

The House of the Midnight Violet

5E
Adventure

Jeff C. Stevens



The House of the Midnight Violet

A 3 to 4-hour adventure for four to five characters of level 4-6

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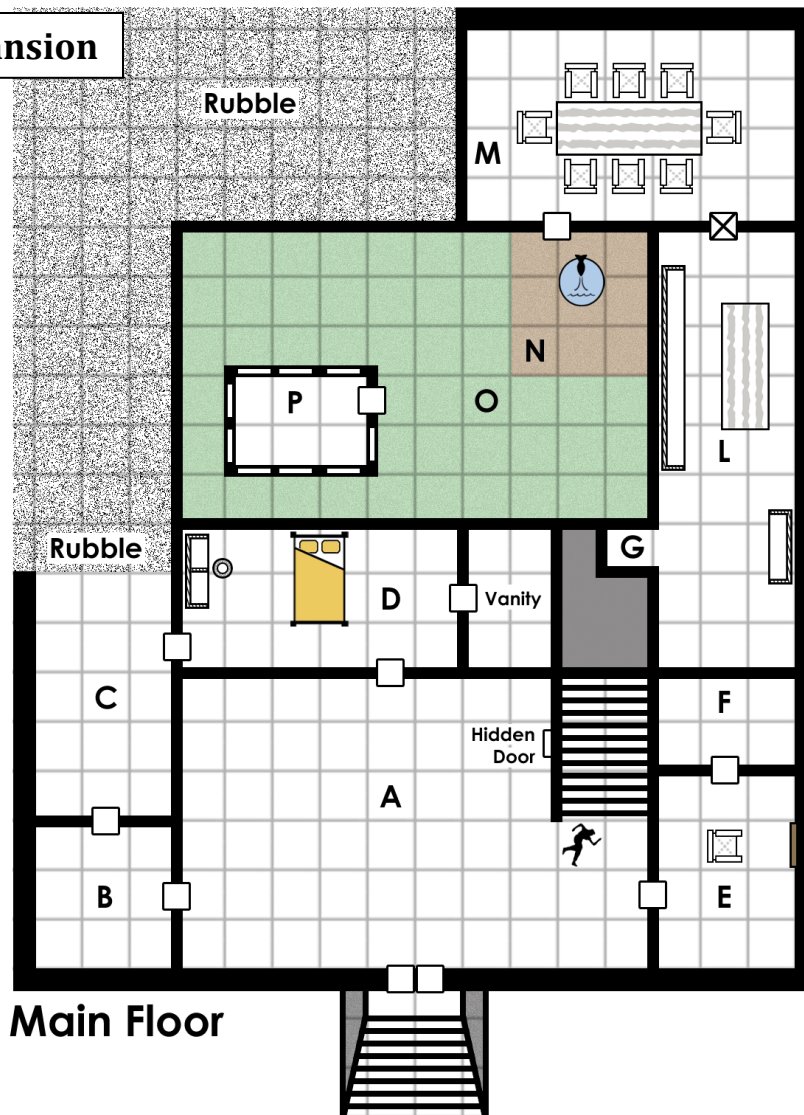
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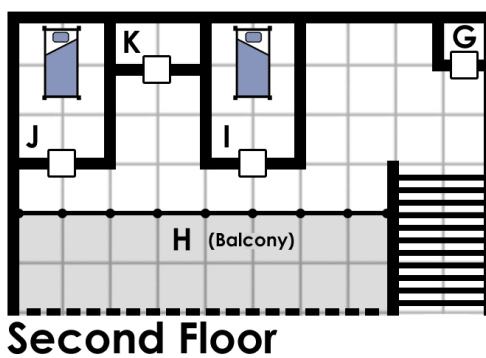
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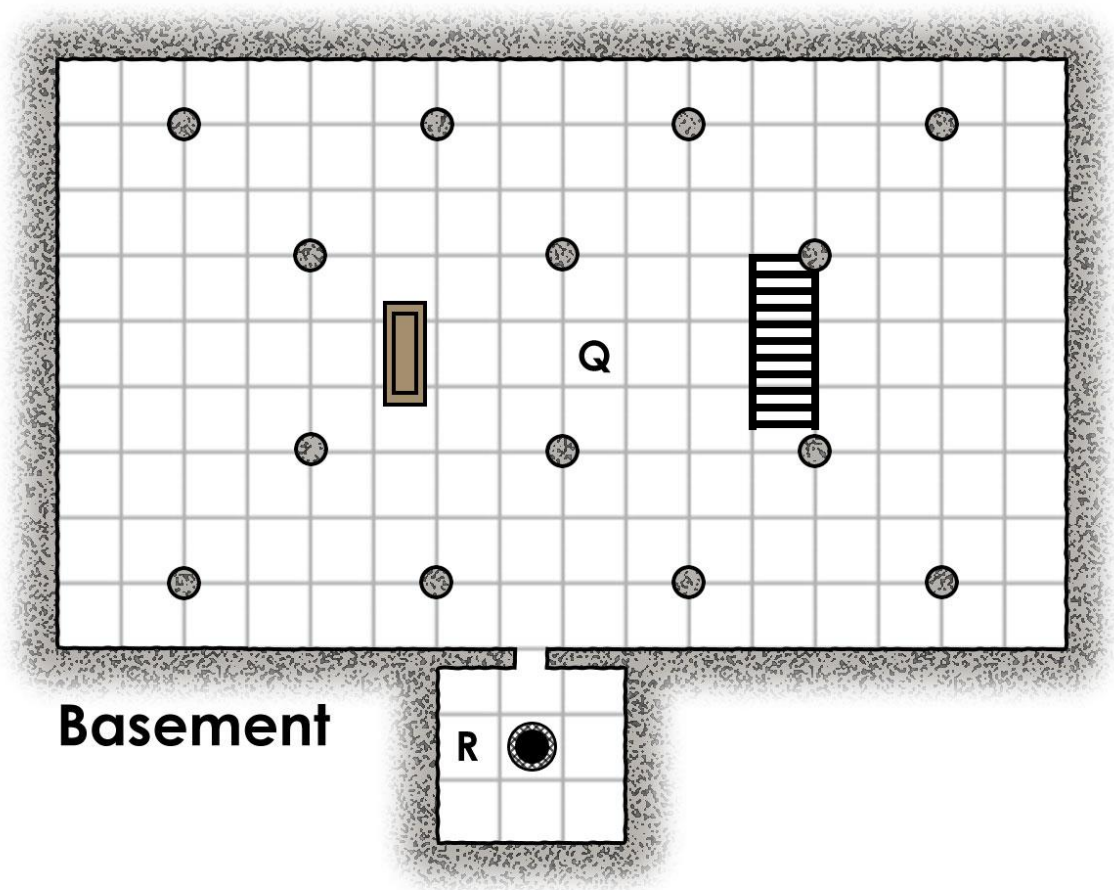


