

prefer to remain hanging from their ropes while they swing to pull foes into the pit, using the following attack:

Swinging Grab. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* The scarecrow pulls the target 10 feet.

If a creature is pulled into the area of the pit, it must make a DC 13 Dexterity saving throw. On a failure, the target falls into the pit. On a success, the target lands prone at the pit's edge.

Pit. The pit is 20 feet deep. Operatives of the Six spread shards of broken glass over the bottom of the pit, so that a creature falling in takes 2 (1d4) slashing damage in addition to 7 (2d6) bludgeoning damage from the fall. Climbing the rough walls requires a successful DC 10 Strength (Athletics) check.

Development. If the characters defeat the scarecrows and search the constructs, large stones can be found in each one's stuffing. Hoobur Gran'Shoop's sigil—the dragon skull pierced by a sword from the bottom up—is carved into these stones.

4. CRYPT

Three smashed human-sized coffins and one intact smaller coffin lie on the floor here. The larger coffins are carved of fine mahogany and lined with rotting silk. Humanoid bones are scattered across the floor.

Creature. The smaller coffin is a **mimic** left to guard this area by agents of the Six. In its current form, this monster is indistinguishable from an object, so it surprises any group that has no means to detect it before it attacks.

Bones. When the mimic attacks, the bones spread across the floor begin to rattle and move, as if attempting to form into undead skeletons. A character who succeeds on a DC 15 Wisdom (Perception) check sees that fine wire ties the bones to the mimic, so that when the mimic moves, the bones move too.

Treasure. One of the larger coffins has a pouch sewn into the lining under an embroidered star, which a character can find with a successful DC 15 Wisdom (Perception) check. The pouch detaches from the lining with any sharp tug. Inside is a *potion of gaseous form* and a *potion of frost giant strength*, kept as a means of escape for someone accidentally entombed alive.

5. CELLS

The door to this area is locked. If the characters listen at it, they can hear ragged breathing. When they open the door, read:

This room reeks of filth and death. The corpse of a dragonborn rots in a rusty cell of iron bars to the north. To the south, a similar cell holds two living prisoners.

The cell doors are both locked.

Creature. Courtesy of the magic of Hoobur Gran'Shoop, the rotting dragonborn reanimates as a **ghast** moments after anyone opens the north cell. A character who quickly examines the corpse and succeeds on a DC 15 Wisdom (Perception) check notices tremors coursing through the body that warn of its imminent rise. Even before it animates, the corpse registers as undead to spells and other abilities that detect such creatures.

Prisoners. The two prisoners in the south cell are the sisters Ebella and Ocheri Splintfig (N female half-elf **commoners**). When the characters enter, the Splintfigs are too weak to move, but they beg for help. Both must be given food and water before they can freely speak. If either sister takes any damage, she dies. Moreover, if the characters fail to give the sisters food and water within 10 minutes, one of them dies. The surviving sibling then makes it her life's mission to seek revenge on everyone involved, including the adventurers who failed to act quickly enough to save her sister.

The Splintfig sisters sell rare herbs and spell components, and were visiting the manor to see if the franchisees wanted any of their wares. Their choice to stay the night turned out to be a textbook case of being in the wrong place at the wrong time when the Six's operatives attacked. The Splintfigs hid during the assault, but Drahkso Blaakberz, a dragonborn mercenary and part of the assault force, found them. Drahkso took pity on the sisters and refused to kill them, so his comrades locked him up with them.

The sisters talked to Drahkso a bit, and learned he was a mercenary hired to attack the manor. He mentioned that his employer was a short, hooded person who sounded like a goblin. Eventually, some thugs came and took Drahkso away. They then returned with his corpse and tossed it back in the cell.

Treasure. Four rare platinum coins (worth 15 gp each) covered in dirt and grime can be found in the north cell, as can three glass vials hidden by Drahkso—two *potions of healing* and one *potion of animal friendship*. A successful DC 10 Wisdom (Perception) check finds the treasure.

If the characters rescue both Splintfig sisters, the grateful half-elves return to Phandalin at a later date to give the party rare herbs worth 100 gp.

Franchise Opportunity. If rescued and treated well, the Splintfig sisters might become franchise business partners. As procurers of rare spell components, Ebella and Ocheri can expand their operation with suitable capital and assistance in locating and harvesting monster parts and other rare materials.

6. EMPTY ROOM

This small room is breathtakingly empty.

Sometimes, rooms are empty. Let the players' paranoia play out, though, as the characters search and ponder and fret.