

A SINISTER SUMMONS

Introduction: An dinner party turns out to be something much worse when the host's head is the main course!

A 20-hour adventure for 1st-3 level characters

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INTRODUCTION

This tale involves the adventurers in a baleful ritual, a demon has awoken and needs souls to effect it's liberation. The party's souls.

The adventurers find themselves at the gates of a stately mansion, having been summoned to attend a dinner party and promised a reward for attending.

BACKGROUND

Quincy, an explorer of some fame, had an opportunity to purchase the contents of a despoiled tomb far away and took it. The contents arrived 2 months ago in neatly packed crates and were promptly stowed in his cellar. Unfortunately for Quincy, the tomb bound the essence of a powerful demon, Donamoth whose bonds weakened significantly upon his removal from the tomb.

Upon reaching his new home Donamoth sent telepathic revelations to a nearby disaster cult, The Red Listens, promising them power and (of course) disaster if they came to his aid. Convinced, the cult snuck onto Quincy's manor and murdered him, then carried the body down to the sarcophagus as a vessel for Donamoth's essence.

With his essence empowered in a physical body, Donamoth only needs the souls of those who trapped him in his tomb long ago, souls now belonging to the characters of the adventuring party.

Posing as Quincy, Donamoth sends an invitation to each member of the party asking them to attend a dinner party, after which a great reward will be made available to them, a reward long owed and overdue.

Inevitably drawn to their fate, the party finds themselves at the entrance to the mansion on a cold autumnal evening...

ADVENTURE HOOKS

If the party does not know each other at the start of the adventure consider having them gathered at the inn nearest the mansion, read the following aloud and provide the players with a copy of Handout A.

You have arrived in Mistedale, a rustic land of rolling hills and farmsteads nestled between two portions of the great elven forest of Cormanthor. The land gets its name from the copious mists that rise up among the hills and along the rivers here. It is early fall, and the leaves have just begun to drop from the many of the trees.

The town you are in is called Ashabenford and is rather small, though the people say it is the largest town of Mistedale. The humans and demi-humans living here have been friendly and the innkeeper you were told to meet has provided you with pleasant accommodations.

Today is your last day at the inn and Holfast (the innkeeper) tells you that this evening a coach will be coming to collect you and the several others who also received invitations. At present you and these others are gathered around a table discussing the letters of invitation you each received. Oddly everyone at the table seems to be an adventurer!

Allow the players to roleplay some and establish some inter-party dynamics in the tavern before having the coach arrive and moving on to chapter 1. You may also wish to allow the characters to explore the town's limited offerings before departing.

CHAPTER 1: THE DINNER PARTY

The characters have arrived at the gates to the mansion. They have an opportunity to explore the garden area before the doorman asks them into the house. Once inside they are hurried to the dining room for the party. After a short speech the party goes wrong and the players must fight for their lives!

THE GARDEN AND ENTRY

Refer to the map at the end of this adventure for details on this area. At the start of the adventure read the following text aloud:

Some days ago you received a letter from the famed explorer Quincy entreating you to attend a dinner party. You do not know Quincy personally but his letter hinted at promise of a reward “long overdue” for attending and, despite an inexplicable sense of danger you decided to go. Last night you met several other adventures who received similar letters and decided to travel together to the party. This morning marked the tenth day and you and your new fellows took a coach to the mansion.

The coach has just left, it is a cold autumnal evening, leaves fall from the trees and cover much of the lane. A finely wrought iron gate stands open before you, beyond which lies a small courtyard with hedges and statues. Beyond that rests the mansion. Two stories and made of stone, it is an impressive home, fit for a wealthy merchant or noble. Light shines through several windows, promising a welcome shelter from tonight’s chill...

G1. THE GATE

A gate of wrought iron is open here. A stone and iron wall encloses the gardens and mansions from the surrounding land.

G2. HEDGED TABLE

A small stone table with two seats is nestled against a high hedge. Several withered roses dangle from an arch over the main walkway here. The hedge acts as a windbreak for this area.

G3. ENTRANCE

Light shines out from beneath the large oak door at the head of the steps here.

THE DOOR

As the characters approach the door read the following aloud:

Approaching the old oak door you notice the light from the grille winks out as it is closed. “One moment honored guests” a wheezy voice huffs from behind the door.

After some rattling and shaking the door opens and a ungainly porter in an ill-fitting butler get-up stands before you. He stares at you a few moments twitching. The warmth and light pour over you from behind the door.

“Please, c-come in” says the porter in the same wheezy voice you heard earlier. Looking at him you remark that he is using a pair of suspenders as a belt over top of his uncomfortably tight cummerbund. He seems to always be in a state of twitching motion and shuffles awkwardly backward into the mansion.

ROLEPLAYING TORG0

Torgo Brunthick is the weakest link among the cultists of the Red Listen and avoids violence at any cost. He be an important source of information for the adventurers after the dinner party ambush and is easily intimidated. Emphasize his twitchy, awkward manner and wheezy voice when portraying him.

G4. STATUARY

Four statues are here, each ringed by a low hedge. They all appear in the likeness of the same man, probably Quincy, in various heroic positions. A plaque below each stature provides additional information, not communicable via sculpture.

G5. GREENHOUSE

This area is behind the mansion and is not accessible unless the players sneak around behind the mansion, if they begin to venture around the side of the mansion have Torgo open the door and invite them into the house.

A FEAST FOR HEROES

Torgo ushers the party into **1** and takes their coats and other outer garments. He awkwardly asks the party to disarm as well but doesn’t push the issue and has no good reason why they should disarm apart from it being polite. He then leads them through **2** and into **3**. As this occurs read the following aloud:

"Th-the master will be pleased you have arrived, Wincey is eager to speak with you all... err this way, the feast is all set!" mumbles Torgo. He turns and opens a door behind him leading from the coat room and into a spacious chamber.

"This is the main hall." He remarks, then, noticing the maid scrubbing vigorously at the floor he continues:

"Ah, err, that isn't the master, that is Mil-" but he is cut off by her shrill reply:

"Get th' 'ell on outta 'ere and show 'dem guests to their food." She glares at the Torgo and resumes her scrubbing. Torgo turns and smiles falteringly at you. He says nothing for a few moments...

"One of the other guests spilled wine yesterday, uhh let me show you to the dining room." With that he leads you through an open doorway into a warmly lit dining area.

"And here is the dining room, 'tis set with wine and err.. food. The host will be down shortly, please be seated anywhere you like." Torgo then closes the door from which you entered and walks to a small table set with serving goblets where he begins pouring wine. Another guest, a pudgy, jolly-looking human with a balding head and small round glasses smiles weakly at you from his place at the head of the table.

"Hello, I'm Brunor. You got an invitation too eh?"

closes the door.

DOOR TO KITCHEN

Sounds of grunting and clanging can be heard beyond this door. **Iason** and **Milly** are within, working on the main course. If the door is opened read the following:

A blazing fire set in a stone oven in the west wall lights this room in a smoky, hellish orange. Sweating over the oven is a immense man, you barely catch a glimpse of him as a stout, unkempt scullery maid rushes towards you, saying in a harpy-like chirrup.

"Out, out! You mus'nt spoil his concentration on the meal! Hungry are we? Have some of my bread!"

With that she slams the door.

Players may hear scraping sound as the door is barricaded. Players who ask for more information on the chef recall that he appeared to be wearing a cowl and robes, despite the heat.

WINDOWS

The several windows from area all look out onto the moon-lit grounds surrounding the house. The glass is cool to the touch.

THE HOST ARRIVES

Assuming nothing violent occurs and the party remains calm for a few minutes the host enters from the hall. Read the following aloud:

You turn towards the hall door as a vigorous man enters, bows, then walks towards the fireplace. He wears a fine dinner-jacket and walks with an easy grace despite his age. As he passes you a faint, exotic smell burns your nostrils slightly. Arriving at the fireplace behind Brunor's chair he turns to you all at the table and clears his throat before speaking in a slow, sonorous tone, strangely foreign.