The Avrigard Mansion



1 Square = 5'





DM's NOTES

Most of the creatures in this adventure can be found in the 5th Edition Monster Manual. There are two monsters that have been created specifically for this adventure (see Appendix A).

Feel free to change whatever you want in this module. This module is only a guide to be used with your personal DM'ing style.

This adventure is written to take place on a nearby island but it could easily be changed to fit your campaign and the adventurer's current location.

It is suggested that you read this module at least once before running it so that you have an understanding of the encounters and hazards it includes. This will also allow you to make any adjustments that you feel are necessary for your adventuring party. That being said, be prepared to be unprepared as players will be players and everything may not go as intended.

Text in textboxes is to be read to the players. You may summarize the text or make changes if you wish

Text in violet boxes is for the DM's information and should not be read to the players.

The party will need to acquire certain clues throughout the adventure.

Adventure Outline

The party is asked to retrieve a rare flower – the Midnight Violet – from a house located on an isolated island. A demon was once summoned by a young boy who lived in the house. The demon caused, in one way or another, the death of all but one of the inhabitants. Young Elloise Avrigard did manage to escape. This information is not to be shared as the party or the townsfolk do not know that she escaped.

Savier the Inn Keeper

Savier (Sa-vee-air) is a half-elf Inn Keeper who also dabbles in alchemy and herbalism. Savier is very tidy

and well-dressed and somewhat eccentric. He is able to acquire most of the materials that he needs for his craft on his own but there is one flower that he requires help gathering. It is called the Midnight Violet and is named for its deep purple color.

Savier isn't the adventuring sort. He'd rather spend his time tending to his garden and working on his herbal remedies than go out adventuring to find a component. He sent another party to this island years ago. He had heard rumors that an artist who had a love for the flower had lived on the island. He is unsure if any flowers remain on the island, but he does know that a few were once found in an interior courtyard of a mansion not too far from here. Playing Savier – Savier is very compulsive and anxious. He is constantly moving about and fidgeting. He is very desperate for the adventurers to go to the island and may even be easily persuaded to increase the reward.

The Inn – Savier's Tranquil Inn

A sign hanging above the door reads "Savier's Tranquil Inn". The inn is painted a light, pleasant green color. Various plants grow along the side of the inn and colorful flowers line the walkway. The door is wide-open and the sounds of whistling, occasionally interrupted by a soft voice, come from inside.

Standing in the doorway you find the source of the whistling. A thin and sharply dressed half-elf man, balding pate corralled by curly grey hair, moves about the lobby whistling and talking quietly to himself. He's in the middle of stacking a set of books on a coffee table when he takes a moment to take a single finger and push his sliding spectacles back up his nose. That's when he notices you. His whistling stops and he quickly finishes his stacking. "Oh, do come in, do come in," he says!

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The lobby is very neat and tidy. Three very comfortable looking chairs surround the coffee table. In addition to the books, a steaming kettle and several elegant porcelain cups sit on the table. The aroma of tea invites you to indulge.

Shelves stocked with decanters and bottles of all shapes, colors, and sizes line the lobby walls.

The half-elf comes around the desk, picks up a quill, dabs it in ink, and opens his customer ledger. He looks up at you over the top of his spectacles, quill at the ready, and says "Good day! I'm Xavier. Room or Herbal Remedy?"

Possible hook: Xavier wants the flower, so that he can create an herbal concoction that will put the adventurers to sleep. It would not be magic or poison, so there would not be a saving throw. He would use this while the party rests in one or two of his rooms.

Savier's Request

Savier looks past you, makes a *tsk* sound and then heads directly for a blue bottle that is sitting on one of the shelves. He pulls a tattered rag from his pocket, picks up the bottle and wipes it down. He holds it up as he inspects it, gives it another wipe with the rag, places the bottle back on the shelf, and tucks the rag back in his pocket.

He moves to another shelf, pulls out the rag again, takes a moment to look at you and says, "I hired a group once to retrieve a rare flower – a team of four adventurers such as yourselves. Alas, only one returned and he was never quite the same again." The half-elf then turns his attention to a pink bottle. He picks it up and begins wiping it down. As he does this, he continues with his story but keeps his attention on the bottle.

Continued next column...

"Oh yes, he returned with the Midnight Violet, but it looked as though he had aged some twenty years! He stayed in this town until the end of his days. But he seldom spoke and when he did it was nonsense. He was able to tell me that they finally located the flower in a greenhouse that was located in an interior courtyard."

He begins to place the pink bottle back on the shelf. Xavier quickly stops and squints at the shelf, makes a disgusted grunt and then wipes the shelf down before finally replacing the bottle. Xavier then turns his attention back to you and says, "I've run out of my supply of the flower. Could I hire you?"

