



RED MASK INN

A SCALABLE HORROR ONE-SHOT (LEVELS 1-10)

HOMEBREW

You can check out anytime you like, but you can never leave!

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RED MASK INN



HE CRUNCHING OF BONE AND THE SNAPPING OF sinews under the butcher's knife. The sizzle of a liver on a hot skillet. The feast begins anew, as it has hundreds of times before. Red Mask Inn, standing at the crossroads, is a portrait of hospitality. Come and taste a sumptuous meal.

MODULE INTRO

This module can serve as a **standalone one-shot adventure** or seamlessly integrate into an **ongoing campaign**. It's adaptable to any location or setting and offers scalability for various levels (refer to '**Scaling the Adventure**'). While the default tone leans toward the darker side, feel free to adjust it to suit your campaign's ambiance.

This adventure may last **between 3 to 6 hours**, varying based on the extent to which you utilize the module's content and your players' decisions.

CONTENT WARNINGS

Horror situations, mind-control/charm effects, body horror, claustrophobia. Check the rest of the nightmares/rooms for specifics. Please be mindful of players' [Lines & Veils](#).

ADVENTURE SUMMARY

Upon entering a seemingly innocuous tavern, players quickly realize it's not the refuge they expected. The innkeeper and his 'daughter,' the serving girl, are not what they seem. Beneath their facades lie **malevolent beings with a taste for their guests**. Facing both mental and physical trials, the players must outwit these monsters before they become the evening's special.

The players will start their ordeal facing **terrifying nightmares**. Upon awakening, they must navigate a series of **horror-themed rooms** intended to weaken them before the **ultimate showdown with the "hosts."** Victory over them will not be the end, as they must then **escape the crumbling pocket dimension** in which they're trapped.



NPCs

- **Redd Traskin** - At first glance: The welcoming face behind the bar, always ready with a drink and a story about his culinary adventures. Lurking beneath is a creature known as **Red Mask**: a malevolent being who ensnares victims with harrowing dreams, rendering them helpless before he claims and cooks them.
- **Nara Traskin** - On the surface a seemingly aloof barmaid, introduced as Redd's "daughter", with a penchant for keeping to herself and often notably reserved. But beneath that exterior she is **The Hunger**, a fearsome entity with a singular, overpowering mission: to satiate her eternal appetite.
- **(Optional) Other guests** - a young couple with a child
 - **Brent Haskill** (26) - Husband of the young couple, blacksmith, friendly, introverted
 - **Raida Haskill** (25) - Wife of the young couple, leatherworker, gregarious, warm
 - **Breeni Haskill** (7) - Daughter

SCALING THE ADVENTURE

This adventure is crafted to fit parties of **varying strengths**. You'll find tables below, indicating **advised damage** and **DC metrics**, centered around an **Average Party Level (APL)** consisting of **4 PCs**. As the DM, you have the flexibility to tailor these suggestions to fit the unique strengths and size of your party. View these tables as a **starting point**, and adjust organically as your game unfolds.

Level one parties are particularly **fragile**, so please take special care to track how well your party is doing to **avoid a TPK**. You can also scale past **level 10** - use your own judgement for DCs and damage.

When running this as a **one-shot**, it's advisable to equip the players with **healing potions and magic items** appropriate for their level.

See [Scaling Index Cards on page 20](#). You can print out a card for the level you are running for easy access.

NOTE

Monster scaling will deviate from the tables provided below. When necessary, there will be a table categorizing monsters by **APL (Average Party Level)**. For custom monsters, annotations will accompany their stat-blocks, allowing you to customize their abilities, multi-attack frequency, and damage based on levels. For determining the DCs of effects and spells, please refer to the subsequent table.

EFFECT & TRAP DAMAGE

Level	Light Damage	Medium Damage	Serious Damage
1	1d4+1 (3)	1d6+2 (5)	1d10+2 (7)
2	1d6+2 (5)	1d8+3 (7)	2d6+3 (10)
3	1d8+2 (6)	2d6+3 (10)	2d8+4 (13)
4	1d10+2 (7)	2d8+3 (12)	3d6+5 (16)
5	1d10+3 (8)	2d10+3 (14)	3d8+5 (19)
6	2d6+3 (10)	3d6+4 (17)	4d6+6 (20)
7	2d6+4 (11)	3d8+4 (18)	4d8+6 (24)
8	2d8+4 (13)	3d10+4 (20)	5d6+7 (27)
9	2d10+4 (15)	4d6+5 (19)	5d8+7 (31)
10	3d6+5 (16)	4d8+5 (23)	6d8+8 (35)

DCs

Level	Easy	Medium	Hard
1-3	10	14	18
4-6	12	16	20
7-10	14	18	22

THE INN AT THE CROSS ROADS

At the crossroads, a **quaint inn** catches your eye. Its simple two-story structure, with walls of weathered wood and a stone base, exudes a **rustic charm**. A single horse is tethered to a wagon nearby, hinting at the presence of other travelers.

A wooden sign, hand-carved and swinging in the evening breeze, reads “**Red Mask Inn**” in neatly scrolled letters. Below the name are two theatrical masks, the **smiling Comedy and crying Tragedy**.

DM NOTES

For a one-shot adventure, consider giving the **one-shot a different name** than “Red Mask Inn” to serve as a red herring. Whether you’re running a campaign or a one-shot, you can utilize the **classic trope** of the characters either meeting at the inn or using it as a place to rest and gather information.

Describe the inn as an **unassuming, typical roadside establishment**, creating an atmosphere of a **routine stop** for the travelers. In a campaign, it’s ideal to introduce this inn after the group has already faced some encounters in the days before. This timing helps to set the stage for what follows, making the inn seem like a normal, **much-needed, resting point** in their journey.

INSIDE THE INN

As you push open the creaky door of the Red Mask Inn, you’re greeted by the comforting warmth of a crackling fireplace and the rich aroma of hearty stew. The inn’s interior is cozy, with wooden beams and a few round tables scattered across the room.

Behind the bar stands **Redd Traskin**, the owner and bartender of the inn. He’s a robust man with a warm smile, busy polishing glasses but always ready to strike up a conversation. As you approach, he greets you with a jovial voice, “*Welcome, travelers! You must be famished. Our stew today is particularly good, made with fresh herbs from the garden!*”

Moving between the tables with a tray in hand is **Nara**, Redd’s daughter. She seems to be in her own world, efficiently serving patrons but with a distant look in her eyes. If players attempt to interact with her, she responds politely but briefly, maintaining a professional distance.