"I am here now. Welcome. I detesst pleassantriesss and am anxious to roam so I musst assk abruptly: Do any of you know the name 'Donamoth'?"

He pauses and looks at each of you in turn with a hungry gaze. His face seems to have reddened some since entering and is no longer smiling. Though you cannot recall the name he mentioned its sound makes you shudder uncontrollably. A strange, sinister sense of deja-vu accompanies your shivering. You fellows seem to be made uncomfortable too.

Your host continues, his face redder than you remember it being a moment before. A servant enters and places some things on the table.

"I sensse you do not recall the name *directly* though your

WAITING

Assuming the party does as they are told they may take in the scene. Observant characters or those accustomed to high living may observe that the table is poorly set, with various utensils out of order or missing. There also doesn't appear to be anything to accompany the poor excuse for bread. The wine however, is excellent.

Torgo busies himself with pouring wine, serving it, and trying to cut the bread with a steak knife. If asked questions he deflects saying "the master forbids us from sayin' too much"

Brunor has had too much too drink and thinks sitting at the head of the table will make a fine joke. He jokes with the party about the state of the food with lines such as "I hope this grub 'aint the reward we've been promised" or "Hey Torgo, tell our host we'll soon be out of wine if he keeps us waiting much longer." (There are several unopened bottles of wine on the serving table)

CHECKING EGRESS

There are three obvious ways out of this room, two doors in the north wall and several windows on the south and west walls.

DOOR TO HALL

Players who approach the hall door upset **Torgo** who approaches and asks them to return to the dining room then

shivering betrays your latent knowledge. Fear not, you will yet sserve your purpose. Each of you is going to give me ssomething you took from me a long, long time ago. Care to guesss what it isss? One guess each!" With this he turns to the nearest one of you and crosses his arms. His face seems nearly purple in the shadow of the fire behind him and his features betray a disturbingly eager anticipation of your answers. Brunor turns to wink at you before looking back to your host. "Your seat!" Brunor exclaims. The hosts stairs down at Brunor darkly before replying flatly. "No, next guess please."

GUESSING GAMES

Allow each member of the party a guess. Donamoth responds with good humor as long as the each player plays along and makes a guess. Otherwise he flies into a rage and initiates the combat in the following section. A guide on roleplaying Donamoth can be found in Appendix C.

Success. If a player guesses correctly ("Your life") Donamoth shouts "Yes" while savagely striking the back of the chair in front of him. He congratulates the character on their intuition and proceeds to initiate the combat in the next section. From now on he targets this character with his attacks whenever possible.

Failure. If no one guesses Donamoth shrugs, says it was fun to play , and initiates the combat in the next section.

THE MAIN COURSE

After the guessing game is concluded Donamoth, in the guise of Quincy proceeds to reveal the main course. Read the following after the guesses, if the players guessed correctly modify the text below to reflect this:

The host continues now:

"Thank you for your patience with my foolish game. It's time for you to eat, and also to collect the reward I promised you for answering my letter so promptly. The main course is quite common, though rarely prepared this way. The best cut of my favorite game..." He gestures to a platter brought in during his speech earlier and a serving-maid in an incredibly soiled apron lifts off the lid revealing...

A HUMAN HEAD!!!!

It's the same head as your host, only much paler! You look back to your host in time to see the redness of his face transformed into an oddly familiar diabolic visage. A moment later the visage fades into a smoky black vapor leaving the body headless! This headless body wraps it's arms around the unfortunate Brunor before jumping backward with him into the blazing fireplace. Brunor lets out a scream as the fire engulfs his body. The serving-maid draws the carving knife from the bread and rushes to a corner clutching the knife

to her chest. The butler seems to have disappeared and the doors are closed. To make matters worse the chairs you were sitting on have begun to jostle violently. Roll initiative!

COMBAT

The scullery maid is **Milly**, she feigns fear until she has an opportunity to attack a character by surprise. The chairs are **Animated Chairs**. Their tactics are as follows:

Round 1. Chairs animate fully but do not attack. Quincy's head insults the players in an aristocratic drawl while Brunor dies in fireplace.

Round 2-4. Chairs attack their former sitters until destroyed.

Round 5. Table begins to jostle violently.

Round 6. Table animates and attacks random player each subsequent round until destroyed. **Candleboy** also attacks until destroyed.

Player can make the fight easier by using the fireplace to quickly destroy the chairs and table.

COMBAT ENVIRONMENT

Doors. Standard locked doors, DC 15 Strength to smash down.

Windows. The windows shatter easily and can be leapt from without danger.

Fireplace. Deals 2d10 fire damage per round to creatures occupying it's square that fail a DC 15 Dexterity Save.

DEVELOPMENT

Once the party have defeated (hopefully) the hostile creatures in the dining room, read the following aloud, you may need to adjust the narrative depending on where the party is at the end of the fight:

With the last of your assailants vanquished you have a moment to get your bearings. As you begin to eye your companions though the fireplace suddenly blazes and crackles with supernatural power illuminating the room in an alien amber-red light. The demonic face of your host appears suspended in the flames.

"Ah, you have survived. Well most of you have."

The eyes in the head roll up into whites and a disturbing groan comes from the fireplace. A moment later a flaming corpse stumbles out of the fireplace and passes through the demonic face. It stands before you briefly, then an oily white smoke erupts from its chest. The smoke appears vaguely humanoid and lets out another soul-wrenching groan as it is drawn into the gaping mouth of the demon. Your host's eyes roll back to look at you and it smiles.

"Delicious! But I am hungry yet. Soon you will all be mine." With that the head vanishes in the same black smoke as be-

fore and the fireplace returns former size and color.

Despite the fireplace returning to normal the room still seems off-color. Light seems to be coming in from the windows, despite it having been night when you arrived.

The doors out of the dining room have been locked but Torgo will open the door leading to the main hall if characters beat on it. He is easily intimidated and can provide the party with a sense of direction (see “Main Hall” in chapter 2).

If the head of Quincy is not destroyed in the combat it may be kept but will offer little useful information to the party unless taken to certain rooms (see appendix A for details on the head and its behavior)

From here on the magic (see “Main Gate” in chapter 2) trapping the characters and Donamoth is now active so the players will have to kill Donamoth to free themselves. This begins chapter 2 of the adventure where the group explores the mansion and kills the 4 lieutenants.

CHAPTER 2: EXPLORING THE MANSION

With the initial threat of the dinner ambush dealt with the party can proceed to exploring the mansion and collecting the shards from the 4 lieutenants. This chapter will make up the bulk of the adventure in real time. If the players get stuck consider having them stumble on **Torgo** who can provide them with direction.

EVENTS AND PEOPLE

Although the majority of this chapter deals with the contents of the maps, there are some story elements of the mansion that bear mentioning before separate from the map entries.

TRAPPED!

Once the combat in the dining room begins, a magical field rises around the perimeter of the mansion, the party has no way of leaving without killing Donamoth. Donamoth is himself trapped by a similar, though much smaller, field in the cellar. See the section on “The Mansion Grounds” at the end of this chapter for details on the magical field surrounding the mansion and what happens when it is approached.

ADVANCING THE PLOT

There are several things the characters will need to do as they explore the mansion to proceed to the final battle with Donamoth in the cellar.

Gather the Five Shards. Magical shards are needed to lower the barrier protecting Donamoth. Each lieutenant has one, and there is a one embedded in the head of Quincy. Quincy knows about the shard and can probably tip the party off to its use in exchange for some scraps of flesh. The other 4 shards will not come so easy.

