with a DC 14 Disable Trap check. A victim caught in a trap cannot free themselves unless they make a DC 14 Disable Trap or Strength check (failure results in 1 damage as the teeth snap shut on the PC). Each time a PC passes by the dying elf, there is a 1-in-3 chance that he awakens and attempts to grab a PC's ankle (DC 12 Reflex save to avoid) while crying for help. On a failure, the PC is tripped, falling onto a bear trap. If healed, the frightened elf is more amenable to answering the PCs' questions.

As long as he is saved from death, he is compelled by fey customs to repay the PCs with a gift of equal value. He is able to communicate much of the backstory surrounding Christopher Robin's predicament, that he came with a team of five elves to Piglet's house, and relates that other elves can be easily fooled by their "woozle" masks and mundane disguises even though illusions and charms have no effect. If pressed for further payment, he provides a wineskin that can remove any fey curse by those who drink from it. The wineskin currently holds three "doses". The special wineskin can be refilled up to four "doses" if filled with elven wine made by workers who stomp the grapes as they sing along with the nature spirits of the orchard.

The stairs up to the balcony are unlocked and untrapped.





P-3 - Balcony & Stairs: *The balcony opens to a small landing in which you can simultaneously see the sun rising and setting in this strange dream. A set of crooked, narrow stairs leads up around the side of the tree. A strange bundle of floating red spheres appears above the tree top.*

PCs peeking over the edge of the stairs can spot a tarred-and-feathered elf that hangs strangled in a rope that still connects to a bucket filled with tar and feathers. Any PCs who look underneath the stairs or make a DC 10 Find Trap check find a set of ropes that would do much the same to the first PC who climbs the stairs. A DC 10 Disable Trap check or a simple description of informed caution prevents them from triggering the trap. If it is triggered, the frontmost PC must make a DC 15 Reflex save or be tarred, feathered, and suffer 1d6 damage plus a chance for a broken bone (as per Falling, p. 96, DCC RPG) as they fall into the tree branches where the dead elf can be seen.



P-4 - Rooftop Terrace: *A small wooden beam terrace contains little more than a rope anchored by a small metal hook. The rope ascends high up to a wicker basket held aloft by three bright red balloons. A pink piglet looks down from the basket muttering, "Oh dear," as he lifts a large rock above his head. "D-d-d-don't make me do anything that you'll regret."*

Piglet had a panic attack earlier, fearing that if he left in the balloon that he would get lost again, and has remained in place after fortifying his home. Piglet is eager to hear good news and quickly trusts the PCs as friends as long as they offer friendly words, though he'll keep holding the large rock "just in case". However, the final elven soldier, utterly maddened by the deaths of his squad mates and disguised in a hastily made ghillie suit, interrupts any conversations with a surging attack. He'll pop one of the balloons with his last arrow and leap into combat. The crazed elf attacks the PC with the lowest Luck score, rolling with a +5 to attack and dealing 1d8 damage. Unless the PC succeeds on a DC 12 Reflex save, they are also subject to a critical hit, rolling a d8 on Crit Table II (see p. 83, DCC RPG), so long as the primary attack also hits. After this attack, each PC may make a single attack on the mad elf (AC 11, 1 hp remaining). If he remains alive after this, Piglet drops the rock on the feral fey soldier, killing him. Unless these events go wildly awry, Piglet agrees to fly over to Christopher Robin's house to later meet the PCs, though his basket is not strong enough to carry any additional creatures along with him.





Rabbit's House

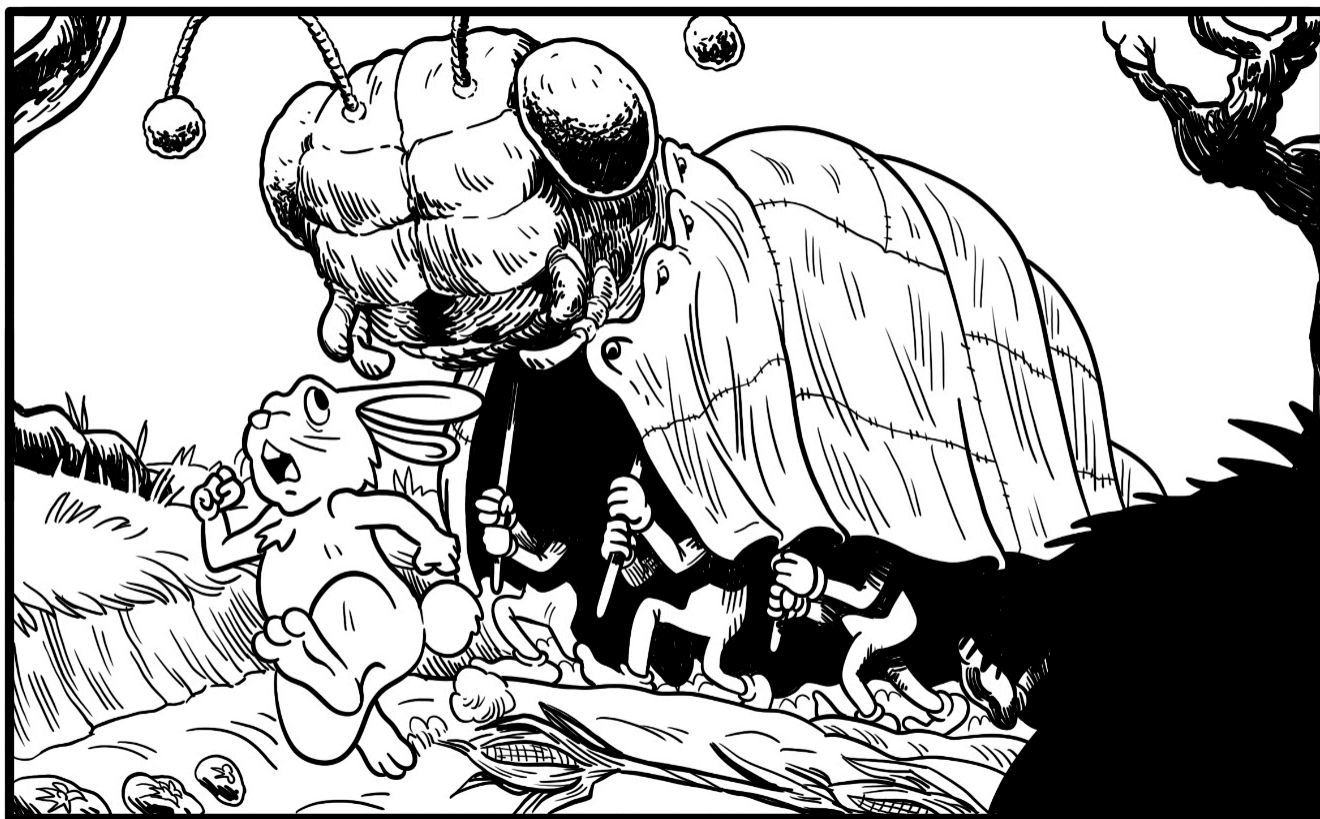
Friendship Requirement: 1

R-1 - Crop Fields: *A wooden fence surrounds rows of tomatoes and root vegetables. A nasally voice emanates from a cone attached to a metal pole that emerges from the branches of a tree that tops a large mound, declaring that "All elves, woozles, caterpillars, and other vermin are not allowed on this property! All trespassers will be persecuted to the fullest extent of my claws!"*

Woozle-disguised elves have already visited Rabbit, one of whom lies dead in the crop field near a scarecrow that is using Eeyore's tail as a necktie. Any PCs who are familiar with the tales of Winnie-the-Pooh spot Eeyore's tail if they investigate the crop field or succeed on a Luck check when passing through this area. The rest of this elven troupe are currently making ready a plan to siege Rabbit's home. Those investigating the nearby forest can make a DC 15 Intelligence check to find a group of elves hidden nearby in the deep brush. They are constructing a siege machine, large enough to fit all of them. They're using paints and vegetation to make it resemble a massive caterpillar.

Rabbit is able to see all the area surrounding his burrow through an extremely long periscope that extends out of the top of the tree that tops his burrow and communicate through an attached bullhorn. He is having a fit of extreme stubbornness causing him to jump to the conclusion that all strangers are woozles or elves. Any friends sent to negotiate on behalf of the PCs will only be allowed in for their own safety, as Rabbit has no real intentions of believing claims of "non-woozeness" or "non-elfyness". Only a clear display of actions against other "woozles" or other actions to the benefit of his crops will cure him of his disillusions.

Those who are seen approaching his house are greeted by an insecticide gas that is funneled through an underground series of pipes throughout the field. Rabbit's house is approximately 100' away from the woods so PCs going at a full run can likely cross the grounds in 2 rounds. Those caught in the gas must make a DC 12 Fort save or suffer 1 Stamina loss.





Sneaking up to the house requires both a DC 12 Agility or Sneak Silently check and a solid distraction to keep Rabbit occupied. His front door is barred, but a gap allows easy though inescapably loud unlocking with a DC 8 Agility check or use of a tool that can reach though the gap to topple the wooden bar. His back window is unlocked, but obviously trapped (DC 12 Disable Trap check to release) with a pump sprayer that is armed to release concentrated insecticide gas affecting anyone within 5' of the other side of the window. Anyone hit by the gas must make a DC 15 Fort save; on a failure, they suffer 2d3 Stamina loss, while on a success, they instead suffer 1 Stamina loss.

