

Leomund's Misplaced Manor

Home is what you make of it.

Leomund's Misplaced Manor is a D&D 5th Edition adventure designed for use in any campaign. This standalone adventure can be inserted at any point in a campaign when you wish to reward the player characters with a permanent base of operations. Finding the Deed to the Manor can be an adventure or reward in its own right and the events in *Leomund's Misplaced Manor* can lead to still more adventures.

Sessions: 1-2

Players: 4-5

Character Level: 5-7

by Michael J Winegar



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Introduction

"Now where did I put that pocket dimension..."

—9

About the Adventure

Leomund's Misplaced Manor is an adventure intended to give the Players a classic dungeon crawl while they explore the confines of the titular Manor and solve the mystery of its last owner. Uniquely, at the end of the adventure the location itself becomes the reward, along with any new allies the characters have made along the way and any treasure they find.

Adventure Background

The Manor is a pocket dimension designed by the great architect wizard Leomund. This pocket dimension is tied to an indestructible scroll which is often called the Deed to the Manor (or simply, the Deed). Through unknown means, the Deed left the possession of Leomund and has changed hands many times over a considerable number of years.

Any creature can read the spell at the bottom of the Deed to summon the Manor to a location where it must remain for a year and a day (see Summoning the Manor below for more information).

The last owner of the Manor was a fallen paladin by the name of Ergion Valesworn. Not content to merely defend civilization, Ergion became obsessed with finding a way to take the fight straight to the enemy. After slaying a necromancer, Ergion found the Deed to the Manor amongst her possessions. He soon used the Manor as a place to secretly study necromancy, alchemy, and conjuration. While he showed little talent for arcane magic, Ergion learned to create undead via alchemical means.

In his unrestrained lust for more power to fight evil, Ergion grew twisted and cruel over many years. He often summoned fiends to torture for information about the lower planes and he began work on an undead army. When his aging body grew ill, Ergion sought a transformation that would fill him with the power of his enemy. He disappeared soon afterward.

When the year and day were up, the pocket dimension collapsed, dropping the Deed. The Manor should have frozen in time but damage to some of the magic runes inside caused an imperfect stasis, allowing many things to age and dust to gather.

Hooks

What happened next to the Deed is up to you and the needs of your campaign. All that really matters is that one of the player characters comes into possession of the Deed. Below are some ideas:

- Inherited from a distant relative
- Won in a card game
- Found as treasure in a wizard's tower
- Bought from a bazaar of wondrous items

When to use this Adventure

The Manor is intended to become a home base for the player characters. Because they get to choose the location, it is probably best introduced when they have done some exploring in the world and have a good idea of where they would want such a home to be located.

Summoning the Manor

When the Deed has been acquired, the text of the Deed changes to match the first language of the creature holding it, if it has a language. The Deed is indestructible by any normal or magical means generally available. A character who reads the Deed learns the following:

The Deed to the Manor

- The Deed entitles the bearer to one Extra Dimensional Manor and everything found therein.
- The Door to the Manor may be summoned to any location by reading the spell written at the bottom of the Deed.
- The Door to the Manor cannot be placed in a moving location, such as a ship or a wagon. Any attempt to do so results in the immediate collapse of the pocket dimension and it cannot be summoned again for a year and a day.
- Once summoned, the Manor must remain in that location for a year and a day, at which point the pocket dimension will collapse back into the Deed until recast.
- The Manor will collapse upon the death of the current owner.
- The Creator of the Manor cannot be held responsible for what a new owner finds upon entering a summoned Manor.
- The Deed will always appear on or nearby the owner when it is looked for, even if it has been stolen, lost, or purposely left somewhere else.

The Door to the Manor can be placed in any location that makes sense. You might encourage the players to

think about a pleasingly mysterious location such as behind a waterfall or in the center of a hedge maze. The following are other suggestions for its placement:

- **Forest:** The Door appears in a tree large enough to contain it. If no such tree exists in the vicinity, either one appears with the summoning or an existing tree grows to accommodate it. Alternately, a trapdoor may appear on the forest floor at the base of a tree, probably under last year's leaves.
- **Hill:** The Door appears, built into the side of the hill, mountain, or cliff, perhaps veiled by ivy or hidden by a tricky fold in the landscape.
- **City:** The Door can appear in the side of an existing building or wall, preferably down a narrow alleyway.
- **Other:** Depending on the tone of your campaign, the Door could also be summoned in humorous places such as the outhouse behind a tavern, a broom cupboard in an existing house, or under a sign that says "Third Eye Fortunetelling House, Closed Due to Unforeseen Circumstances."

Summon Leomund's Manor

Casting Time: 1 minute

Range: 50 feet

Material Component: A physical reminder of your home.