Kill the Four Lieutenants. There are 4 lieutenants that Donamoth has favored with power from the ranks of the Red Listen: Chuck, Kruugar, Pirana, and Iason. Each lieutenant carries a shard which they defend with their lives. See the entries in appendix C for details on each lieutenant.

Lower the Barrier. Throwing the shards into the barrier in the cellar weakens it. Once all 5 shards have been used on the barrier it falls and the final battle with Donamoth begins (see chapter 3).

IMPORTANT NPCs

A few of the mansion’s inhabitants are not outright hostile to the characters and some can provide help or assistance.

Torgo. The uncertain cultists can be found in the main hall and provides the party with an idea of what has hap-

pened.

Quincy. His head is still alive and can speak. It can be found on the platter in the dining room, he is just a head and is mostly insane, but can offer useful information if taken to certain rooms. It also possesses a shard. For more information see the subsection “Quincy” of the section “3. Dining Room” room below.

Dbard. Is hiding in a secret room on the second floor with a stash of wine and cheese. He has some useful information for the party. For more information on Dbard see the subsection “Dbard” of the section “14. Master Bedroom” below.

CULTISTS OF THE RED LISTEN

The cultists encountered throughout the mansion are all members of a group calling itself “The Red Listen”. Donamoth appeared to the leaders of the group in a vision and manipulated them into attacking the mansion and partially freeing him from his prison.

Leadership. The cult was lead by three unusual individuals. Kruugar handled the spiritual “health” of the cult, Jauquee plotted, and Iason strongarmed an who wished to leave.

Teachings. The group believed in an imminent invasion of Faerun by an unstoppable abyssal host. This disaster was inevitable and the best that could be hoped for was subservience, but less punishment would be inflicted on those who listened to the whispers of the demons beforehand. The Red Listen were to be among these fortunate individuals.

Initiation. All full members of the cult have passed through a harrowing 3-day rite. In this rite the initiate incants infernal mantras until the language embeds itself in his mind, after which the initiate can understand infernal, but is forbidden to speak it (ie permitted only to listen). You may consider having any social interaction with such a cultist to be at advantage if the speaker is using infernal to communicate.

Dogma. Chaos is the natural order. Demons are the true gods. Obey the true gods. Listen for the whispers.

Manner and Appearance. Most initiates mutter and move erratically due to their exposure to malign abyssal energies. All wear red robes over their normal clothing and have a small red tattoo of a rectangle below each ear.

THE MANSION: GENERAL FEATURES

Doors and Walls. Doors are unlocked unless noted otherwise. They have AC 15 and 20 hp. Walls have AC 15 and 30 hp per 10 foot section. Both walls and doors are resistant to piercing damage. The walls in the cellar are of stone and are not so easily broken as their wooden counterparts on the levels above.

Windows. All windows in the mansion are of clear pane glass and

are easily smashed.

Lighting. Most rooms are lit by candles in scones or arranged in chandeliers. Rooms not lit are explicitly mentioned as unlit or dark.

Fireplaces. There are many fireplaces throughout the mansion. Entering the space occupied by an active fireplace deals 2d10 fire damage per round to creatures occupying it's square that fail a DC 15 Dexterity Save.

THE FIRST FLOOR

The first floor has several areas of interest as described below:

1. VESTIBULE

This chamber serves as the vestibule to the mansion and contains a coat-rack on the east wall with several garments hung haphazardly amongst its pegs. A fair bit of mud has collected around a boot-rack just east of the entry door, alongside a cane rack.

TREASURE

The contents of the vestibule include the following:

- 3 red cult robes
- 2 fine overcoats
- 4 pairs of cultist boots
- 1 umbrella
- 2 canes (see below)

The red cloaks and boots may be used to disguise party members. One of the canes is an exotic piece carved from ironwood and topped with an alligator skull. The other cane has a blade concealed within its shaft that functions as a shortsword when drawn. A DC 15 Wisdom (Perception) reveals this.

DEVELOPMENT

After the dining room fight the characters will find that the south door of this chamber has been shoddily barricaded with a wooden plank nailed to the frame. The plank is easily removed with a crowbar or sword blade; a successful DC 12 Strength check is otherwise required to remove the plank.

2. MAIN HALL

This large and sparse chamber serves the central hall of the mansion. An impressive candelabra hangs from the ceiling and several candles are set in scones on the south, east, and north walls. A fireplace burns in the west wall. There are eight doors here, all of wood: two in the north wall, one in the east, three in the south wall, and 2 in the west wall. The door center door in the south wall is flanked by two suits of exotic scale mail and a narrow blue rug runs north to south in the center of the room.

There is little of interest in this room apart from the scale

mail and a faint bloodstain on the carpet. The odor of wine come from the barrels stored directly below this room in the cellar.

TORGO

Torgo can be found here after the combat in the dining room. Roll a d6. On a 1-3 he is alone, on a 4-6 he is being bullied by a **cultist** who attacks the party immediately if he notices them.

Torgo is a middle-aged man with a paunch and scruffy grey-brown hair. He wants out of the cult and will happily tell the party all he knows if they promise not to hurt him. He was convinced to join the Red Listen by his uncle, Iason, who promised not to beat him if he joined. Iason soon broke this promise but by then it was too late to back out.

Having only been in the cult for a few weeks Torgo doesn't know much of their doctrine but he does know many things of use to the party:

- The cult was stirred up about the arrival of a messiah they called Donamoth, he told them to come to the mansion
- After the cult came to this mansion they killed everyone and opened a sarcophagus in the cellar
- In the sarcophagus was a bunch of dusty bones but Kru-ugar poured blood from some of the slain house guests and they formed into a horrible muscle-blood thing
- The thing in the sarcophagus called itself Donamoth
- The cultists went out with letters of invitation to the party
- Donamoth transformed the chief cultist into terrible monsters
- The appearance and personality of each lieutenant
- Donamoth can possess objects and dead people

TREASURE

The scale mail came from a plundered tomb in an exotic land and is adorned with colorful feathers and clumsy shoulder-plates. As they are they sell for 50% more than ordinary scale mail.

3. DINING ROOM

This area serves as a dining room and is warmly lit by a fireplace in the west wall and a candelabra in the ceiling. Many windows are set into the south wall looking out onto the gardens. Two sloppily kept serving stations are on the north wall strewn with bits of cheese and dried meats. Another serving table is near the south wall and is set with wine goblets, water, and a few casks. Centered in the room is a large wood dining table set for eight. Three large paintings on the east wall depict foreign locales: one shows an overgrown jungle tomb, another an exotic palace, and the third a moonlit desert nomad encampment. Two doors lead out through the north wall.

The paintings portrays some of the places Quincy explored during his career.

QUINCY

Quincy, or his rather his head, is probably still intact after the initial combat here. If you decided to animate the table then the head probably tumbled off during that portion of the fight. So long as the head is intact, it will ask the players for scraps of human flesh in exchange for its aid. It does possess some limited information, but has almost no memory of its life. Useful information the head can give limited, and only occurs when the head is taken into certain areas. See the entry “Quincy’s Head” in appendix A for more information.

DEVELOPMENT

This room is likely to be smashed up during the combat with the table and chairs.

TREASURE

The organ contains a secret compartment on its right side which pops out if the correct tune is played. The tune can be found on a marked page in a songbook in the library.

A successful DC 18 Wisdom (Perception) check reveals the compartment, and a successful DC 20 Intelligence (Investigation) discovers the tune required to open the compartment. If the intelligence check is failed by less than 5 the character knows that a tune is required but doesn’t know the keys. Alternatively, the compartment can easily be smashed open.

The compartment contains a gold ring set with moonstones (worth 250 gp)

4. KITCHEN

A large stone fireplace dominates the west wall of this kitchen, casting fitful shadows against the tables and crates crowded along the other walls. A cauldron hangs above the fire, boiling vigorously. Various cutlery and foodstuffs lie about the floor and counters. A door leads out of the north and south walls.