Seated at a corner table is a young couple with their child. The man, **Brent Haskill**, has the sturdy build of a blacksmith, while his wife, **Raida**, radiates warmth and friendliness. Their daughter, **Breeni**, is a bundle of energy, her eyes wide with curiosity as she looks around the inn. Breeni seems particularly interested in the adventurers, especially if there's a female-presenting member or someone who looks like a seasoned adventurer in the group. This presents a great opportunity for roleplaying and helps to engage the players with these NPCs.

RED MASK INN - MENU

FOOD

- Roasted Boar Shank** - 5sp *A hearty portion of succulently roasted boar, seasoned with herbs.*
- Mushroom and Barley Stew** - 3sp *A warm, comforting stew with wild mushrooms and barley.*
- Baker's Bread and Cheese** - 2sp *Freshly baked bread with a wedge of local cheese.*
- Grilled Root Vegetables** - 1sp *Seasonal root vegetables grilled to perfection.*

DRINKS

- Elderberry Mead** - 4sp *A sweet and aromatic mead made from elderberries.*
- Red Mask Ale** - 3sp *The inn's signature ale, rich and flavorful.*
- Springwater** - 1cp *Fresh and clear spring water, chilled and refreshing.*
- Herbal Tea** - 2sp *A soothing blend of local herbs, served hot.*

DM NOTES

You can distribute this menu to the players or let them order on their own. Please take note of anyone who does not eat or drink, as this will be relevant during the final confrontation.

GOING TO BED

Each room costs 3 sp per night. If your players are cautious, they may decide to set a watch. Ask for the watch order. For the first person on watch: if they ate or drank at the inn, they must make a **CON saving throw** against the **HARD DC** _____. Failure results in them falling asleep during their watch.

After some time **if a player is not asleep** because they **(1)** did not eat or drink at the inn, **(2)** succeeded on their Constitution saving throw, or **(3)** are immune to magical sleep (e.g. due to a feature like Fey Ancestry), they notice something peculiar. The lights in the tavern, if any were lit, suddenly dim, and the normal nighttime sounds from outside the tavern abruptly stop.

This player may try to help **wake up the other players** as they have their nightmares (see next section). This gives the players **advantage on their saving throws**.

DREADFUL REVERIES

Party members who fall asleep will experience nightmares. You can create unique nightmares (plumb your player's back stories or campaign events for ideas) or use the provided list for inspiration. Each dream culminates in a save attempt, allowing players to choose between a **WIS, INT, or CHA saving throw**, depending on their character's mental strengths. End each nightmare description with "*Roll a mental save using your preferred stat.*" If they fail to wake up, they suffer **LIGHT**, or **MEDIUM** if they fail the check by more than 5, **non-lethal psychic damage**. If they roll a Natural 1 on their save, they gain **one level of exhaustion**. Either way **on a failed save** they slip into **another dream**. The initial save DC is set at **HARD** and should decrease by one level for each subsequent attempt. It is recommended to do **not more than 3 nightmares**. If another character is **attempting to wake them** or if they have abilities that **aid in resisting mental effects**, they may make the **save with advantage**.

DM NOTES

You can use a d10 roll to determine which dreams go to which character, or you can assign them yourself based on what would terrify each character the most. Either way, you may want to predetermine the order and assignment of the dreams before the session.



NIGHTMARES

Before choosing a nightmare please cross check against player's Lines & Veils.

1. It's night. You are running through the woods. Brambles and thorns rip at your skin. Something is chasing you, and it's gaining. You hear it coming closer and closer. You stumble, fall, and it's on your back, ready to strike...
2. You are on a ledge of a narrow cliff. The wind howls, and the rain buffets you. Lightning briefly illuminates the world, revealing jagged rocks hundreds of feet below. Your foot slips, your fingers lose their grip. You begin to fall...
3. [Not for characters with water breathing] You are underwater. Seaweed tangles around your legs and feet as you try to orient yourself. There is no up, no down. Your lungs burn, and when you can no longer hold your breath, brackish, dirty water rushes down your throat...
4. You are in a coffin. You don't know how long you've been here. You push up on the lid but the weight of the dirt above renders your effort futile. Your fingers bleed as you scratch through the wood, trying to reach the freshly dug earth. The air grows heavier, and you feel yourself slipping away...
5. The stars above are beautiful. You try to keep fear at bay, hoping your ship will return. But deep down, you know they won't find you in the vast, uncaring ocean. As you hear a splash to your right, you turn to glimpse a notched fin that was heading in your direction submerge under the water...
6. The reflection in the mirror isn't you. You chant this mantra, yet the creature in the glass tilts its head mockingly and whispers, "No, not you. Not yet!" Its gnarled hands creep forward, attempting to breach the barrier of the silvered glass...
7. The cave-in is a minor setback. You've found an exit after an hour. A set of hand-holds lead up towards the surface. In your haste, you squeeze through a narrow ledge. Suddenly, you're stuck, the pressure on your chest blurring your vision and clouding your mind, fresh air just out of reach...
8. You walk through city streets, unnoticed by the teeming crowd. A growing sense of wrongness intensifies as the figures turn toward you. You only have a moment to dread as you see their faceless heads, when they all then converge on you as one...
9. After leaving the warm tent, the cold seemed bearable. But a stinging wind and swirling snow soon disorient you. It feels warmer; you shed layers, mistaking deadly cold for heat. You stumble into the soft snow, deciding to rest, just for a minute...
10. It's twilight in the woods. A dead tree in a clearing, covered in birds, crows or ravens, hard to tell. More cawing, flapping wings, and suddenly, the birds take flight, sharp beaks and claws going for your eyes...

PLAYERS AWAKEN

Once all the players awaken, they will likely attempt to figure out their situation. Should they look out the window, they will see the outside world; however, this **view is merely an illusion**. Efforts to **break through** walls, floors, and ceilings will prove **futile**. Furthermore, utilizing **teleportation** magic, such as dimension door and plane shift, appears **ineffective**, except for local effects like misty step or dimension door to a visible location.

DM NOTES

- The players should only get the benefits of a **Short Rest not Long**, but they should **not be too spent** at this point.
- Teleportation Magic is Limited** - in this small pocket dimension, local teleportation is possible, but shifting out of the dimension itself is not.
- Upon opening the door, the players will discover themselves in a **long corridor**, extending hundreds of feet. The only doors in this corridor are those leading to the PCs' rooms, the room of a young couple, and a **black door at the far end of the hallway**. Horrified moans and screams emanate from the young couple's room. If the players choose to intervene and break in, they will find the couple and their daughter inside, all of whom are also experiencing nightmares and can be awakened by the players.

