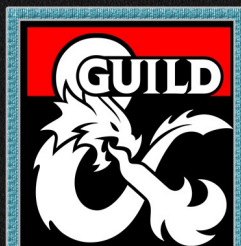


The Price of Life



ANDREW S. MORLEY



THE PRICE OF LIFE

FEAR, DEATH, LIFE. IT ALL HAS A PRICE. HE WAS WILLING TO PAY. ARE YOU?

CONTENTS

Credits, Contents & Legals	2
Introduction, Summary & Setup	3
Hooks	4
Chapter 1: The Cemetery	5
Chapter 2: The Mausoleum	7
Chapter 3: The Catacombs	11
Conclusion	19
Appendix A. Characters	20
Appendix B. Magic Items	24
Appendix C. Map	26
Appendix Reference Page	27

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INTRODUCTION

The Price of Life is a Dungeons & Dragons 5e adventure designed to be completed in about 4 to 6 hours of play.

The encounters have been designed to challenge an APL (Average Party Level) of 5th level but will also present a less challenging yet still enjoyable adventure for an APL of 6th level. Statistics for new monsters are provided near the end of this document.

It should be noted that not every loose end is tied up in the following text, nor every possible reaction accounted for. You should be ready to improvise as the players advance through the adventure! Unless stated otherwise, assume NPCs have the stats of a **Commoner**.

The adventure comprises three chapters.

- **Chapter 1 — The Cemetery**
- **Chapter 2 — The Mausoleum**
- **Chapter 3 — The Catacombs**

SUMMARY

While at the cemetery, the party stumbles into a mystery lying under the very stones they are standing on. Several people have already gone missing due to a bad tip-off about a powerful artifact that was hidden amongst what remains of the Price family. In response, the guards have increased security at the entrance to the Price family mausoleum.

It's all a ruse. The tip-off came from the man himself: Vincent Price. He is busily working on completing a ritual that will give him all the time he needs, but first, he needs more bones and souls. A specialist in fear, Vincent will put anyone who ventures down into his mausoleum through their worst nightmare before utilizing anything that remains. The adventurers must face themselves and their own fears if they want to put a hold on Vincent's rise to lichdom. Will they succeed? What price will they pay?

SETUP

The Price of Life is designed to be a one to two session adventure that can easily be placed in any of the major cities in your campaign or played entirely on its own. The adventure primarily takes place inside the Price family mausoleum and so the adventure has been split up into 3 sections; The Cemetery, The Mausoleum and The Catacombs. There is a lot of descriptive text for you should you choose to use it. Though you may find it unnecessary, atmosphere and description are important for an adventure based on fear. This adventure features 4 main encounters for the adventurers to play through, along with a few traps.

While the adventure can be run on the fly, it is highly recommended that you read through the entire adventure a few days before the group is set to play. This will give you time to talk to the players and attempt to wriggle out some of the player's fears. It can be difficult to elicit the reaction that you want if you're left guessing about the fears of the character. Working off the player as an extension of their character instead will make the game more interesting for everyone. If you would rather stick to the typical scary stuff, all that is included further on in the adventure, as well as everything else you need to know.

BACKGROUND

Just over a year ago, the city was steeped in the mysteries surrounding the death of the Price family. Everyone, including the children, were viciously murdered and left to be discovered by a concerned friend three days later. With no one to answer for the crime, the mystery of the Price family was left unsolved and the city continued breathing without them. Their mausoleum attracted many visitors at first because of the numerous contributions that the family had made to the city; Percival with his level-headed diplomacy in handling the turmoil of the region, and Vincent for his work in understanding and assisting those riddled with various phobias. Even Maria was a matron to her community, making sure all the children in the community were cared for, often stepping in for those who had no one else to turn to.

Time moves on, however, and so the mausoleum which was frequently refreshed with new wreaths and incense became dull and dormant. Much like the passing of time, the people moved on and settled into their new lives without the Price family around. There was seldom a whisper about them until a note showed up on the table in front of one of the crime bosses in the city. There was apparently something that was not mentioned in the will, something that could still be somewhere on the property, or perhaps buried with the family. The mausoleum suddenly had life within it again, but even that didn't last longer than a few minutes.

Hooks

To start the adventure, the party will have to make their way to the cemetery. Short of placing the party there, here are a few other ways you might be able to lead them to the opening event:

- A rumour about a light being seen in the cemetery at night. The ill-informed among the public might panic about spirits, but a quick check reveals the lone guard standing watch.
- A journal or book planted in a bookshop or library. Picking up the book causes a small note to fall out. It details the modifications to the statue of Maria. Further investigation of the book reveals the original owner was Vincent Price. Reading the journal reveals his obsession with fear and his own fears about his life ending early.
- The PCs overhear a thug speaking to someone else about how they couldn't find anything in the house except for cobwebs and dusty furniture. The only other idea he has is that the artifact was buried with the man. Listening closer to reveals more details about the artifact; something called a, "... master rune ...".
- News has spread about a sinkhole that has opened in the cemetery. It seems a carriage transporting a body to be buried has collapsed into the hole. In the wreckage, the PC's can see a cavity that has been created underneath the graveyard, though the collapsed material makes it impossible to crawl inside.



CHAPTER 1: THE CEMETERY

While at the cemetery, someone unknown to the party notices a guard standing watch over one of the mausoleums. They lean in close and inform a party member about the missing piece of the will and how it caused some trouble in the city recently. Apparently, some people figure that the missing artifact from the will is hidden within the mausoleum. Unfortunately, it looks like the city guards have decided to step in.

A FRIEND OF A FRIEND

To begin the adventure, read or paraphrase the following:

You're standing amongst a crowd of other onlookers as the body of someone who has passed on is carried into the cemetery on the back of a carriage. The slow procession draws out the wails of the rickety wheels as they clack repeatedly over the main stone walkway of the yard. Everyone around you seems focused on the ground, but one man dressed in black silks accented with a red scarf draped around his neck leans in and nudges your shoulder. "You see him?"

This is Rudy Jurano. He is an illusion created by Vincent Price but will insist that he is a friend of a friend. A character who suspects Rudy to be such can **must succeed a DC 15 Intelligence check or a DC 15 Wisdom (Insight or Perception) check** to discern the nature of the illusion. If unhindered, Rudy points out the lone guard standing next to the mausoleum on the hill and informs the party about what has been happening. He personally believes the mystery surrounding the death of the Price family is a cover-up, but no one wants to relive that nightmare, so he doesn't normally bring it up. If the characters seem like they are interested in figuring out what the missing artifact could be, or they just press Rudy for help, he will tell them to come back at night, mentioning, "... There is a less intimidating guard at the post then ..."

GUARD

At the far end of the cemetery, beyond the scattering of headstones and other markers lies the small hill that the Price family mausoleum has been built upon. The once white building raises up from behind these markers like a commander of the dead, calling all attention to itself and sending them forth to do what the undead do best.

Depending on the time of day when the adventurers choose to talk to the guard at the entrance of the mausoleum, they might run into different guards.

If the mausoleum is approached during the day:

Upon approach, the guard will halt the party and inform them that the mausoleum has been closed until further notice. If pressed, he will let the party know that it was the city guard who closed the mausoleum off because of the intrusions and disappearances. He doesn't personally see why anyone would want to go in there in the first place. His mindset is one of, "... *If they want to go in, let them, keeps the raff from terrorizing the rest of the city ...*". Although he is not against the party investigating the crypt themselves, he upholds his duty and refuses entry. He informs the party about the shift change tonight. A successful **DC 12 Wisdom (Insight) check** reveals he mentioned this so he doesn't have to deal with the backlash himself.

If the mausoleum is approached during the night, add the following:

As you edge around the bend, breaking the illusion of the building, you spot a lone guard standing post at the entrance. He looks young; young and restless. He watches your approach in earnest, seemingly anxious to communicate with someone, anyone... As you draw closer to this man, his expression changes. "Stay back you demons! I-I will not let you past me..." As the words tremble out of his mouth, so too does his weapon from his sheath...

This younger guard has fallen under the effects of the Crown of Madness spell and sees the approaching party as demons. Perceptive characters might notice the

blackness surrounding his eyes and the red glow that they seem to give off. This is the perceptive effect of Vincent's fear-based magic.

Though the guard will be aiming to kill the players, he shouldn't be much of a challenge. After a couple of knocks to the head, he will automatically snap out of the spell and come around. He's noticeably shaken by the event but can give the characters some information about the kinds of things he has seen out on his post. Tell them a couple of the non-combat illusions that are in **The Catacombs** section (see Chapter 3, Catacomb Illusions). Once known, the PCs gain advantage to see through those illusions.

If the party kills the guard: See **Conclusion** for details on what happens should the guard die from this confrontation.



CHAPTER 2: THE MAUSOLEUM

Having dealt with the guard at the entrance, the party makes their way into the mausoleum to find that the building has already been broken into. This was at one point a proud piece of a proud family. However, it has been left to go to shambles. They find the rooms picked over as far as material value goes, but they are far from empty. Before the party can move on, they will have to deal with what lies hidden, both illusory and ethereally.

MAUSOLEUM FEATURES

The mausoleum appears to be a short, single floor building on the outside of the structure, but a second floor lies hidden underneath in the mass of the hill it sits on. The dormant building long ago began to show signs of its age; now it's apparent.

Walls. The walls of the tomb are made from large worked stone bricks. They would have originally had a white colouration, but that has grown dull with age. The walls now appear to be a more common grey.

Doors. The doors on both floors of the mausoleum are iron bar gates. Characters can see through the gates easily into the other rooms.

Light. There is no source of light on either floor of the mausoleum leaving the entire structure in complete darkness. The sconces on the walls remain empty having long past their usefulness.