This kitchen was once clean and orderly but the new chef (Iason) doesn’t care much for organization. The cauldron contains various meat and vegetable matter; inquisitive characters discover a human arm amongst the cauldron’s ingredients.

TREASURE

There are 2 kitchen knives of suitable size to serve as daggers.

On one of the spice racks is an unremarkable vial of *Keóghthom’s Ointment*, as well as a single potion of hill giant strength (raises strength to 21 for 1 hour). Characters are unlikely to notice these items unless thoroughly searching the spice rack; the vials are also mentioned in Quincy’s journal found upstairs.

5. LARDER

This cramped room is filled with sacks and barrels, it appears to be a larder.

TREASURE

The larder contain the following distributed among the sacks and shelves:

- 50 candles
- 4 of sacks flour
- 30 days rations
- 3 barrels of pickled vegetables
- 2 barrels of salted meat
- 50 feet of rope

6. WEST STAIRWELL

Stairs lead up and down from the eastern portion of this room. There is a single door on the north wall, another on the east wall, two on the south wall, and one on the west wall, adjacent to the stairs.

7. BROOM CLOSET

This appears to be a cluttered broom closet. Rags, dustpans, brooms, vinegar, a crate of lemons, a mop, and some coal tar are here.

There is a secret door in the east wall that leads into the back of the fireplace. A successful DC 15 Wisdom (Perception) reveals the outline of the door behind the clutter. Note that the fire is currently burning so this is not a very functional passage.

8. TOILET

A wooden toiler and basin take up most of the space in this small room. A red robe hangs from a peg adjacent to a window on the south wall.

9. STUDY

Several candles burn atop a desk cluttered with manuscripts, scrolls, and books in the center of this room. A fine chair occupies the rear side of the desk and a smaller, but still fine chair is placed on the other side. A bookshelf takes up most of the north wall and a large bust of an aristocratic man with a prodigious mustache is placed against the east wall. A smoldering fireplace occupies the south wall and a large trunk sits in the south-west corner of the room. There is a single small window in the west wall, behind the desk.

A **cultist** is here behind the desk when the party first enters this room. Upon seeing them she leaps over the desk and rushes them with her *Khanjarli* (a short curled dagger).

The trunk’s lock has been smashed open. Inside the trunk is a shattered bottle of wine and several copper coins (there

are 18 coins in all)

The documents on the desk all relate in some way to Donamoth. Most are histories of Kalimsham, where the tomb of Donamoth was located. Skimming through the abundance of material takes ten minutes, on a successful DC 15 Intelligence (Investigation) check the party learns the information presented in 'Background' of Donamoth's entry in Appendix C.

The desk drawers contain pens, quills, inks and blank papers. Additionally a 'limpid blue potion' rests within one of the drawers. This potion acts as the spell 'Enhance Ability', Fox's Cunning (grants advantage on Intelligence checks for 1 hour)

10. NORTH STAIRWELL

A stairwell leads up and down from this area. Several small windows look out into the rear of the mansion along the north and south walls.

11. PARLOUR

This well lit chamber is furnished with amenities of leisure. A large piano and several chairs occupy the center of the room, a chess table with chairs is to the north, a sofa and lounge chairs are set before a large fireplace in the east and a low bookshelf is set against the south wall. Windows and several flowering plants are line the north wall, affording a pleasant view from the chess table. A door leads out of the east wall and two more lead out of the south wall.

Three **cultists** are lounging in the seating before the fire the first time the players enter this area. Two of them a slightly drunk and the third is unconscious. Characters wishing to sneak past or ambush them should have little trouble, a successful Dexterity (Stealth) check contested by half of the cultist's passive Wisdom (Perception) score leaves the cultists unaware.

If a character moves one of the chess pieces the three bushes along the north wall begin to move slowly toward the offending character and the piano begin playing discordantly. Dealing 5 damage to the piano silences it and stops the plants from attacking the characters otherwise treat the plants as **awakened shrubs** but with a move speed of 5. If the planters are destroyed and the piano is still playing the zombie from G4 smashes through the south most window on the east wall and attempts to attack the piano, or any characters who get in the way.

12. LIBRARY

This area appears to be a well stocked though poorly lit library. A single sconce is set into an alcove in the west wall above a sofa, casting shadowy light among the numerous shelves here. Two doors lead out from the north wall and another leads out from the east wall.

A decapitated cultist appears to have died reading in the

chair in front of the fireplace in the south portion of this room. The book in his lap is magical (see "Incarnating Tome" in Appendix A for details) and he read a section with an unfortunate consequence.

The library has texts focused on history and exploration of foreign lands. All of the books containing information relevant to Donamoth have been removed to the study on this floor and leave an obvious gap on their shelf.

DEVELOPMENT

There is a book on organ music with a page earmarked with the note "I won't have to call the carpenter next time I want it opened.". If the melody on the page (Galliard's Refrain) is played on the organ in the dining room a secret compartment pops open (see 'Dining Room' above)

THE SECOND FLOOR

The second floor is darker and colder than the first, the adventurers will need to explore this area to vanquish Chuckie.

13. NORTH STAIRWELL

Stairs lead down to the first floor from this area. Several windows are set in the north and east walls. A single door lead out from the south wall. There is nothing else of interest here.

14. MAIN HALL

This large chamber serves as the main hall for the second floor. A chandelier illuminates a suit of ornate armor holding a halberd in the north portion of this room. Nine door lead out of this chamber, five on the north wall, two on the east wall, three on the south wall, and one on the west wall.

TRAP

The suit of armor will strike out with it's halberd against any characters who approach nearby. An successful DC 12 Intelligence (Arcana) detects the trap, another successful check or *dispel magic* disarms it. The halberd makes a melee attack with a +3 bonus once per round at a random character within 5 feet of the armor. A target that is hit takes 1d10 slashing damage. An attack that misses means the halberd is lodged in the wall and the armor pulls itself apart the following round trying to dislodge it.

15. MASTER BEDROOM

This room appears to be a fine bedroom. A small fire burns in the fireplace on the west wall, providing some fair illumination of the furnishings. A large bed covered in a confused mess of pillows and blankets sits in the center of the room. A sofa is set before the fireplace and a privacy screen obscures the north-east corner of the room. A dresser is against the south wall alongside smashed bust. The north

portion of the room forms a large set of windows that look out onto the mansion's rear gardens. Two doors exit this room from the west wall.

This is where Dbard was staying when the mansion was attacked a few days ago. There is little of value or interest in the chamber but some of the clothes in the drawers are very unusual costumes.

16. NORTH CLOSET

The dark room appears to be a closet for the adjoining bedroom. A beaten old leather trunk sits against the west wall alongside a dresser. Given the sparseness it appears that this closet was meant for guests. There is an odor of wine and cheese.

Dbard is hiding inside the trunk, it is unlocked but Dbard is holding onto some straps set on the top of the trunks interior. A character attempting to open the trunk must succeed a DC 12 Strength (Athletics) to lift lid of the trunk with Dbard inside. See the section "Dbard" below for more details.

There is a secret door set in the south wall of this area. The door is constructed as a "pocket door" and characters who search the room will not find bits of plaster on the floor near the door's opening. A successful DC 12 Wisdom (Perception) check reveals the door.

DBARD

Dbard has been hiding in the closet since the cultist attack, and survived off eating cheese and wine. If discovered, he begs the party not to kill an innocent reveler like himself. He can tell the party about the cultist attack, as well as the transmutation of Pirana and her lair in the greenhouse.

SECRET

Dbard has been hiding in the small chamber on the other side of the secret door with a cache of wine and cheese. [] DBARD IS A DANDY. Dbard is hiding in trunk and knows about secret door but cannot find out how to open. Show trail of food bits to trunk.