DM NOTES

The players have a tendency to protect NPCs, so it's effective to place these characters in perilous situations to engage the players. However, exercise caution and try to avoid causing harm to the young girl character, as this could distress the players.

As the PCs make their way down the hallway, they come across a collection of strikingly realistic portraits. Each one captures a different being - humans, dragonborn, gnomes, and more - from a wide spectrum of ages, genders, and races. The subjects are dressed in everything from opulent clothes to plain rags, and some are even armored, weapons in hand. But there's one unsettling similarity across all these portraits: every face is frozen in an expression of sheer terror.

At the end of the hallway, they find the **black door**, which is **unlocked**.

ROOMS

Upon entering, the PCs have a **series of rooms** you will guide them through. You can either craft your own rooms or use those included in this adventure. See [Appendix \(p18\)](#) for possible room configurations and how you might approach sequencing them. Players might **attempt to take a Short Rest** in some rooms, and it's up to you whether **to allow it or not**. You want the PCs **battered, but not spent** for the final confrontation. If you choose to deny them the rest, narrate psychic pressure to move out of the room - leading to psychic damage on refusal.

THE LIBRARY

As the party steps into a dimly lit room, they're surrounded by towering bookshelves. The books around them seem to be whispering secrets of forbidden knowledge. Each player needs to make a **MEDIUM WIS saving throw** to avoid taking **MEDIUM non-lethal psychic damage** from the eldritch knowledge trying to worm into their brain, with the damage halved if they succeed. Those players naturally **drawn to knowledge**, like Wizards and Bards, will find this more challenging and must make the throw at a **disadvantage**. Meanwhile, those **less inclined towards books**, like Barbarians or Fighters, will have **advantage**. It's up to you as the DM to decide these advantages and disadvantages based on your characters' proclivities.

DM NOTES

- Use this section as a chance to weave in some of your world's lore. It's a perfect opportunity for players to uncover hidden aspects of your campaign's universe.
- While the books in this room can be physically taken, to avoid players hoarding countless volumes, consider describing how some books disintegrate into ash as soon as they're opened.

THE MEMORY GALLERY

In this sparsely furnished room, the walls are adorned with striking paintings of landscapes, ranging from mountain vistas to sunsets over the ocean, and serene forest clearings. As the PCs explore these paintings, focus on **one PC** and bring a distressing memory from their backstory to life, using the painting they are viewing as the backdrop. This scene then animates before the players. The PC at the center of this memory is faced with a **HARD WIS saving throw**, with the risk of taking **SERIOUS non-lethal psychic damage** upon failure, or **half the damage if they succeed**. Meanwhile, other PCs witnessing this scene must make an **EASY WIS save to avoid LIGHT non-lethal psychic damage**, suffering no damage on a successful save. Breeni's past interactions with the affected PC could play a role here. Breeni may hug the PC, granting them advantage on their saving throw.

THE MIRROR CHAMBER

In the mirror chamber, walls lined with ornate, grimy mirrors reflect distorted and grotesque images of the adventurers. The air is thick, filled with the unsettling scent of iron and decay. Suddenly, their reflections lunge out of the glass, materializing into **tangible, malevolent doppelgängers** that attack, forcing the party to confront twisted versions of themselves.

Choose a character's **favorite or iconic attack or spell** and use it against each player. A single hit on the mirror version or the mirror itself is enough to destroy it.

THE DINING HALL

The long wooden table is laden with **rotting food**: fruit covered in mold, meat moving with maggots, and bread so stale it looks fossilized, all set among goblets filled with a murky, clotting liquid that might have once been wine. Nearby, a platter holds what appears to be a human hand, its skin cooked to a crisp and its fingernails garnished with sprigs of wilted herbs. The foul stench of decay and spoiled meat permeates the room, mingling with the unsettling, almost palpable aura of dread. Players must make a **MEDIUM CON saving throw**. On a failure, gain the **poisoned** condition, lasting for **1d4 rooms**.

THE HOSPITAL ROOM

Several linen-covered beds on the far side of the room are splattered with dried blood. Bone saws with jagged teeth and other cruel implements are neatly arranged on a side table, gleaming ominously in the torchlight. Drawers with various medical supplies are left half-closed. Several vials labeled as "**Healing Potions**" sit on a nearby shelf. A **MEDIUM Arcana or Medicine check** will determine these are actually poison (1d4+1 poison damage). The party may choose to remain here and use some of the supplies to heal up - can be used as a Short Rest opportunity.

THE BATHROOM

A decrepit wooden bathtub sits in the corner, filled with a stagnant, dark liquid that occasionally bubbles as if something lurks beneath the surface. Next to the bathtub, a stone toilet fixture stands as if hewn directly from the chamber's walls, its bowl filled with an unidentifiable, viscous substance that seems to churn of its own accord. Faint, grotesque sketches are etched into the stone around the toilet, depicting unsettling scenes that make you question the sanity of previous occupants. Blood spatters mar the cracked tiles, leading to a cracked tarnished mirror that reflects a distorted image of anyone who dares to look.

If anyone gets **within 5 ft of the bathtub**, tentacles will try to grapple them (**MEDIUM Escape DC**). The tentacles will also deal **MEDIUM** amount of bludgeoning damage on a successful grapple. Any damage to the tentacles (AC 12) will release the PC.

THE GREENHOUSE

The greenhouse is a labyrinth of overgrown, twisted plants, their leaves unnaturally dark and thorns menacingly sharp. A misty, almost phosphorescent fog hangs low, casting a sickly green glow over everything, and making it hard to see what lurks in the corners. Amongst the flora, the party can spot several cages containing withered remains of animals and, disturbingly, a few humanoid shapes — all twisted in expressions of agony, as if the plants themselves had consumed them.

Monster encounter, balance for your party:

Level Range	Monster
1-3	Twig Blight (MM 32)
	Needle Blight (MM 32)
	Vine Blight (MM 32)
4-6	Shambling Mound (MM 270)
	Wood Woad (VGtM 198)
	Yellow Musk Creeper (TftYP 248)
7-10	Animated Tree (VGtM 207)
	Assassin Vine (MM 22)
	Corpse Flower (MToF 127)
	Tree Blight (CoS 230)

To make things more difficult for the players, you **can also add an additional MEDIUM CON saving throw** against the **fog's effects**, with the players taking **LIGHT poison damage** on failure. Altering the number of monsters is another effective method for adjusting the challenge level. Additionally, if you're looking to incorporate different types of monsters, don't hesitate to use homebrew or reflavored monsters.