At any time the judge wishes, the elves may attack in their man-powered "caterpillar tank" with the goal of destroying Rabbit's crops. The contraption has been created to protect them from the insecticide gas and functions as a single stat block, collapsing and killing all the elves within when reaching 0 hp.

Caterpillar tank: Init +2; Atk rundown +4 melee (2d7); AC 11; HD 5d10; hp 27; MV 20'; Act 1d20; SP immune to gas attacks, d30 saves versus mind-affecting effects; SV Fort +2, Ref +1, Will +1; AL C; Crit M/d10.

Elven machete squad (# of PCs minus 1): Init +2; Atk mithril machete +2 melee (1d8) or crossbow +2 missile fire (1d6 plus poison); AC 13; HD 2d8; hp 9 each; MV 25'; AC 13; SP poison (DC 12 Fort save or suffer -1d to all rolls for 1d3 rounds, after which make a DC 10 Fort save or fall into magical sleep for 1 turn), immune to *charm* and *sleep* spells, automatically notice glamours and illusions, infravision 60'; SV Fort +1, Ref +2, Will +1; AL C; Crit III/d8.

R-2 - Burrow: *While the floor of this burrow is tidy and well-kept, the ceiling is a mess of pipes and levers that must control all of Rabbit's contraptions. The creature himself is a three foot tall yellow rabbit, scurrying to and fro in a fretful attempt to defend his home.*

Rabbit has few defenses inside his home. He is afraid of any PCs who enter and tests their "elven nature" by hitting them with an iron frying pan, claiming that they must be an elf because iron hurts them unless the PC makes a successful DC 6 Personality check to pretend it didn't hurt. He tests their "woozley origins" by stating that he has a jar of honey in the cupboard and waits to see if any of the PCs might take it. While Rabbit does have a stat block, he does not fight unless absolutely forced.

Rabbit: Init +1; Atk frying pan +0 melee (1d4); AC 11; HD 2d4; hp 5; MV 30'; Act 1d20; SV Fort -1, Ref +2, Will +1; AL N; Crit III/d6.





Eeyor's Gloomy Place

Friendship Requirement: 2

E-1 - Cave Entrance: *Footprints surround a pile of broken sticks before continuing onward to a gaping cave entrance. A shrill scream echoes out from the open mouthed cave in the near distance.*

A DC 10 Intelligence check identifies the footprints as coming from of five elves who passed through here before continuing towards the cave. A success of 14+ also reveals a chewed piece of thistle. This was once Eeyore's "home". He was chewing upon a piece of thistle when he spied the incoming elves. He saw through their "woozle" disguises and retreated into the gloomy cave.

E-2 - The Cave Mouth: *A lone elf sits with his back to a wall. His cracked woozle mask reveals blood flowing from his eyes, nose, and ears. In a trembling voice, he repeats over and over, "The heffalump. It's real. It wasn't supposed to be real. Just a story the queen told a boy. Just a story to mold his mind."*

The lone survivor is on the verge of death, his heart ready to give out at any moment. Unless given magical healing, he has a heart attack and expires at the judge's discretion. He does not respond to any questions, save for those about his dead squadmates who went down into the chasm and met the "heffalump". He speaks of flame and shadow, endless mirrors filled with fear and an endless abyss filled with nothing at all. If provided magical assistance, the survivor calms down, but enters a catatonic state. If physically forced back into the cave, the lone survivor can advise the PCs to extinguish light sources when reaching the chasm, but violently refuses to cross the chasm.

In truth, the heffalump is Eeyore, taking advantage of the magic of the gloomy place. This is the place where Christopher Robin tucks away his fears and bad thoughts in his own mind. All things seen within the cave have similar properties to illusions but the dream makes them so real that the normal elven resistances against illusions and charms is entirely ineffective.

E-3 - Chasm: *A singular tunnel scrapes along you, growing in one direction just to press against you from another. Jet black stone finally opens to an impossible expanse. An endless chasm with a thin stone bridge descends down to a lake. The cavern ceiling reflects against light, creating strange figures that dance against your eyes.*

The thin stone beam runs all the way across. If a guide with infravision leads other PCs across the bridge while in complete darkness, there is no risk. If any light is present, it only serves to amplify the darkness. Any PC who gazes into either the downward abyss or at the mirror-like ceiling must make a DC 13 Will save.

Those looking down and failing their save realize that there truly is no bottom. They could fall in and dream endlessly of falling in complete darkness until their mind broke and they learned to stop thinking; perhaps only awakening after they truly have gone mad. These characters lose 1 Luck and develop a fear of heights that causes -1d to all actions taken when this fear would be triggered. They are unable to pass any farther unless assisted along by a friend.

Those looking up at the ceiling and failing their save realize that the dancing movement is not the reflection of light in darkness, but darkness in light. It is being reflected through their eyes and directly into their soul, planting something within them. The most common substance in the universe is void and that is true even within dreams. These characters lose 1 Luck and develop a fear of what they might discover in their own dreams, requiring a DC 12 Will save each night in order to gain the normal effects of rest.

In either case, rolling a natural 1 means the PC falls into the chasm, but later awakens in **Area CR-2** when the other PCs arrive.



E-4 - Eeyore's Hiding Spot: *The thin bridge ends on a beach of black sand. A gray donkey sits against the shore, staring distantly at the glass-like waters of the lake.*

Eeyore believes that all is lost. His friends wouldn't have given up hope if they really cared about him. He's been not giving up hope so much longer than any of them, but he can't do it anymore. If presented with some thistle or his tail, Eeyore realizes that hope still exists and helps lead the PCs out of the cave without any additional risks. If presented with a different token of friendship, PCs must make a successful DC 16 Personality check to achieve the same result.

On a failure, Eeyore drinks the still lake water and begins a painful transformation into a heffalump. If the heffalump is reduced to 0 hp, it gives a trumpeting death cry that blasts Eeyore out of its nose, and blows him and the PCs to the cave entrance. After this, Eeyore realizes that, at very least, the PCs care and goes to Christopher Robin's house to meet any of his other friends.

Heffalump: Init -1; Atk trunk +7 melee (2d5+1 plus staggered, range 15') or tusk +7 melee (1d14+2); AC 14; HD 6d10; hp 58; MV fly 40'; Act 1d20; SP staggered; SV Fort +7, Ref -1, Will +3; AL N; Crit M/ d12.

Staggered: Opponents stuck by the trunk must make a DC 13 Fort save or be staggered (-1d to all actions) for 1d3 rounds.

Owl's House

Friendship Requirement: 2

O-1 - House External: *Forced laughter for a rambling speech emanates through the shattered windows and ruined door of a toppled tree house.*

The lawn is littered with the wreckage from the most recent blustering winds. Inside, and gazed back upon, are the false smiles of Owl's "friends" who are raising Owl's hopes only to expertly dash them again.

O2 - The Tea Party: *Fey animal spirits wear name tags denoting their roles as the friends of Christopher Robin.*

Owl is utterly convinced by the perfect setting of a friendly tea party. The forcible unmasking of his "friends" only entices him to bolster them. All attempts at awakening Owl from this illusion require a successful DC 10 Personality check. If the PCs have brought any of Christopher Robin's true friends with them, they receive +1 per friend to this check. If 3+ friends are brought, this counts as a single successful check for purposes of convincing Owl of the truth. Failing a check immediately causes Owl to falsely believe that the PCs are woozles, and his false friends initiate combat. Upon two successful checks, Owl realizes the trickery and banishes the fey "doubles" of any of his friends that have been brought to his home, which also prompts the remaining fey creatures to fight.

If a fight occurs, Owl believes the PCs to be attacking his friends and assists by throwing alchemical flasks at the PCs (Atk +1 missile fire, 1d6 damage). While he is not given stats, any attack against him results in his cowering for the rest of combat. After combat, he has 1d3 alchemical flasks remaining if the PC who searches passes a Luck check.

Animal spirit (6 - # of fey doubles of true friends after trickery revealed): Init +1; Atk claw +4 melee (1d4+1) or bite +4 melee (1d4+1); AC 14; HD 2d8; hp 9 each; MV 50'; Act 1d20; SP immune to *sleep* and *charm* spells, automatically notice glamours and illusions, magic resistance (all spells cast against a spirit animal have a 25% chance of failure); SV Fort +2, Ref +4, Will +6; AL C; Crit M/ d8.



Christopher Robin's House

Friendship Requirement: 3

CR-1 - Christopher Robin's House: *A cobblestone cottage rests atop a small hill. It bears a striking resemblance to Christopher Robin's own home in the waking world. A bicycle, balls, and other forgotten children's toys are scattered across the yard.*

The yard has nothing of value except in sentimental regards. The door leading into the cottage is unlocked and untrapped.