17. BALCONY BEDROOM

This bedroom is neatly furnished with fireplace in the south wall, a small chair and writing desk, and a large bed flanked by two chests of drawers. Several windows in the east wall look out onto a balcony. A single door leads from the east wall onto the balcony and another two lead out from the west wall.

This was Quincy's bedroom, his journal is in the writing desk and contains some useful information (see "Quincy's Journal" below) Several pairs of fine clothing can be found in the drawers. The trunk contains an explorer's pack.

QUINCY'S JOURNAL

Quincy [] bathroom powders, fear of cultists, memorandum, note of sarcophagus

18. SOUTH BATHROOM

This chamber appears to be a fine bathroom, a lone candle flickers feebly against the south wall from behind a privacy screen. A wash basin, vanity table, and rack lined with dozens of powders are also here.

The powders are exotic scents that Quincy collected during his travels and can be used to overpower most odors.

There are 5 malachites (worth 10 gp each) hidden in a bladder amongst the excrementitious waste in the toilet. The location of these stones is hinted at in Quincy's journal.

19. LAB

Various alchemical reagents and apparatus are spread throughout the several counters in this room, dimly illuminated by a fire smoldering in the west wall's fireplace. Several bookshelves line the north wall. A single door leads out of the north wall and another leads out of the west wall.

Characters skilled in alchemy will find all they need here to accomplish simple (under DC 15) alchemy crafts. The books all relate to alchemy in some way, most dealing with herbalism's answer to exotic diseases.

SECRET

There is a secret door behind one of the bookshelves. A successful DC 15 Wisdom (Perception) check reveals this. The chamber beyond contains a chest with

20. CURIO CHAMBER

This room is well lit by two large sconces on the east wall. The only furniture here is a long table against the west wall with several objects arranged on its surface. There is also a large painting of a man rolling a boulder uphill centered between the two windows of the south wall.

THE PAINTING

The painting is magical and contains the spirit of a man doomed to the task of endlessly rolling a boulder uphill. Characters who inspect the painting and who succeed a DC 12 Wisdom (Perception) check note that the man in the painting is slowly moving.

If the painting is spoken to the man in it looks towards the speaker and replies while straining against the boulder. He entreats the party to take a rag with solvent from one of the desks in this room and rub away some of the boulder's mass. In exchange he promises to tell them information that may help them.

If the party erases some of the boulder he tells them about the monkey's paw in this room and warns them of the

wolf man in the trophy room. He also mentions that he was an artificer in life and will happily attempt to identify (as the spell) any strange objects the players acquire. He can perform this service twice per long rest.

TREASURE

The objects on the counter are Quincy's collection of novelties from his travels abroad. They include:

- A fist-sized jade toad-man (kuo-toa) figurine
- A monkey paw cut off at the wrist and capped with ivory (see entry in Appendix A)
- A pair of cymbals
- A pair of chime balls

DEVELOPMENT

If Quincy's heads is with the party it insists someone use take up the monkey paw so "I can see what happens to you"

21. TROPHY ROOM

A chandelier illuminates the heads of several strange creatures mounted on the north and east walls in what appears to be a trophy room, two swords glimmer above the fireplace on the west wall and a stuffed humanoid with a wolfish aspect stands adjacent to the fireplace, on its north side. A door leads out from the north wall, two more lead from the east wall, and a third leads out from the west wall. Two windows look out into the front gardens from the south wall.

The mounts on the walls include:

- A frog-man (kuo-toa) head
- Two shabby mummy heads
- A fine mummy head with sigils inked on it's wrappings
- An elk head with antlers of great proportions
- A giant grey kraken tentacle
- An empty mount

DEVELOPMENT

If the characters approach within 5 feet of the **stuffed werewolf** it comes alive and attacks them with it's claws. If the party has not yet encountered Donmoth's head in any of the rooms consider having it pose as a head on one of the mounts before flying into and animating the tentacle.

22. UNORGANIZED STORAGE

This small room is unlit. It contains a barrel, a dresser, and a table. The table is cluttered with oddments and scraps of fabric.

This is where Quincy stored damaged or counterfeit artifacts from his collection. There is nothing of value here unless the characters are looking to patch their clothes.

The barrel is empty and the dresser is crammed with moth-eaten fabric and low quality parchment.

SECRET

There is a secret door leading to a cobwebbed room with a trapped chest. The door has been plastered over and requires a successful DC 18 Wisdom (Perception) to discover.

Trapped Chest. The chest is locked and the key has long since been lost. A successful DC 15 Dexterity check with thieves' tools unlocks the chest. The lock on the chest has a needle built into the mechanism that is triggered when the chest is opened without the proper key. A failed attempt to pick the lock, or bashing the chest triggers the trap.

When the trap is triggered needle is launched from the lock dealing 1 piercing damage to the nearest creature in front of the chest.

A successful DC 20 Intelligence (Investigation) check reveals the presence of the needle in the lock's mechanism. A successful DC 15 Dexterity check using thieves' tools disarms the trap, removing the needle from the lock.

Treasure. The chest contains 1000 sp, an ancient copper torc (worth 25 gp), a small stone idol (worth 5 gp), and 20 archaic arrows.

23. CHUCK'S LAIR

This appears to be a child's bedroom though the bed is large enough for 2 adults, a single candle burns gently on a bed table in the north-east corner of the room. A doll house and several dolls sit on a table in the north-east corner of the room, and a large chest is centered against the south wall. A malicious looking doll is set inside a glass case on a small pedestal near the doll house. A single door leads out of the east wall and another leads out of the south. There is a single window set in the west wall.

This area served as a room for the children of any guests Quincy was having. It now serves as the lair of one of Donmoth's lieutenants, Chuck.

FIGHTING CHUCK

When the characters enter this chamber Chuck watching, motionless from inside the glass pedestal. Once the glass is tapped or damaged, or the party begins to leave the room Chuck will leap burst out and attack, pursuing the party until slain. See the entry "Chuck" in Appendix C for details. Chuck uses the toychest here to animate allies.

24. EAST STAIRWELL

Stairs lead up and down to the first floor, there doesn't appear to be anything else of interest here.

25. BOX ROOM

This cluttered room contains several crates stacked haphazardly against the south wall.

The crates are various adventuring supplies from Quincy's past. Their contents include:

- 1 chain shirt
- 1 suit of studded leather armor
- 2 shields
- 1 hand crossbow
- 2 shortswords
- 2 daggers
- 1 longsword
- 2 100-foot-long coils of hemp rope
- 1 dancing rope (see appendix A)
- 1 tent
- 4 bedrolls
- 2 mess kits

26. HALL CLOSET

This chamber appears to be a butler's closet. A broom, dust-pan, and several buckets are here as well as a dropcloth.

27. KRUUGAR'S LAIR

This spacious bedroom is dimly lit by a lone candle on table near an armchair. Two **cultists** are here. One dozes fitfully in the chair and another appears to be asleep at his feet. A faintly glowing purple powder is scattered over their robes and faces, and a thin brown smoke is visible around their sleeping forms. Three bodies lay on the bed in uncomfortable positions, one appears to be missing an arm. Two doors lead from the south wall and another leads from the east wall. One of the doors to the south is open, and a soft humming can be heard beyond it.

The dozing cultists are actually trapped in the dream world with Kruugar thanks to the powder on their bodies which is actually Kruugar Dust (see appendix A). He does not release them unless they are attacked by a character. The bodies on the bed were guests of Quincy, killed during the cultist attack. Two are male humans in fine but bloodied clothing. The third is a female half-elf in an evening dress.

TREASURE

The half-elf woman wears an finely wrought gold necklace worth 250 gp. One of the cultists holds a vial of Kruugar Dust.

DEVELOPMENT

Unless the party is very stealthy the cultist in 28 will rush in and throw Kruugar Dust on the characters, then attack them.