Up to ten creatures can provide a material component. If they do so, they are considered joint owners of the Manor and the pocket dimension will only collapse if all owners die. The Deed stays with the creature who speaks the spell. If the keeper of the Deed is killed, a new keeper is randomly selected and the Deed can then be found on the new keeper or nearby.

As you speak, the words of the spell seem to rush out of your mouth, expanding to fill an immense space. You complete the spell by making a gesture as if you are removing a hat and placing it on a hook. The material components crumble into swirling dust which settles in the shape of a door on a nearby surface. The door seems weathered but solidly constructed. Instead of a keyhole, there is a small magic circle inscribed above the burnished handle.

Once the Manor has been summoned, the spell at the bottom of the Deed disappears. The door can be unlocked by one of the owners pressing their hand to the magic circle.

Digging Deeper

If you really want to get personal, you can ask the players to give you more details about their backgrounds before the session. Have them write up what reminds their character most of home, it could be art, food, smells, music, landmarks, buildings, or whatever else they can think of. Armed with this, you can make the horror of the bedrooms and kitchen more intimate as well as the reward more satisfying when the Manor is once again set right.

Notes on the Manor

- **Light Orbs** set into the walls provide illumination for every room in the manor with the exception of the Dungeon.
- **Ceilings** are 10 feet high except in the Main Hall, Laboratory, and Chapel where they are 15 feet high.
- **Walls and floors** are made of unremarkable stone unless otherwise noted.

1. The Main Hall

You enter a large dining hall with a fireplace to the left. There is a door on the opposite wall that has been barricaded with a bookshelf, an overturned table, and several wooden chairs. There is another closed door to the far right. The room is dusty but comfortably furnished with stuffed chairs, bookshelves, and unremarkable paintings. Set into the center of every wall, 5 feet high, there is a dark orb about the size of a melon.

To your immediate right, there is a lever set into the wall surrounded by magic runes.

The ceiling is a concave glass dome that magically reflects the weather outside.

A small humanoid is sleeping on a blanket in front of the unlit fireplace.

The Lever is used to activate the lighting system of the Manor and, unbeknownst to the characters, begins the process of charging the flesh golem in the Laboratory.

A DC 12 Arcana check reveals that the magic runes have been damaged so that any temporal stasis would

have been imperfect, hence the dust and aging of things within the Manor.

When the lever is activated, the orbs begin to glow with a soft, neutral light that illuminates the room and a cheery fire suddenly springs into being in the fireplace.

The Servant is the sleeping figure. He will wake up immediately unless the characters actively try to be quiet (DC 10 Stealth). He will also wake up if the Lever is activated.

Upon waking the Servant bows and mumbles a welcome to the Manor. See Appendix 1 for stats and roleplaying tips.

The gray little humanoid before you is of indeterminate race. His features are lumpy and pathetic and his brow, framed with wispy white hair, seems permanently creased with concern. He wears livery that was once fine but has been worn nearly to pieces.

If the characters have not activated the lever, the Servant will attempt to do so, acting confused if anyone tries to stop him, indicating that it merely controls the lights.

The Servant readily answers any question he is able, though his memory appears to have several gaping holes. The servant remembers:

- **The Old Master** was constantly unhappy and cruel. After he disappeared, the Servant fell asleep for a while.
- **The barricade** is because the rest of the manor became too dangerous to use.
- **The bedrooms** are not fit for sleeping in and there is probably something under one of the beds. Maybe under all of the beds.
- **A guest** came in with the Old Master once, but never came out again.

If the characters ask a question the Servant does not know the answer to, he will apologize and ask if they'd like something to eat or to sit by the fire.

The door across the room is locked (DC 12 to open with Thieves' Tools, DC 25 Strength to break down) and leads to Corridor 1 after the characters have cleared away the barricade. If no character is proficient with Thieves' Tools, the Servant can produce a key after some digging around.

The door on the far right leads to the Kitchen.

2. The Kitchen

The smell of dust and mold assaults your nose. Rusty utensils and dirty pans are scattered across the counter tops. As you look closer, you are disturbed to recognize that the platters of moldering food are your favorite dishes and desserts, things that never fail to remind you of home and your childhood.

There is nothing remarkable in the Kitchen. Its emptiness and atmosphere are used to build tension, giving characters a clue that the Manor is trying to accommodate them, but has been corrupted in some way.

3. Armory Corridor

The inside of the door has been hacked and splintered with edged weapons. A wide corridor extends to the left and right, turning corners at both ends. To the right there is a heavy wooden door set in the opposite wall and another door at the end of the corridor. It seems at first that three suits of plate armor stand as decorations but as they turn your direction you can see a skull inside each open helmet. The armored skeletons lift their weapons and charge.

