

NIGHTMARE LODGE OF THE INSANE ARMIGER



The Insane Armiger dwells in an old hunting lodge. The building once belonged to a wealthy merchant, Kaarle Venemies, but it fell into disuse when the merchant was slain by bandits. Kaarle was the last of his line, and thus, the lodge was forgotten. It lay abandoned until Sakarias Venemies stumbled upon it during a ferocious storm.

Sakarias Venemies was a brave warrior, but something he saw on his last adventure shattered his sanity. By incredible happenstance, Sakarias—while exploring the old lodge—discovered that he shared his last name with the long-dead owner of the house. In the depths of his insanity, he realised that this meant the house belonged to him, and clearly, the house was that of a nobleman. Therefore, Sakarias must be a noble, and the house belonged to him!

Sakarias has dwelled in the house ever since and—as a noble—practised his right to bear arms and demand tolls of people using “his” road. When he is denied his rightful tribute, he flies into a terrible rage and slays all who defy him.

NOTABLE LOCATIONS AT A GLANCE

The lodge has several notable locations:

1. **Hallway:** This hallway runs through the ground floor.
2. **Trophy Room:** Dusty, threadbare animal heads hang from this chamber’s oak-panelled walls.
3. **Withdrawing Room:** Several once plush chairs and occasional tables stand about this oak-panelled chamber.
4. **Dining Room:** The merchant Venemie once feasted with his friends here; now, Sakarias Venemie eats alone.
5. **Kitchen:** This kitchen is a riot of disorganisation.
6. **Upper Hall:** This dusty hallway has no windows and is always dark.
7. **Master Bedchamber:** Herein sleeps Sakarias Venemie.
8. **The Solar:** Sakarias Venemie often sits staring out of the dusty window panes, keeping watch over his domain.
9. **Guest Rooms:** The merchant Venemie once brought his friends to enjoy the hunt and the resultant feasts. These rooms have not been used for years.
10. **Servant’s Quarters:** Herein once lived the merchant’s servants and guards. These rooms have not been used for years.

GENERIC FEATURES

- **Decrepitude:** The lodge is in a general state of decay. Some roof tiles are missing, and water damage is evident here and there inside.
- **Gloomy & Forsaken:** The Nightmare Lodge is a gloomy, rundown place; describe it as such.

- **Rats:** Rats dwell in the lodge—attracted by Sakarias’s leavings—and could serve as nuisance encounters. The sound of them scrabbling through the walls could also add to the feel of the place.

DUNGEON DRESSING

1. Dust lies thickly on unused furniture scattered about this room. Cobwebs stretch between the walls and ceiling.
2. Dust lies thickly on the floor and clearly shows the armiger’s footprints.
3. A smear of dried blood covers the wall close to the nearest door.
4. A damp patch mars the ceiling. The patch takes on a sinister demeanour in dim light—a pool of inky darkness against the exposed wood.
5. A faint scrabbling sound—perhaps rats or mice moving about—comes from inside a nearby wall.
6. Black mould grows across a swath of ceiling and wall.

CREDIT

This is a short system-neutral extract from *Dungeon Backdrop: Nightmare Lodge of the Insane Armiger*. **Words** Creighton Broadhurst **Cartography** Dyson Logos **Compass** Rose William McAusland

