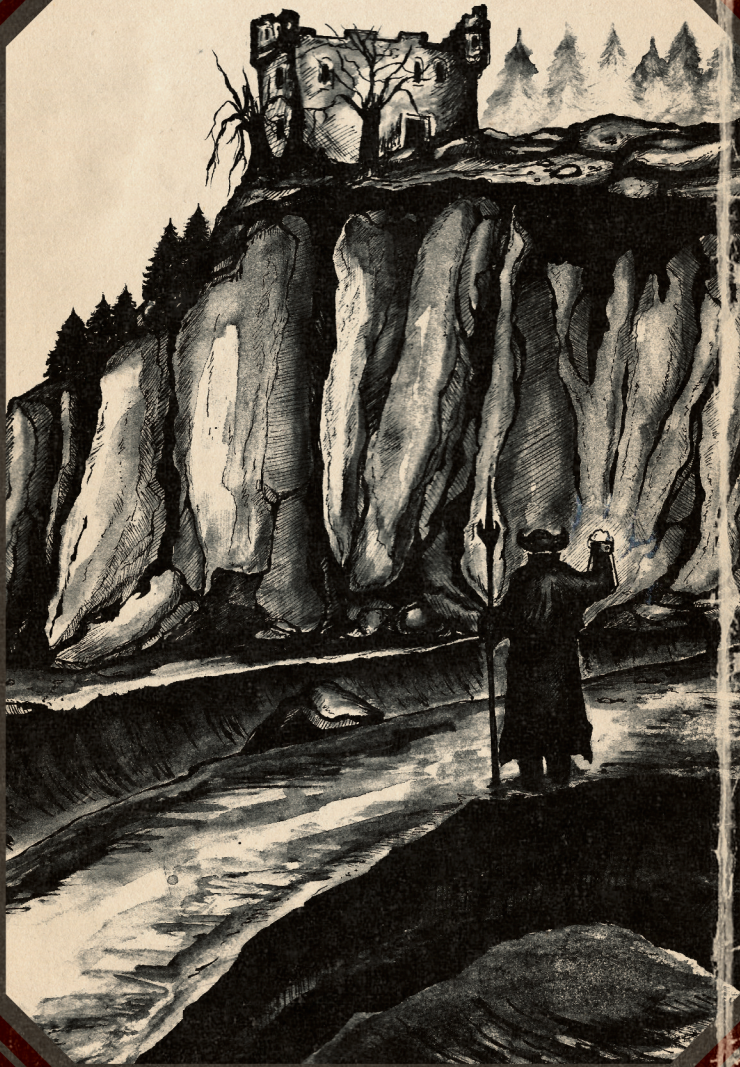


# Gallowghast Manor

Alan Bahr



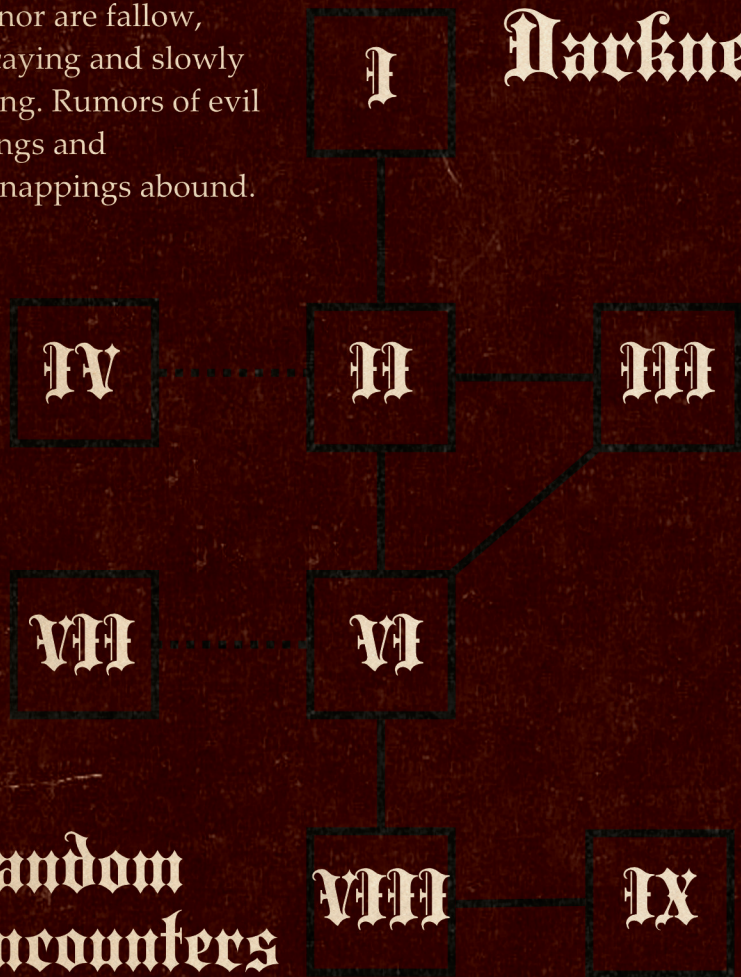
a **TOMBRAUN** adventure



# Gallowghast Manor

The lands around the manor are fallow, decaying and slowly