

manor, consisting of storage areas and a spring-fed cistern. She knows that the manor features subterranean areas more extensive than the cellar, but the Fellowship of the Golden Mongoose had yet to do a thorough search of those areas. (As a result, Gildha doesn't know about the secret door that leads to the dungeon.)

TRESENDAR MANOR DUNGEON

Although the Fellowship of the Golden Mongoose didn't find the secret door leading into the hidden basement beneath the manor, the agents of the Six did. They then made extensive use of the dungeon before departing. Map 2.2 shows the layout of the dungeons beneath the manor.

GENERAL FEATURES

Except where otherwise noted, all areas of the dungeon have the following features.

Ceilings. The ceilings are 10 feet high.

Light. The dungeon is dark. Old but still functional torches and lanterns are affixed to the walls of some rooms at your determination, but they need to be lit to be useful.

Doors. Most doors in the dungeon are wooden, and are closed and unlocked. If a door is locked, it takes a successful DC 10 Dexterity check using thieves' tools to open it. A locked door can also be smashed open with a successful DC 15 Strength check.

A character looking for a secret door finds one with a successful DC 15 Wisdom (Perception) check.

1. CELLAR

The stairway leading down into the cellar shows signs of recent foot traffic. Characters can find these tracks easily. When the characters open the door at the bottom of the stairs, read:

The door at the bottom of the stairs opens atop a set of double stairs that descend, north and south, about ten feet into a cellar. At the west end of that room, a cistern full of clear water bubbles lazily. A door on the cellar's west wall is ajar.

Cistern. Operatives of the Six tainted the cistern here. The water might appear pure, but it's teeming with a magical disease called ghoulish gut. No antacid in this world or any other can beat it.

Ghoulish Gut. Water polluted with ghoulish parts carries ghoulish gut. A creature drinking this tainted water must succeed on a DC 12 Constitution saving throw or contract the disease. Symptoms strike when a victim starts a long rest or next becomes excited, as during combat. A victim suffers severe cramps, and their bowels make sounds like two ghouls fighting. When the symptoms first strike, the victim takes 5 (2d4) necrotic damage. In addition, a diseased victim regains no hit points or Hit Dice from nonmagical sources, including resting or spending Hit Dice. A victim who finishes a long rest can attempt a DC 12 Constitution saving throw. On a suc-

cessful save, the victim shakes off the disease. Failure deals the character another 5 (2d4) necrotic damage.

A character who succeeds on a DC 15 Wisdom (Medicine) check can also remove the disease from another creature. Doing so requires the character making the check to care for the sick individual during a long rest. The caregiver gains no benefit from that rest.

Secret Door. A secret door leading to area 8 is hidden in the wall in the southwest corner of the room. Agents of the Six have used this door recently. A character who succeeds on a DC 10 Intelligence (Investigation) or Wisdom (Survival or Perception) check can spot the door or note scuff marks and tracks leading through it.

Walled Door. The door that leads to area 3 was walled over when the Redbrand Ruffians were ousted from the dungeons. The masonry over the doorway is obviously newer than the existing stonework, and is poorly mortared. A character who succeeds on a DC 10 Intelligence (Investigation) check confirms that something is behind the new wall. It takes 5 minutes to remove this masonry, or 1 minute if a heavy bludgeoning tool or weapon is used.

2. STORAGE

Stacks of crates and casks line the walls of this storeroom.

Trap. Agents of the Six braced three flasks of alchemist's fire loosely behind the crates. Any character who searches the crates must succeed on a DC 12 Wisdom (Perception) check to spot the rigged flasks before moving the crates or otherwise disturbing them. If a character moves any crates before spotting the trap, the three flasks tumble in different directions, exploding in a way that covers the entire room. Each creature in the room takes 2 (1d4) fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Treasure. If the characters spot the trap, any character who succeeds on a DC 10 Dexterity (Sleight of Hand) check can safely retrieve the three alchemist's fire flasks, disarming the trap. The crates and casks contain building supplies (nails, mortar, glue, and so forth) worth a total of 100 gp.

3. HALL WITH PIT

Defaced murals and metal etchings, probably once quite beautiful, adorn this hallway. An open pit divides the passage's eastern and western ends. Hanging from nooses above the pit are two humanoid figures, each clothed in white with a purple hood pulled over its head.

Creatures. The creatures hanging here are two **scarecrows** created by the archmage Hoobur Gran'Shoop. The constructs remain motionless until the adventurers move close or attack. These scarecrows can cut the rope holding them with their claws, but they