Smell. The closer to the centre of the mausoleum, in fact, emanating out of the pit hazard at the bottom of the staircase is a foul stench. The source of which is revealed in **area C2**.

M1. MAUSOLEUM ENTRANCE

As the party steps into the entrance of the mausoleum, read or paraphrase the following:

As you open the door, leaves from the trees outside scatter across the floor like mice at the first sign of light. A large stone altar adorned with the remnants of a shrine dominates the far end of the room catching some of these errant wandering leaves on the steps that lead up to the platform. Large indentations have been set into the outer walls of the room and seem to have, at one point, served as storage shelves. Beyond the altar is a large iron gate set into an archway. Something faded appears to be etched above the door but cannot be made out from this distance.

This is a rather large entrance being about 40 feet on every side. The indentations in the walls are carved deep into the walls on either side of the chamber opposite the doors and hold small piles of rotting flowers; long forgotten condolences. Everything of value has been taken from this room by looters looking to capitalize on the death of the family.

Once the party have entered the room proper and inspect the area beyond the altar, read or paraphrase the following:

Faded wording appears to have once been etched above the arch, however, years of low maintenance have left the reading practically unintelligible. Beyond the gate lies a set of stairs that lead downwards, further into the darkness.

The writing on the archway above the gate is an older form of Common. Though time has removed much of the detail, a character with a knowledge of old texts might be able to read the carvings given some time and a successful **DC 16 Intelligence (History) check**, resulting in reading, "Death is not the end of life, but the Price."

The gate at the back of the room is damaged to the point where it will not fully close. Closer inspection and a successful **DC 10 Wisdom (Perception) check** reveals



that the gate had been locked at one point, but that lock has since been removed -- forcefully.

M2. STAIRCASE

Stone steps lead the way into the darkness at the bottom. The ceiling now looms over you, seemingly hovering less than a few inches above the tallest person in the group. As you descend the steps, from around a bend, a foul odour grows ever more present, culminating into outright stench at the T intersection near the bottom of the staircase.

TRAP!

A pit trap is hidden at the bottom of the stairs. A successful **DC 13 Wisdom (Perception) check** reveals that the stonework on the floor is completely void of pebbles and other small debris. A successful **DC 13 Intelligence (Investigation) check** reveals the illusion. Once a character sees the illusion for what it is, it becomes faint for that character. Any character that fails to notice the trap may make a **DC 13 Dexterity saving throw**. On a success, they manage to catch themselves. On a failure, they plummet 30 feet into the pool of water in **area C2**, taking no damage.

If a character falls into the pit trap, read the following:

You catch a quick glimpse of what appears to be an open room with some tables a split second before you land in a pool of what seems like water. Before you can even make your way to the surface, several large bloated sacs brush against your face. A layer of them blocks your return to the surface. Your hands must physically push the floating veil aside before you are able to find the surface.

The remaining characters see the other fall through the floor and hear a loud splash. The foul stench worsens immediately. Each character within 10 feet of the pit must make a **DC 11 Constitution saving throw**. On a failure, the character is poisoned for 1 minute. The character that fell into the water must make a **DC 16 Constitution saving throw** or become poisoned for 1 minute.

Once the PCs reach the bottom of the stairs, read or paraphrase the following:

Two gates lie on opposing sides of the landing; one seems to lead into a hallway while the other leads into a larger room.

The gates on either side of the landing are both unlocked and undamaged. The only gate that was meant to be locked was the one at the top of the stairs. Typically, only members of the family were allowed past that point.

M3. HALL OF HISTORY

An extended stone hallway reaches deep into the room. At the end of this path lies a large square chamber. As you move further into this space, the gates of two smaller rooms materialize on either side of you. On the exposed northern, eastern and southern walls is a large tapestry that spans nearly the circumference of the room. The scene depicts what appears to be a large tree in the middle surrounded by several other images.

The tapestry hanging on the wall of the larger chamber depicts the continuing story of the Price family. The images around the tree form a timeline of the lineage, illustrating the great events in the Price family history. Succeeding on a **DC 13 Wisdom (Perception) check** allows a character to notice that the dancing images on the cloth never seem to settle, even when the fabric does. A successful **DC 16 Intelligence (History) check** will reveal to the character a story that they have heard about, or that they have personally witnessed some of the scenes that the tapestry is depicting.

Those with proficiency in Arcana that succeed a **DC 15 Intelligence (Arcana) check** know that the tapestry magically records events in history having to do with the family. To that end, the tapestry seems to end on an image of a silhouette of a house covered in red streaks.



TAPESTRY EVENTS

Choose an event that was important to the foundation of the realm, either for the better or worse and describe that to the character while placing the Price family near the centre of the event. The settlement of the city or defence thereof serve as great examples but consider the other side of that fence as well. Some examples have been included for your ease of reference, but feel free to exchange them for your own events.

Settlement. The Price family was instrumental in securing the land for the new settlement that would later become (insert the name of the city this adventure takes place in). Most notably, Leonard Price acted as the intermediary between the locals and the settlers during the negotiation portion of the process.

Fire Fighter. When the chapel roof was struck by lightning and caught fire, Beatrice Price stepped up and rallied the crowd into fighting the fire that would have certainly consumed the entire building.

Traitor. When tensions between the classes were at their height, Taylor Price revealed themselves as a speaker for the opposing side. Taylor's words and actions created decades of hardship for the family and their associates.

MARIA PRICE

Whilst the characters are busy investigating the tapestry, or if they move to the adjoining smaller storage rooms (**areas M4 a&b**), a light blue glow sparks into life near the centre of the room. Unless otherwise focused on another task, the character with the highest **passive Perception** is the first to notice the following development.

Read or paraphrase the following:

Suddenly, the light blue glow gathers and forms the outline of a woman. As she flickers in and out, you catch more details about her face, figure, and clothing. Long dark hair floats about her as if underwater and shrouds most of her face, though through her hair you can perceive her pale blue lips mouthing a message "Have you come to help us?" before flickering once again, repeating the same motions and message.

This is the **ghost of Maria**, the late wife of Vincent Price.

A **DC 14 Intelligence (Arcana or Religion)** check

reveals that her form seems to have trouble staying on this plane. They think there may be some planar interference in this area.

If any of the characters in the party reply to her message, read or paraphrase the following:

Her form suddenly materializes directly in front of (point to the player). From this new perspective, you can easily see the marks around her neck. Her budding eyes are staring directly into yours, waiting for another response as if second guessing that there was any response at all.

In death, she has become trapped in this spot, unable to leave without her children to join her. She cannot sense their life force and thus, does not know where to find them. She knows that they were murdered on the same night she was because they had joined her in the afterlife, but they have again been taken from her. She suspects Vincent, but she cannot sense his life force either. She stays on this spot, watching the tapestry for any clue as to their whereabouts, viciously attacking anyone who disturbs the tapestry. It remains her only item of value within the walls of the mausoleum.

If characters seem sympathetic to her pleas for help, she asks to imprint herself on someone in the party using her **Imprint** ability.

Roleplaying Maria Price. Maria is the manifestation of her spirits desperation to get her children back. Though she should be vengeful towards Vincent, she cares not for his (eventual) demise. She wishes for the end of the torture that is preventing her from resting with her children. She is soft-spoken and kind, but like all spirits, she commands a certain level of respect. The length of her fuse can be measured in extremely small increments and anybody who disrespects her, her children, or her pleas for help are likely to set that fuse alight.

If Maria becomes hostile for any reason, she will single out the character who triggered the hostility and solely attack him or her, meanwhile using her **Horridifying Visage** ability to deal with the others. If she is reduced below half hit points, she will fade into the ethereal, thus ending the combat.

Maria will continue to haunt the triggering character throughout this level of the mausoleum, attempting to imprint herself on him or her forcefully. It is left to the DM at this point to use Maria wisely, attacking the character concerned when they least expect it or whilst the character is alone or occupied with another task.

M4 A-B. STORAGE ROOMS

Note: Each of these rooms has a few indentations in the walls that served as shelves. Both rooms have an iron gate for a door; neither one has a lock.

Area M4a held several trinkets, the broken pieces of which have been scattered into every corner of the room. A **DC 14 Intelligence check** reveals that some of the scattered pieces once belonged to a set of children's toys. Others come from a jewelry box long past its prime.

Area M4b is littered with grey dust that coats every surface in the room. A brass lid rests upside down on one of the shelves. A **DC 12 Wisdom (Perception) check** reveals a crumpled, slightly stained piece of parchment hidden underneath a layer of dust. If prepared, give your player the **parts handout** included with this adventure!

These rooms also work well if the party wants to have a short rest as they are easily defended. If the party does decide to attempt a short rest on this level of the mausoleum, roll a d20. If the result is 9 or under, pick one of the non-combat illusions from **area C1** and have one or two of the characters experience the illusion.

CONDITION: GHOST TOUCHED

A character who is **Ghost Touched** becomes a vehicle for the spirit of Maria Price. Using her **Imprint** ability, she leaves a mark on the body of a character in the shape of her elven hand. This character experiences the following effects:

- The Character feels a constant chill, especially around the mark itself.
- The Price family zombies in **area M5** will not attack the **Ghost Touched** character, whilst any attack against them is met with 2 (1d4) rounds of confusion.
- Any touch attack made against **Vincent Price** will also age him by 3 (1d6) years.
- Vincent will target this character first if he is able to complete the ritual for his phylactery.