CR-2 - A Child Dreaming: *The interior of the cozy cottage is a mess of papers, spilled tea cups, and half-eaten crumpets. A dark shadow hangs over the bed, in which a fitful child stirs with fever dreams under sweat soaked blankets.*

The single-room cottage holds many hints at the source of Christopher Robin's curse. The many papers consist of constant rewrites except for passages that glorify animal and nature spirits, depict strong female figures (often queens), and disparage the various mundane civilizations. Those investigating the area can find a barely hidden shrine to the Queen of Elfland, tucked away on a closet shelf. The shrine is reminiscent of a diorama of an actor's stage, with an elven queen watching a cast of animals on the stage. Other offerings, such as thistle, honeycomb, and acorns, have been laid around the queen.

The child who dreams in bed is Christopher Robin's memory of himself as a child, and the similarities are easily recognizable to him as an adult. The dark shadow that hangs over him is a minor fey spirit that is yet another factor in poisoning his mind. It cannot harm the PCs in any way and returns to Elfland if any action is taken against it. Any of his friends that have arrived here can identify the sleeping child as Christopher Robin. They begin trying to wake him up by chanting "Wake up, Christopher Robin" and holding hands.

In order to assist in breaking his curse, the PCs must perform one of the following actions: desecrate the shrine, join the chanting with Christopher Robin's friends, cast a healing spell such as *lay on hands* or *remove curse*, or any other action that the judge deems thematically appropriate. After doing so, the world briefly goes completely dark to the PCs and they "awaken" in the **Area CR-2**.

CR-2 - Staging A Childhood: Any of Christopher's friends who've been "rescued" by the PCs appear as themselves in the following scene and do not take part in bullying "Christopher Robin". Any who have not been rescued appear as poorly costumed elves. Paraphrase the following read-aloud text to reflect these considerations:

Lights illuminate a wide stage where the residents of the Hundred Acre Wood are having a discussion over a nonsensical misunderstanding. Young Christopher Robin, clearly a diminutive elven actor, begins berating them all.

You are seated in the front row before the stage play. A hushed voice says, "This is my favorite part. The heffalump comes to kill the disgusting human." All the other audience members are regally dressed elves and other fey creatures.

The PCs are free to interact with the scene for a brief moment before the "heffalump" enters and combat begins. Fey audience members, who have a dream-like quality and only a vague definition, hush any jeering. If physically interacted with, they vanish into mist, returning fully back to Elfland. The "rescued friends" upon the stage have a befuddled appearance, muttering comments about the fraudulent identity of the elven actors.



In a high balcony seat, a semi-transparent gossamer veil separates the Queen of Elfland from the rest of the scene. As is the usual way with dream logic, it is impossible to physically reach the queen's balcony, as it is always out of reach. Any spell check of 20 or higher through spells such as *banish*, but also offensive magics such as *scorching ray* or *magic missile*, results in the queen electing to open a swirling portal and return to her homeland, as the play has been ruined. If this occurs, all the actors' costumes quickly deteriorate. Pooh Bear and the other friends promise to forgive the newly revealed Christopher Robin for his anguished actions, while also giving the judge the opportunity to prompt the PCs to do the same.

As soon as the PCs take in the situation, a poorly costumed "heffalump" bursts through the wooden backdrop, seeking to kill Christopher Robin's rescued friends and then "young Christopher Robin". The creature is able to successfully attack each rescued friend without rolling, causing them to vanish into mist with a single strike. However, it does not attack any of the fey actors, who all attempt to slay the PCs. This "heffalump" is the true Christopher Robin. By destroying all his friends and then "himself", he will break his own mind and becomes fully corrupted by the Queen of Elfland. If this occurs, he dies in his sleep, causing the breached border to Elfland to permanently open in the mundane world. The PCs are ejected from this dream back into either the mundane world or into Elfland, at the judge's discretion.

Each time the true Christopher Robin in his guise as the "heffalump" is successfully attacked (AC 10), have that PC roll a Luck check. On a success, a part of his costume is destroyed, revealing a gaunt and anguished man underneath. As this is his own dream, he is impossible to kill, though the judge should still describe his wounds. As soon as a player or PC comments about wanting to help him, the judge should suggest making a Personality check to sooth the poor playwright. The fey actors sneer and the audience boos at attempts to help the "heffalump". After three successful DC 10 Personality checks, Christopher Robin

asks for his friends' forgiveness. At this point, his rescued friends hug their friend and the dream ends.

Fey actors (# of unrescued friends): Init +2; Atk bone dagger +3 melee (1d5+1) or spells (see below); AC 11; HD 2d8; hp 9 each; MV 25'; SP , spellcasting (+3 spell check): spells (1st) *force manipulation*, immune to *charm* and *sleep* spells, automatically notice glamours and illusions, infravision 60'; SV Fort +1, Ref +2, Will +1; AL C; Crit III/d8.

Fake Christopher Robin: Init -2; Atk claw +1 melee (1d4) or fey charm (see below) or spell (see below); AC 10; HD 3d6; hp 11; MV 20'; Act 1d20; SP fey charm (DC 14 Will save or victim is charmed into a loyal friend for 1d3 rounds; targets who succeed on their save are immune for 24 hours), spellcasting (+3 spell check): Spells (1st) *invoke queen of Elfland* (as *invoke king of Elfland*, see p. 342, DCC RPG), immune to *charm* and *sleep* spells, automatically notice glamours and illusions, infravision 60'; SV Fort +3, Ref +1, Will +6; AL C; Crit III/d8.



Conclusion

If Christopher Robin dies or is corrupted by the Queen of Elfland, the Hundred Acre Wood is integrated into the mundane world and the breach into Elfland becomes permanent. Any of Christopher Robin's friends who were saved remain in the woods, but the others are never found again. The Queen's legions wage war against the mundane world, seeking to open more breaches unless stopped. Lord Milne dies, his young son Alan is not yet of age to take his father's throne, and the fiefdom is thrown into chaos. Items that the PCs gathered from the Hundred Acre Wood while in the Dreamland remain in their possession and function as they did inside the dream.

If Christopher Robin is saved, the breach into Dreamland and Elfland is closed and the poor playwright awakens with his spirits fully recovered, though he has been physically weakened from his time in a coma. He aims to finally write a more mature story, but first writes a final goodbye to the Hundred Acre Wood. His novel that recounts his own life's story (with some artistic license) and how the PCs saved him from the Queen of Elfland. Though the planar breach has been closed, items that the PCs gathered from the Hundred Acre Wood while in the Dreamland remain in their possession and function as they did inside the dream. Lord Milne dies, as foreseen by the Three Fates, and his young son Alan is given time to mature before coming of age to take control of the small fiefdom. The PCs each receive the reward of a warhorse and 500 gp each, but unless a DC 16 Personality check can be made to convince Lady Daphne Milne, they do not receive any knighthoods.

d6 Strange Items Found in the Hundred Acre Wood

Sweet tooth: Can replace a lost tooth.
1 Will negate consumed poison once before rotting away.

Stripes: Infectious, but benign pattern contracted by touch. Lasts 1d7 days before the condition ends and the individual becomes immune to contracting it again. During the period of infection, fumbles are rolled at -1d.
2

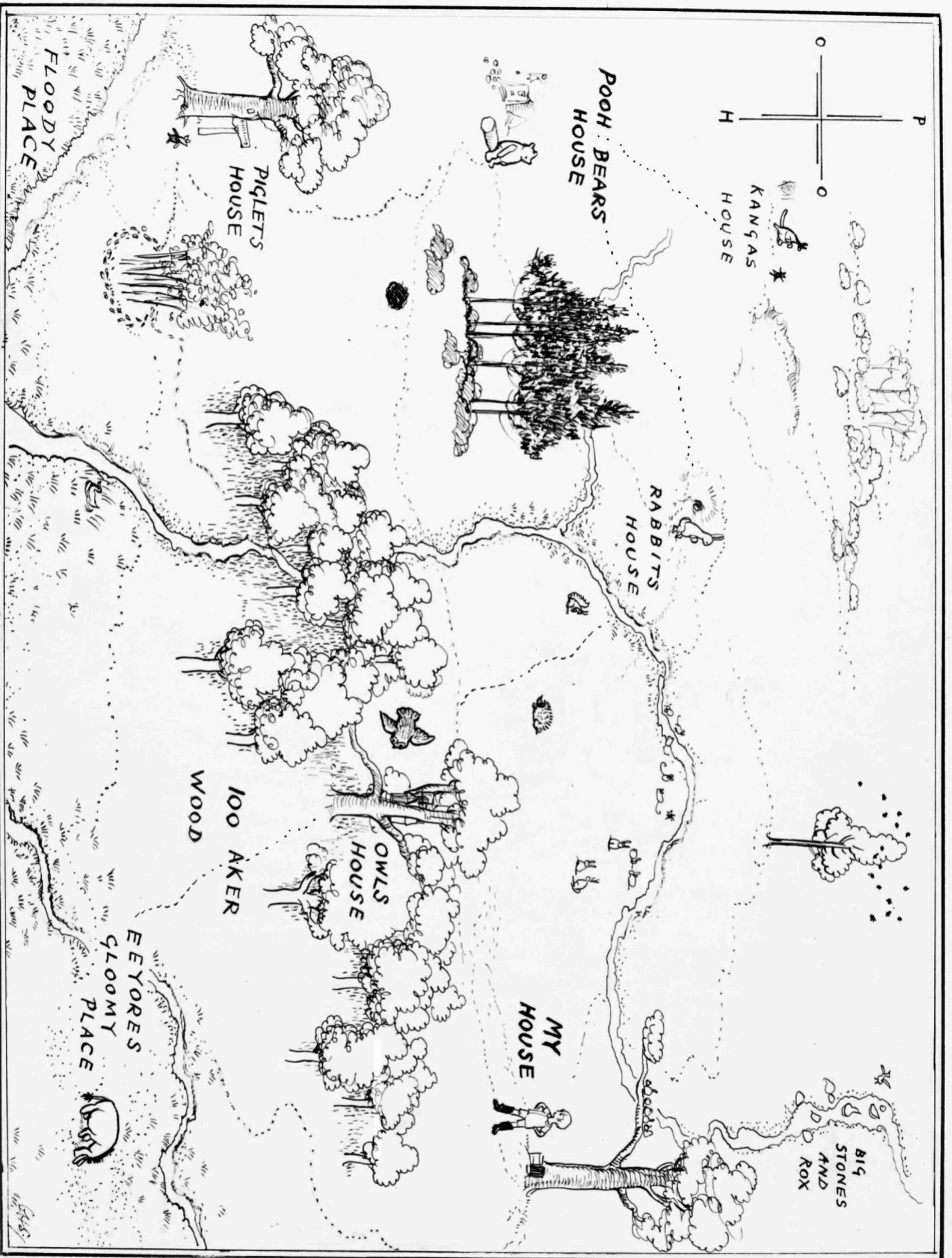
Extra shadow: Found hiding in patches of natural shadow. Latches onto a host shadow and attempts to help its host by retrieving items found within its reach, holding open doors, etc. If the host insults or takes the extra shadow for granted, it will leave to find a new host.
3