THE DOLLMAKER'S STUDIO

This encounter is crafted to be a **psychological challenge**, focusing on engaging the players' imaginations more than offering a physical fight or puzzle. Let the players' minds race, watching as their **paranoia** intensifies, thereby adding depth and tension to the gameplay.

The Dollmaker's Studio is a cluttered space, filled with shelves of **dolls** ranging from eerily lifelike to grotesquely misshapen. A workbench sits at the center, covered with doll parts, spools of thread, and oversized needles that appear too large for regular doll-making. The air in the studio is thick with the scent of varnish and aged fabric. As the party navigate the room, there's an unnerving feeling that the glass eyes of the dolls are tracking your movements.

At a key moment, make it known that one of the dolls bears a striking resemblance to a member of the party. As the exploration continues, the group will find more dolls that resemble other party members. For an extra twist of unease, consider choosing a player that doesn't have a doll counterpart, introducing an intriguing element to the scenario.



THE BAR

The barroom is dimly lit by tarnished chandeliers that cast ghostly flickers across worn wooden floorboards. A long, decaying bar counter dominates one side of the room. Its surface is stained and pockmarked, lined with bottles containing strange, discolored liquids. The stools around the bar are unsteady, emitting ominous creaks under the slightest pressure. Notably, one stool bears an unsettling stain, reminiscent of dried blood.

If players choose to consume any of the bottles, roll on the table below to determine the effects. Generally, it's not recommended to allow more than one potion per player (drinking more than one results in vomiting). If an effect doesn't apply to a character, or another player already drank the potion rolled, roll again. The effects last until the end of the adventure. A MEDIUM DC Alchemist Tools, Herbalist Kit or Arcana Check will reveal the properties of the potions. An EASY DC check may reveal partial properties.

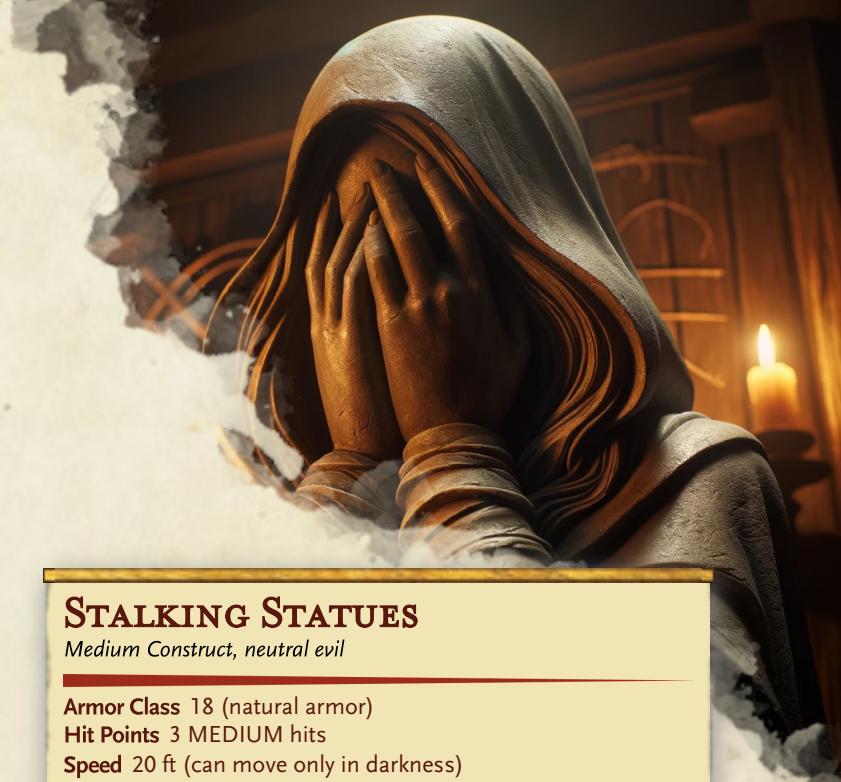
#	Name	Liquid Description	Effect Description
1	Reckless Fury	A swirling red potion with fiery sparks.	[Primary Melee Classes] Every melee attack is treated as reckless (attack is rolled with Advantage, but any attack against the player is rolled with Advantage as well until their turn).
2	Luck be a lady tonight	A two-layered liquid, gold over silver.	Grants inspiration to the player, and GM gets to force disadvantage at a time of their choosing.
3	Unstable Teleport	A misty, shifting blue and gray potion.	Gain the ability to cast the Misty Step spell at will. Roll 1d20 for uncertain destination, appearing in a location of DM's choice on 1-10.
4	Size Shift	A violet fluid with bubbles.	Changes creature size from Medium to Small. No effect on Small creatures.
5	Spell Rejuvenation	A glowing, pulsating emerald drink.	[Primary Spellcaster Classes] Restores one highest level spent spell slot but causes one level of exhaustion.
6	Speed Surge	A quicksilver potion with streaks of lightning.	Doubles speed but causes jitteriness, disadvantage on Dexterity checks and saves.
7	Painful Retaliation	A dark crimson liquid with a thorny vine motif.	As a bonus action you can choose to harm a creature at will, causing MEDIUM psychic damage, but take half the damage yourself.
8	Statue Defense	A solid gray potion with flecks of stone.	As a reaction to taking damage, you can choose to become an invulnerable statue to negate the triggering damage. You are invulnerable and petrified until the end of your next turn.
9	Charge of the Bull	A red potion with a swirling vortex.	Gain a powerful charge attack: If you can move at least 10ft in a straight line, you can make an attack. If the attack hits, it is treated as a critical hit, and the target is knocked prone. If the attack misses, the player takes MEDIUM bludgeoning damage, is knocked prone, and lands 10 feet past the target.
10	Clumsy Might	A creamy potion with bubbles.	Advantage on Strength checks and saves but disadvantage on Dexterity-based tasks.



THE STALKING STATUES

The room is a vast, dimly-lit chamber with **four stone statues** positioned in various states of distress; their faces contorted in silent screams or buried in their hands as if weeping. The flickering light from a dying chandelier dances across their features, casting ominous shadows that seem to move. Describe the chandelier as **flickering in and out**. In the **darkness**, the statues seem to move **closer and closer**.