Negotiations and role play....

"I'll pay each of you 200 gold pieces and a potion of your choice from my stock. Oh, and a free room for the night, of course," Xavier says as he rubs his hands together in anticipation.

"You'll need to travel to a nearby island. It is a short journey - perhaps an hour or two by boat. You will know the island by the red beacon radiating from a lighthouse. Many years ago the township hired a wizard to cast a spell on the lighthouse that would continually light it in red as a warning to sailors who may run aground during the night or in foul weather. You should be able to find transportation to the island down at the docks. Thank you for taking on this quest! I wish you all good fortune!"

The Rewards

Savier asks the party to travel to a nearby island to procure at least two of the flowers. If the party succeeds, Xavier will pay each member 200 gold pieces and offer a potion of their choice.

Savier's Potion Inventory:

Potion of Greater Healing
Potion of Speed
Potion of Heroism

Potion of Vitality
Potion of Resistance (DM's choice)
Potion of Greater Restoration (as the spell)

Savier will also offer a free room for the evening if the party needs to rest.

DM's NOTE: The one returning individual used his StepBack Ring to exit the house. You may include this in the adventure if you wish. Perhaps Savier has it or another local merchant purchased it from the adventurer and now offers it for sale.

StepBack Ring:

Ring, Very Rare (requires attunement)
Once per long rest, the wearer may teleport to any place within 300' that the wearer has been within the past 24 hours.

Townfolk knowledge

If asked, the inhabitants of the town will only reply with:

- **Nona** – a wrinkly old gnome woman who is carrying a basket of fresh beets. "It's a private island" she says as holds her basket close to her. "But...I don't think anyone lives there."
- **Bark** – a middle-aged human who carries a woodcutting axe. "I knew the fella that brought back the flower for Savier. He died. Never really talked much, though."
- **Ms. Fanan** – a rather attractive human school teacher who has had one too many drinks at the local tavern. With slurred speech she says, "Rumor is that it's a bad place. <Hiccup>. I'd never go there."
- **Benian** – a rough-looking dwarf with a constant scowl on his face. He is a part-time peacekeeper. "It was owned by an elf fella a long time ago. Had a couple kids. No one ever goes there."
- **Oba** – an old, rotund human woman. She wears a flour-dusted apron and is carrying a

gooseberry pie that smells and looks delicious. "Oh, I hear an artist and his family used to live there."

Transportation

Many of the dock workers will know of the rumors of the island and will not immediately offer their services. A worker could be persuaded (**DC12 Charisma – Persuasion**) to take the party to the island for a modest price but he will not stay on the island. He will offer to drop the party off at the shore, then he will anchor far from shore and then come back to pick up the party when he sees them.

Persuasion of Dock Worker:

Unsuccessful	21 GP
Successful roll of 12	12 GP
Successful roll of 19+	5 GP

Or, the party can rent a small boat for 25gp and navigate to the island themselves. This will also require some sort of deposit at the DM's discretion. Doing so will require a **DC15 Intelligence** check to sail and navigate the vessel unless there is a party member who is proficient in sea vessels.

The travel time to the island will be 2 hours by professional boatman or 2+1D4 hours if the party is navigating without someone proficient in sea vessels.

The Island

As the party gets closer to the island:

You begin to make out the red beacon that Savier described. As you get closer you can see that the island is very lush with trees. You notice a decrepit boat slip without a boat. You can make out what you believe to be a roof top barely peeking through the treetops. It appears that you will have to make a small journey from the shore to the mansion.

As you step off the boat, you can see that there is a trail that leads from the boat slip up to the interior of the island. Although overgrown, you believe this trail will lead you to the mansion.

Near the boat dock, the party will find a **stuffed unicorn toy**. It is rather old and dirty and has been here for many years.

DM's NOTE: This is one of Elloise's stuffed animals. She dropped it when she escaped the island. The party will not know of Elloise at this point.