Armored Skeletons attack the characters. Combat starts immediately with no Surprise Round. The two skeletons nearest the characters will attack with melee weapons while the skeleton farthest down the corridor uses its crossbow to attack any spellcasters or characters using ranged weapons.

Traveling left leads the characters into the Bedroom Corridor.

Traveling right leads the characters into the Dungeon Corridor.

The door opposite leads to the Armory and is locked (DC 12 to open with Thieves' Tools, DC 25 Strength to break down). If the Servant has already provided them with a key, it opens this door as well. A DC 12 Perception Check allows a player to hear movement inside. A DC 18 Perception check allows a player to understand the sound as the scrape of metal on bone.

The door on the far right leads to the Library.

4. The Armory

The orbs of light activate and shed light on an armory and storage room. The room is divided into aisles by six long, tall shelves full of all manner of equipment, though two of the shelves have collapsed, creating mounds of junk. The wall nearest the door is fit with weapon racks and armor stands.

Three more armored skeletons are engaged in various tasks, sweeping the floor with a broom worn down to a nub or sharpening swords down to little more than slivers of metal. The skeletons draw their weapons and attack.

The armored skeletons attack, two entering melee range and while the third uses its crossbow to attack any spellcasters or characters using ranged weapons.

The piles of junk are about 5 feet high and are considered difficult terrain. The room was intended as storage for a small army so the junk is made up of bags, rope, oil, leather scraps, tools, poles, tents, mess kits, pots, pans, water skins, and the like. Everything is old, damaged, and unusable.

A mimic in the mess: If a character comes within 5 feet of either junk pile, a large backpack suddenly sprouts teeth and makes a surprise Bite attack.

After this initial attack, the mimic will use the Disengage action to flee to the other junk pile in the room where it will assume the shape of a random object (see Mimic Object Table for a random object).

The backpack with teeth uses its pseudopods to spring onto the other pile of junk where it burrows in, sending a random assortment of objects flying in all directions. You hear it repeatedly grumble, "Nug'ri! Nug'ri!" When junk stops flying, the mimic has disappeared.

Random Mimic Object (D10)

1. Backpack	6. Canvas sack
2. Waterskin	7. Cooking pot
3. Bedroll	8. Mess kit
4. Tool bag	9. Boot
5. Coil of rope	10. Saddle bag

A character who speaks Undercommon will recognize the word *nug'ri* as meaning "hungry" in Common. A character who hears the word but does not understand it can repeat it to someone who does.

It takes an unobstructed line of sight and a DC 20 Perception check to see the exact object the mimic shapeshifts into. After that, if a character breaks eye contact with the object it takes a DC 15 Intelligence check to be certain exactly which object it was.

The mimic will only attack again if a character comes within 5 feet of the junk pile and there are no other characters within 10 feet. While hidden as an object, the mimic will attack with a Bite if it is picked up, repeating its tactic of attacking once and fleeing to the other junk pile to hide.

If the characters do not kill the mimic, see Appendix 2: Taming the Mimic for more information.

Treasure: The army gear and the vast majority of the weapons are useless, what hasn't rusted and rotted with age has been sharpened or polished down to scraps by the skeletons. There is a small, locked cashbox (DC 10 Thieves' Tools, DC 12 Strength to smash open) with old coins worth 2d4x100 gp.

Also, wrapped in rags and laid in the corner near the weapon rack, is a magic weapon called Vigilance. You can decide exactly what type of weapon it is to suit the characters, otherwise it is a longsword (see Appendix 3: Treasure).

5. Bedroom Corridor

From the corner of your eye, this corridor seems to stretch much farther than it really does. Wooden doors line the corridor every 15 feet on the left and there is a door at the far end.

Bedrooms: There is a bedroom personalized for each owner. There are as many bedrooms as there are owners of the Manor plus two extra, with a minimum of 5 and a maximum of 12. Each room is lit by a light orb that can be deactivated and reactivated by tapping it as long as the Lever in the Main Hall is on.

If you have used the Digging Deep option on Page 3, or if you know enough about the characters' background, you can personalize the description of the things found in each room. Otherwise you can read or paraphrase the following:

The bedroom is filled with things that remind you of home, only twisted and broken. Paintings of places you know have been slashed with clawed hands. Pieces of cultural art and childhood toys lie shattered on the floor. The blankets are threadbare and frayed. Demonic graffiti covers the walls in what you hope is flaking red paint, darkened with age.

Any character who can read Abyssal can translate the graffiti in a particular room as names of people and places from that owner's childhood home.

If a character looks under the bed, feel free to secretly roll a die. Whatever the result, tell them that they don't see anything. For an extra touch of horror, you could say that they hear a faint skittering noise or that they smell just a whiff of blood.

The door at the end of the Bedroom Corridor leads to a water closet that smells so foul it's like a slap in the face with a putrid hand. The demonic graffiti here is of a particularly lewd nature.