You can treat this room **narratively to unsettle** the players, or turn it into an **encounter**. For an encounter, roll initiative (the statues always act at the **end of the initiative order**, and only on rounds **when the lights are out**). Every other round, either cover the map if playing in person, switch to a blank map on a VTT, or, if using theater of the mind, simply narrate the lights going out. The statues can only **move in darkness**, which is magical. Some players may have the ability to see through magical darkness. In such cases, the movement of the statues is visible to those players. Players who cannot see in the darkness can move but must declare their directions and distances. The door at the end of the room is **unlocked** when all **statues are destroyed** or by using the **Knock** spell.



STALKING STATUES

Medium Construct, neutral evil

Armor Class 18 (natural armor)

Hit Points 3 MEDIUM hits

Speed 20 ft (can move only in darkness)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Blindsight 60 ft.

Languages None

Antimagic Susceptibility. The statue is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the statue must succeed on a CON saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the statue remains motionless, it is indistinguishable from a normal statue.

Dark Step. The statue can only move in darkness. It moves silently. It may not take the dash action. All attacks automatically hit.

ACTIONS

Multattack. The statue makes **two melee attacks** if the APL is 4+, and **three melee attacks** if the APL is 7+.

Slam. Melee Weapon Attack: automatically hits, reach 5ft., one target. **Hit MEDIUM bludgeoning damage.**

Bite. Melee Weapon Attack: automatically hits, reach 5ft., one target. **Hit MEDIUM piercing damage.**

Grapple. Roll Contested Athletics vs Athletics or Acrobatics. The statue rolls with Advantage. Reach 5ft., one target. MEDIUM escape DC to break free.

FINAL CONFRONTATION

Suggested flavor text - read in your own voice / tone:

You walk through the door to find yourself in a vast, open kitchen. The air is heavy with the scent of pots boiling over low flames, their contents a mystery. Shadows flicker and stretch across the walls, animated by the dim firelight.

Above, cured meats hang from hooks, swaying slightly in the draft. The countertops are littered with a variety of sinister-looking knives and butchery tools, their edges catching the light with an ominous glint.

At the center of this daunting scene stand Redd and Nara. Redd greets you with a malicious smile. "Now that you've been properly tenderized, it's time for the main course!" he says. In a chilling display, he reaches for his face and peels it away as if it were a mask, revealing the ghastly sight of raw muscles, pulsing veins, and exposed nerves.

Next to him, Nara stands with an unsettling calm. Her hands begin to unnaturally stretch and contort, transforming into deadly claws. As she grins, her mouth widens unnervingly, unveiling a row of sharp, predatory teeth.

MONSTROUS HOSTS

Redd Traskin, also known as Red Mask, and Nara Traskin, known as The Hunger, have hidden their monstrous nature for years by disguising themselves as the friendly innkeepers of the Red Mask Inn. They lure travelers with warmth and hospitality, only to ensnare them in a nightmarish trap. Through their powers of perception and emotion manipulation, they torment their victims in an alternate dimension, relishing the fear and suffering they create. All the while, they maintain their facade as ordinary innkeepers, continuing their sinister feast on unsuspecting guests.

LAIR ACTIONS

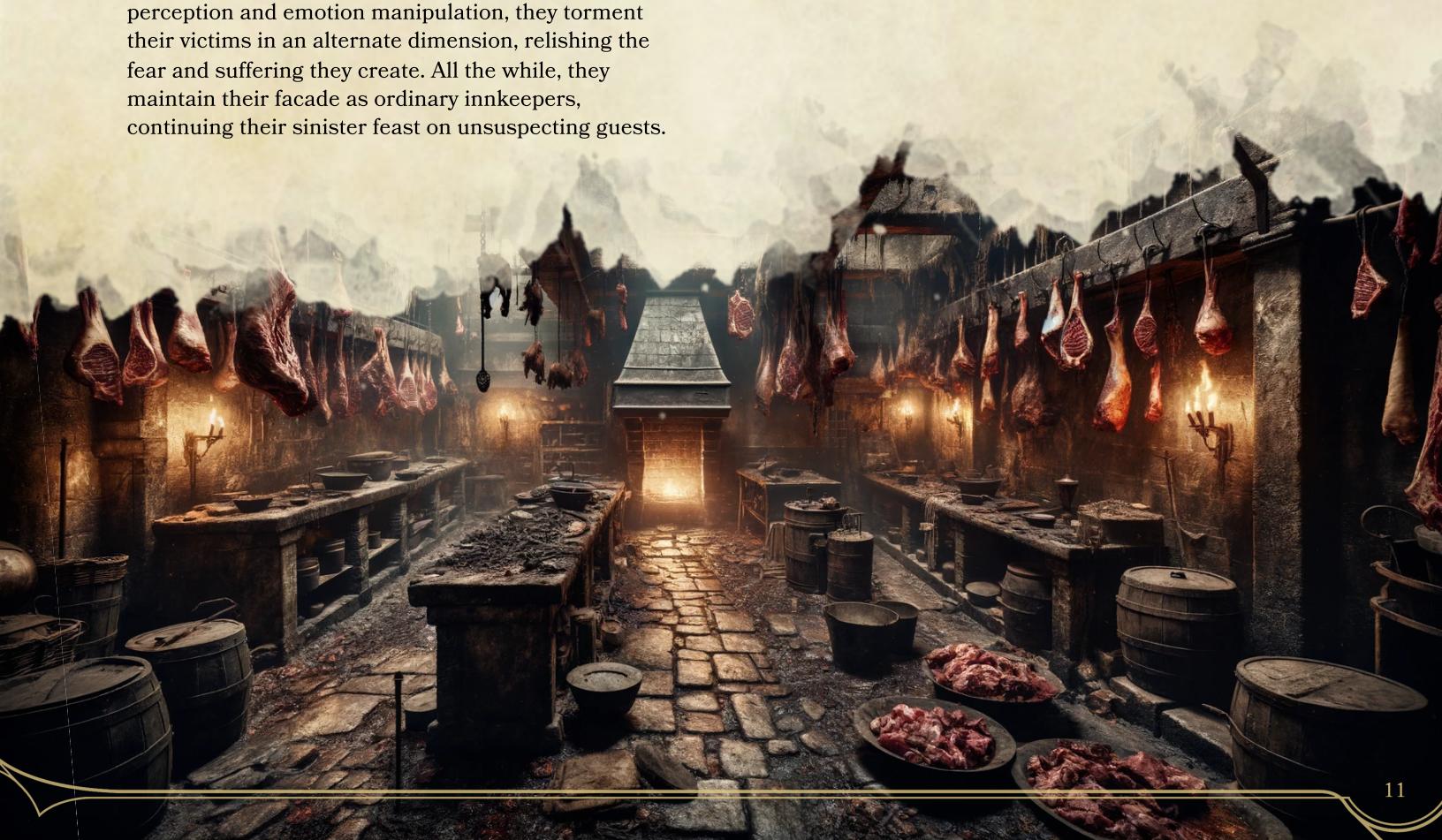
Initiative At initiative order 20, use one of the lair action options