You have just started to head up the path when _____ sees something buried in the dirt by the dock. A small tusk or horn is protruding from the earth.

If the tusk/horn is pulled from the ground the party will find a small, pink stuffed toy unicorn. It is very dirty and weathered and has obviously been here for many years.

The Path

Once the party begins to make its way up the path, you may roll for a random encounter:

1-60 a single black cat meows and then runs across the path.

61-70 the party disturbs a swarm of wasps (MM Page 338)

71-80 the party is attacked by a giant constrictor snake (MM Page 324)

81-100 the party is attacked by four feral boars (MM Page 319)

In the general vicinity of the above encounter the party will find a skeleton. If the party searches the area around the skeleton they will find 12 gold pieces, a rusty metal dagger and a whetstone. A successful **DC 10 Wisdom (Medicine)** check will reveal this is a gnome skeleton.

The Mansion Story (DM Only)

The mansion was owned by the male elf Rolen Avrigard and his human wife Adrianna. Together they had two half-elf children – Herbert and Elloise. Rolen Avrigard had been lucky with his gold and made a fortune in the art industry. He met his wife, Adrianna, while

attending an art symposium. Adrianna was also a painter and the two fell in love quickly.

Rolen was once a brilliant painter and sold many of his creations to lordships of all races. He eventually found that working to create his paintings, only to turn around and sell them, was not what he wanted to do; he loved his creations too much. So he retired early, bought this island, and built his mansion. Unbeknownst to him, an ancient demonic scroll had been buried on this island many years prior.

Rolen's son, Herbert, had an interest in magic and was 'called' to a summoning scroll that was hidden in the basement. Herbert used the scroll and released the demon Mr. TimTom. Mr. TimTom's evil changed those who lived in the mansion. Now, the dead inhabit the mansion and the once lovely kitties are now feral cats that will attack anything they see.

Mr. TimTom had tried to call out to Elloise. But her goodness and purity kept her from being the conduit of his summoning. Young Elloise was able to escape.

The Mansion

Before you stands a magnificent stone mansion. You can tell that it was once a grand building but many years of weather and neglect have left it degraded. There is a wide set of stone stairs that lead to two large, closed steel doors. A plaque hangs on the door and reads "Avrigard Mansion".

A character passing a **DC 15 Intelligence (History)** check will know that Avrigard is a name that is very well known in the art industry. Due to his disappearance from the art world, Avrigard paintings always sell well at auctions.

Since the doors are stuck since they have not been used in a while. A successful **DC 10 Strength** check will be required to open the doors. On failed attempts, let the party know that the doors did move slightly.

All the glass window panes are still intact. The windows are barred but this was merely a safety precaution that Rolen had installed knowing that he and his family would be alone on the island.

You open the doors and the exterior light spills into a grand foyer. A thin layer of dust covers a beautiful marble floor. Trails of small paw prints are seen in the dust and a peculiar, unpleasant odor floats in the air.

Two separate perception checks:

Paw Prints – a successful **DC 10 Wisdom (Perception)** Check will reveal that the prints are feline.

Peculiar Smell – a successful **DC 12 Wisdom (Animal Handling)** or **Intelligence (History)** Check will reveal that the smell is urine.

As you step through the doorway, a boy's voice whispers from your right. In common he says, *"Hello, Mr. Timtom"*. And then from off to the left the same voice whispers, *"How are you today?"*

There is no one there – only the ghostly whispering of the boy's voice.

DM's NOTE: The voice is that the teenage son, Herbert Avrigard.

Looking around the foyer you see a door 30 feet on either side of you. Directly ahead of you there is another door, and off to the right, a grand staircase leading to a second level and a balcony that overlooks the foyer. A skeleton wearing leather armor lies at the bottom of the staircase.