dying. Rumors of evil beings and kidnappings abound.

**Darkness**  
+2



## Random Encounters

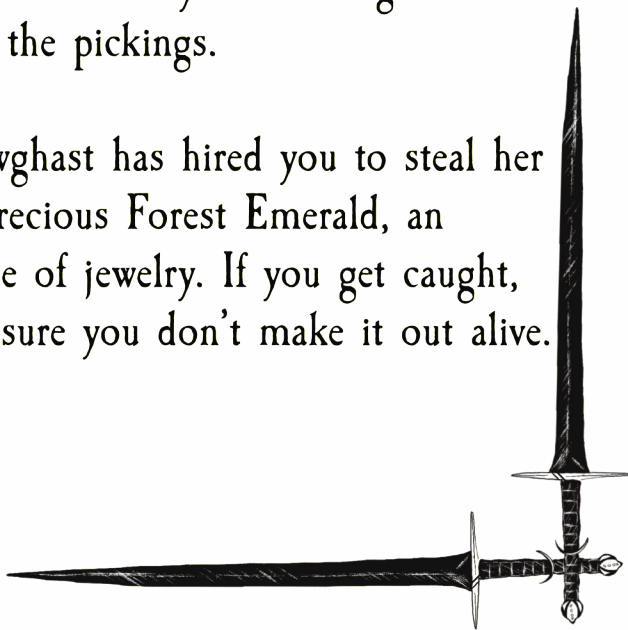
1. Guards
2. A Gallowghast heir
3. Captain of the Guard
4. Lady Gallowghast
5. Guards
6. Blackguard