Bouncy tail: A striped-tail attached to a belt. Allows the wearer to vertically jump 1d10+Str mod.
4

Buzzing honeypot: It's full of angry bees. Range: 10'/20'/30. Bees harass any target struck for 1d6+1 rounds before dispersing. Target takes -1d to all actions and must make a DC 10 Fort save or take 1 damage per round.
5

Umbrella boat: Serves to protect oneself from the rain or as a one-man watercraft. Can support anyone who fits inside it despite apparent flimsiness.
6





DRAWN BY ME AND MR SHEPARD HELPD

Handout A

Photocopy this page and tear it in half.

Key to My Heart / Beauty Returns

ADAGIO SOSTENUTO

The musical score is written for piano in G major (three sharps) and 4/4 time. It consists of four systems of staves. The first system includes the instruction *sempre pp e senza sordino*. The second system includes the instruction *pp*. The score features a variety of musical notations including eighth notes, quarter notes, and half notes, with some measures containing triplets. The bass line is primarily composed of sustained chords and single notes, while the treble line contains more complex melodic patterns.

sempre *pp* e senza sordino

pp

The Blood Rose Curse

A Level 2 DCC RPG Adventure

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Special Thanks: to my wife Mwape, who inspired me with her love of Beauty and the Beast

Playtesters: James Hardland, Evan Lang, Matt Robertson, Jake Savala and many others whose blood fed the roses

Introduction

The Blood Rose Curse is a *Dungeon Crawl Classics RPG* adventure intended for 4-6 characters of 2nd-level. It is primarily inspired by all the retellings of the classic fairytale Beauty and the Beast, but also media such as *Hellraiser* (1987), *Evil Dead 2*, and *Resident Evil*. The adventure concerns the cursed estate of a human family who once served the King of Elfland, but who were betrayed and cursed when the Unseelie Queen of Elfland wrestled his power away from her king. The PCs find themselves trapped in the manor house until they end the curse or slay the curse's primary victim.

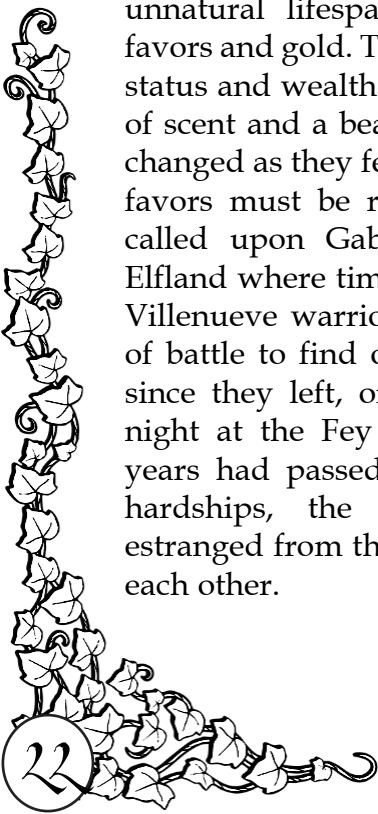
Background

The Villeneuve estate was founded by Gabrielle Villeneuve, a rare human consort of the King of Elfland. Gabrielle drew the King's eye for her physical beauty and the beauty of the roses that she grew. She was given an unnatural lifespan and further gifted with favors and gold. The Villeneuve family grew in status and wealth as the roses became sweeter of scent and a beautiful multi-hued color that changed as they felt the sun's touch. However, favors must be repaid. The King of Elfland called upon Gabrielle's family to serve in Elfland where time flows at a whimsical pace. Villeneuve warriors would return after years of battle to find only a few days had passed since they left, or experienced only a single night at the Fey court yet returned finding years had passed since they left. With such hardships, the Villeneuve family grew estranged from the rest of the world and even each other.

Gabrielle made a secret pact with the Queen of Elfland to protect her son, a young Ardent Villeneuve, from the King of Elfland. Gabrielle was eventually swept away to forever serve in the Unseelie Court and Ardent was left behind, never to be bothered by the King of Elfland again. However, the Queen desired young Ardent as her own consort. Ardent spurned her advances, resenting her for stealing away his mother. In a fury, the Unseelie Queen cursed Ardent and the house estate, twisting all within to live forever in new forms; Ardent changed into a horrid beast and the servants changed into furniture. A curse was laid which could only be broken by true love's kiss.

After years of loneliness, a beautiful and kind maiden named Belle happened upon the house. A complex and enthralling romance ensued. Belle left only to say goodbye to her family, but was never able to return. A young bravo named Avenant, who had lusted after Belle for years, stole her away. He went to the Villeneuve estate, declaring that Belle never truly loved Ardent, and in an ensuing battle they both died at each other's hands.

Upon Ardent's death, his spirit was bound by the curse. The house absorbed both his blood and the blood of Avenant, forming a new beastly body which housed Ardent's soul. Having to live out an immortal curse, Beast and all his servants slowly went insane over many years. Beast began to seek for his Beauty in the forest, but not finding her, instead ravaged and slew any maidens he came across. Over time, his body decayed and he died again, at least until the next unlucky traveler came across the house. Such travelers could never leave, as their life's blood was needed to bring the Beast back again and again and again...



Rumors

Have each player roll 1d10 to learn of a rumor. "T" notates a complete truth, "t" notates a truth with some inaccuracies, "f" notates a falsehood with a nugget of truth, "F" notates a complete falsehood.

d10 RUMORS

- 1 A beast stalks the forest. Its victims are always young maidens. (t)
- 2 The beast is a serial killer so foul that it was banished even from Elfland. (f)
- 3 The evil comes from the Villeneuve estate. They grew roses for the King of Elfland himself. (T)
- 4 The trees of the forest are in league with the cursed beast. (F)
- 5 The Villeneuve lineage ended decades ago with Ardent Villeneuve, who was cursed by the Queen of Elfland. (T)
- 6 The Villeneuve curse affected all their servants and even the house itself. (T)
- 7 Sir Ardent's true love abandoned him for a local hunter named Avenant. (F)
- 8 Sir Ardent's true love abandoned him for a local hunter named Avenant. (F)
- 9 The King of Elfland blessed the estate's spring water with Fey magic. (T)
- 10 Cold forged steel holds power against the Fey and their magics. Trust your blade. (F)

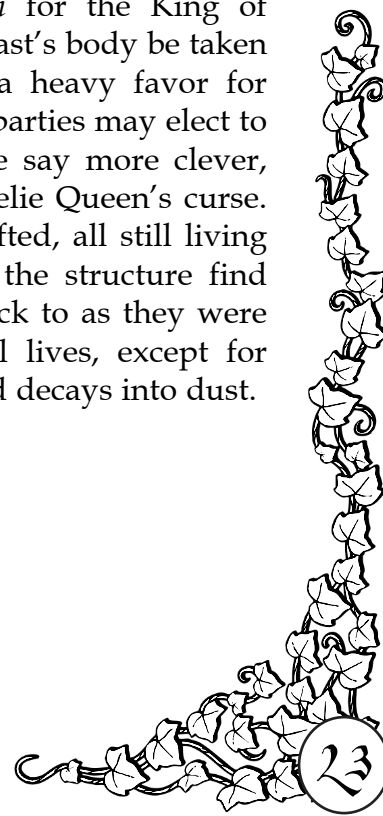


The Curse

While inside the Villeneuve house, all blood spilt is physically absorbed into the wood of the house, which powers the primary victim of the curse, Beast. Each point of damage taken grants Beast additional hit points. The judge will need to keep track of this. The "stolen blood hp" in the Beast's stat block serves as a reminder to add it for any confrontation with the Beast.