This room is also the domain of Kruugar, who will haunt the dreams of any characters who take a long rest in this room. See the entry "Kruugar" in Appendix C for details.

28. VANITY ROOM

This room is unlit, it appears to be a vanity room given the perfumes and comb-laden dresser against the east wall. The mirror on the dresser has been shattered and there is

a recent bloodstain. Bits of the shattered mirror litter the floor and table. A large trunk, its contents of clothing thoroughly ransacked, sits against the north wall. A single door leads out to the north.

A **cultist** is seated in a chair here, combing his hair. He has a phial of Kruugar Powder (see appendix A) and will use it on the characters if he spots them, otherwise he is busy looking at his reflection in a shard of the mirror on the floor.

THE CELLAR

The cellar is dark and dry, the entrance to the catacombs is here so the players will have to explore this area to complete the adventure.

C1. WINE CELLAR

This area is unlit save for an orange glow emanating from the south wall. The room smells strongly of wine, and numerous barrels are arranged along the walls. A stack of barrels also occupies the center of the room. Three stairwells lead up from this chamber, and a passage leading towards the orange light is visible on the south wall.

Two **cultists** guard the opening in the south wall and will attack any characters who come within 10 feet, otherwise they eye the party warily with daggers drawn.

C2. THE FORGOTTEN CATACOMB

The passage leading to this area is cramped and full of cobwebs. Characters who pass through it find themselves in a large chamber with several sepulchres in the walls. In the center of the room is a large stone slab with the faint remains of a body atop it. A fine longsword, apparently unaged, rests atop these remains.

This chamber is a forgotten burial area for the mansion's long forgotten original owners.

TREASURE

The sword is actually a longsword +1.

C3. DONAMOTH'S CHAMBER

A shimmering field of orange light blocks the passages leading to this chamber. Beyond the light, the dim form of a sarcophagus is visible. The light is impassible, and saps the strength of creatures who attempt to pass beyond it. It deals 1 hp of damage per round to creatures who are in contact with its surface.

DEVELOPMENT

Tossing shards belonging to the lieutenants into the field weakens it. If all four shards are tossed into the field it drops, and Donamoth attacks the group.

OUTSIDE THE MANSION

The area around the mansion has changed since the characters first walked through it. Read the following aloud the first time the characters exit the mansion after their battle in the dining room:

Outside the mansion things seem to have changed significantly, and a feeling of dread steals over you before you are even aware of what you are seeing. You immediately note that all the courtyard is bathed in a bright amber-red light, and the statues and gate seem to warp and distend faintly in this strange radiance. Immediately beyond the gate, and extending into what had been the sky is a great and impenetrable fog. The fog roils violently, yet makes no sound and draws no nearer nor further than you can tell. The silence of the fog is pervasive, and in fact the whole world seems to have been cut off by this great silent blanket. No rustle of wind or cry of animal breaks the stillness. It is as though the mansion and its immediate grounds were transported into a vast luminous cloud.

Though the scene is strangely beautiful, you cannot help but feel the dread in your mind well founded.

G1. THE GATE AND PERIMETER WALL

A gate of wrought iron is closed here. A stone and iron wall encloses the gardens and mansions from the surrounding land. When characters approach the gate or any of the perimeter walls read the following aloud:

It takes a moment for you to discern that something about the wall and gate are off, your first clue being a strange feeling of falling forward. A moment later you realized that the wall which seemed a mere 10 feet away has not gotten any closer, despite your steps towards it. It appears to recede just as you approach, and seems to match your pace exactly. Getting closer than 10 feet to the wall seems impossible, though none of the other objects in the courtyard have gotten any farther away.

Characters will be unable to get closer than 10' to the perimeter wall. If a character attempts to walk backwards towards the wall they note that they get no further away from the mansion despite their efforts.

G2. HEDGED TABLE

A small stone table with two seats is nestled against a high hedge here. A small stone bowl containing some kind of fruit rests on the table. Several withered roses hang from the arch over the main walkway.

The fruits are some sort of sour date, they are leathery

and have little taste.

G3. ENTRANCE

This is the way back into the mansion.

G4. STATUARY

The statues have changed from the likeness of Quincy to the likeness of each of the four lieutenants. Read the following aloud if the characters approach this area:

Four statues are here, each of a different creature.

The first appears so small to be a child and with eyes too large to be human, perhaps it is a doll or puppet. It holds a large dagger in one hand and has its other hand inside its overalls. A malevolent grin spans the width of its face. The plaque below reads "Jauque-e, second childhood"

The second statue is of an 8 foot hulking humanoid, its face is hidden by a large cowl and its shoulders are stooped. One burly arm rests on the handle of a formidable spiked maul, the other hangs by its waist. You get an impression of a stupid but cunning brute. The plaque below reads "Iason"

The third statue is in the likeness of a short, satyr like man with two bladed gloves on its hands, one of the hands is grasping the head of an unremarkable humanoid form curled around the satyr-feet. The plaque below reads "Kruugar, dream sage."

The fourth statue seems out of place. It appears to be of some kind of exotic plant with serrated leaves and pod-like flowers. The plaque below reads "Pirana, master gardener"

DEVELOPMENT

As the characters defeat each lieutenant the statue of that lieutenant crumbles, within the rubble the shard of that lieutenant can be found.

G5. GREENHOUSE

When characters approach the greenhouse read the following aloud:

A short cobblestone path lined with candles leads to a ruined greenhouse. Most of the panels have been broken out by the overgrown plant matter within, and those that remain are glazed over with heavy dew and algae. The door leading into the greenhouse is open, and a heavy fog bleeds out from the doorway into the adjoining grounds.

The greenhouse is so overgrown that the only means of entry is through the door, the glass panels are too foggy and the foliage too thick to permit a view inside. When characters

ters enter the greenhouse read the following aloud:

Hanging vines and branches drip with the oppressive moisture and your sodden footfalls create lazy ripples across the knee-high mist obscuring the floor. The smell of rich soil and fermenting foliage assail your nostrils.

As the party begins to move further into the greenhouse a **zombie** stumbles out of the undergrowth and attacks. Characters who fail a DC 8 Wisdom (Perception) check are surprised. Read the following aloud:

A shower of dewdrops rain down on you as massive leaf rustles overhead. This rustling was apparently caused by a man in a tattered green vest who lunges out of the undergrowth into your midst. A clump of his long hair gets caught on a branch and tears off his scalp, a purple-black box-like flower is blooming from a wound in his forehead. Roll initiative!

The zombie is one of the victims of Pirana who waits further down the path. The zombie has a gold tooth worth 2 gp to any adventure willing to cut it out.

As the party moves further down the path read the following aloud:

You continue down the narrow passage, no longer certain if you are still on a path or are wandering blindly when the foliage suddenly opens into a misty clearing about 30 feet across. Amber-red shafts of light pierce through the canopy above lending the thick swirling mist the quality of smokey blood. Across the clearing a sea of purple-black box-like flowers bloom, suspended above the mist on reedy stalks. Opposite you, on the other end of the clearing, is a much larger flower of the same box-like variety, but instead of a stalk it blooms from between the shoulders of some unfortunate creature!

The large flower quivers, as do all its smaller cousins, and with alarm you feel the branches around you shifting to close the passage you entered through! The flowers open simultaneously, the large one revealing an elven head, though the hair is gone and the eyes are burst.

"Kill... Me..." It whispers in a rasping voice into your ear, but how - it is so far away... Roll initiative!

Have the characters roll Wisdom (Perception) checks. Any characters rolling better than 12 notice the two **zombies** approaching from the sides of the clearing.

CHAPTER 3: DEFEATING DONAMOTH

After acquiring the shards from the lieutenants the characters can break the seal on Donamoth's sanctum and begin the final fight!

APPENDIX A: MAGIC ITEMS

The players may acquire some of the following items during the course of the adventure.