Scalding Water: Boiling water erupts from pots in a 15-foot cone. Each creature in that area must make a **MEDIUM DEX saving throw**, taking **MEDIUM fire damage** on a failed save, or half as much damage on a successful one.

Slippery Floors: The floor becomes slick with oil and grease. For the next round, any creature moving across the floor must make a **MEDIUM DEX saving throw** or fall **prone**. You can avoid this by moving at half speed, but you must declare this before moving.

Whirling Blades: Blades whirl in a line **50 feet long and 5 feet wide**. Each creature in the line must make a **MEDIUM DEX saving throw**, taking **MEDIUM piercing damage** on a failed save, or half as much damage on a successful one.

Flour Explosion: A cloud of flour ignites in a 30-foot radius centered on a point within the lair. Each creature in that area must make a **MEDIUM DEX saving throw**, taking **MEDIUM fire damage** on a failed save, or half as much damage on a successful one.



DM NOTES

HP: The HP listed in the stat blocks are simply a guideline. Balance to your party, making sure that the combat lasts some time, but doesn't drag on too long.

Villain Actions: Red Mask utilizes villain actions. This is an action he can take at any point after a PCs action, but limited to one per round.



RED MASK

Medium monstrosity, chaotic evil

APL	AC	HP
1-3	14	30±10
4-6	16	60±10
7-10	18	90±10

Speed 30 ft

APL	STR	DEX	CON	INT	WIS	CHA
1-3	12 (+1)	14 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)
4-6	14 (+2)	16 (+3)	15 (+2)	12 (+1)	14 (+2)	10 (+0)
7-10	16 (+3)	18 (+4)	17 (+3)	14 (+2)	16 (+3)	10 (+0)

Condition Immunities frightened, charmed

Damage Resistances fire, acid, poison, necrotic

Senses darkvision 60 ft.

Languages Common, Deep Speech

Terrifying Unmasking. When the mask comes off, each creature within sight must make a **WIS or CHA saving throw** against an **EASY DC**. On a failed save, the creature becomes **frightened for 1 minute**. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Magic Resistance. Red Mask has advantage on saving throws against spells and other magical effects.

REACTIONS

I think not! (3/day) As a **reaction**, Red Mask can **choose to succeed on a failed check**. However, this requires mental fortitude, so he takes **MEDIUM non-lethal psychic damage** to do so.

ACTIONS

Multiattack. The Red Mask makes **two melee attacks** if the APL is 4+, and **three melee attacks** if the APL is 7+.

Misty Step. Red Mask can cast **Misty Step** at will as a bonus action.

Butcher's Knife. **Melee Weapon Attack:** reach 5ft., one target.

APL	to hit bonus	damage
1-3	+4	LIGHT
4-6	+6	MEDIUM
7-10	+8	MEDIUM

VILLAIN ACTIONS

How's My Cooking? Any creature that ate food in the tavern must make a **MEDIUM CON saving throw** or be incapacitated with retching as rotten, maggotty food comes back up. The effect lasts until the end of the affected creature's turn.

Time to Eat! Nara can move up to her speed towards a target and make a bite attack as part of the same action.

See What Awaits You! Red Mask unleashes a wave of mental horror, showing the victims horrific images of previous guests being butchered and eaten. Each creature within sight must succeed on an **EASY WIS saving throw** or take **MEDIUM non-lethal psychic damage**.



TACTICS

The Hunger prefers **hit-and-run tactics**, targeting the **least armored or most injured characters**. If the characters try to focus fire on Red Mask, narrate The Hunger turning its attention to the Haskill family.

She will try to **Bite** as at least one of her attacks to keep **regenerating** hit points.

NARA, THE HUNGER

Medium monstrosity, chaotic evil

APL	AC	HP
1-3	14	30±10
4-6	16	60±10
7-10	18	90±10

Speed 50 ft

APL	STR	DEX	CON	INT	WIS	CHA
1-3	12 (+1)	14 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)
4-6	14 (+2)	16 (+3)	15 (+2)	12 (+1)	14 (+2)	10 (+0)
7-10	16 (+3)	18 (+4)	17 (+3)	14 (+2)	16 (+3)	10 (+0)

Condition Immunities frightened, charmed

Damage Resistances necrotic, piercing, bludgeoning, slashing

Senses darkvision 60 ft.

Languages Common, Deep Speech

Voracious Perception. Once The Hunger has tasted the flesh of a creature, it can track the creature by smell, effectively gaining blindsight with a range 30 feet for that creature.

Wall Crawler. With spider-like agility, The Hunger adheres to terrain, crawling along walls and ceilings to approach its victims.

Fleet-footed The Hunger's rapid movements give it a **speed of 50 feet**, and enemies trying to make **opportunity attacks** do so with a **disadvantage**.

REACTIONS

Bloodthirsty Pursuit. If a creature within 30 feet of The Hunger uses a teleportation ability or spell to escape, The Hunger can use its reaction to immediately teleport to a space adjacent to the escaping creature.

ACTIONS

Multiattack. The The Hunger makes **two melee attacks** if the APL is 4+, and **three melee attacks** if the APL is 7+.

Claw. Melee Weapon Attack: reach 10ft., one target. If target not armored, or on a critical hit, add **bleed** damage for **1d3 rounds**. This damage does not stack on multiple hits, instead use the highest rolled value for damage and rounds rolled. This effect can only be removed by magical healing.

Bite. Melee Weapon Attack: reach 5ft., one target. On a successful hit, deal damage as normal, and The Hunger regenerates half of the damage dealt as hit points.