M5. STATUE ROOM

As the gate opens into the dark room, you breathe a sigh of relief. In here, the world does not seem to press down on you so much. A large elongated room stretches out before you. Spaced evenly throughout this chamber are a series of platforms, each of which holds a statue, with one exception; the platform at the far end of the room. Of the four statues present, there are two children, and two adults; a male and a female for each. Their figures contrast against the stone that surrounds them as they cast their glances down on those who would look upon them.

The adult female has an empty hand extended, as if offering someone before her an item or object.

The reason the figures of the statues contrast against the other stonework in the room is that one of them is a statue. The rest are illusions. Characters that succeed on a **DC 15 Wisdom (Perception) check** can hear a faint shifting sound akin to shifting leather armour. Anyone who chooses to investigate the statues by reaching out to touch them, or even stand in front and observe them for any length of time are immediately attacked by the closest figure.

Read or paraphrase the following:

As you lean in to get a closer look at the statue standing before you, an involuntary chill runs down your spine.

You are being watched!

Without warning, a hand reaches out from the stillness of the statue and attempts to grab hold of you! Looking up, you see hideous blue eyes. The once still statue is replaced by a horrifying figure that bears resemblance to the likeness it was hiding inside ... and it's not the only one ...

Hidden in the statues are the reanimated remains of **Percival, Victoria, and Jonah Price**. They have been reanimated by Vincent to guard the entrance to his underground ritual chambers. They will do so until the time comes that either Vincent has ordered them to stop or Vincent himself has passed on into the afterlife.

Their movements and attacks can be openly described as more chaotic and unpredictable. This reflects the nature of their summoning. They are not the low-level zombies that the party may have run into in the past. A successful **DC 12 Intelligence (Arcana or Religion) check** reveals that trapped souls are being kept hostage in their own bodies. Their movements reflect this desire to be set free. Any **success by 5 or more** reveals that foul and unknown magic, and the nature of being undead, keeps them sealed in these rotting prisons, preventing them from truly passing over to the afterlife.

The following occurs during battle:

Jonah uses his small size and skills as a rogue to dart in and out of the fight, prioritizing an opportunity to sneak attack over everything else.

Percival will attempt to position himself so that he does not have to move much but still grants Jonah his sneak attack bonus.

Victoria stays up on her pedestal, away from the fight, while attempting to use her 'control' spells against the party. She will attempt to use her Tides of Chaos ability as early as she can. Rolling on the Wild Magic table will put a good spin on this fight and keep it interesting, so consider even rolling on it just for fun!

Anyone searching the walls that succeeds a **DC 13 Intelligence (Investigation) check** will find a secret door. This door leads to **area C1**. The door can only be opened using the statue of Maria (see below).

The only real statue that remains in the room is the statue of Maria. If there is a **Ghost Touched** character in the party, the closer they get to this statue, the colder their mark feels, becoming painful if they move to investigate. A successful **DC 13 Intelligence (Investigation) check** reveals the hand she is holding out has a camouflaged hinge. Grasping her hand and pulling downwards reveals a secret door hidden behind the statue.

If players miss this secret door or fail to open it using the statue of Maria, and subsequently are having problems progressing on, remind them about the pit dropping into an open space below **area M2**.



CHAPTER 3: THE CATACOMBS

The party believes they have seen it all. They each descend the wooden steps into their own personal hell without fully understanding the extent of his power. They stumble around the playground of a man who has been able to not only murder his entire family but defile their bodies for his own twisted purpose. Now his eyes are on the PCs, while their eyes are worried about what is around the next corner. This is his game.

CATACOMB FEATURES

The catacombs have no appearance outside the mausoleum. Hidden under the sprawling yard of the cemetery, the catacomb hallways follow the walkways that lie on the surface. Each grave in the cemetery has been emptied; the bodies taken and used for Vincent's own purpose.

Walls. The walls of the catacombs have been magically dug out underneath the cemetery. They consist of a mix of dirt, roots, and rotting wood. Several boards are fitted to the walls and ceilings in strategic places to brace them and keep them from collapsing in on themselves. Any combat that **misses by 5 or more** causes damage to these boards, causing the 5ft section of tunnel occupied by the offending creature or PC to collapse. Any creature or PC in the area where the ceiling or wall collapses must succeed a **DC 10 Dexterity saving throw** to jump to the nearest vacant square; failure or not being able to move to a vacant square results in the creature or PC sustaining 7 (2d6) bludgeoning damage from falling debris. **Failure by 5 or more** results in the creature or PC falling **prone**, being **restrained** and ending their turn under the rubble. The affected area is now **difficult terrain**. It is left up to the DM to decide if substantially destabilising an area will cause a mass cave-in that effects creatures and PCs in a wider area.

Stench. In the catacombs, the stench emanating from **area C2** is more concentrated. Characters that move within 10 feet of the room must succeed on a **DC 14 Constitution saving throw** or become **incapacitated** as they spend the next minute retching. Characters that succeed on this throw are immune to further saves for 1hr. Characters that use something to stanch the stench (damp cloth over the mouth, etc.) can extend that time to 2hrs and apply advantage whilst the prevention method remains active (keeps the cloth damp, etc.)

Planar Interference. The catacombs feature a variant of the hallow spell. Planar interference prevents creatures from travelling into this space through walls, or from the Border Ethereal. Maria can enter the area only through her Imprint ability.

Illusions. Illusions target the party at intervals throughout the hallways of the catacombs. These intervals are entirely up to you, but as a suggestion, any time a PC passes an entrance to one of the secondary hallways seems fitting for an illusion to occur.

Visions. Certain items in the catacombs will cause a character to experience a vision when they are picked up. There is one item for each room in the catacombs aside from **area C1**. A **Ghost Touched** character will also experience a vision but from a very different point of view.

C1. CATACOMB HALLWAYS

As the party steps down into the darkness from **area M5** (or **area C2**), read or paraphrase the following:

Peering down, you can see a set of wooden planks that have been crudely placed together to form a makeshift, though seemingly stable set of stairs.

Any PC can attempt to succeed a **DC 12 Intelligence (Investigation) check** of the stairs to reveal that they should hold the weight of the characters as they descend the stairs. Failure reveals that any significant weight more than 1 PC placed on the stairs will cause them to collapse.

Once the PCs move onto the stairs and descend, read or paraphrase the following:

With each step that falls on them, the staircase lets out an audible squeal and groan. Thankfully, it they hold together.

As you reach the bottom, you notice small roots from an obvious nearby tree above you silently reaching down and, crack through the compact wall of dirt, meticulously inch towards a small puddle of mud that has gathered in a low spot of the hallway.

That familiar odour returns to your noses, although this time far stronger than you previously experienced.

The low ceiling and other walls disappear into gloomy pitch black.

The corridors are split up into two main hallways and four secondary hallways that branch from them. The main hallways will take the party to either side of the catacomb. At the southern end of the dungeon, in both main hallways, there are small cave-ins. Presumably, if the party were to tunnel through these cave-ins by some means, they would find more of the secondary hallways (this is left up to the DM to manufacture as it falls outside of the intended direction of the presented adventure).

The secondary hallways are lined with what appears to be shelving. These are, in fact, the emptied graves of the buried city folk. The graves reach deep into the dirt and have nothing in them aside from bits of rotting wood and the occasional bone fragment. A successful **DC 10 Intelligence (Nature) check** reveals that the marks in the dirt indicate something has been dragged along the floor. The bits of rotting wood that litter the floor confirm this as well.

Some **green slime** has coated a portion of the grave dirt in a slimy ooze. Though it has since moved on, a **DC 13 Intelligence (Nature) check** will reveal the nature of this ooze without touching it first. Where the slime happens to be in the catacombs at this moment is up to the DM. Use this hazard and threat of ambush to further torment the characters as they move throughout these gravesites.

C1 A. HIDDEN TUNNEL

At the end of the hallway in **area C1a** is another grave that has been cut into the wall that forms a tunnel roughly 4 feet in diameter. It looks almost exactly like the other graves in the area, though any character who succeeds on a **DC 12 Wisdom (Perception) check** will notice that all the other graves lay in the same direction; this one is different. Investigating this grave by crawling into it will immediately reveal the passageway into **area C4**.

CATACOMB ILLUSIONS

Skeletons appear and attack the party. They fade after taking a single hit.

The character feels several knives/claws digging into his/her flesh. Leaves visible scars across any exposed skin.

A **will o' wisp** appears and floats towards a treasure room. Chest looks like gold actually is full of maggots.

Hallways narrow down. Other characters seem to fit normally, but affected feels cramped.

The rest of the party disappears, leaving one character by themselves. They can still hear the rest of the party.

The next step taken by one of the party members sinks into the ground up to their ankle, the next take them under.

Character bumps into a body hanging upside down. Hanging **zombies** attack the party.

The skin of the other characters in the party begins to slough off their faces. What's left slowly decomposes.

A mirrored, but zombie looking party appears and attacks. A copy fades after taking one hit.

Smoke billows forth from one of the passages along the ground. Party members can feel something grabbing at their feet.

Thumping, like a beating heart, can be heard by one member of the party. Attempts to lead them astray.

A characters vision is suddenly taken out of their body and they see themselves walking away. It follows them, like a spy.

The party finds a set of skeletons on the ground. The weapons and armour they find match their own, however mundane.

A ruined doll is found on the floor. If neglected, or discarded, it sits up and pulls out a knife and disappears while laughing.

A party member is whisked away and left in one of the secondary hallways. Alone.

Arrows made of discarded bones seem to lead further into the catacombs.

A party member has a vision of their death. In this catacomb, covered in acid.

A skull falls from the ceiling, hits the floor and shatters. Many more skulls follow and shatter around the party.

A character feels something crawl up inside their armour and wriggle around.

Spiders, millions of them cover the ground and walls. **Swarms of Spiders** appear and attack the party.