6. The Dungeon Corridor

This corridor turns to the left up ahead. There is a closed iron door on the far right. To the near right is a wooden door, slightly ajar.

The slightly ajar door leads to the Library.

The iron door leads to the Dungeon. (DC 25 to open with Thieves' Tools, DC 30 Strength to break down). The key is in the Library.

Traveling left leads the characters into the Laboratory Corridor.

7. The Library

Bookshelves line every wall of this room from floor to ceiling, save for a small, unlit fireplace in the corner. The shelves are in disarray and only half-filled. Books, scrolls, and papers litter the shelves, floor, small table, and chair.

The table holds the key to the dungeon and a few half-finished letters to knightly orders. Stacked nearby are several books on necromancy, alchemy, and conjuration magic.

The fireplace is choked with ashes and burnt paper. A closer inspection reveals the titles of a few books but none of them are salvageable. Some titles include, *Order of the Radiant Heart*, *Modern Chivalry*, and *Oathkeepers of Cormyr*.

Treasure: A Manual of Flesh Golems, *Raise Dead* scroll, *Tongues* scroll, 1d6 rare books worth 1d6x100 gp each.

8. Laboratory Corridor

A broken door lies at the far end of this corridor, twisted from its hinges by an incredible force. The open doorway flickers with erratic white flashes in time with short, sharp buzzing noises.

The flashing doorway leads to the Laboratory.

9. The Dungeon

This room is dimly lit by a blue glow that intensifies and fades like slow breathing. Two barred cells take up the majority of the space. The first cell is empty but covered in scorch marks and scrawls of chalk. The second cell is occupied by an elf woman made of translucent blue light. The ghost sits on top of a skeleton, weeping into her hands, on a rotting bed of straw.

The empty cell holds nothing other than chalk marks that can be identified as Abjuration marks intended to trap a fiend (DC 10 Arcana or Religion check).

If *Detect Magic* is cast, the bars in the room give off an aura of Abjuration magic.

The ghost of Lady Tamariel will continue weeping and ignoring the characters until one of them stands adjacent to the bars of her cell, at which point she looks up and uses her *Visage of Crushing Guilt*.

In subsequent rounds, if a character is adjacent to her cell she will reach through the bars to attack with her Withering Touch in an attempt to secretly activate her Possession ability (see Possessed Characters in her stat block).

If no character remains adjacent to the bars, she will retreat to the ethereal plane while staying within the cell. She is invisible but the characters can hear her wailing in Elvish about the injustice of being locked away to starve to death for a crime she did not commit. If a character comes adjacent to the cell or enters it, she appears and attacks with a Withering Touch.

If the characters address her respectfully in Elvish and succeed in a DC 15 Persuasion check she will tell them how the paladin Ergion Valesworn seized her and took her captive on a false accusation of murder. At first he promised to return her to her people in the High Forest for trial, but one night he confessed to her his mad desire to defeat his unholy enemies using their own power. After that, he ceased to speak of

taking her home and he used her as his confessor and confidant. She watched him descend into madness and evil. He would wake her in the middle of the night to tell her of the horrible things he had done in the name of good. A DC 13 Insight check lets a character see that she is holding back key parts of the story regarding herself.

With another DC 15 Persuasion check, she will confess that she did commit the murder she was accused of, an act of jealous rage against a rival artisan whom she felt was ruining her life's work. Without a trial, her imprisonment and starvation was tantamount to a cruelly unjust execution.

The more comfortable Lady Tamariel feels with the speaker, the more truth she will reveal. Refer to the table *Conversing with Lady Tamariel* for bonuses and penalties to the Persuasion checks with her.

Conversing with Lady Tamariel

Elf	+2
Cleric or Druid	+2
Trained in Religion	+1
Half-Elf	+1
Wizard	-1
Human	-2
Paladin	-4

Resolving the Encounter can take place in a number of ways:

- **Destroy her:** If the characters are unsympathetic or simply aggressive in combat they may destroy her. If they do so without hearing her story, every character who attacked suffers the effect of her *Visage of Crushing Guilt* as though they had failed the save.
- **Hold a trial:** If there is a cleric or druid in the party, or any character who can claim legal authority other than a paladin, Lady Tamariel will agree to such a trial and then confess to the murder and accept her punishment of death. After the trial she will dissipate.
- **Hear her confession:** In lieu of a trial, she can ask to confess to a cleric, druid, or someone with an Acolyte Background who is not a Paladin. After her confession she dissipates.
- **Offer her a proper burial:** She will accept and not attack while a character reverently gathers her bones and gives a solemn promise to bury them at the foot of a tree. She will sit in the cell and weep until this is done. If a significant amount of time passes without the burial taking place, she will escape the cell and haunt the character who gave the promise with her *Visage of Crushing Guilt*.