DANCING ROPE

Wondrous item, rare

A 50 foot coil of silk rope with a brass snakes head at one end and a short flute bound into the other. While holding the flute, you may use an action to attempt a DC 12 Charisma or Dexterity check using the flute. Success means you have “charmed” the rope and may have the snake-headed end move up to 30 feet in any unobstructed direction, or lock itself in place. You may issue a new move or lock command as a bonus action each turn as long as you continue playing the flute. The rope deanimates 1 minute after you stop playing. If you fail the charm attempt by 5 or more the snake head attacks you once with a *Melee Weapon Attack*: + 4 to hit, reach 5 ft., one target. *Hit*: 2 (1d4) bludgeoning damage.

At the DMs discretion you may attempt to have the rope perform more complex motion, such as tying a knot, but such a manouver will probably increase the charm DC.

The rope cannot lift objects attached to it in excess of 5 pounds, but when locked can support up to 1000 pounds. Bursting the rope requires a DC 20 strength check. It has AC 18 and 10 hp. If any portion of the rope is severed it becomes mundane rope.

KRUUGAR DUST

Wondrous item, uncommon

This brown powder smells of lamp oil and mollasses. Having the powder on your body or clothing causes your astral body to travel to an astral version of the mansion while you sleep or meditate. You will also have difficulty waking yourself and must succeed a DC 18 Wisdom or Constitution save if you wish to voluntarily leave the astral plane by waking up. While the powder is having this effect on you it glows a faint purple color and emits traces of thin smoke.

INCARNATING TOME

Wondrous item, rare

This appears to be an unremarkable book until you open it, at which point the book flies from you hands “pours” strange contents over your head, then it snaps shut and drops to the floow. The book contains a number of acts and each opening of the book uses up on of these acts. The acts occur in a specfic order, and once all the acts are incarnated the book loses all magical properties and all writing in it vanishes, including any on the cover.

For example the first example below has 3 acts. A character could pick the book up and read the title, shake it and hear sand, then open it and have 3 cubic feet of sand pour out near them. They could then shake the book again and

hear coins, open it, and be rewarded with a pile of 500 gold pieces. Shaking the book a third time would reveal nothing but opening it would bring forth a few more gold, some pottery, and a fight with a poisonous snake! If the character examined the book again they would find the title had vanished from the cover and opening the book would reveal only blank pages.

There are 3 incarnating tomes in the mansion. Each of the tomes is broken into 3 acts.

The first tome is called Murad and the 30 Thieves. It tells the story of a incredibly fortunate simpleton’s outwitting of a thieves guild. It contains the following acts:

MURAD AND THE 30 THIEVES ACT EFFECTS

Effect When Shaken	Effect When Opened
sound of shifting sand	3 cubic feet of sand pour out
sound of coins clinking	100 gp pours out
sound of faint hissing	5 gp, some broken pottery, and a poisonous snake pour out

The second tome is called Acar’s cruise and chronicles the adventures of a seafaring prince. It contains the following acts:

ACAR’S CRUISE ACT EFFECTS

Effect When Shaken	Effect When Opened
smell of seawater, hands become damp	seafoam drenches user
sound of cracking timber	a giant tentacle strikes at the user before vanishing into the book with a splash. <i>Melee Weapon Attack</i> : +6 to hit, reach 15 ft., one target. <i>Hit</i> : 6 (1d8 + 2) bludgeoning damage
book feels silky, odor of cinnamon	a small bolt of silk drops out (worth 25 gp)

The third tome is called The Prophet’s Tale and tells the story of a kingdom laid low by a plague of locusts. It contains the following acts:

THE PROPHET’S TALE ACT EFFECTS

Effect When Shaken	Effect When Opened
smell of grass	several ears of exotic maize tumble out
furious buzzing, as of insects	A swarm of insects attacks the user and any creatures nearby
hollow clinking sound	dusty old humanoid bones tumble out

MONKEYS PAW

Wondrous item, rare

This shrivelled monkeys paw is actually a useful but dangerous boon. If you hold the paw in such a way that it's digits can close around your thumb, the paw may be used to grant advantage on one of your rolls. Using the paw in this way counts as a bonus action and causes one of the paw's digits to curl inward towards the palm, touching your thumb as it does so. Once all five digits have curled the paw's magic is spent.

If the roll you make with advantage using the paw results in all '1's showing on the dice, you must succeed a DC 18 Wisdom save or fall unconscious for 1d4 hours. A *remove curse* or similar effect may be used to awaken you sooner.

QUINCY'S HEAD

Wondrous item, unique

This battered human head is that of the famed explorer Jerfort Quincy Wutherton III, or Quincy for short. It has been magically imbued with sentience by a shard embedded in the top of its head, and has a very limited recollection of its past life.

The head is friendly to living creatures and will engage any within sight in idle conversation unless some strong trigger to its memory causes it discuss non-trivial matters. Conversations with the head will quickly come round to discussion of food, in particular meat. The head will then ask to be fed some red meat, but will not find any quite satisfying except human meat. However this is never spoken explicitly.

Sadly the relief human flesh brings the head is fleeting as anything the head swallows drops out of the neck. Nonetheless the head will offer information to the party when it is present in certain areas of the mansion so long as they provide it with suitable "food".

The head is kept sentient by the shard lodged in the top of it. If this shard is removed the head becomes a normal head. The shard can be replaced and the head "wakes up" as if from a dream. If the shard is destroyed the head wilts into a putrescent, goo-covered skull.

APPENDIX B: LESSER MONSTERS

Donamoth has several new monsters under his command, their statistics can be found here.

ANIMATED CHAIR

Small construct, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	3 (-4)	1 (-5)

Damage Vulnerabilities fire

Damage Immunities poison, psychic

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

Senses blindsight 30 ft., passive Perception 6

Languages -

Challenge 1/4 (50 XP)

ACTIONS

Unseat. A creature sitting in the chair may choose to attempt to remain seated, doing so requires 2 free hands and a successful DC 10 Strength (Athletics) or Dexterity (Acrobatics) check. This check may be made with disadvantage if the creature has only 1 free hand. Creatures that fail this check or choose to stand are moved to a space within 5 feet of the chair, failure by 5 or more also knocks the creature prone. A chair that is occupied may only take this action and has its move speed reduced to 0.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 3 (1d6) bludgeoning damage

ANIMATED TABLE

Large construct, unaligned

Armor Class 10

Hit Points 44 (8d10)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	10 (+0)	3 (-4)	3 (-4)	1 (-5)

Damage Vulnerabilities fire

Damage Immunities poison, psychic

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

Senses blindsight 30 ft., passive Perception 6

Languages -

Challenge 1/2 (100 XP)

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 6 (1d8 + 2) bludgeoning damage

CANDLEBOY

Tiny construct, unaligned

Armor Class 13

Hit Points 3 (1d4+1)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	12 (+1)	3 (-4)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

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

Senses passive Perception 6

Languages Common

Challenge 1/8 (25 XP)

Wickborn. The life of a Candleboy is dependent on keeping its central candle's wick burning. At the start of its turn a Candleboy regains all its hit points if its central candle's wick is burning, otherwise it takes 1 damage. A Candleboy has 3 wicks, one central and two ancillary. Relighting a single wick requires an open flame (including flames on itself) within reach and is a bonus action, relighting 2 or more is an action. Putting out a wick may be accomplished with a successful grapple check against a Candleboy. Being doused with inflammable liquid requires a Candleboy to make a DC 14 Dexterity save, failure extinguishes all wicks.

ACTIONS

Spark Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one

target. *Hit:* 1 (1d1) fire damage. This attack extinguishes an ancillary wick when used and may only be used when an ancillary lit is wick.

A Candleboy is an animated 3 branched candelabra with a brass frame and 3 tapers.