C2. CLEANING ROOM

A large hole roughly twenty feet wide lies in the corner of the room. The edges appear rough, crudely cut from the dirt floor. A table with what appears to be clamps at one end has been set up at the edge of this hole. On another corner table opposite the hole is a set of thin knives. A few stones of various shapes and sizes can be seen scattered on the table covered with scratches.

The foul stench is most powerful in this room, powerful enough to taste; something far worse than ham left to mould and fester in the sweaty boots of a recently deceased, plague infected blacksmith.

In this room, Vincent would work to remove flesh from the bones of those he dug up. The remains would slide off the table and end up in the pool in the corner of the room. Anyone proficient in Medicine may attempt a **DC 10 Intelligence (Medicine) check** to know that the floating sacs that form a layer on top of the water are the bloated rotting organs and discarded remains of recent and distant deceased individuals.

The stench permeating the complex is the result of the rotting fat, flesh, and discarded organs floating on the surface of this water. Anyone spending more than a minute in this room must succeed a **DC 18 Constitution saving throw**. Those that previous made the Stench check (see Catacombs Features above) do so with **advantage** whilst that that previously failed the Stench check do so with **disadvantage**. On a failure, the affected individual is **incapacitated** for 5 (1d6+2) rounds as their body attempts to violently expel whatever they might have eaten. Failure **by 5 or more** further indicates the individual is **poisoned** while they continue to remain in the lower areas of the catacomb plus a further 1 hour after they exit the lower levels.

If a character takes the time to search the room, they will find that the drawers of the dresser are filled to the brim with salt. Digging around in this will reveal rather large chunks of meat that have been preserved. A successful **DC 13 Intelligence (Survival) check** reveals that the meat is not only rotten but is also unlike any other game found in this area. Success **by 5 or more** reveals that the rotten meat is human.

On the top of the table is a set of knives and other tools that were used to remove the rotting flesh from the bones. If a character picks up one of these knives, they experience the vision below.

VISION - KNIVES

Vision shifts to the floor. Looking up, the character sees a man standing over the table, working away. He tips up the one end of the table and chunks of meat and other viscera slide off the table into the pit in the corner of the room. A large bone begins to slide off the table, but he deftly reaches out and catches it before it falls.

Read the additional if someone in the party is Ghost Touched:

Vision shifts to an incredibly detailed door in a house. Behind the door can be heard pathetic sobbing and the occasional bang.

As the vision begins fade, the view pans around the room. You witness a man pouring over numerous texts. Your eyes are drawn to an ancient looking tome entitled, 'Forbidden Rituals - Lichdom and Other Black Magic'.

Sitting next to the tome is a large shining key.

C3. VINCENT'S QUARTERS

As you draw closer to the end of the hall, but just before you reach the cave in, an opening appears off to your left. A small hallway leads into a larger room.

Once the PCs are clearly able to see into the room, read or paraphrase the following:

While not expansive, it appears that this room was carved from the dirt to serve as some sort of bedchamber. A hastily constructed bed is hidden against lower western wall of the room with a dresser dominates the space opposite.

Shelves line the opposite wall of the room giving way to what appears to be a smaller room beyond.

An eerie peace, unlike anywhere else experienced within the complex, can be felt from within the room.

Sprawled across many of the shelves are loose bits of jewelry; necklaces and rings that probably belonged to the bodies from Vincent excavations. Casting *detect magic* or a successful **DC 16 Intelligence (Arcana) check** reveals a *necklace of readiness*. An additional check reveals an unused, ready to be lit ever-smoking candle laying on its side on one of the shelves.

Books and tomes also line the shelves of this room. A successful **DC 14 Intelligence (Investigation) check**, made with **advantage** if the addition to the **Vision of Knives** (see above) has been seen reveals an ancient looking tomb entitled, 'Forbidden Rituals - Lichdom and Other Black Magic'.

If the PC studies the tome for 3 months plus 1d6 weeks, succeeds a **DC 25 Intelligence (Arcana or Religion) check**, then spends 25,000gp on the required materials (consumed in the eventual making of the required special poison and construction of the phylactery), this book reveals the secrets outlining the different parts of the Ritual of Lichdom (see Ritual of the Lich). The exact nature of the materials required, and any additional conditions is left up to the DM to decide as this falls outside the intended direction of the adventure.

RITUAL OF THE LICH

1. Crush the bones of your dead into a fine powder for the inner core. The bones of loved ones make the best phylacteries.
2. Compact this powder into any shape you wish. Once the inner core reaches a weight of 23 pounds, it is ready to be plated. Magic is likely required to compact the dust to reach this weight.
3. The phylactery must be plated with magically porous material. I recommend adamantite. Using inferior metals lowers the effectiveness of any enchantment you place on the phylactery later.
4. Once the phylactery has been plated, along with the other enchantments the phylactery needs, it is a good idea to hide the essence of the phylactery from scrying eyes. *Nystul's magic aura* is a good choice for this. This part of the process will take at least 30 days. Prepare for this when budgeting your time.
5. The phylactery must then be fed a soul. If you are able, use the soul of the loved one whose bones are in the inner core. This will amplify your connection to the phylactery. A well-connected phylactery is a happy phylactery.

The extremely rare tome can be sold for upwards of 20,000gp if an interested individual or collector could be found.

It will also possibly be the bane of the party should they choose to keep it and knowledge of its existence is released. Every mage wishing immortality, every faction craving its knowledge of forbidden ancient Black Magic, and just the pure evil and greedy at heart will go to great lengths to 'acquire' this tome. This and any additional information within the book is left up to the DM to decide as this falls outside the intended direction of the adventure.

C3 A. WORKROOM

A narrow passage, maybe three or four feet wide opens into a smaller unassuming room. Not hidden by any means, this room has little in it save for the table with a few candles and a book laid out on it.

If this room is explored after **area C4**, add:

A man in black and brown tattered robes stands facing away from you at the back of the room. He appears to be hunched over the table deeply focused on whatever might be in front of him, his long white hair draped over his back.

This is a simple room is used mostly for research. The book on the table is Vincent's journal; another item that triggers a vision in the character that picks it up.

VISION - JOURNAL

A light blue glow emanates out from a small room. Peeking over the shoulder of the man at the table, you watch as he removes a small vial from around his neck. Floating a few inches above the table is a small white pyramid. He unstoppers the vial and pours some white dust out of it onto the pyramid. Another flash of light blinds you as the vision begins to fade.

Read the additional if someone in the party is Ghost Touched:

As the last remnants of the vision is played out, your eyes are drawn to the discarded vial now laying motionless on the ground.

You read the label on the vial ...

"Maria".

Reading the journal reveals more about the character of Vincent Price. Feel free to convey some of the details from the **Roleplaying Vincent Price** section (see below) to the party.

Should the PC state that they study the journal for 10 minutes or more, roughly pouring over the information it contains, a successful **DC 13 Intelligence (Investigation) check** also reveals a small obscure passage that states, ‘... care must be taken as to move the phylactery from the rune by even the smallest of degrees will set off a trap ...’

The man standing at the back of the room (if this is to be the room that the encounter takes place in) is an illusion.

If anyone attempts to approach or attack him, read or paraphrase the following:

The attack passes through the deathly still robed figure in front of you. It's an illusion! You hear a laugh between your ears as light blue spark flares up behind. You instinctually spin around, just in time to see another robed figure disappear behind the corner of the hallway.

Vincent is not entirely keen on having a fight inside the room that he uses as a bedchamber. All his research is in that room! The hallways of the catacombs are much more suited to his methods. Knowing the characters are on their way, he would have prepared the illusion of the man at the table and hidden in the nook of the hallway just south of the entrance to that room.

Keeping an eye on the characters from the door, he is waiting for the opportune moment to drop the spell and reveal himself, hopefully luring the players into the hallways.

Vincent can move about freely inside the range of his own catacombs without fear of the effect. After revealing himself in the hallway to the party, he would aim to keep as many escape routes open to himself. This means avoiding running down any of the secondary hallways. His aim is to make it to **area C2** to animate the water in the pit before the party can catch up to him. By the time the party makes it this far in the catacombs, they will probably start to believe that everything in these hallways to be an illusion. This is where Vincent changes that foolish belief.

Once he can animate the water, he will stand behind the **Grave Weird** and support it by casting spells at the party (being water, PCs and Vincent are able to see through the creature). If the PCs manages to cut down the beast, Vincent will flee down the closest secondary hallway, becoming trapped by the party. For treasure, see the **Treasure** section at the end of **area C4**.

Roleplaying Vincent Price. Vincent is a man who is under the intense impression that he is running out of time. This is what spurred him to the idea of going through this ritual in the first place. How can he possibly unlock all the secrets of fear in his research if he only has a fraction of the time that the other races do? How is that fair? On this basis, he harbours no regret for the things that he has had to do to get to this point in the ritual. Every journey under the sun has its own share of... morally grey decisions and obstacles.

He knows what he has done is wrong, but what he stands to gain far outweighs the cost.

If questioned about Maria, he explains that she always spoke about stopping time, that the children were at the perfect stage. “If only I could stop time” she would whisper “I could be in this moment forever...” She got what she wanted, and Vincent got what he needed, her bones and eventually, her spirit. If a character in the party is **Ghost Touched**, he won’t speak of the spirit part, since he can sense her presence on the character.

Dissuading Vincent from completing the ritual is impossible. Doing so would mean that everything he has sacrificed; everything he has done, would be in vain. More importantly, that his chances of completing his research would fizzle out.