If the characters wait until they have defeated Ergion to deal with Lady Tamariel, she feels the positive change in the manor. She will no longer attack other

creatures and any speaking interaction with her has advantage.

10. The Laboratory

Your eyes water at the stink of chemicals and death. The large room extends to your left where there is a closed stone door set into a carved arch. The room is lit by luminous orbs. A machine set against the far wall flickers and sparks with lightning. On the side of the machine is a switch in the up position. A thick wire attaches the machine to one of the orbs in the wall. More wires connect the machine to the head of a nine-foot tall humanoid lying on a table. Broken shelves and tables are strewn about the edges of the room and the floor is covered in broken glass as well as a number of multi-colored puddles.

The Flesh Golem will sit up and bellow, "Master?" if any character makes an aggressive move or comes within 10 feet of the table or machine.

On its first turn, the golem charges toward the door to the corridor, calling for its master. In subsequent turns, it charges toward the stone door and then back to the machine, following the path outlined on the Laboratory Map in Appendix 2.

The Machine will shock any creature that starts its turn adjacent to it for 2D8 lightning damage. Per its stat block, this will heal the golem for the same amount. A character adjacent to the switch can shut off the machine by using an action. If the machine takes 20 damage it explodes, dealing 4d6 fire damage to all creatures within 15 feet.

The alchemical puddles have an effect on a creature that enters the same space:

1. **RED:** The puddle at your feet conducts electricity from the nearby machine. Take 2D8 lightning damage.
2. **GREEN:** A terrible smell, like rotting vegetation and body odor, rises from this puddle and sticks to your clothes. You must make a DC 12 Constitution save or be sickened (disadvantage on attacks and ability checks). At the end of each of your turns, you can make another Constitution saving throw. If it succeeds, the effect ends.

The smell can be polished out of metal or wood, but it will never come out of leather or cloth.

3. **BLACK:** You slip on this greasy substance and slide into the nearest corner of the room. The black puddle is difficult terrain and you

must make a DC 12 Dexterity check to successfully move to a new space or you must stay where you are for the turn.

If a character tries to jump out of the puddle, they fall prone in the square they tried to jump from.

4. **BLUE:** Your foot sticks fast in this puddle. You are restrained.

(There is an unbroken bottle of Universal Solvent somewhere on the floor which will dissolve the puddle. Alternately, the puddle may be frozen and broken or a character can remove their footwear, leaving it stuck. If a character is not wearing footwear when they step in the puddle, it serves them right for adventuring barefoot or being a halfling).

5. **ORANGE:** Anything that touches this puddle starts to immediately melt and sizzle. 2D6 Acid damage.
6. **YELLOW:** A puff of thick, yellow smoke heavily obscures everything within 10 feet for 1 minute.

Resolving the Encounter: When the Flesh Golem falls to 25 hit points or below, if it is not destroyed outright, it will lurch to a sudden standstill and close its eyes.

The stone door leads to the chapel. It appears locked at first but a DC 10 Religion or Arcana check reveals it is open to the hand of the living.

Treasure: Amongst the mess of the floor can be found intact a 2oz bottle of Universal Solvent, a 1oz bottle of Sovereign Glue, a Potion of Heroism, and a Potion of Water Breathing.

An enterprising character can try to clean up some of the puddles in the room, placing them into appropriate containers. The black puddle can yield one Oil of Slipperiness. The green puddle can yield two bottles of stinking liquid which cause the sickening effect on a creature they are splashed on. The orange puddle yields two vials of acid (2d6 acid damage).

11. The Chapel

This once beautiful chapel has been utterly destroyed and defiled. The walls are covered in profane writing and crude pictograms of torture. The middle of the floor is dominated by a huge pile of splintered furniture, bent candlesticks, shredded tapestries, and other destroyed religious paraphernalia. A thick layer of scum covers the surface of a rectangular pool along the far wall. To the far left, across the pile of junk, stands an altar with an unlit candle at each of the four corners.

The pile is difficult terrain and after Ergion's first round of combat it becomes the **bonfire** (see below).

The Pool houses the Corrupted Elemental which will attack any character within 10 feet. The elemental will not leave the pool for any reason and if no character is within its reach it sinks back into the water. Attacks against the water have no effect on the elemental. If the characters find a way to drain the pool, the elemental goes out with it.

During combat, the elemental's tactic is to drag characters into the pool where it will use its Whelm ability on them.

The Altar has four candles on it which burst into green flame when the elemental is awakened. At the end of each round, one of the candles goes out. A candle can be re-lit with magical fire by expending a spell slot of Level 1 or higher. When all of the candles have been extinguished a portal appears and Ergion steps from it.