If *remove curse* is cast at a spell check result of 27+ or *lay on hands* at 22+ then it can return a still-living piece of animated furniture to normal human shape. The blessed spring water can be used as standard holy water, to provide a +8 to a *remove curse* or a *lay on hands* spell check. This +8 bonus is also applicable to any other curses placed by the Queen of Elfland or her servants. If the blessed spring water is used on the Deerhaunter, Beast, or any already slain piece of animated furniture, then they simply revert to the corpse of their former self.

The curse can be fully and wholly dispelled in one of several ways. The simplest way of ending the curse is pouring some of the blessed waters into the vase containing the dead rose in the attic. Beast's body can be submerged in the blessed well, which also causes all the water within to lose its blessed nature. The PCs can also use *invoke patron* for the King of Elfland and request that Beast's body be taken to Elfland, which carries a heavy favor for removing the curse. Other parties may elect to attempt less obvious, some say more clever, routes to remove the Unseelie Queen's curse. Once the curse has been lifted, all still living cursed individuals within the structure find themselves transformed back to as they were previously in their normal lives, except for Beast, who rapidly ages and decays into dust.



Adventuring In Elfland

If the judge wishes to place this adventure in Elfland, this can be accomplished with relatively few changes. The curse remains the same, except for changing the entire Villeneuve family to elves that have always belonged to Elfland. The servants and any nearby villagers also remain unchanged, though they are more whimsical fey creatures. Ardent is a local fey lord who fell in love with a human mortal named Belle, who left the fields she knew to find love. She briefly left him to say a last goodbye to her relatives. However, she never returned and the human known as Avenant came to slay young lord Ardent with a magical axe. The PCs may become involved through the provided rumors or by being tasked with this quest by another fey lord or lady.

Beginning the Adventure

All who live near the forest know of the curse, but its presence has caused the small region around the forest to never grow large. There are a few surrounding farmsteads, but only a single nearby village that is barely big enough to even qualify as such. The village inhabitants have pooled together 50 gp to give to anyone who can rid the curse of the Beast. Knowing that 50 gp is little more than a good weekend at a good brothel or a more lengthy bender at a bad one in most larger towns, they've added to the pot with the promise to always feed and house any would-be-heroes when they travel through the region and the dubiously documented deed to the cursed estate. The exact details of how the PCs accept this quest are left to the judge and the rest of the adventure assumes that they have trekked through the forest and found the estate. For any village needs or interactions, the judge is encouraged to draw upon the numerous adaptations of Beauty and the Beast and also the vast array of villages and hamlets available in fantasy roleplaying games.



Areas of the Map

Area 1-A - The Bramble Wall and the Blessed Well:

The forest becomes intertwined and overgrown with a multi-hued rose bramble that surrounds the entire Villeneuve estate. A single path allows forward progress. The sweet scent of roses leads straight to the front of the cursed family's mansion. The wide two-story house dominates the clearing. Only the noise of rustling bramble and creaking window shutters can be heard.

Around the back of the house is a water well covered with an ironwood grate and affixed with a copper lock. It can be opened with a DC 15 Pick Lock check, DC 18 Strength check, proper magical assistance (e.g., *knock*), or by the key in **Area 2-D**. The waters of the well are fed by a spring that has been blessed by the King of Elfland, though only a trickle of the waters remain. The spring waters are what drove the prodigious growth of Villeneuve's roses. They not only have abilities to assist in removing the curse as described above, but also produce prodigious growth in plant life and, if drunk, make the imbibor require no additional water for an entire month. There are 1d6+6 vials worth of the blessed water remaining at the bottom of the well.

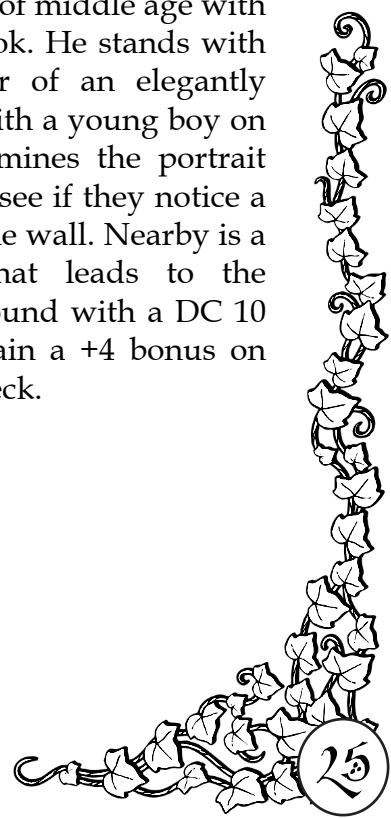
The rose bramble covers much of the Villeneuve estate. It closes in on any who come within 10' of the house and attempts to trap any living creatures within the confines of the house, while evading any attempts at cutting them. All who die in the bramble have their corpses pressed against the house so that it can absorb their life force for the cursed lord. If PCs attempt to attack the bramble, they hit on everything except a fumble. For each 6 slashing damage dealt, that PC buys a single round of safety. Fire damage is even more effective; each 6 damage from fire buys that PC 1d3 rounds of safety. Anyone who has earned multiple rounds of safety may elect to either keep that safety for themselves or give a round of safety to an adjacent creature. If a creature is not safe within the area of the bramble, then they become trapped by the bramble and suffer 1d4 damage (DC 14 Ref save to avoid). Each round at the start of their initiative count a trapped creature may make a DC 14 Strength or Agility check to break themselves out. Another creature may also cut the creature free by doing 12 damage in a single round. The bramble will only give up its efforts if the PCs completely leave the area, hide inside the house, or if the curse is lifted.



Area 1-B - Grand Foyer: *The doors of the mansion are pulled shut by the rose bramble. You hear the creak of growing vegetation on the other side, ending as a pair of vines grow through the keyholes of the doors, entwining with each other and blooming into scarlet roses. Windows and a chandelier cast dim colored light onto the tile floor and fading rose-pink wallpaper of the foyer. A broken grandfather clock rests on a moldering green carpet that leads to a twin staircase and a pair of pillars. Underneath the second floor landing, a large family portrait hangs on the wall.*

The foyer is approximately 25' x 50', with a 30' tall ceiling. There are 6 load-bearing wooden pillars, adorned with carvings of woodland animals, fairies, and roses. A musty green rug stretches towards a twin pair of staircases that go up to the second section of the foyer. The broken grandfather clock seems to have been thoroughly destroyed by blows from an axe. The first person who investigates the broken grandfather clock triggers the chandelier trap as it falls, impaling those below on its sharp candle holders and causing victims to suffer 1d4 damage and 1d4 Agility loss (DC 12 Ref save to avoid). In life, the grandfather clock was Emmanuel Stiers, the butler, and the chandelier was Henri Beaumont, the second footman. Henri "dies" if the trap is triggered.

The family portrait, signed by "R. Clement", depicts a well-dressed man of middle age with a hook nose and a stern look. He stands with his hand on the shoulder of an elegantly dressed woman who sits with a young boy on her lap. Anyone who examines the portrait may make a Luck check to see if they notice a doorway-shaped seam in the wall. Nearby is a hidden servant's door that leads to the mudroom. It can also be found with a DC 10 Intelligence check (elves gain a +4 bonus on this check) or Find Trap check.



Area 1-C - Parlor: *A set of threadbare furniture corners a low table against a smoldering fireplace, above which the sagging eyes of a mounted stag head stare at you. In one corner stands a glass display case holding many bric-a-brac, while in another corner stands a grand piano.*

This musty room is about 25' x 35'. A pair of armchairs and a couch sit around a low table near the sooty fireplace. The mounted stag head above the fireplace is actually the Deerhaunter. Its eyes follow the PCs as they enter and, after 3 rounds, it looses a wail and attacks. Before the curse, the Deerhaunter was merely a mounted stag head. Its new form is an aberration created by the anguish of the estate's many victims. Some of the blood that is spilt in the house has been absorbed by the stag head, which grew a body that resembles a flayed man.

Deerhaunter: Init +8; Atk gore +6 melee (1d6+1) or bite +3 melee (1d3 plus drain); AC 15; HD 3d12; hp 19; MV 40'; Act 1d20+1d14; SP un-dead traits, drain (1 Strength, Agility, and Stamina loss, DC 15 Fort save negates); SV Fort +2, Ref +4, Will +6; AL C; Crit U/d8.