BRANCHING EVENTS

Area C3 and **area C4** are connected in that whichever room is explored last will have the final confrontation with Vincent. There are benefits and drawbacks to having the encounter in each room. If **area C3** is the first of those two rooms that are explored, then the party has access to information about the ritual but risks having Vincent finish the ritual mid-combat. If **area C4** is the first of those rooms that are explored, the party likely have the phylactery on them preventing the ritual from being completed. Though, this dramatically changes Vincent’s tactics in combat.

You’ll find two encounters listed, but only one of them takes place.

C4. RITUAL CHAMBER

As the party clambers into the chamber, read or paraphrase the following:

If the party has already explored **area C3**, add the following:

As you step into this open space, a feeling of relief washes over you. This room is much larger than the hallways you've been in and light trickles across every surface leaving the room a well of dim light. In the centre of the room floating a few inches off the floor of a shallow pit, is a metal looking pyramid with blue runes trailing along each side. These runes continue onto the floor underneath the small object and form a circle that encompasses nearly the entire room. At four points along the outer rim of this large rune are large pillars that continue into the ceiling. Nestled in a notch on each pillar is a lit candle.

If the party has already explored **area C3**, add the following:

A man in tattered black and brown robes stands on the other side of the room facing you. His mangy grey bangs do little to hide his glowing blue eyes. With his arms raised to either side and as light blue streams of magic seep from them into the rune on the ground, he speaks out towards the party. His voice scratches in your mind. "Ah, perfect timing... Come... feed my project..."

The pyramid in the centre of the room is Vincent's phylactery in progress. It resembles the shape of a pyramid, making it extremely hard to land a good strike.

Its adamantine plating and shape give the phylactery an AC of 25 and 40 hit points. Spells like detect magic reveal the nature of the magic around the phylactery to be abjuration. Vincent has been masking the true nature of this item by casting *Nystul's magic aura* on it repeatedly.

It is a magic item on its own, though far less potent in the hands of a party member. See **Vincent's Phylactery** in the **Magic Items** section of the adventure for the properties of the item.

TRAP!

The 4 candles that sit just outside the rune in the middle of the chamber are ever-smoking candles. A successful **DC 19 Intelligence (Arcana) check**, with **advantage** if the PC has read Vincent's Journal will reveal not to remove the elements mid-ritual. Disabling the trap properly requires casting dispel magic on each of the candles.

If the phylactery is moved from its position floating above the rune, the candles will immediately snuff out and billow dense smoke until they are relit. During this time, the party is subjected to a vision (see Vision – Phylactery below). This smoke will fill the chamber, leaving about 3 feet between the ground and the smoke, eventually moving out into **area C1** until it finds a way above ground (the closest entrance to the catacombs).

Any character that breathes in this smoke must succeed a **DC 15 Constitution saving throw**. Failure results in the PC coming under effects of the *crown of madness* spell.



ENCOUNTER: VINCENT PRICE

Vincent is more than happy to spend a little time talking to the party. The longer they talk, the more time he must complete his ritual. He might even attempt to bait out a conversation by asking what Maria has shown them if he senses that one of the characters is **Ghost Touched**. If 1-minute passes before either side turns hostile, the ritual finishes. A successful **DC 13 Wisdom (Perception) check** reveals that the phylactery is rising further into the air as the conversation continues.

When you feel as though enough time has passed in conversation, or if the party attacks Vincent, read or paraphrase the following to initiate the combat portion of this encounter:

Suddenly, his form flickers and reappears between each of the pillars. His mouth then drops nearly to his stomach, and from it, you watch as dense smoke fills the air around him. As it descends to the ground and begins to spread into the pit, you can hear a low rumbling underneath your feet. A decaying fist bursts forth casting aside the dense smoke around it. Suddenly by a head emerges from the dirt. The glowing blue eyes lock onto yours, striking you at your core before the smoke moves in to reclaim that space.

The zombies coming up from the ground are illusions. They will remain in the smoke and attempt to drag the party down into it. Any character that is dragged down into the smoke must succeed a **DC 15 Constitution saving throw**. Failure results in the PC coming under effects of the *crown of madness* spell.

This is more of a direct fight than Vincent would prefer, so this is a chance to bring someone to his side in the hopes of evening out the odds. If the character is already grappled within the smoke when this check is made, a success will cause the character to become **restrained** and dragged under. A character suffering from the effects of this ability makes a **DC 15 Wisdom saving throw** at the end of their turn, ending the effect on a success.

At the beginning of the battle, Vincent is set on finishing the ritual. This ritual requires his concentration to finish, so he will mostly be casting spells that do not require concentration. For each round that passes, the phylactery floats higher off the ground. The PC's may notice this by succeeding on a **DC 14 Wisdom (Perception) check**. If the zombies in the smoke don't seem to be affecting the party at all, consider having 2 or 3 zombies crawl out of the smoke towards ranged party members and attempt to drag them into the centre. He also uses his **Avatar of Fear** ability as often as he can to keep the party spread out and off him.

If Vincent can spend 5 rounds concentrating on the phylactery, thereby completing this step of the ritual, he will become far more aggressive. With the ability to concentrate on spells, he will immediately cast phantasmal killer on the PC considered most dangerous (or the **Ghost Touched** character should it be here).

If he then manages to kill a party member, their soul will be transferred to the phylactery. If that character is **Ghost Touched**, they are reduced to 1 hit point instead and they lose the **Ghost Touched** condition as Maria's soul is transferred into the phylactery instead. Currently, the ritual is complete.

Once the ritual is complete, Vincent will clap his hands together, snuffing out all the candles in the room at the same time filling the entire room with smoke before disappearing from the encounter with his phylactery.

If Vincent fails to complete the ritual, either by the hand of the party in battle, the aging mechanic of Maria, or some other ingenious plan of the party, his body will slip away, becoming ever fainter until no trace of him remains, just as an illusion does once it is seen for what it is.

COMBAT MECHANIC: AGING

The party has multiple options for foiling Vincent's plans, but one of the most effective methods is tied to the **Ghost Touched** condition. Vincent can die of old age. A human male hovering somewhere around 50 years of age, it is possible for him to die of "natural causes" before he can finish the ritual. To illustrate this in battle, describe his form as he progresses in age. Perhaps his hair whitens and eventually falls out. The age at which he dies is a variable that you can play with to adjust the difficulty of the encounter.

TREASURE

Vincent does not carry much on him, but his demise leaves the party free to walk off with anything in the mausoleum.

- **Area M3:** Tapestry of History
- **Area C3:** Rare tomes stacked on the shelf sell for 50gp per tome; jewelry from the missing bodies can be sold for a total of 200gp or returned to the families for a larger reward; 1 ever-smoking candle; Vincent's Journal, found on the worktable can be turned into the guard for a reward of 1000gp solving the yearlong mystery of the family's demise.
- **Area C4:** Vincent's Phylactery; 4 ever-smoking candles can be sold for 75gp per candle. A character picking up this item triggers a vision (see below).
- **Vincent:** 20gp; tattered robes; loose sheets of paper (spellbook) choose 3 of Vincent's lower level spells. These pages can be used to copy spells into a new spellbook.

VISION - PHYLACTERY

You stand among a group of unfamiliar faces all cheering on a couple at the front of the room. There stands an elf woman dressed in a flowing light blue dress in front of a slender looking man. He has his arms wrapped around her and leans in for a kiss as the crowd around you intensifies.

If someone in the party is Ghost Touched, add the following:

You are blinded by the flash of lightning, deafened by the proximity of the strike. As your senses settle, they fall on the manor displayed in front of you. Through the sounds of the rain clattering against the street around you, you can hear a woman screaming before being cut short, "No! Vincent Pleas-".

CONCLUSION

Though the city moved on from whispering and wondering about what happened that night in the Price manor, that flame was suddenly reignited. The news of the horrors taking place underneath the cemetery and the party's accomplishments is enough to spark a whole new interest in keeping the memory of Maria and the children alive. The mausoleum is eventually demolished and replaced with a large Oak tree. It soon becomes standard to gather around the tree on the anniversary of their deaths and remember the beacons of hope that were snuffed out that night.

If Vincent can complete the ritual: Vincent leaves his first lair and city behind for a new lair where he can work in peace. He occasionally lures unwitting adventurers to the lair to use as test subjects in his experiments. Though he is never heard from again, he does return to the memorial once a year to pay his respects.

If the party kills the guard: It's entirely possible, and probable, that the party will kill the guard at the entrance to the mausoleum. If they do so, they will have to deal with the city watch as they are exiting the mausoleum. Even if they pull the body inside the mausoleum, the party will run into a task force of 4 guards and 1 veteran in **area M1** as they exit. The task force has been sent in to sort this out once and for all and will be immediately hostile towards the party. Depending on the PC's actions, the veteran leader might give the PCs a chance to speak to justify their actions. It is left to the DM to run this based on the PC's actions to the task force.



APPENDIX A. CHARACTERS & MONSTERS



GHOST: MARIA PRICE

Medium undead (elf), neutral good

Armour Class 13

Hit Points 59 (13d8)

Speed 0 ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (0)	11 (0)	11 (0)	10 (0)	18 (+4)

Damage Immunities cold, necrotic, poison

Damage Resistances acid, fire, lightning, thunder, bludgeoning, piercing and slashing damage from nonmagical weapons

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

Senses darkvision 60ft., passive Perception 10

Languages Common, Elvish, Celestial

Challenge 5 (1800 XP)

Ethereal Sight. Maria can see 60 feet into the Ethereal Plane when she is on the Material Plane, and vice versa.