A swirling portal appears behind the altar and you catch a glimpse of a fiery, hellish dungeon before it closes.

A tall figure in armor stands before you wielding a fiery lash. The armor is the color of blood and ornamented with horns that look as though they've sprouted from the wearer. "Kneel and serve me!" shouts the figure, "Or prepare to die by my hand!"

Ergion Valesworn attacks immediately, assuming each and every one of the characters does not actually kneel and swear allegiance to him.

On his first combat turn, Ergion will cast his Unholy Flame at a character on or adjacent to the pile. Hit or miss, the Unholy Flame ignites the pile and turns it into the Bonfire.

The Bonfire causes 7 (2d6) fire damage to any creature that starts its turn on top of it. It cannot be extinguished by any regular means.

Resolving the Encounter: When Ergion is killed, the bonfire goes out suddenly and any remaining Quasits vanish in a puff of ash. The Corrupted Water Elemental expels any character in the pool and then sinks back into the water.

Treasure: Ergion's armor has fused with his new fiendish flesh and it cannot be recovered. His demonhide whip, however, can be taken and used. The Gate Candle Stubs from the altar can also be taken, though they could be extremely powerful they could also lead to an interesting adventure in their own right. See Appendix 3 for more details on treasure.

Conclusion

"Nothing like a place to hang your hat. Now, where did I put my hat?"



Once Ergion has been defeated, you can make the cleansing of the manor take as much or as little time as you like. You might consider having the characters detail their plans for setting the manor back in order so that they feel even more ownership.

Once cleansed, the manor has several amenities that are sure to be appreciated by adventurers. Anything produced by the manor fades away to nothingness if taken outside the front door:

- **The Servant** willingly serves the new masters of the manor. He does not age, though as the manor is cleansed he looks healthier and acts happier. He will accept any name or names the characters choose to give him.
- **The fireplace** in the main hall never requires fuel.
- **The kitchen** can magically produce enough food to feed ten medium creatures three meals a day. Food that has been consumed does not fade away if a character exits the manor.
- **The bedrooms** resume a pleasant, clean, and homey appearance.
- **The mimic** can be tamed to guard the manor (see Appendix 1).
- **The flesh golem** can be repaired and re-educated to consider a new character its master if a spellcaster of appropriate level uses the Manual of Flesh Golems found in the library. This can be done at half the cost and in half the time it would take to create a new flesh golem. It is up to you whether or not to allow the spellcaster to take the golem with them on adventures or if it must stay with the manor.
- **The pool** in the chapel, once cleansed, no longer houses a corrupted elemental but instead is home to a healing spirit. A character immersed in the pool for 3d6 hours regains all hit points and gains the benefits of a *Lesser Restoration* spell. A creature immersed in the pool for 1d6 days gains the benefit of a *Greater Restoration* spell or can regrow a lost limb. Once used in this way, the pool cannot be used again until after the next new moon.

Expanding the Manor and the Adventure

Getting to name things around the Manor should be part of the reward and will give players a better sense of ownership as they clean up and repurpose rooms as they see fit.

When the players have truly made the Manor their own, you might consider letting them expand it. Future rooms could include:

- Smithy or forge
- Stables for horses or more exotic creatures
- Trophy room for stuffed monster heads and weapons of vanquished foes
- Training room with padded floors and racks of wooden weapons
- A back entrance that could be close to the main entrance or a thousand miles away

If you'd like the events in *Leomund's Misplaced Manor* to lead directly into another adventure, here are some ideas:

- The ghost of Lady Tamariel tells the characters that after she committed the murder, she buried all of her art, some of it magical, and that she cannot be laid to rest until the art collection is given to the family of the artist she killed. Until this is done, the ghost of Lady Tamariel will continue to haunt the Manor, making it difficult for anyone to rest or concentrate while she wails.
- Ergion can attempt to escape back to the Abyss through another portal, vowing revenge. If you decide to do this, make sure they players don't feel cheated by being powerless to stop his escape.
- They find Ergion's journal which reveals the location of another lair.
- Letters to Ergion from a fallen paladin still hiding within the ranks of the Order of the Radiant Heart.
- When the characters leave the Chapel, they find that the Flesh Golem has escaped the Manor and is rampaging through the city or across the countryside.
- A map, scroll, or book found in the library could lead the characters anywhere.

Appendix 1: Encounters

The Servant

Small, sad humanoid, neutral

Armor Class 10

Hit Points 16 (3d6 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	14 (+2)	9 (-1)	10 (+0)	9 (-1)

Senses darkvision 120 ft., passive Perception 10

Languages Common

Challenge 0 (0 XP)

Ageless. The Servant does not age, naturally or magically.

Hungerless. The Servant never needs to eat or drink.

Actions

Cower. The Servant will not fight, no matter what is done to him.