APL	to hit bonus	damage	bleed from claws
1-3	+4	LIGHT	1d2
4-6	+6	MEDIUM	1d4
7-10	+8	MEDIUM	1d6

THE COLLAPSE

With the death of its hosts, the reality of this pocket dimension begins to unravel. This is a perfect time to deploy a **Skill Challenge**. Choose any of the following room descriptions, and let the players decide which skills they want to employ to navigate through the room. The focus here is on the **Rule of Cool**.

Ideally, these should be rooms the party have already encountered, but you can also introduce new rooms they haven't seen yet. The players can select **any Skill** for their roll, as long as it **fits the narrative context**. Set the DC based on what they're attempting to achieve and its level of feasibility. Spells and other actions taken by the players should also have an impact, provided they logically align with the situation at hand.

Achieving **one or two successful outcomes** should be sufficient to pass through a room. In case of failure, introduce a complication, such as a character sustaining an injury, acquiring a level of exhaustion, or suffering a temporary condition like being frightened, poisoned, or even blinded. In such scenarios, other party members may need to assist the affected player.

DM NOTES

Here you should aim to instill a sense of urgency and desperation. Monitor your players closely. As they approach their limits, consider making that room the final challenge. Remember, they don't need to complete every room you've planned.

TIME TO RUN

Suggested flavor text - read in your own voice / tone:

As you land the final blow, a momentary stillness ensues, briefly allowing you to reflect on your victory. But there's no time for celebration. A low hum begins to resonate through the space, growing louder with each passing second. Around you, the walls and ceiling start to crack and splinter. Suddenly, a wall in front of you collapses, revealing one of the rooms you passed through earlier. Behind you, the ceiling is collapsing. The way forward is through...

THE LIBRARY

The Library morphs into a perilous maze. Bookshelves glide across the floor, reshaping paths in a dizzying dance, while the ceiling splinters and groans, threatening to collapse. Amidst this chaos, you must dodge falling debris and navigate the shifting labyrinth, their every step a battle against the encroaching destruction. The air hums with the crackle of arcane energy, hinting at hidden dangers in the shadows of the once tranquil refuge.

THE MEMORY GALLERY

The once-clear paintings on the walls meld into a bewildering array of fragmented memories. You find yourselves amidst a jumbled mix of past and present, with scenes from your own histories coming to life around you. Navigating this ever-shifting landscape, you must dodge physical manifestations of old fears and challenges. Discerning reality from the chaotic memories requires keen intelligence, accumulated wisdom or sheer willpower.

DM NOTES

This is the perfect time to throw in cryptic references to PCs' back stories. Examples:

- Kael, you notice a shadowy figure lurking in the background, eerily resembling the traitor who betrayed your cause, their mocking smile lingering in the air before fading away.
- Zara, you glimpse a scene from your first successful heist, the glittering jewel that set you on your path as a rogue, shining momentarily in the dim light of the gallery.
- Mira, for an instant, the face of your lost child appears in the mirror's reflection, a haunting reminder of what was taken from you, the image clouding over and then vanishing.



THE MIRROR CHAMBER

The walls, lined with reflective glass, begin to slide and turn, creating an ever-changing labyrinth around you. Your reflections twist into grotesque versions of yourselves, emerging from the glass with menacing intent, wielding your own abilities against you. In this maze of endless reflections, discerning real threats from illusory ones becomes a crucial challenge. Mirrors now act as unpredictable portals, allowing both you and your doppelgängers to move through the maze in unexpected ways. With every shattered mirror, the maze shifts, altering your path and intensifying the danger. Your escape hinges on finding the true exit among countless false ones, a daunting task as the chamber continues to collapse into chaos.

THE DINING HALL

Dining Hall descends into a scene of surreal horror. The table's rotting feast comes grotesquely to life. Fruits, swollen with mold, burst open, while maggots in the meat congregate into writhing shapes. Stale loaves of bread harden and fly through the air like missiles. Amongst the chaos, chicken carcasses clamber off platters, their bones clicking menacingly as they advance towards you. In the room's center, a spitroast pig charges, its cooked form grotesquely twisting as it lunges in attack. The air is thick with the stench of decay, making each breath a struggle against revulsion.

THE HOSPITAL ROOM

As the dimension collapses, the Hospital Room becomes a spectral ward. Ghostly patients, trapped in an eternal loop of their past treatments, occupy the once-empty beds. Their ethereal forms flicker in the dim light, each a haunting reminder of unfinished stories. As you move among them, their whispers and silent screams fill the air with a tangible sense of sorrow and despair.

THE BAR

Bottles on the shelves tremble violently before exploding, unleashing bursts of wild magic that fill the room with unpredictable effects. With each explosion, the air crackles with arcane energy, manifesting random phenomena – a flash of blinding light, a bizarre transformation, an unexpected force. The once calm atmosphere is now a storm of magical chaos, with the risk of another bottle shattering at any moment.

THE GREENHOUSE

The mist that weaves through the twisted plants thickens into a dense, hallucinogenic fog, casting everything in a surreal, phosphorescent glow. Breathing in the fog, you struggle against disorienting visions and a warping sense of direction, requiring quick thinking and resilience to resist its effects. Above you, the greenhouse's glass panes shatter, sending shards cascading down like deadly rain. The structure groans ominously, threatening to give way at any moment.

THE DOLLMAKER'S STUDIO

The dolls, eerily lifelike, begin to mimic your movements with uncanny precision. Their glass eyes follow you, reflecting your every gesture. This unsettling mimicry is accompanied by a chilling chorus of noises: whispers, screams, and bouts of laughter emanate from the dolls as you pass, creating a disturbing soundscape. The dolls resembling your party members are particularly active, their laughter and cries unsettlingly familiar. Amidst this chaos, the studio itself starts to crumble, shelves laden with dolls sway precariously, and the flickering light casts grotesque shadows, blurring the line between the dolls and yourselves.



THE STALKING STATUES

The light from the chandelier above stutters wildly, casting a frenzied strobe across the chamber. In this erratic dance of shadows, the statues lurch forward in jerky, nightmarish movements, their contorted faces looming closer with each plunge into darkness. The rapid flickering of light creates a pulse-pounding rhythm of suspense and shock, revealing the statues' increasingly threatening positions. You find yourselves in a desperate scramble to keep track of their relentless advance, hearts racing with each sudden blackout.