Un-dead traits: The Deerhaunter is un-dead, and thus can be turned by clerics. It does not eat, drink, or breathe, and is immune to critical hits, disease, and poison. As un-dead, it is immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

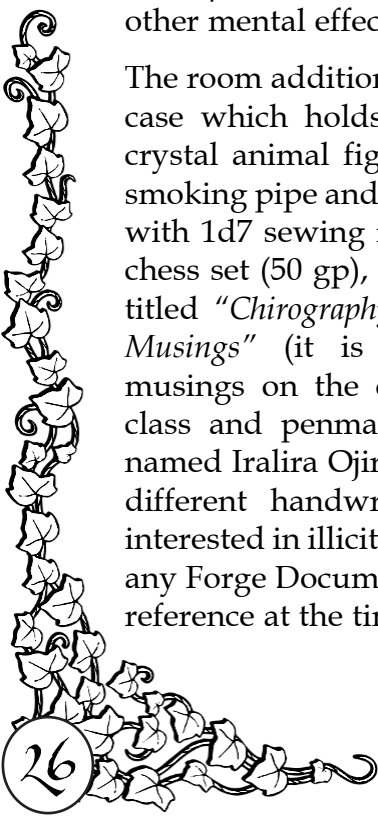
The room additionally contains a glass display case which holds various knick-knacks: 1d4 crystal animal figurines (worth 5 gp each), a smoking pipe and tobacco pouch, a pincushion with 1d7 sewing needles, an exquisite marble chess set (50 gp), and an elven language book titled "*Chirography: Kingly Writs and Common Musings*" (it is a collection of pompous musings on the correlations between social-class and penmanship by an elven courtier named Iralira Ojirou. It has many examples of different handwriting styles and, to those interested in illicit pursuits, can provide a +1 to any Forge Document checks if it is available to reference at the time.).

The music stand on the grand piano holds a music sheet titled "*Beauty Returns*", but half is torn away and missing (see **Handout A**). The missing half is located in the library. If the music sheet is reconstructed and the full song is played, then Beast assumes that Beauty has returned and unlocks the secret door to **Area 3** as the PCs hear heavy footsteps coming from a floor above them. Any PC with a musical occupation, or who makes a successful Luck check, qualifies as skilled enough to read the sheet music and play the piano.

Area 1-D - Dining Room: *A fine sheet of dust covers everything in this dreary dining room. Melted candles adorn the table, while a china cabinet stands against a nearby wall. Windows look upon a tangle of roses that obscure any incoming light. Four individual portraits hang against the eastern wall. Another door marks the entrance to a further room.*

The elegantly crafted dining table and 8 chairs take up much of this 25' x 35' room. The 3 candelabras are attached to the table with melted wax. Three of the portraits are clearly done by the same artist, all signed "*R. Clement*." They depict the following: a stern man of many years, a woman of middle-years with strangely young and sad eyes, and one of a defiant, yet noble looking young man. The fourth portrait, more amateurish than the others, is that of a beautiful woman in a yellow gown and is signed "*A.V.*" The last portrait has a dedication note on the backside of the canvas that reads, "*To the light that sustains the rose. To my Beauty.*" Bloody handprints on the wall make it appear as though someone has repeatedly put their blood-covered hands against the wall as they stared at the portrait.

The china cabinet animates if someone opens the glass display doors or if the paintings are damaged. They scream, "*Our lives for the young lord! We shall find glory on the great table above!*" Each PC in the room suffers 1d3 damage as they are pelted with animated china plates (DC 15 Ref save to avoid). Afterwards, 25 china plates (worth 2 gp each) can be found still in the cabinet. In life, the animated china plates were pet hounds and unlucky guests.



Area 1-E - Mudroom: *The smell of dirt and seed crowds this small room. A work table with an attached peg board holds a number of gardening tools. A half-barrel and a coat rack hold boots covered in dried mud and a couple raincoats, respectively.*

This dirty room is a mere 10' x 15'. All the gardening tools have bronze where one would typically find iron metal. The work table has several drawers with small labeled seed pouches: lavender, thyme, yarrow, garlic, parsley, and magic beans. There are 3 magic beans that, once planted, grow to full-size in 1d4 days. They lead up into the sky into the realms of cloud giants. After they reach full-size, they begin to wither and collapse after 24 hours.

Area 1-F - Kitchen: *The scent of mold permeates this dirty kitchen. A bowl of weevil-infested flour and jarred preservatives rests on a knife-scarred prep table. A small kitchen pantry is tucked away in one corner, while a wood-burning stove rests against another corner.*

A kitchen island prep table stands in the center of this 15' x 30' kitchen. A large potbelly stove sits in the northeast corner. The pantry contains many jarred preservatives and spices. PCs can find nutmeg (10 gp), cinnamon (10 gp), pickled ginger (5 gp), and 2d20+5 other spices and jams (1 gp each).

When a PC either decides to take anything from the kitchen or badmouths the state of the room, then the potbelly stove animates and attacks. In life, the stove was Chef Bouche, who was a jovial and rotund man. The potbelly stove can be instantly defeated by throwing some of the blessed well water into its "mouth", but throwing any amount of water into it causes 1d6 damage. Any of its clouds will dissipate twice as fast if the PCs open the windows, though those opening windows suffer 1d5 damage as the rose bramble lashes out (DC 14 Ref save to avoid).

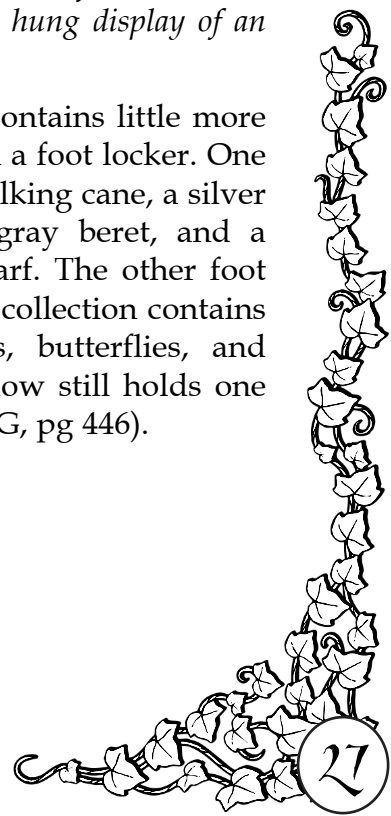
Potbelly Stove: Init -2; Atk choking cloud +1 missile fire (1d3 plus special, range 30'); AC 14; HD 3d6+2; hp 16; MV 5'; Act 1d20; SP choking cloud (10' radius cloud lasts for 1d3 rounds and targets within suffer 1 Stamina loss (DC 10 Fort save each round while within in area of effect)), half damage from fire or heat, infravision 60'; SV Fort +3, Ref -3, Will +2; AL N; Crit M/d8.

Area 2-A - Second Floor Landing: *The stairs creak during your ascent to this lengthy landing, which runs nearly the length of 3 walls with a door for each wall. In the center of the landing, a vase full of dead flowers rests atop a small table. High above the front doors a stained glass window can clearly be seen. It depicts a royal figure with pointed ears, a massive, white beard and whose brow is adorned with a crown of roses.*

The stair landing seemingly has little to offer except entrance to further areas of the house. However, those who take note of the stained glass window will slowly begin to understand the significance of the King of Elfland watching all who enter the Villeneuve house. If a PC elects to *patron bond* to the King of Elfland while under the watchful eye of this window, they may cast *patron bond* at +1d.

Area 2-B - Guest Room: *A pair of small beds sit in this room, with small lockers at the foot of each bed. A second door stands opposite of the entrance. The only decoration is a wall hung display of an insect collection.*

This 15' x 20' guest room contains little more than 2 twin beds, each with a foot locker. One of the lockers contains a walking cane, a silver pocket watch (10 gp), a gray beret, and a bloodstained gray wool scarf. The other foot locker is empty. The insect collection contains several species of spiders, butterflies, and beetles. A single black widow still holds one dose of its venom (DCC RPG, pg 446).



Area 2-C - Bedroom: *Though the dust indicates it has been a long time since anyone has lived here, this bedroom seems decorated for a princess. The bedframe, wardrobe, and other furniture are ornately worked with carvings of tiny fairies. In the center of the room, a broken feather duster is scattered across a large floral patterned rug.*

This 15' x 25' room is, with the exception of dust, immaculately kept. The fabrics, bedding and clothing alike, stand out against the usual threadbare and moth eaten state of all the other rooms of the house. The wardrobe contains 3 out-of-fashion gowns, which would be worth 50 gp each to a noble lady. A golden opera mask (see sidebar) rests on a nightstand by the bed.

The destroyed feather duster was once Fifi Coscquin, the housekeeper, who obsessively cleaned this room even after Beauty left the house. Fifi was slain by Avenant when he returned to the Villeneuve estate in a foolhardy attempt to slay Beast.