The Interior

A map of the mansion is included. Please refer to the map for the below sections. It is important that the party travels to and from the locations using the accessible means. Travel to the backside/courtyard should occur via "G" the elevator. Rubble should prevent the party from moving through the mansion via other means. In addition, there is a secret door leading to the basement. Many of the clues required in that area will be found while the party tours the mansion so early detection of the secret door may not be an issue. But – players will be players so be prepared if the adventure doesn't flow as intended.

A: The Foyer

When the party approaches the body at the base of the stairwell they will notice a slight movement in the armor. The movement will continue a few times and then a feral cat will leap out from the armor. The cat will attack the closest party member by leaping at his or her face.

Make an attack roll with Advantage for the cat (+0, 1 slashing damage). If the cat misses, it will quickly run away from the danger.

The body is reduced to a skeleton. Several gnaw marks can be found on the bones. The feral cats that now inhabit this mansion have eaten everything that they could. The party will find **+1 leather armor**, a dagger, a set of thieves' tools, 30 GP and a hand drawn sketch of the **Midnight Violet**.

B: The Art Room

This room contains several easels holding unfinished paintings, dried paints, and old rotten brushes. Although the paintings are incomplete, the party can tell that the artist was an expert at the craft. The party

DM's NOTE: This is the joint studio of Rolan and Adrianna. They both continued painting, but for the love of it, not for the gold. This painting is by Adrianna.

will find one completed painting of a bouquet of purple violets worth 50 GP and signed by *A. Avrigard*.

C: The Reading Room

Several chairs and loungers surround a coffee table in the center of the room. A copper bowl that sits on the table holds three small rocks that supply a dim, yet tranquil, light. A small stack of books also rests on the table.

The chairs and loungers are covered in cat hair and smell like cat urine. The furniture is in very poor condition as the cats also use the furniture as a scratching post.

The books:

Filthy Halflings
Spank My Money Maker
Understanding the Gnomish Language*

(other books at DM's discretion)

*studying this book over the period of 30 days will grant the reader proficiency in Gnomish.

Illumarock – a 6" flat circular stone that continually radiates soft tranquil light in a 15' radius. These may be taken from the room.

D: The Master Bedroom – The Ghost of Adrianna Avrigard

This is a very fine bedroom. A large four-poster bed with gold colored curtains (currently closed all around the bed) sits in the middle of the room. In addition, there are several small stones (**illumarocks**) that radiate a soft yellow glow. Along either side of the bed there is a chest of drawers and a dresser. There is a washroom attached to the bedroom that has a fancy washbasin.

Oddly, this room is much colder than the others. In the middle of the room is a grand four-poster bed with gold colored curtains. The curtains are closed all around. A dresser and chest of drawers are on each side of the bed. A small, intricately carved wooden cup and a silver hair brush rest on one of the dressers.

In the bed lay the skeletal remains of Adrianna Avrigard. Her **GHOST (MM 147)** now haunts this room. The horror of Mr. TimTom and the death of her son caused Adrianna to take her own life. The small cup has a residue of poison if it is investigated (**DC 12 Intelligence (Investigation)** or **Wisdom (Medicine)** check).

Adrianna is unaware that she is dead and will treat the party as if they are servants of the house. She is very beautiful even in her ghost form. Normally a very kind woman, she is annoyed that her husband has been spending his time in the study rather than in his bed. Her conversation with the party will be short and brief. Due to the horrific nature, Arianna will have no memory of the events that occurred near her death.

The party's movement and noise wake Adrianna. Read the below passage shortly after they enter the room.

As you stand there, the curtains on the nearest side of the bed begin to move. Out slide two ethereal blue legs. The feet drop to the floor and a human woman in her late thirty's steps out. She is ethereal blue and does not notice you. She walks to the dresser, reaches for a hair brush that passes through her hand, and begins to brush her light blue ethereal hair. She appears to be unaware that she is not holding the brush.