THE BATHROOM

The stagnant water in the decrepit wooden bathtub begins to churn violently, spilling over the edges and flooding the room with a dark, sinister sludge. Simultaneously, the tentacles that once lurked beneath the surface become more aggressive, stretching and writhing across the room, seeking to grapple anyone within reach. They strike with surprising force, dealing bludgeoning damage to their targets. Amidst this chaos, the floor beneath you starts to crack and crumble, threatening to give way and reveal unknown depths below. Every step becomes a perilous dance to avoid the grasp of the tentacles and the treacherous, unstable ground.



CONCLUSION

Suggested flavor text - read in your own voice / tone:

As you burst through the door, you're back in the long corridor you first encountered as you woke up. At the far end, you glimpse the outside world. You sprint towards freedom as the corridor crumbles behind you, the destruction nipping at your heels. In a desperate leap at the last possible moment, you escape... and the sudden tranquility of the night envelops you. The quiet, so starkly contrasted with the preceding chaos, strikes you with its intensity. Surrounded by the serene sounds of the forest, the peace feels almost otherworldly, a surreal end to your harrowing journey.

You stand at a crossroads, where an old structure looms, clearly long abandoned. It leans precariously, a silhouette against the night sky. Moonlight filters through its collapsed roof, casting ghostly shadows across the crumbling walls. The scene, bathed in a silver glow, is both haunting and strangely serene.



LOOT

Tucked away behind the inn, the adventurers might notice something peculiar about the compost heap — it seems to occasionally sparkle with the glint of metal and the shimmer of gemstones. Upon closer inspection and a bit of rummaging, they'll discover that this isn't just any old pile of refuse; it's a resting place for treasures that once belonged to the inn's unfortunate previous visitors.

You can use the rules for **Treasure Hoard Tables** from DMG p133 to see what the placeyer can find. Alternatively the table below offers a guideline for the kind of loot they could unearth. Feel free to customize the magical items to better suit the interests and needs of your party.

Level	Coins	Gems	Magic Items
1	100-200 GP	Semi-precious (10-50 GP)	Common, occasional Uncommon
2	200-400 GP	Semi-precious (50-100 GP)	Common, occasional Uncommon
3	400-600 GP	Precious (100-200 GP)	Common, occasional Uncommon
4	600-800 GP	Precious (200-300 GP)	Common, occasional Uncommon
5	800-1,000 GP	Precious (300-500 GP)	Uncommon, rare occasion of Rare
6	1,000-2,000 GP	Fine (500-1,000 GP)	Uncommon, rare occasion of Rare
7	2,000-3,000 GP	Fine (1,000-2,000 GP)	Uncommon, rare occasion of Rare
8	3,000-5,000 GP	Exquisite (2,000-3,000 GP)	Uncommon, rare occasion of Rare
9	5,000-8,000 GP	Exquisite (3,000-5,000 GP)	Uncommon, rare occasion of Rare
10	8,000-10,000 GP	Legendary (over 5,000 GP)	Rare

APPENDIX

POSSIBLE ROOM CONFIGURATIONS:

It's possible to run the players through all 10 rooms in sequence, but that will take some time. The faster and more randomized option is to present the players with choices as to which door they want to open.

The options offered here are just samples. You can create your own "map" as well. If you want them to enter a specific room, you can just make that the only choice from one of the resulting rooms. Or you can give the players the illusion of choice and walk them through whichever rooms you would like.

Present **two door choices** per room for players to choose, resulting in **six rooms** total:

Sequence	Left Door	Right Door
First	The Library	
Second	The Memory Gallery	The Mirror Chamber
Third	The Dining Hall	The Dollmaker's Studio
Fourth	The Hospital Room	The Greenhouse
Fifth	The Bathroom	The Bar
Last	The Stalking Statues	

Present **varying number of doors** per room for players to choose, resulting in **5 rooms** total:

Sequence	Left Door	Center/Single Door	Right Door
First	The Memory Gallery		
Second	The Library		The Mirror Chamber
Third		The Greenhouse	
Fourth	The Hospital Room	The Dining Hall	The Dollmaker's Studio
Fifth	The Bathroom		The Bar
Last		The Stalking Statues	

Present **three doors** per room for players to choose, resulting in **4 rooms** total:

Sequence	Left Door	Center Door	Right Door
First	The Memory Gallery		
Second	The Library	The Dollmaker's Studio	The Mirror Chamber
Third	The Hospital Room	The Dining Hall	The Greenhouse
Last	The Bathroom	The Stalking Statues	The Bar

SCALING INDEX CARDS

LEVEL 1

Damage		Difficulty Check	DC
Light	1d4+1 (3)	Easy	10
Medium	1d6+2 (5)	Medium	14
Serious	1d10+2 (7)	Hard	18

LEVEL 6

Damage		Difficulty Check	DC
Light	2d6+3 (10)	Easy	12
Medium	3d6+4 (17)	Medium	16
Serious	4d6+6 (20)	Hard	20

LEVEL 2

Damage		Difficulty Check	DC
Light	1d6+2 (5)	Easy	10
Medium	1d8+3 (7)	Medium	14
Serious	2d6+3 (10)	Hard	18

LEVEL 7

Damage		Difficulty Check	DC
Light	2d6+4 (11)	Easy	14
Medium	3d8+4 (18)	Medium	18
Serious	4d8+6 (24)	Hard	22

LEVEL 3

Damage		Difficulty Check	DC
Light	1d8+2 (6)	Easy	10
Medium	2d6+3 (10)	Medium	14
Serious	2d8+4 (13)	Hard	18

LEVEL 8

Damage		Difficulty Check	DC
Light	2d8+4 (13)	Easy	14
Medium	3d10+4 (20)	Medium	18
Serious	5d6+7 (27)	Hard	22

LEVEL 4

Damage		Difficulty Check	DC
Light	1d10+2 (7)	Easy	12
Medium	2d8+3 (12)	Medium	16
Serious	3d6+5 (16)	Hard	20

LEVEL 9

Damage		Difficulty Check	DC
Light	2d10+4 (15)	Easy	14
Medium	4d6+5 (19)	Medium	18
Serious	5d8+7 (31)	Hard	22

LEVEL 5

Damage		Difficulty Check	DC
Light	1d10+3 (8)	Easy	12
Medium	2d10+3 (14)	Medium	16
Serious	3d8+5 (19)	Hard	20

LEVEL 10

Damage		Difficulty Check	DC
Light	3d6+5 (16)	Easy	14
Medium	4d8+5 (23)	Medium	18
Serious	6d8+8 (35)	Hard	22

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