Roleplaying The Servant

The Servant's purpose is to invoke pity and to answer limited questions about the manor. He should be accommodating and respectful at all times but it is important that he not appear fawning and obnoxious.

He seems happiest when given a task to perform, such as shining shoes, polishing armor, or neatly arranging the contents of a pack. When given a simple, domestic task, the Servant performs it with admirable skill and total dedication.

Armored Skeleton

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 3 (700 XP)

Actions

Multiattack. The armored skeleton makes two melee attacks or a single Heavy Crossbow attack.

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

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Mimic

Medium monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (–3)	13 (+1)	8 (–1)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages Limited Undercommon

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Taming the Mimic Skill Challenge

If the characters do not kill the mimic, they can tame it as a guardian for the manor.

If a character attempts to clear the junk piles away, the mimic will attack in its usual pattern. If the mimic is ever caught or cornered with no way to hide in a junk pile, it fights to the death.

The first step in taming the mimic is to feed it. A mimic will eat food in any condition, though it prefers fresh, raw meat. The first time food is left near the junk pile the mimic will eat it after 1d4 hours if no character is in the room. The next time, it will eat the food immediately, staying near the pile but allowing an unarmed character to approach.

After feeding the mimic at least ten pounds of food, an adjacent character may make a DC 15 Animal Handling check. On a success, the mimic ceases to exhibit aggressive behavior and instead seems curious. On a failure, the mimic hides for 1d4 hours and must be coaxed back out with food. If the check fails by 5 or more the mimic attacks once with a bite and then goes back into hiding in the junk piles for 1d4 days, after which it can be enticed out again with food as long as no character has attacked it or tried to move the junk piles.

A character needs three consecutive successes to tame the mimic. The DC for Animal Handling decreases by 2 for every success, but a failure resets the DC to 15 and the successes needed back to three.

Once tamed, the mimic will move freely about the manor and the junk piles can be cleared away. It can be spoken to in Undercommon and it will occasionally give one word expressions of a feeling, most often, "hungry." The mimic will not attack anyone in the manor unless it is attacked or unless a regular resident of the manor is being attacked, in which case the mimic will defend them. The mimic will not willingly leave the manor and if it is forced to it runs away, never to be seen again.

The mimic might even learn to play with certain residents of the manor, appearing suddenly to startle them.

If the characters also fixed up the flesh golem from the laboratory, the mimic and the golem will exhibit a particular fondness for one another.

Lady Tamariel's Ghost

Medium elven undead, chaotic neutral

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (–2)	13 (+1)	10 (+0)	14 (+2)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Elven

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Visage of Crushing Guilt. Each creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be psychically damaged by overwhelming guilt. On a failed save, the target takes 1d6 psychic damage and has disadvantage on all Charisma rolls that require the target to look another creature in the face. This effect lasts for 1d4 weeks. If a target's saving throw is successful the target is immune to this ghost's Visage of Crushing Guilt for the next 24 hours. The Charisma effect can be removed with a lesser *restoration* spell.

Possession. A creature hit by Lady Tamariel's *Withering Touch* must succeed on a DC 13 Charisma saving throw or be possessed by her; she disappears and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't

deprive the target of awareness. Lady Tamriel's ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and she retains her alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or she is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost of Lady Tamariel reappears in her cell. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Possessed Characters

If the ghost of Lady Tamariel successfully possesses a character, that character will use all of its actions to move to the exit of the manor as fast as possible.

The possessed character gains the benefits of the *Spider Climb* spell. For an extra touch of horror, the possessed character could crane its neck back at an impossible angle as it skitters across the ceiling or up the wall.

The possessed character will only attack a creature that tries to block the way or restrain it.

If the possessed character succeeds in exiting the manor, the character collapses, taking a level of exhaustion. The ghost of Lady Tamariel immediately reappears in her cell where she begins weeping afresh.

Ergion's Flesh Golem

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (–1)	18 (+4)	6 (–2)	10 (+0)	5 (–3)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

Magic Weapons. The golem's weapon attacks are magical.

Unstoppable Charge. Ergion's flesh golem can move through spaces containing medium creatures or smaller. If it ends its movement in a square containing a medium or smaller creature, that creature is moved to an adjacent square.

Actions

Running Attack. As it moves, the golem makes a slam attack against any creatures in its reach.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage and the target must succeed in a DC 14 Strength save or be pushed 5 feet.

Corrupted Water Elemental

Large fiendish elemental, neutral evil

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (–3)	10 (+0)	8 (–1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Abyssal

Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage and the target is pulled 5 feet closer to the pool by a tendril of water.