MILLY

Medium humanoid (human), chaotic evil

Armor Class 10

Hit Points 5 (1d8 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	12 (+1)

Senses passive Perception 6

Languages Common

Challenge 1/4 (50 XP)

ACTIONS

Carving Knife. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage

Milly is an spindly young woman with flashing black eyes and a quick temper. She wears ragged serving garments she took from the recently murdered serving girl and speaks in a jarring soprano.

STUFFED WEREWOLF

Medium construct, unaligned

Armor Class 14

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	10 (+0)	3 (-4)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned **Senses** passive Perception 6

Languages Common

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. A stuffed werewolf makes two attacks with it's claws.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) slashing damage

Milly is an spindly young woman with flashing black eyes and a quick temper. She wears ragged serving garments she took from the recently murdered serving girl and speaks in a jarring soprano.

APPENDIX C: GREATER MONSTERS

The statistics for Donamoth and his 4 lieutenants can be found here.

IASON

Iason was the burliest of the Red Listen cultists, and his frame has remained his most notable feature after his trans-mogrification. He is cruel and restless, and wanders the mansion unless distracted in the kitchen.

IASON

Medium humanoid, chaotic evil

Armor Class 12 (padded armor)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	7 (-2)

Skills Intimidation +2, Athletics +5

Damage Resistances piercing, bludgeoning, slashing

Condition Immunities frightened

Senses darkvision 30 ft., passive Perception 10

Languages understands Common

Challenge 1 (200 XP)

Drop Kick. When a creature misses Iason with a melee attack Iason may use his reaction to make a Strength (Athletics) check contested by the creature's Strength (Athletics) or Dexterity (Acrobatics). Success results in the creature being knocked prone. Iason may only use this ability if he can see the creature.

One Step Closer. As a reaction Iason may transform the stairs under a hostile creature into a slide. All creatures on the stairwell must make a DC 15 Dexterity save or fall prone and move within 5 feet of the base of the stairs.

Not Quite Dead(1/Day). When Iason drops to 0 hit points but is not killed outright, he can choose to drop to 1 hit point instead and fall prone. Until the start of his next turn he appears dead unless a character makes a successful DC 15 Wisdom (Medicine) check.

ACTIONS

Spiked Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

CHUCK

Chuck was the most mischievous of the Red Listen cultists, and enjoyed seeing children cry. To further this aim Donamoth transformed him into a tiny doll-sized version of himself.

CHUCK

Tiny humanoid, chaotic evil

Armor Class 13 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Con +4

Skills Performance +2, Stealth +3

Damage Vulnerabilities lightning

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Relentless Malice. If damage reduces Chuck to 0 hit points, it must make a Constitution saving throw with a DC of 5 + damage taken, unless the damage is lightning damage or damage from a critical hit. On a success Chuck drops to 1 hit point instead.

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

ACTIONS

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

KRUUGAR

Kruugar was the most mystical of the Red Listen cultists. He was particularly fond of lucid dreaming and Donamoth has given him the power to exist in the Astral Plane.

KRUUGAR

Medium humanoid, chaotic evil

Armor Class 13

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	12 (+1)	12 (+1)	14 (+2)

Skills Insight +3, Intimidation +4, Stealth +3

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Astral Sight. Kruugar can see 60 feet into the Astral Plane when he is on the Material Plane and vice versa. His vision into the other plane is limited and follows the rules for shadowy illumination.

ACTIONS

Bladed Glove. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

PIRANA

Pirana has changed the most from Donamoths influence. She was a guest of Quincy's when the cultists attacked, and knew a great deal about exotic fauna. She hid in the greenhouse but was discovered and Donamoth thought it would be interesting to splice her into one of the large plant specimens in there.

PIRANA

Medium plant, unaligned

Armor Class 13

Hit Points 25 (5d8 + 5)

Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	3 (-4)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 30 ft., passive Perception 10

Challenge 1 (200 XP)

False Appearance. While the Pirana remains motionless, she is indistinguishable from an ordinary, though exotic, bush.

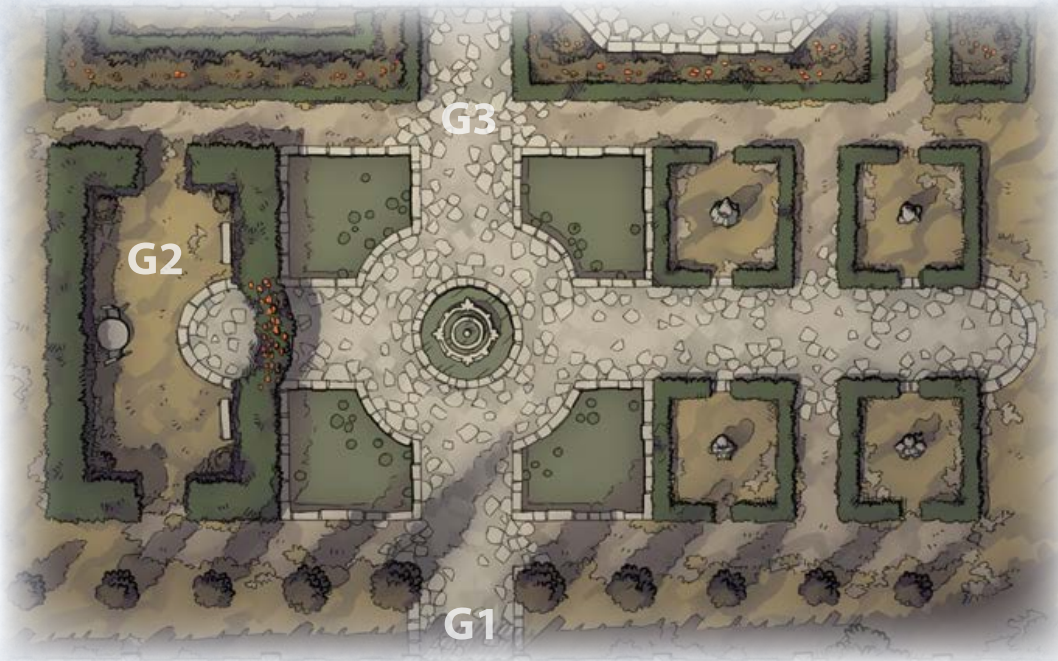
ACTIONS

Touch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) psychic damage. If the target is a humanoid that drops to 0 hit points as a result of this damage, it dies and is implanted with a Pirana bulb. Unless the bulb is destroyed, the corpse animates as a zombie after being dead for 24 hours. The bulb is destroyed if the corpse is raised from the dead before it can transform, or if the corpse is targeted by a remove curse spell or similar magic before it animates.

Mesmeric Pollen (3/Day). The many flowers sprouting from Pirana's body emit a cloud of pollen that targets all living creatures within 30 feet of it. Each Target must succeed on a DC 11 Wisdom saving throw or be charmed by Pirana for 1 minute. A creature charmed in this way does nothing on its turn except move as close as it can to Pirana. A creature charmed by Pirana can repeat the saving throw at the end of each of its turns, ending the effect on a success.

MAPS

MAP OF GARDENS



MAP OF CELLAR



MAP OF LEVEL 1



MAP OF LEVEL 2



PLAYER HANDOUTS

Dear friend,

I, Jerfort Quincy Wutherton III, cordially invite you to attend supper at my country home in Mistledale. You may have heard of me from my exploits abroad. I am enclosing 10 sovereigns in the hope that you will find them sufficient cause to attend the meeting I have planned. Arrangements have been made at the White Hart Inn in Ashabenford for your reception should you arrive early.

the handwriting in the next portion of the letter is less controlled

Please do come, I am not a spiritual man but have had strange dreams of late, and believe our fates are somehow intertwined. I feel I somehow owe you a debt, and hope meeting with you personally will jog my memory..

Your friend,

Quincy

reading the letter through you feel a sense of dread, but also a sense of duty to attend