Golden Opera Mask

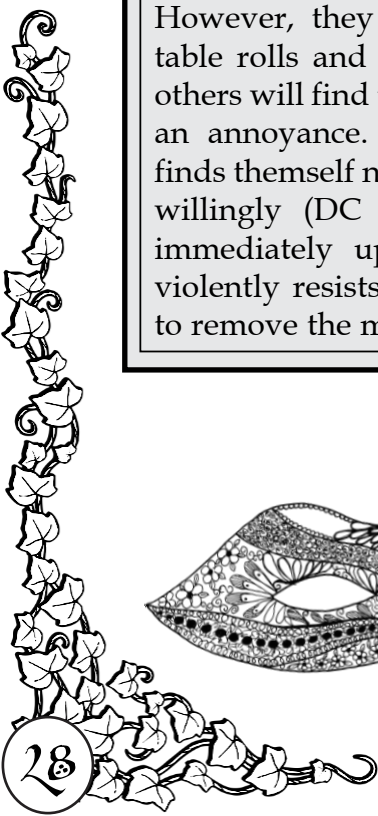
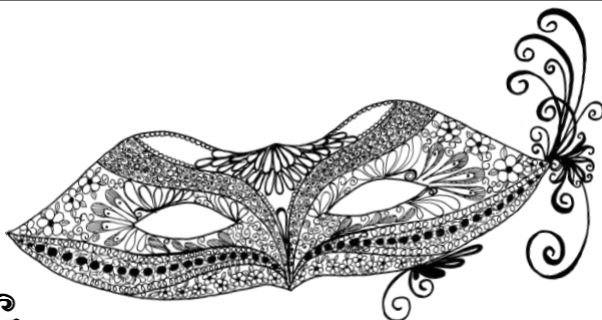
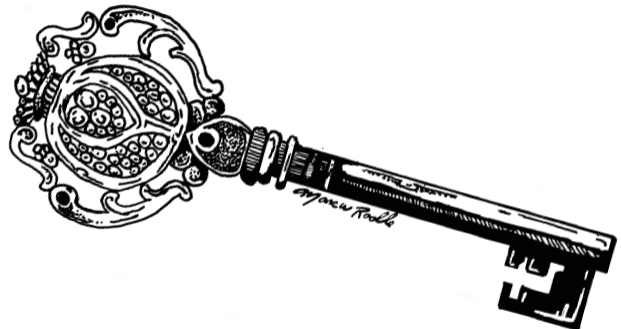
When worn, the wearer's viewpoint depicts life as a joyous musical. While under the effects of the mask, the wearer dances through life with never-before-seen grace, allowing them to treat weapon attack fumbles as only a simple miss. However, they suffer -1d on critical hit table rolls and it is entirely possible that others will find their musical temperament an annoyance. Additionally, the wearer finds themselves not able to remove the mask willingly (DC 15 Will save to remove immediately upon initial donning) and violently resists attempts made by others to remove the mask.

Area 2-D - Master Bedroom: *The long room ends in a large canopy bed and a pair of nightstands on one end and an adjoined washroom on the other end. A sizable wardrobe sits in one corner, while a dresser stands against the southern wall directly across from a window. The bathroom sports a cracked mirror, a scummy bathtub, a clay wash basin, and a privy closet.*

The long bedroom is approximately 15' x 35' and the adjoined bathroom is an expansive 15' x 10'. The bedroom dresser contains various socks, gloves, and handkerchiefs, as well as 27 gp, 35 sp, and 74 cp in loose coinage. The simple nightstands are empty except for a picaresque adventure novel titled "*The Silver Sorceress and the Sepulcher of Sin*" and a copper key, which unlocks the main door to **Area 2-F** and the lock to the well in **Area 1-A**. The wardrobe contains 3 once-fine sets of moth-eaten clothes, though a black silk cape embroidered with a pink rose pattern remains in good condition. If thoroughly searched, the back of the wardrobe opens to push aside a bookshelf in **Area 2-F**. The bathroom has nothing of value.

As soon as a PC comes within 10' of the bed, it animates and attacks. In life, the bed was Jean Berceau, the first butler. It attempts to "tuck in" its victims and force them into an everlasting sleep.

Hungry, Hungry Bed: Init +3 (surprise); Atk grapple +2 melee (1d5 plus tuck in); AC 14; HD 3d6+3; hp 13; MV 30'; Act 2d16; SP tuck in (DC 12 Strength check to escape; on a failure, victim falls asleep, DC 14 Will save negates sleep), surprises 50% of the time; SV Fort +3, Ref -3, Will +2; AL N; Crit M/d8.



Area 2-E - Bathroom: *A layer of grime and filth covers almost every surface of this washroom, including the door to the privy closet. Brackish water pools in a rusted copper wash tub and mold grows over a wooden chest. The only clean surface is a mirror that hangs over a wash basin.*

The contents of this 10' x 15' bathroom have little monetary value. The brackish water in the washtub hides nothing and the moldy chest contains old towels, soaps, and a brown bottle labeled "Dr. Capler's Cure-All", which provides 1 HD of healing if consumed.

The mirror comes to life as soon as someone looks directly into it, revealing a beautiful, but ghostly face. This is Estelle Pourrat, who in life was the lady's maid; she can offer her perspective on the house, its people, the curse, the secrets of the Blessed Well, and the hidden stairs to the attic. She has retained more of her humanity than any of the other victims of the curse, but she invariably offers cutting insults to whomever she is speaking to, causing the unfortunate conversationalist to suffer 1 Personality loss (DC 10 Will save negates). If her curse is lifted then she once again becomes a lovely and affable person to be around.

Area 2-F - Library: The door leading to this room is locked. Either the key from **Area 2-D**, a DC 15 Strength check, or a successful DC 15 Pick Lock check is required to unlock the door.

Bookcases weary with age and books swollen with mold show this to be a study of ruined knowledge. Wind howls through a broken window and loose pages flutter about the floor. Light from the window shines down upon an angled reading desk.

This 20' x 25' room is a mess of books destroyed by carelessness and anger. Those searching the room can make a Luck check to see if they can find a book still in good condition. If anyone succeeds by 5 or more on their Luck check then they find a sheet of paper with the spell *comprehend languages* tucked away inside a book. All others who succeed on their Luck checks find a rare book which, if an interested party can be found, is worth 1d20x10 gp. The soul of Jeanne Leprince, Ardent's tutor and caretaker, occupies the books in this area.

On the reading desk the PCs can pick up a journal that declares itself to belong to Ardent Villeneuve. It appears to be quite water damaged, but PCs who read through it can find a sheet of music titled "Key to My Heart" (see **Handout A**) and a few journal passages that seem to have been written years apart from one another:

"Another traveler came to the estate last night. The servants killed him and the house gave me another life from his blood. I will seek Beauty once again. Every dawn I have, I will search for her..."

"Today I could find no sunshine. Nothing beautiful in this world. My hope sloughs off my soul just as this body does my spirit. I should still have one more day before I leave this mortal form once again. I shall have to wait until someone else comes to the estate before I can search for my Beauty again..."

"I was searching for her in the forest and thought I found her. I began to tell her of the song I've composed for her and how I dreamt that she would play it for me one day, but the girl screamed when she saw me. How could she do that when I spoke only of the music her beauty inspired? Her fear and disgust made a beast out of me. Damn this wretched mind! This wretched body!"

If anyone attempts to read the sheet music for "Key to My Heart" or finds the bookcase's hidden passage to the **Area 2-D**, a gust of wind blows through the open window, slamming the door shut, and the ruined books begin to swarm and attack the PCs.

Book Swarm: Init +4; Atk book bash +1 melee (1d3 plus stunned for 1 round, DC 12 Ref save to avoid stun); AC 11; HD 5d6; hp 18; MV 40'; Act special; SP book bash all targets within a 20' x 20' space, half damage from non-area attacks, vulnerable to fire (double damage); SV Fort -2, Ref +3, Will +0; AL N; Crit M/d10.



Area 3-A - Secret Stair Landing: The entrance to this passage is well hidden, requiring a DC 15 Intelligence check (elves gain +4 to this roll) or Find Trap check, but it is not locked; it opens simply by pressing inward against the “wall”. Playing the “Beauty Returns” and “Key to My Heart” on the piano in **Area 1-C** causes Beast to open the door that leads to **Area 3-A**.

A narrow staircase leads to a small landing before continuing upwards. On the landing a heavy axe lays next to a destroyed, taxidermied monkey and near a skeleton that is adorned with the shredded remains of clothes.

The skeleton is that of Avenant, a local hunter who lusted for Beauty, though his “love” was never returned. All the blood and meat of him has long since been absorbed by the house. While his intentions in life were anything but pure, his hatred and hard work against the curse have turned his axe into a powerful artifact that holds some of his spirit still inside of it (see sidebar).

Unless a successful DC 15 Find Trap check is made and the taxidermied monkey destroyed, whoever should reach for the handaxe is attacked by the taxidermied monkey, which unravels into death after this one last act. The targeted PC suffers 1d3 damage from the monkey’s bite (DC 14 Ref save to avoid). The monkey was a favorite childhood toy of Ardent, put away in the attic until the curse gave them new life.