If Adrianna is not immediately attacked - she will speak to the party and treat them as if they are servants of the house. She will ask them if they have seen her husband, Rolen. If they do see him they are to make sure he comes back to bed.

"You there! Where have you been! It seems like I have been calling for help forever," she says sternly with her hands on her hips. "I need you to find Rolen. Tell him he needs to get out of the study and come back to bed. He's been spending far too much time in there and I miss him."

"The last lot of you that I sent to find Rolen never returned! I don't know what they are up to. They had better not be sneaking into his brandy collection. That will upset Rolen very much."

The party has been given a side quest. To complete the request, they are to return the body of Rolen Avrigard to the bed. Adrianna will dissipate if this quest is completed.

If Adrianna is attacked refer to the **GHOST on page 147 of the Monster Manual**. Destroying Adrianna negates the above mentioned quest.

Her first action will be to use her **Horrifying Visage**.

Horrifying Visage: Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1D4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

E: Rolen Avrigard's Study

Unlike the other doors in the mansion, this door is slightly ajar. When viewing the room, the party sees:

Books and paper have been tossed about the room. They lay haphazardly on the floor and the desk. Some books lay open; some are open yet upside down. It looks like someone came in and shoved the books from the shelves. Several paintings of a man or woman with a small girl and older boy are hanging lopsided on the walls or lie on the floor just below where they once hung. All of these paintings have been slashed.

A chair sits in the middle of the room facing away from you. It is turned so that it is viewing the only painting that has not been vandalized or moved.

The painting is of a beautiful human woman and a young half elven girl (about 8 or so). The two are in swimwear, sitting on a beach with their legs tucked to their chests, and they are smiling at each other. The woman's outstretched hand caresses the girls smiling face and you sense LOVE. A small brass plate at the bottom of the picture frame reads "*True Love*".

When the party approaches the chair:

This was once an exquisitely crafted upholstered chair – but now it appears to have been slashed several times. Not by blades, but by something else. In the chair sits the skeleton of an elven man – his clothes are torn away and gnaw marks cover his bones. He is picked clean of all flesh and he appears to be staring at the picture hanging on the wall. A piece of faded parchment paper rests in his lap.

The gnaw marks resemble those found on the body in the foyer.

The **parchment paper** is a note written by Rolen Avrigard. Please see **Appendix F** and read aloud to your players or hand them the note.

This is the skeleton of Rolen Avrigard. He spent his last remaining hours staring at his most adored painting. The painting is of his human wife, Adrianna, and his

half-elf daughter, Elloise. The name of the painting (**True Love**) is a clue the party will need later in the adventure to open a magically sealed chest.

If the party searches the desk they will find seven bottles of various flavored brandies. The seals are good and they have aged well. Six of the brandies are worth 25GP each. A character passing a successful **DC 15 Intelligence (History)** check will know that the last brandy is a well sought after year and brand and is worth 300GP.

Inspection of the painting reveals that it is exquisite and signed by R. Avrigard. In addition, scribed on the back of the painting is – **Adrianna and Elloise, True Love**. A successful **DC 12 Intelligence (Investigation)** check will value the painting at 700 GP.

CLUE: True Love.

QUEST: The party may or may not return the skeleton of Rolen Avrigard to his bedroom. If they do, reward them with **1,000 XP** for completing the quest. Once Rolen is returned to the bed, the ghost of Adrianna will roll over, snuggle with Rolen, and dissipate. Two skeletons will now be left in the bed.

READ ONLY IF the party returns Rolen to Adrianna's bed:

You open the bed curtains to lay Rolen's remains down. Adrianna is in the bed, sleeping. Her ghostly figure cocoons her own skeletal remains.

As you place Rolen's body on the bed, Adrianna wakes up only slightly. She looks at you and then at her husband. She keeps her eyes on him as she caresses his skeletal cheek with her ethereal hand. "Thank you," she says quietly. "You may go now." She then lays closer to Rolen, snuggles him, and dissipates.