Incorporeal Movement. Maria can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

ACTIONS

Imprint. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 18 (4d6+4) necrotic damage and the target must succeed on a DC 15 Charisma saving throw or become Ghost Touched. If the damage from this ability would reduce the target to 0 hit points, that target fails the saving throw automatically, but is left stable. *See “Ghost Touched” sidebar for details on this condition.*

Etherealness. Maria enters the Ethereal Plane from the Material Plane, or vice versa. She is visible on the Material Plane while she is on the Border Ethereal, and vice versa, yet she can’t be affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of Maria that can see her must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages by 1d4 x 10 years. A frightened creature can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a targets saving throw is successful or the effect ends for it, the target is immune to Maria’s Horrifying visage for the next 24 hours. The aging effect can be reversed with *greater restoration*,

but only within 24 hours of it occurring.

Possession. One humanoid that Maria can see within 5 feet of her must succeed on a DC 15 Charisma saving throw or be possessed by her; she then disappears, and the target is incapacitated and loses control of it body. Maria now controls the body but doesn’t deprive the target of awareness. Maria 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 or frightened. She otherwise uses the possessed targets 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, she ends the possession 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 reappears in an unoccupied space within 5 feet of the body. The target is immune to her Possession for 24 hours after succeeding on the saving throw or after the possession ends.

PERCIVAL PRICE

Medium undead (human), lawful neutral

Armour Class 14

Hit Points 26 (4d10+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	15 (+2)	13 (+1)	9 (-1)	3 (-4)	3 (-4)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 6

Languages Common, Elvish

Challenge 3 (700 XP)

Undead Fortitude. If damage reduces Percival to 0 hit points, he must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, Jonah drops to 1 hit point instead.

Fighting Style - Dueling. Percival gains +2 to damage rolls with his rapier as long as that is the only weapon he is holding.

Action Surge (Recharges on Short Rest). Percival can take an action on top of his other actions for one turn.

Actions

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

Second Wind (Recharges on Short Rest). As a bonus action, Percival regains 1d10+2 health.

JONAH PRICE

Small undead (half-elf), unaligned

Armour Class 14

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	10 (0)	6 (-2)	3 (-4)	4 (-3)

Skills Stealth +7, Acrobatics +7

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 6

Languages Common, Elvish

Challenge 3 (700 XP)

Undead Fortitude. If damage reduces Jonah to 0 hit points, he must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, Jonah drops to 1 hit point instead.

Sneak Attack. Once per turn, Jonah can add 1d6 to one of his attacks provided he has advantage on the attack, or an ally within 5 feet of the target.

Cunning Action. Jonah can use his bonus action to Hide, Dash, or Disengage.

Actions

Multiaction. Jonah can make 2 attacks. This consumes his bonus action as well.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d4+3) piercing damage.



VICTORIA PRICE

Medium undead (half-elf), unaligned

Armour Class 10

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (0)	11 (0)	9 (-1)	8 (-1)	16 (+3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 9

Languages Common, Elvish

Challenge 3 (700 XP)

Undead Fortitude. If damage reduces Victoria to 0 hit points, he must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, Jonah drops to 1 hit point instead.

Tides of Chaos (Recharges After Wild Magic). Victoria can gain advantage on one attack roll, ability check or saving throw. To recharge this ability, roll on the Wild Magic table (*PHB pg. 104*)

Spellcasting.

Victoria Price is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Victoria has the following wizard spells prepared:

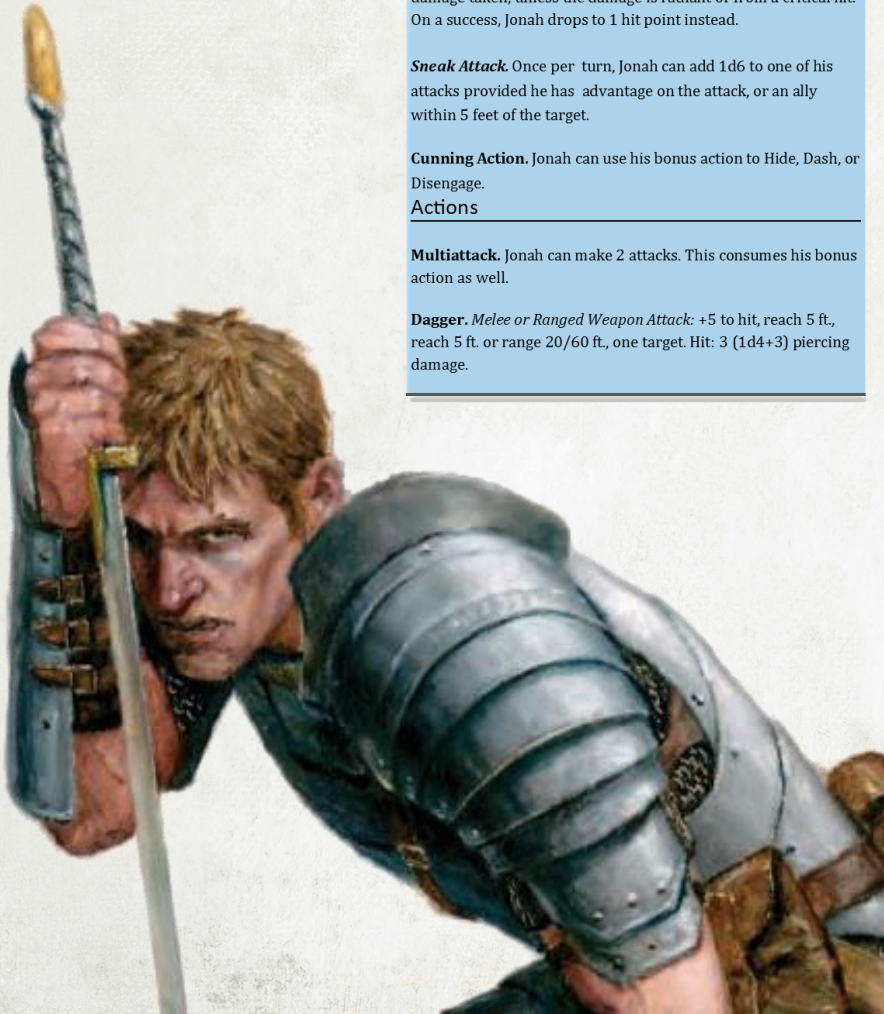
Cantrips (at will): *Acid Splash*, *Chill Touch*, *Minor Illusion*, *Poison Spray*

1st level (4 slots): *Colour Spray*, *False Life*, *Ray of Sickness*

2nd level (2 slots): *Crown of Madness*, *Phantasmal Force*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 2 (1d4) piercing damage.





VINCENT PRICE

Medium humanoid (human), neutral evil

Armour Class 14 (mage armour)

Hit Points 80 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	13 (+1)	18 (+4)	15 (+2)	13 (+1)

Saving Throws Int +7, Wis +5

Skills Medicine +5, Performance +4

Condition Immunities frightened

Senses passive Perception 12

Languages Common, Elvish, Abyssal, Undercommon

Challenge 6 (2300 XP)

Copied Conscience. Vincent mirrors his form into 3 other unoccupied spaces within 30 feet of himself. All copies mirror the movements and actions of Vincent making it difficult to discern which one is the real person. If a copy is struck by an attack, the copy fades immediately. Faded copies reappear at the beginning of Vincent's turn in combat.

Spellcasting.

Vincent Price is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Vincent Price has the following wizard spells prepared:

- Cantrips (at will): *Acid Splash*, *Chill Touch*, *Fire Bolt*, *Minor Illusion*, *Poison Spray*
- 1st level (4 slots): *False Life*, *Mage Armor*, *Ray of Sickness*
- 2nd level (3 slots): *Hold Person*, *Blur*, *Phantasmal Force*
- 3rd level (3 slots): *Counterspell*, *Fear*, *Major Image*, *Stinking Cloud*
- 4th level (3 slots): *Evard's Black Tentacles*, *Phantasmal Killer*
- 5th level (1 slot): *Animate Objects*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d4+1) piercing damage.

Legendary Actions

Vincent Price can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Vincent Price regains spent legendary actions at the start of his turn.

Avatar Of Fear. A copy suddenly shifts into an object of the targets fear. The target must succeed on a DC 15 Wisdom saving throw or become frightened of the copy until the end of the targets next turn.

Conscience Shift. Vincent switches places with one of his copies. This change is perceptible by succeeding on a DC 15 Wisdom (Perception) check.

GRAVE WEIRD

Large elemental, chaotic evil

Armour Class 11

Hit Points 59 (6d10+24)

Speed 30 ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (1)	19 (+4)	3 (-4)	5 (-3)	1 (-5)

Damage Resistances acid, fire, bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Vulnerabilities cold

Condition Immunities blinded, exhaustion, frightened, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses detect life 120ft. (blind beyond this radius)

Languages -

Challenge 6 (2300 XP)

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

Corpse Consumption. When the grave weird moves into the space of an unconscious creature, the weird gains 11 (2d10) hit points as it consumes that creature. If this ability would heal the weird past its current hit point maximum, its hit point maximum is also increased by that amount.

Monstrous. For every two Medium or larger creatures that are consumed, the grave weird grows in size to the next size category. If this ability would cause the weird to enter a space occupied by another creature, that creature is shunted 5 feet to an unoccupied space. If there is no such space, the creature is automatically engulfed.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 14 (2d10+3) bludgeoning damage.

Engulf. The grave weird attempts to enter the space of a smaller creature. That creature must succeed on a DC 14 Strength saving throw or become engulfed by the weird. The engulfed creature is restrained, unable to breathe unless it is able to breathe water. It must succeed on a DC 14 Constitution saving throw at the start of each of the weird's turns or take 13 (2d8+3) bludgeoning damage. If an engulfed creature dies as a result of this damage, they are automatically consumed by the weird. If the weird moves, the engulfed creature moves with it. The weird can only have one creature engulfed at a time. A creature that is within 5 feet of the weird can pull a creature out of it by taking an action to succeed a DC 14 Strength check.