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space. The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

Ergion Valesworn

Medium fiend, lawful evil

Armor Class 16 (chain shirt, natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	14 (+2)	15 (+2)	12 (+1)

Saving Throws Str +5, Con +5, Wis +4

Damage Resistances cold, fire, lightning, poison

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 10

Languages Common, Elven, Infernal, Abyssal, Celestial.

Challenge 5 (1,800 XP)

Devil's Sight. Magical darkness doesn't impede the Ergion's darkvision.

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

Brave. Ergion has advantage on saving throws against being frightened.

Actions

Multiattack. Ergion makes two whip attacks and hurls an Unholy Flame at a different target.

Demonshade Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 slashing and 1d6 fire damage).

Unholy Flame. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 10 (1d6 + 2 fire damage and 1d6 + 2 necrotic damage).

Summon Quasits: If no enemy is within 10 feet at the beginning of his turn, or if there are no Quasits in the room, Ergion uses Unholy Flame and then summons 1d4 Quasits which appear above the Bonfire.

Ergion's Quasits

Tiny fiend (demon), chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +5

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, fire

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common

Challenge 1 (200 XP)

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

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Strength save or be Grabbed by the quasit.

Grabbed . At the beginning of a Grabbed character's turn, that character is pulled 5 feet toward the Bonfire or the Corrupted Pool, whichever is closer. For each additional quasit that has Grabbed a character, move that character an additional 5 feet at the beginning of their turn.

A character can attempt to shake off all Grabbing Quasits by succeeding in a DC 12 Strength save at the end of their turn.

NOTE: Grabbed differs from Grappled in that the target's speed is not reduced to 0.

The Laboratory Map

On its first combat turn, the golem moves from **Point A to Point B**, taking advantage of its *Running Attack* and *Unstoppable Charge* abilities.

When it reaches the door at Point B, it calls forlornly for its master. On its next turn, it charges from **Point B to Point C**, where it bangs on the closed stone door, calling for its master.

On its third turn, the golem moves **back to its starting position at Point A**, which puts it adjacent to the Machine where it receives a healing jolt of lightning (assuming no character has turned the machine off).

On all subsequent turns, the golem repeats this route until it is destroyed or shuts down.

The puddle numbers coincide with the numbers and colors enumerated under the room description of the Laboratory above. The only puddle the Golem should ever step in is the GREEN puddle, which has no effect on it (the flesh golem already smells terrible).

When a character fails the Strength save after being hit by the golem, or if the golem ends its turn in the same square as a character (thereby forcing the character out of that space), the character should always be pushed into a puddle if possible.



Appendix 3: Treasure

Manual of Flesh Golems

Wondrous item, very rare

This tome contains information and incantations necessary to make a flesh golem. To decipher and use the manual, you must be a spellcaster with at least two 5th-level spell slots. A creature that can't use a *manual of golems* and attempts to read it takes 6d6 psychic damage.

To create a flesh golem, you must spend 60 days working without interruption with the manual at hand and resting no more than 8 hours per day. The special materials needed to create the golem cost 50,000 gp.

Once you finish creating the golem, the book is consumed in eldritch flames. The golem becomes animate when the ashes of the manual are sprinkled on it. It is under your control, and it understands and obeys your spoken commands.

Vigilance

Weapon, rare (requires attunement)

This weapon, called **Vigilance**, is embossed with the Heart and Star of the Order of the Radiant Heart (DC 10 History or Religion check to recognize). Vigilance is a +1 weapon that deals an extra 1d8 radiant damage against fiends.

If a fiend is within 300 feet of Vigilance, the blade (or head) glows as if it has been heated in a forge (it is warm to the touch, not hot) and the wielder gains advantage on initiative checks. If a fiend stays within 300 feet of Vigilance for 3 days without the wielder making an attack against the fiend, the weapon grows cold and dull, losing all special properties until someone uses it to slay a fiend. (NOTE: Tieflings are humanoids native to the Prime Material Plane and are not considered fiends).

Demonhide Whip

Weapon, very rare

This long whip appears to be made of deep red leather and it is always warm to the touch. If a creature struck with the whip makes a noise of pain, the whip sends a feeling of malicious joy surging through the wielder.

The demonhide whip has a reach of 10 feet and deals 1d6 slashing damage and an additional 1d6 fire damage on a hit. The whip is immune to fire damage, is considered a magic weapon, and it gives off an aura of evil.

Gate Candle Stubs

Wondrous Items, very rare

These four candle stubs can only be lit with magic fire by expending a spell slot of Level 1 or higher or from another source of magic fire as the DM sees fit. Once lit, they burn with green flame.

Using these candle stubs, you may cast the spell *Gate* without paying the material cost of a 5,000 gp diamond and without expending a spell slot.

The gate still requires a spellcaster to concentrate on it for up to one minute. There is a single use left to the candles before they are consumed, meaning that careless adventurers could be up for a one way trip to another plane.