## Gallowghast Heirs

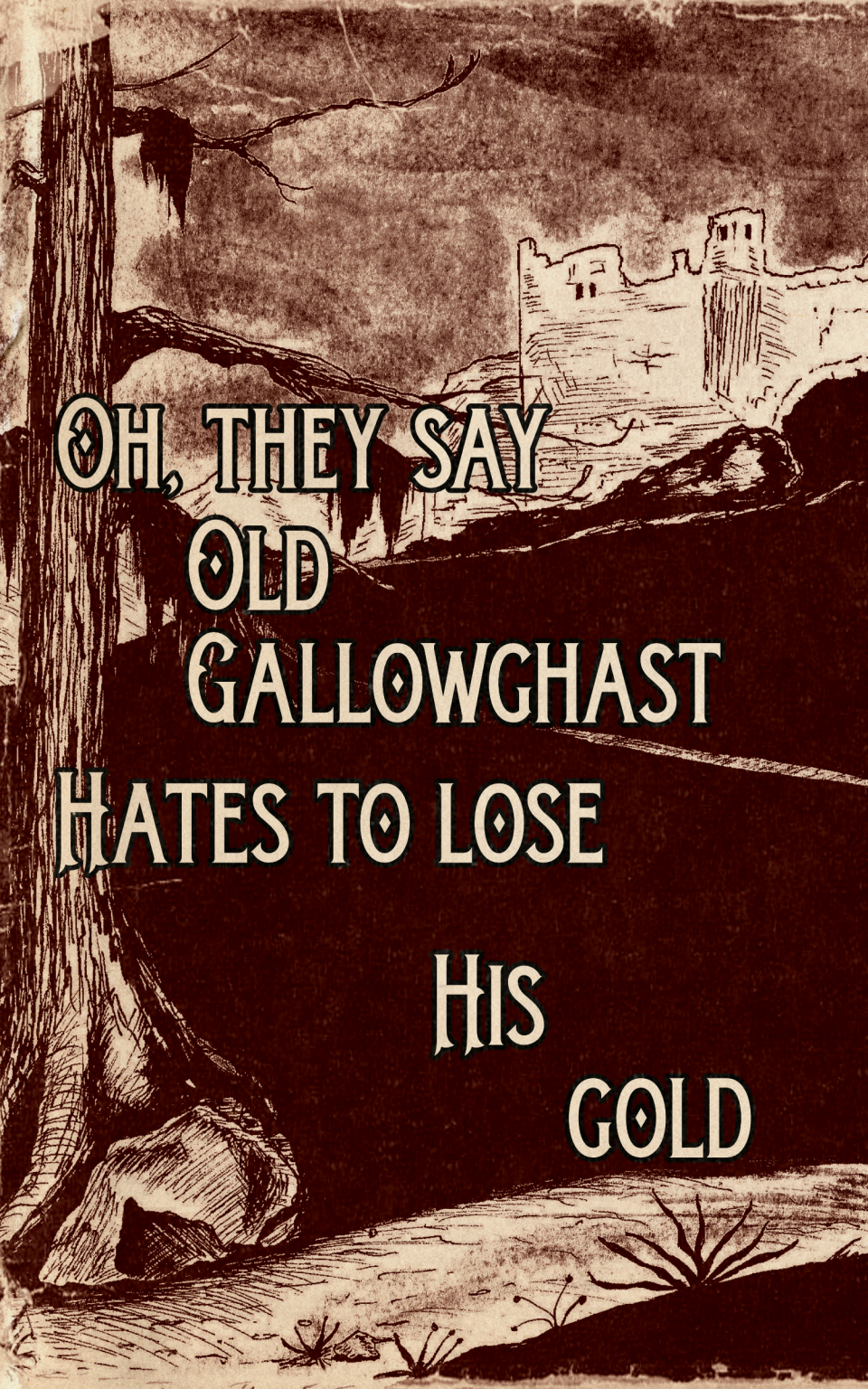
1. Anava (Eldest)
2. Piyoti (Middle)
3. Blayne (Youngest)

# Hooks

- Lord Gallowghast is dying. Rumor has it that his ancestral sword can be sold for a high price if taken to the southern cities of Aquittany.
- There's a bounty on the head of Gallowghast's middle heir in the neighboring city. Anyone who can break in, kidnap the bastard and turn the heir into the authorities will see a hefty reward.
- Gallowghast Manor is largely abandoned, with the Lord and his family summering elsewhere. It's ripe for the pickings.
- Lady Gallowghast has hired you to steal her husband's precious Forest Emerald, an unusual piece of jewelry. If you get caught, she'll make sure you don't make it out alive.