APPENDIX B. MAGIC ITEMS

This section contains information regarding the magic items introduced throughout this adventure.

EVERSMOKING CANDLE

wondrous item; uncommon

This candle initially appears to be like any other candle, though it bears a black mark on the side that resembles the trail of rising smoke. Candles can come in a wide variety of colours, but all operate in the same fashion.

Once lit, the candle will burn very slowly. If the candle is snuffed out before it has come to the natural end, it will spew thick clouds of smoke until it is relit to continue burning.

The smoke can carry an existing enchantment and requires anyone breathing the smoke to succeed on a Constitution saving throw (DC dependant on enchanter) or come under the effects of the spell effect if there is one. Originally created as a novelty item, many magic users have sought them to not only provide soft light but also protect their interests.

TAPESTRY OF HISTORY

wondrous item; rare

These exquisitely crafted tapestries come in many different sizes. Larger tapestries are thought to be indicative of the power and influence their owners possess. When the tapestry is created, it is woven blank. The enchantments woven into these blank fibres then create the shifting image of beauty these masterpieces are known for.

The subject of the enchantment can be a family, landmark, or event. Once enchanted, the tapestry will begin to automatically record and depict all events that are relevant to the subject of the enchantment. If the subject of the enchantment ceases to exist, the tapestry once again becomes blank and can be enchanted once more with a new subject.

NECKLACE OF READINESS

wondrous item; rare (requires attunement)

Made of silver, this light chain seems to vibrate with energy in the hands of those who pick it up. These necklaces were originally made for couriers, so they could benefit from resting as little as possible.

This necklace contains 3 charges and allows the wearer to do the following:

- move to the top of the initiative order (2 charges)
- dash as a bonus action (1 charge)

At dawn each day, the necklace regains 2 (1d2+1) charges.

VINCENT'S PHYLACTERY

wondrous item; unique (requires attunement)

This small, yet heavy metal tetrahedron was created originally to serve as Vincent's phylactery. Light blue runes still float across the surface. When you spend at least an hour attuning to this item, your vision is flooded by a series of memories of everyone you have ever lost in your past. To outside appearances, everything appears to be normal, but to you, these memories seem to reach out towards you, fading the instant before they touch your skin. Though these visions pass once you are attuned to this item, they continue every night in your dreams.

While you are attuned to this item, you gain the following benefits:

- The knowledge of your past is clearer than most. When you make an **Intelligence (History)** check to recall knowledge from your past, you can do so with **advantage**.
- Ghostly sightings and other phenomena become natural to you. You can see 30 feet into the Ethereal Plane.

A character appearing sympathetic to the dead will find that they also have the following benefits:

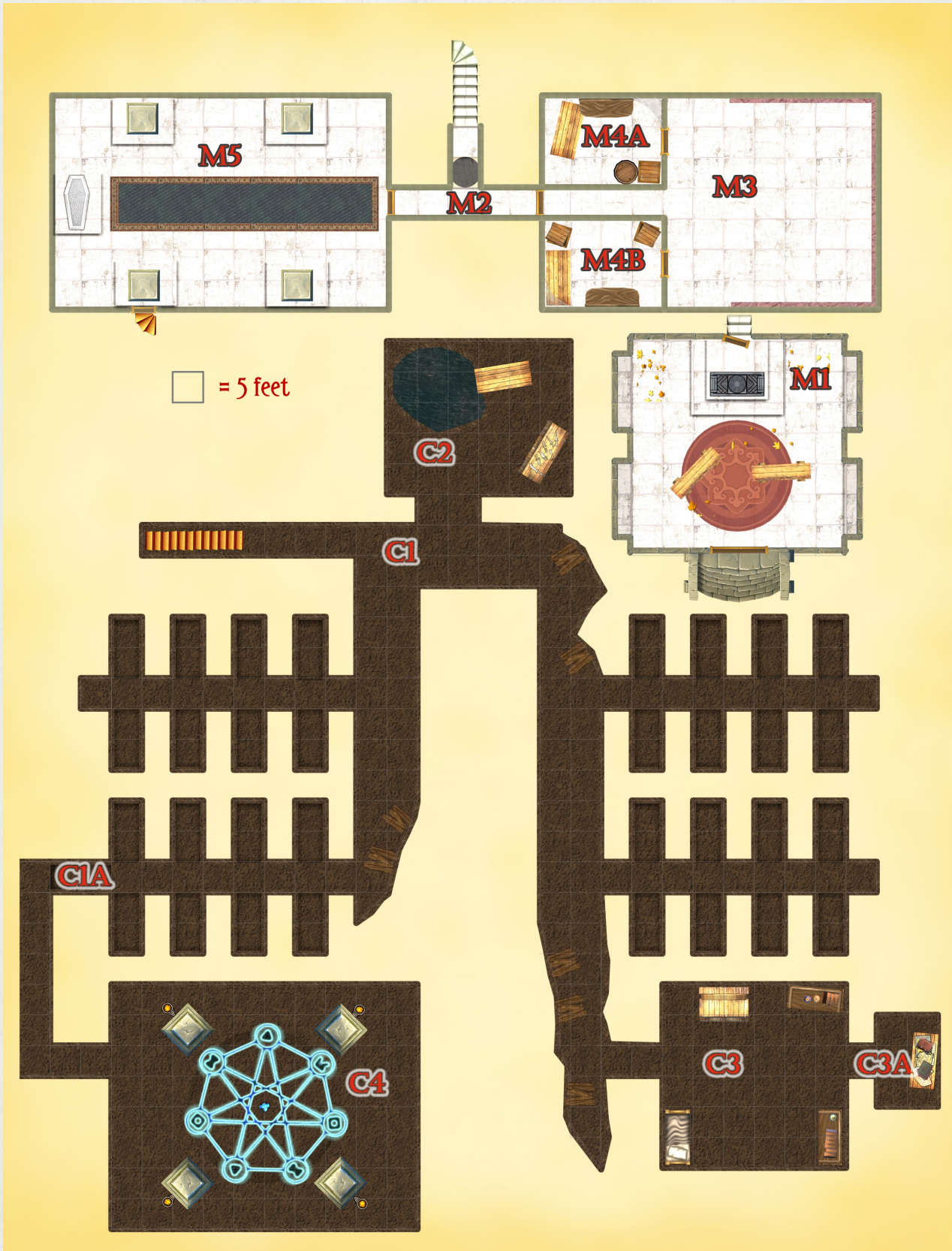
- The dead, sensing your sympathy are willing to lend you aid. At the beginning of dusk each night, you gain 10 temporary hit points. While you possess these temporary hit points, you can spend an action to seal the phylactery to a weapon you are carrying. The phylactery will remain sealed to the weapon for as long as you possess the temporary hit points. Attacks made with the sealed weapon deal an extra 1d8 necrotic damage on hit.

A character appearing indifferent to the dead surrounding him/her will instead have the following benefits:

- You see the dead as a tool you can use to aid you. They will aid you, however, they will do so reluctantly. Once a day, you can attempt to seal the phylactery using an action to the body of a fallen creature within reach that has been dead no longer than one hour. To do so, you must succeed on an **Intelligence (Arcana)** check (**DC 10 + the CR of the creature multiplied by 3**). On a success, the creature is bound to you and will follow any orders you give it for as long as the phylactery remains sealed to the chest of the creature. The stone automatically falls off the creature at dusk. Further attempts to raise a creature this way result in the DC of the check being raised by 5 for every successful binding. A creature raised using this ability is a hostage within its own body. As a result, the movements and actions appear to be more chaotic.



APPENDIX C. MAPS

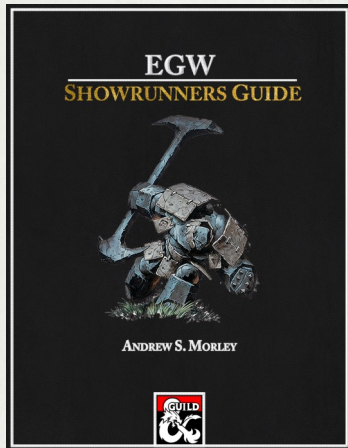


APPENDIX REFERENCE PAGE

Acid Splash (PHB, p211)
Advantage / Disadvantage (PHB, p7)
Avatar of Fear (see Vincent Price, Appendix A)
Commoner (MM, p345)
Conditions (Incapacitated, Poisoned, Prone, Restrained) (PHB, p290)
Crown of Madness (PHB, p229)
Detect Magic (PHB, p231)
Difficult Terrain (DMG, p182)
Dispel Magic (PHB, p234)
Eversmoking Candle (Appendix B)
Grave Weird (Appendix A)
Green Slime (DMG, p105)
Guard (MM, p347)
Hallow spell (PHB, p249)
Hanging Zombies (MM, p316)
Horrorfying Image (see Ghost: Maria Price, Appendix A)
Imprint ability (see Ghost: Maria Price, Appendix A)
Jonah Price (Appendix A)
Maria Price (Appendix A)
Necklace of Readiness (Appendix B)
Nystul's Magic Aura (PHB, p263)
Percival Price (Appendix A)
Phantasmal Killer (PHB, p265)
Ray of Sickness (PHB, p271)
Skeletons (MM, p272)
Swarm of Spiders (MM, p338)
Tapestry of History (Appendix B)
Tides of Chaos ability (see Victoria Price, Appendix A)
Veteran (MM, p350)
Victoria Price (Appendix A)
Vincent Price (Appendix A)
Vincent's Phylactery (Appendix B)
Wild Magic Table (PHB, p104)
Will o' Wisp (MM, p301)