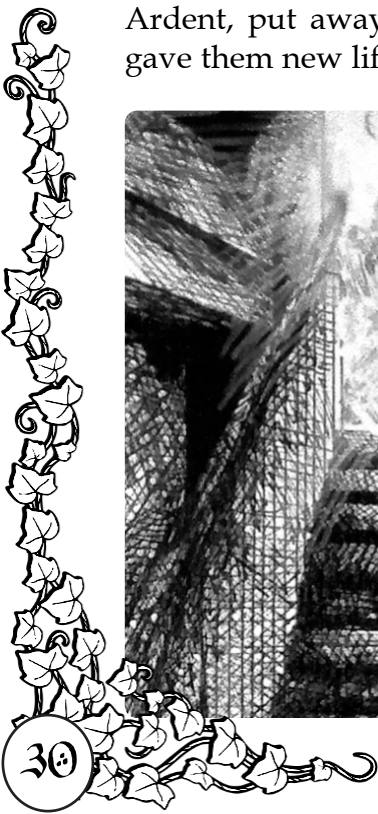
Axe of Avenant

The handaxe handle is carved with images of woodland beasts and the axe head is engraved with a single word on each side, “Boast” and “Bolster”. Its simple urges propel its owner to hunt and boast in excess.

Axe of Avenant, +1 handaxe: INT 5; AL N; Banes: constructs (Accumulating blows; cumulative +1 to damage rolls for each consecutive successful attack roll); Communication: simple urges; Special Purposes: slay constructs; SP overwhelming prowess (as an action, the wielder may show their prowess and chooses a single target that is forced to spend their next action complimenting the wielder of the axe (DC 15 Will save negates)).

Area 3-B - The Attic: *The room is crowded with heaps of boxes that pile high into the rafters. The poor organization and the darkness make it hard to judge its size, but a small light can be seen emanating from a distant corner.*

This room is 30’ x 30’ but is so crowded with boxes that it is difficult to surmise the room size. Beast will use this to his advantage to hide and attack the PCs. If the PCs played the piano in **Area 1-C** then Beast is eager to reunite with his Beauty and has put on his best clothes. If one or more of the PCs are women then he becomes deluded that the most beautiful of them (judge’s discretion) is his Beauty. If scorned, he focuses his attacks on this false Beauty. However, if the “Beauty” plays along then he will attack the other PCs if they refuse to leave, as he wants to be alone with his love after such a long absence. If none of these apply or one of the PCs wields the *Axe of Avenant*, he believes the PCs to be thieves or compatriots of Avenant who have come to kill him and attacks more tactically. He waits in the darkness and stalks the PCs, allowing them to be drawn in by the light of Lumiere. When he reveals himself, he looks like a mangy, upright bear who is soaked in blood and first targets whoever holds the *Axe of Avenant*.



In the far corner, Rafielle Lumiere, once a valet but now a living candelabra, sits on an end table along with a blood-filled vase that contains a withered and dead rose. The end table stands adjacent to a stained cot where Beast often rests his rotting body. Lumiere's wax has melted around his candelabra body, which makes movement difficult for him. If the blessed well water is put into the vase then the blood turns into clear water, restoring the rose to life and ending the curse. If the curse is ended in this fashion, then the rose must be tended to and never allowed to die or Beast will be restored to life the next time that blood is shed in the house or in the surrounding land.

Beast (Ardent Villeneuve): Init +4; Atk bite +3 melee (1d4+1) or claw +3 (1d6+1); AC 14; HD 4d10; hp 20 + stolen blood hp; MV 30'; Act 1d20; SP un-dead traits, infravision 60', thief skills (backstab +8, hide in shadows +7, etc); SV Fort +3, Ref +2, Will +2; AL C; Crit U/d10.

Un-dead traits: The Beast is un-dead, and thus can be turned by clerics. He does not eat, drink, or breathe, and is immune to critical hits, disease, and poison. As un-dead, he is immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Lumiere: Init +2; Atk flaming candelabra +6 missile fire (1d4+1); AC 13; HD 2d8; hp 9; MV 10'; Act 1d20; SP shattering warmth (2/day); SV Fort -1, Ref +1, Will +4; AL N; Crit M/d6.

Shattering warmth (2/day): As an action, Lumiere may break a non-magical object up to the size of a shield (DC 10 Fort save negates). Dousing all of his candles removes this ability.

Conclusion

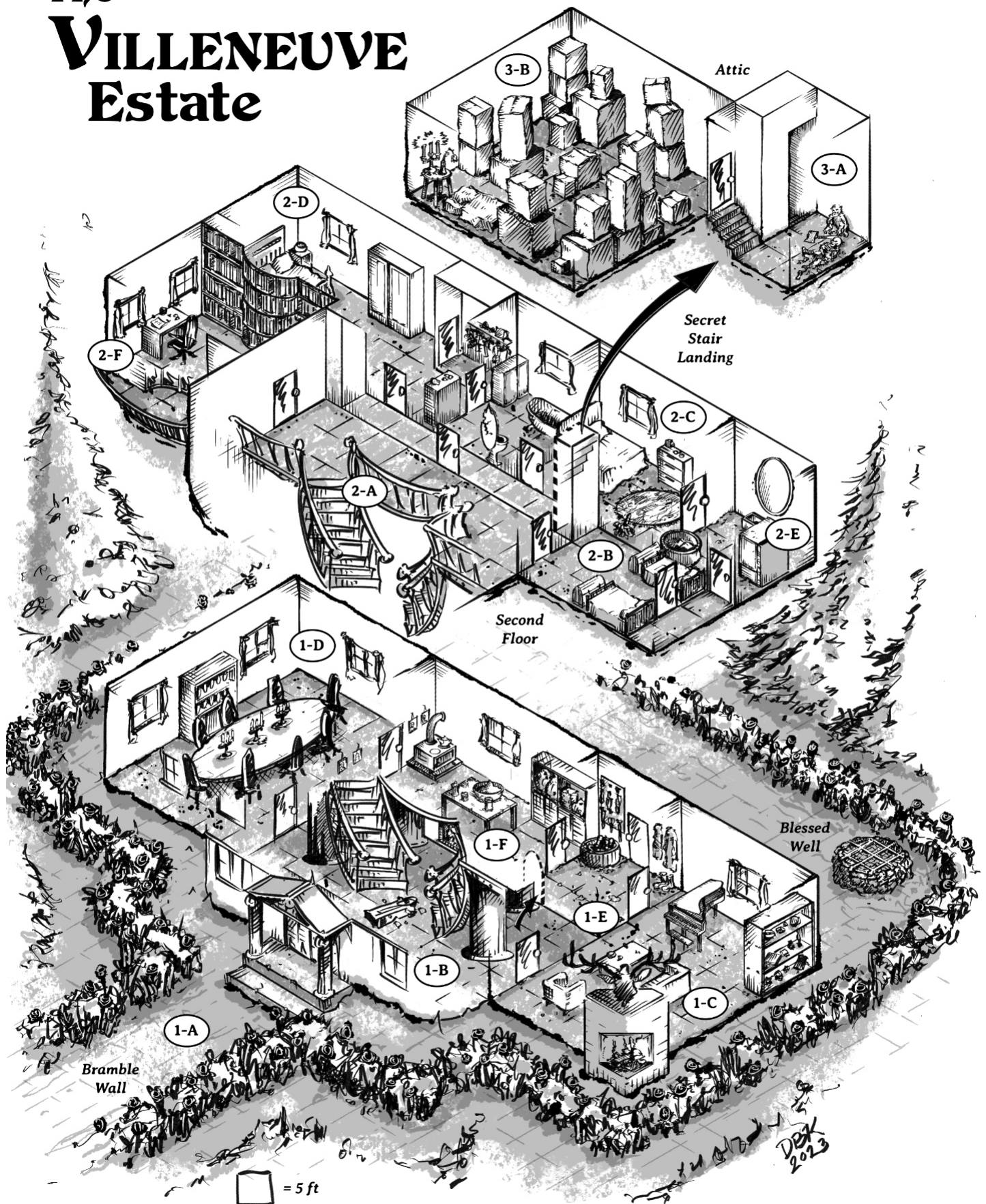
If the PCs fail in their task to break the curse, then Beast continues slaying those in the nearby forest until someone else puts a stop to him. The surrounding region continues to live in poverty, unable to safely draw upon the rich, natural resources of the forest.

If the PCs succeed in breaking the curse, then they have the gratitude of all who live in communities that touch the forest, as described in **Beginning the Adventure**. They are deeded with the Villeneuve estate, and may do with it as they see fit. The house itself is in need of quite a bit of repair, as is some of the furniture, but it could become quite a lovely place to live or a valuable place to sell if given the right care. Some of the servants may be willing to continue on serving, but some others may want to desperately leave the site of the worst chapter of their lives.

The roses continue to bloom in their magnificent colors and draw attention from all nearby. However, the eyes of both the King and Queen of Elfland are drawn to the estate and any who live there may be under threat of being caught in between those warring lovers.



The VILLENEUVE Estate



Christopher Robin's Nightmare

**A level-2 point crawl through the
Hundred Acre Wood.**

When the Queen of Elfland uses the dreams of a cursed Christopher Robin to invade the mortal world, the only solution is to delve in dream. Save Winnie-the-Pooh and all the Hundred Acre Wood.

The Blood Rose Curse

**A level-2 “dungeon crawl” through a
haunted manor.**

A Beast stalks the forest in search of his lost Beauty, but he leaves no survivors. Remove the curse or slay the Beast and claim the manor as your own!