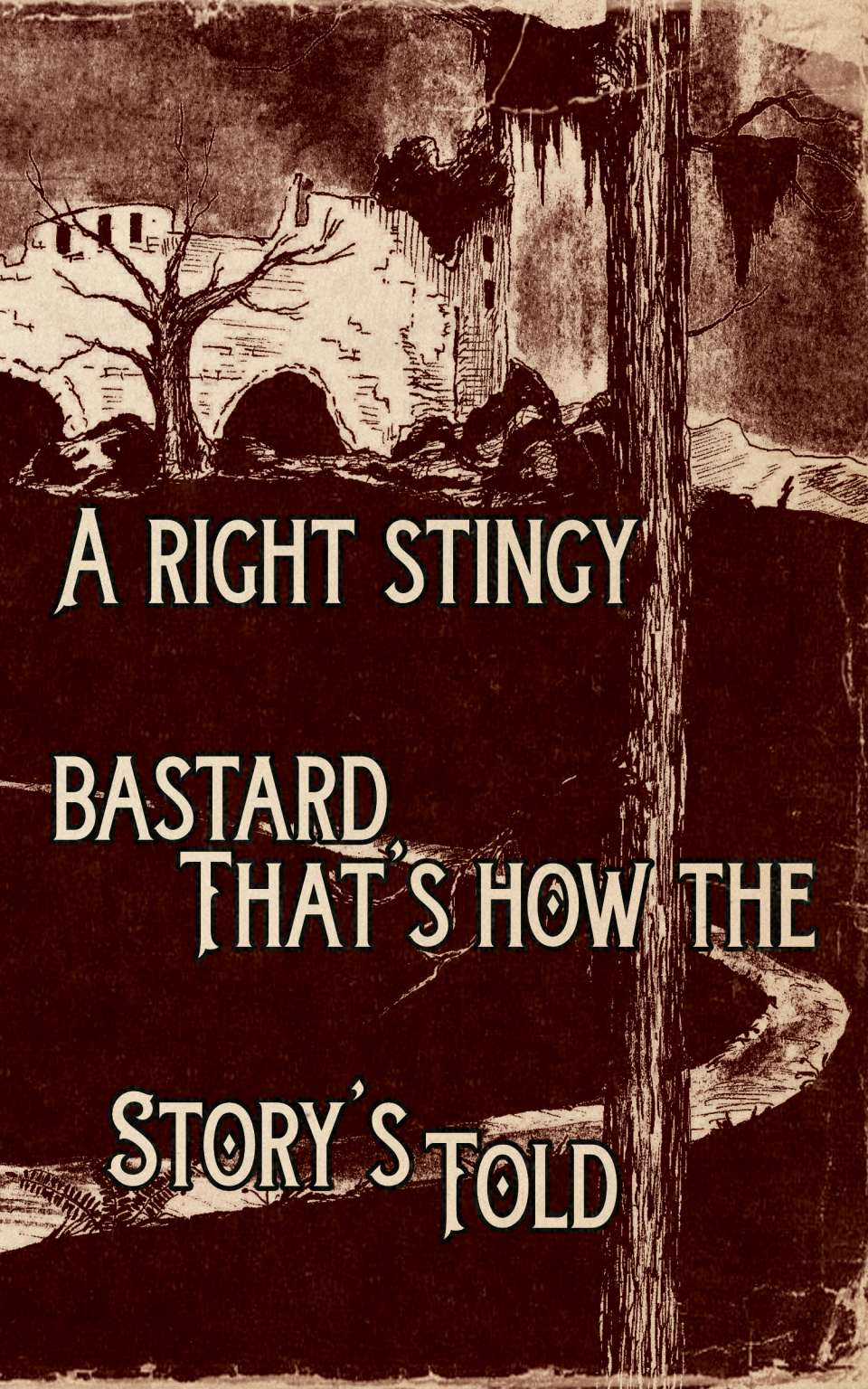
OH, THEY SAY  
OLD  
GALLOWGHAST

HATES TO LOSE

HIS

GOLD



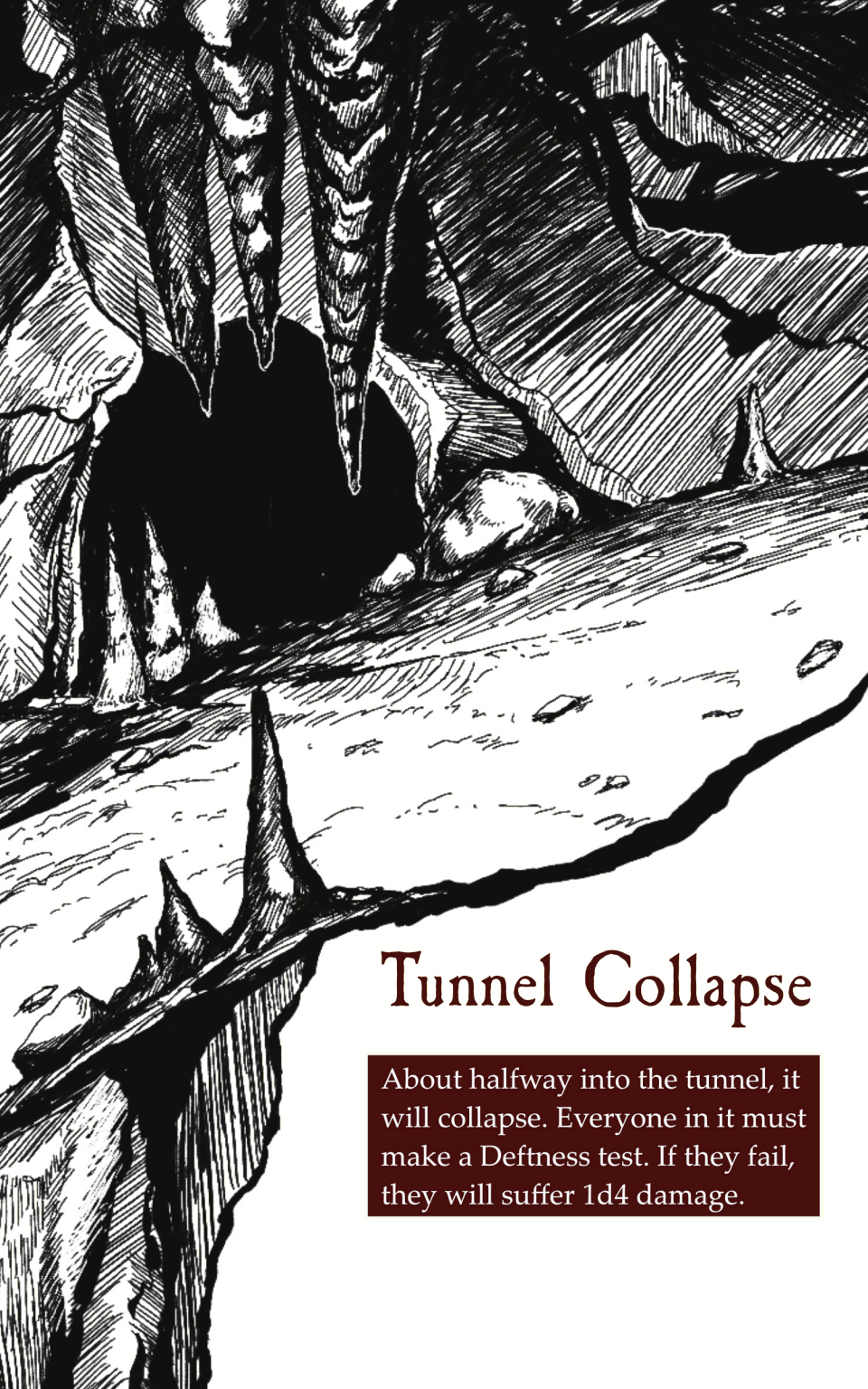


A RIGHT STINGY

BASTARD,  
THAT'S HOW THE

STORY'S TOLD





## Tunnel Collapse

About halfway into the tunnel, it will collapse. Everyone in it must make a Deftness test. If they fail, they will suffer 1d4 damage.



# Secret Tunnel

The easiest entrance into the Gallowghast Manor, is through a secret tunnel at the base of the cliffs the Manor is situated on. The tunnel is dank, smells foul and is clearly unused. An old siege escape tunnel for the manner, the current inhabitants have forgotten it. There's strange scratches all along the tunnel walls.

Approaching during the day requires a Test to avoid detection. Approaching during night grants **advantage** on this test.

**1-in-6 chance of a random encounter.**

When the tunnel collapses, 1 point of treasure is revealed.

# Stairwell Up

There is a rickety old stairwell that leads up to a trap door. The stairs might collapse if you aren't careful.

It takes a Might test to open the trap door. The trap door opens into the wine and food cellar. It's damp, cool, and well-maintained.

There is a 1-in-6 chance of a random encounter in this room.

A secret door leads to room IV.



## IV Library

The library of Gallowghast Manor is crammed full of books, most dull and uninteresting. Some histories of the region exist.

With a successful Test, you can find 1 Treasure in this room.



Any Gallowghast encountered alone will attempt to flee to the Great Hall (VI), where they will barricade themselves and attempt to rally aid.