OTHER PRECIOUS PRODUCTS



EGW: SHOWRUNNERS GUIDE

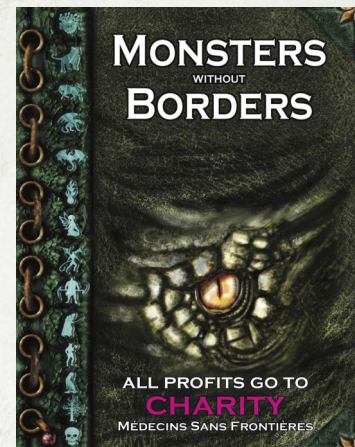
Author: *Andrew S. Morley*

Setting neutral and designed to accommodate characters of any level, the EGW provides the framework for encounter-based adventures from a pro-wrestling perspective. With EGW: Showrunners Guide, your party can enter and compete in the EGW where over-the-top matches and drama are commonplace. Use this guide to quickly put together a night packed full of mud, sweat and gears! Find this product [here!](#)

MONSTERS WITHOUT BORDERS

Authors: *Glen Cooper; JVC Parry; Phil Beckwith; and MANY MORE!*

Monsters Without Borders is a small pre-release collection of the community created monsters featured in “Monsters of the Guild”. The supplement also includes a new “Hospitaler” oath for the paladins in your life, as well as, a set of healer themed backgrounds. The truly special trait of this pay-what-you-want book however is that all profits are being donated to **Doctors Without Borders**. To date, this book has generated over \$2,000 US for the charity! Find this product [here!](#)



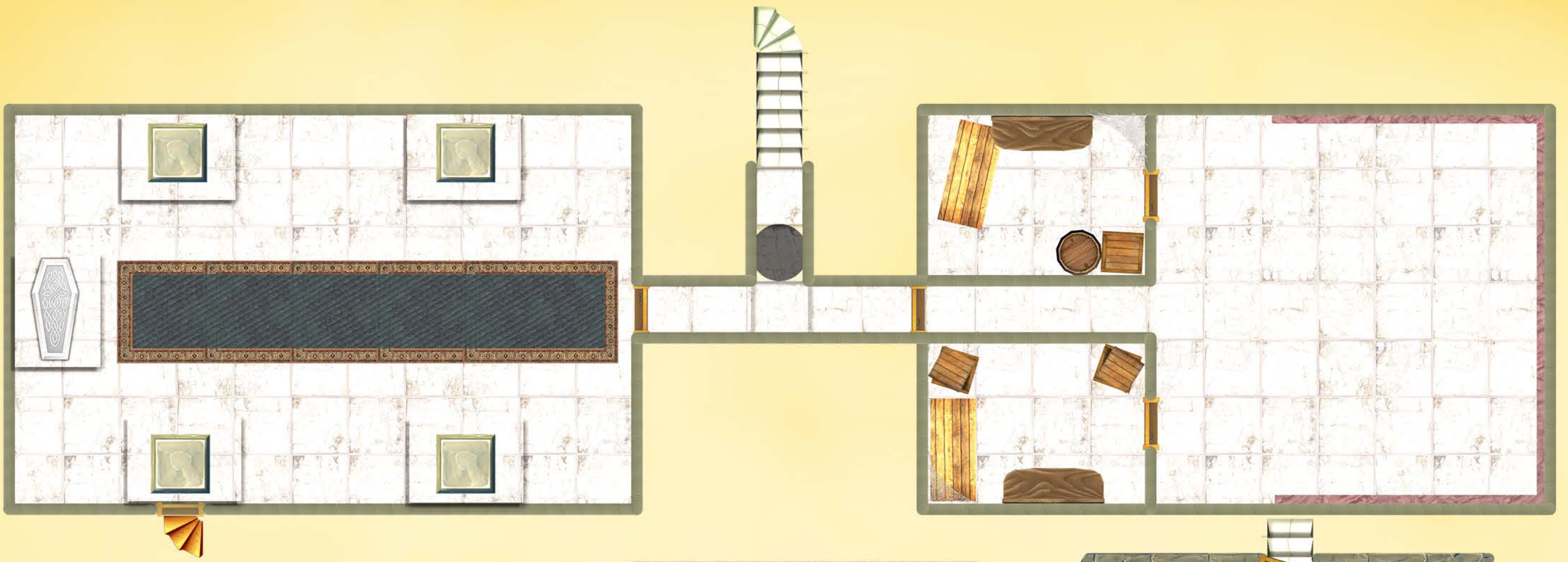
MONSTERS OF THE GUILD

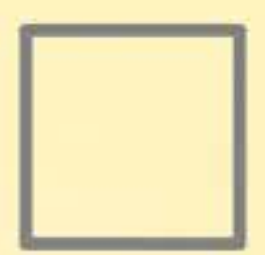
Authors: *Glen Cooper; JVC Parry; Phil Beckwith; and MANY MORE!*

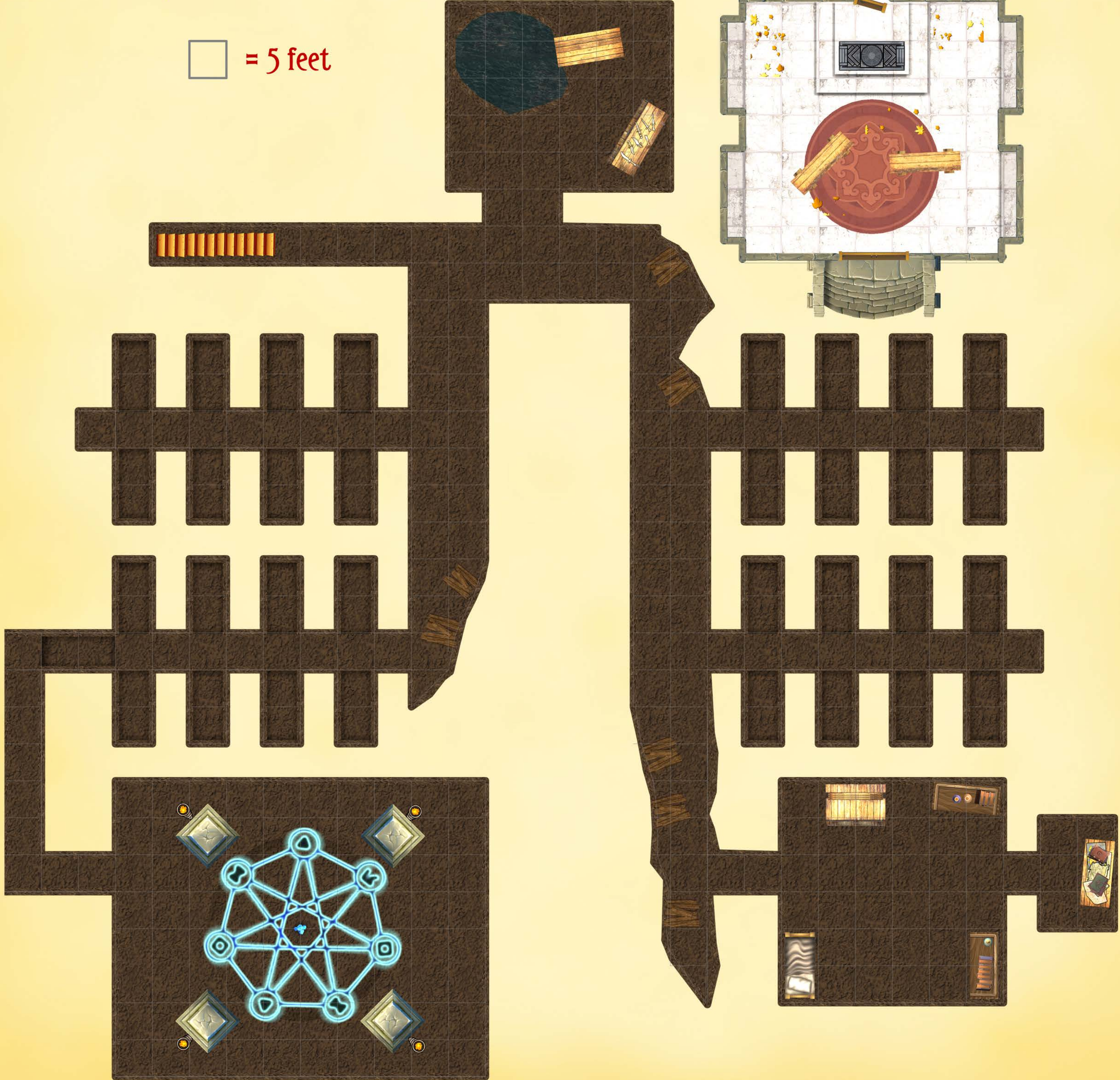
Monsters of the Guild is a collaboration between 47 contributors featuring monsters from many different products available on the DMsGuild. The collection marks the first gathering of talent on this kind of scale and includes over 100 new monsters for you to throw into your own adventures. Each monster is illustrated and comes accompanied by lore text to get you started! Available in PDF, Fantasy Grounds and POD! Find this product [here!](#)

**IF YOU HAVE ANY QUESTIONS OR CONCERNS, PLEASE DON'T HESITATE TO LET ME KNOW!
I'M ALWAYS LOOKING TO IMPROVE THE QUALITY OF WHAT I OFFER. YOU CAN FIND ME
NEARLY EVERYWHERE ONLINE!**

ANDREW S. MORLEY (@HECQUBUS)



 = 5 feet



Parts Required

~~Springs~~

~~Hinges~~

~~Scrap wood for Door~~

Rock hammer

~~Cable for Mechanism~~

The storage rooms upstairs might
have most of what I need. I should
check there first.