Here is an opulent, but out-dated master suite. The art, décor, and themes are all out of style, showing a family on the decline. Worn oil paintings of past Gallowghasts line the walls.

There is a 1-in-6 chance that Lord Gallowghast is in this room. There is a 1-in-6 chance that Lady Gallowghast is in this room. There is a 1-in-6 chance that one of the Gallowghast heirs is in this room.

All the Gallowghast heirs are well-trained combatants, as is Lord Gallowghast.

**Gallowghast Stats:** Lifeblood: 12, Attack: Advantage (Disadvantage for Lady Gallowghast), Damage: 1d8.

# Master Suite



# Great Hall

The Gallowghast Great Hall is a stark, granite affair. Unless the family is hosting, the tables and benches are pushed to the side, where they remain unless needed.

If any Gallowghasts flee to this room, the guards will help by barricading the doors with tables and benches.

The Captain of the Guard can be found here, training 3 guards.

**Guard Stats:** Lifeblood: 8, Attack: Standard (Advantage for the Captain), Damage: 1d6 (1d10 for the Captain).



If the Great Hall is barricaded and breached, the guards will attempt to hold off the attackers while the Gallowghasts and the captain flee to room IX.



# VIII Treasury

Here is the bulk of the Gallowghast fortune. Unfortunately, it's been frittered away by the current Lord Gallowghast.

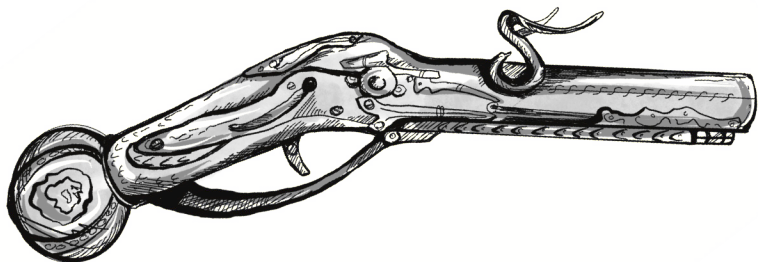
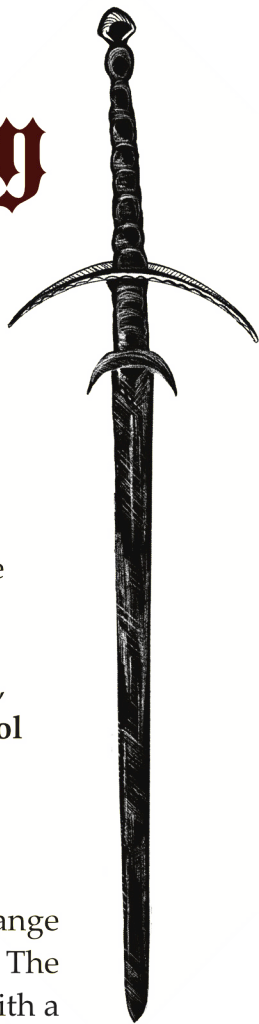
There's nothing of significant value here. That's a bit of a problem.

Wait. There's a few weapons you might be able to take.

A **zweihander** (Brutal 2, Armor Piercing 1, reach Two-Handed, Unwieldy) and a **pistol** (reach, reload 1, armor piercing 4).

Those might be useful.

There's also some skeletons, and strange daggers with faint rusted runes on them. The daggers are also stained and caked with a dark, crusty dried blood.







# VIII Tower

The tower stretches from the corner of the manor, and you can hear faint echoes and screams inside.

# IX Sacrificial Alter

If none of the Gallowghasts have been encountered, they are all here, along with 2 guards, and the Captain of the Guard (if the captain is not yet dead.)

A dark, blood-stained alter sits in the room, and piles of bones and rotted flesh litter the ground.

Strange, dark magick rituals are going on here, and they might explain some of the strange happenings you've encountered...

Oh...the Gallowghasts look angry...and hungry...



a  
**TOMBPUK**  
adventure

A rules-light horror adventure,  
set in the manor of a decrepit  
family with dark secrets...

Written and laid out by Alan Bahr  
Art by Perplexing Ruins

Inspired by the layout of Moss Dripped Woods by  
Perplexing Ruins and the Bastards RPG

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