F: Coat Closet / Storage Room

The room is filled with spring and winter outer garments that are now shredded and tattered. The party will also find fishing gear and various outdoor toys.

G: Elevator

Using the Elevator will allow access from the second floor to the kitchen. The elevator is old but still

functional. This is a 5x5 box that two medium sized creatures may use at once. A rope system is used to raise and lower the elevator. Roll percentile dice each time the elevator is used. On an 80 or higher the rope breaks and the elevator crashes to the floor causing 2D6 falling damage on a failed **DC 15 Strength (Athletics) or Dexterity (Acrobatics)** check, or half as much on a successful save.

This appears to be some sort of elevator to the lower level. The mechanism is currently lowered. There is a series of pulleys above the above and a rope hangs from the wall. You believe that pulling on the rope will raise and lower the mechanism.

A **ghoul (MM P 148)** is waiting in the elevator. As the party pulls the rope and raises the mechanism, they will notice that it seems rather heavy and it jostles around a little bit. This is the ghoul moving about. It smells flesh will try to get out of the box as soon as possible and attack the party members – attempting to climb through the opening as it begins to open to the second level.

Once the party has dealt with the ghoul they may attempt to use the elevator to reach the kitchen.

If all party members use the elevator without the rope breaking you may deem it solid for the remainder of the adventure and no further checks will be required.

When the elevator lowers, any characters remaining on the 2nd floor will notice a ladder built in to the elevator shaft. The ladder can be used to access the kitchen if the elevator breaks.

H: Balcony Overlooking the Foyer

The party will notice two cats sitting with their heads peeking through the balcony railing, looking down into the foyer. The cats will quickly run off when they are noticed. If the party attempts to track the cats, they will quickly lose the trail. The cats have disappeared into the walls or some other nook.

I: Elloise's Room

The closed door is decorated with prancing ponies and dancing unicorns. A small plaque on the door reads "Elloise".

This room obviously belonged to a little girl. The walls alternate in color from pink to purple and are decorated with paintings of ponies and unicorns. Sets of shelves containing various ornate porcelain dolls line either side of the bed.

The room has been kept very tidy and everything seems to be put in its place. The bed is covered in very nice linens and has not been slashed like most of the items in the house. A leather-bound book titled "*the Diary of Elloise*" lies on the pillow.

There are 20 **Porcelain Dolls** on each of the shelves – 40 dolls in total. **The porcelain dolls will animate when the first passage of the diary is read.** This could be fun if the party opens the book outside of the room and the dolls go to hunt them down. See **Appendix A** for the Porcelain Doll stat block.

10 dolls from each shelf will attack the nearest party member by jumping on the character (movement) and then try to claw and bite. The other dolls will attack either the same or a different party member on the next round.

The 40 dolls are meant to be a superior challenge. The party will hopefully recognize this and not try to attack them one at a time. A thinking party might use area of effect spells that, even though the party members may take damage, will destroy the dolls quickly.

Alternative: Instead of 40 individual dolls attacking, use 4 swarms of 10 dolls each. See Appendix A for the stat block for the **Porcelain Doll Swarm**.

The book is the diary of Elloise Avrigard. It is leather bound with gold embossing (5GP value). See **Appendix B** for the most recent additions to the diary. You may read the entries to the party or give them the page. Giving them the page may help them with clues later in the adventure.

J: Herbert's Room

A sign made from a scrap piece of wood and scribbled on with yellow paint hangs on the door. In common, it reads "Herbert's Room – Keep Out!"

This room, although the door was closed, is very untidy. The bed is unmade and in the middle of the mattress you see a rather large and pooled brown stain. Several strange symbols are etched into the walls and drawn on the floor. Candles of all sorts sit on the desk, shelves, and even on the floor. Several piles of dried and withered plants lay on the desk. A cracked mirror, with the name Mr. TimTom written across it in a brown substance, lies on the floor.

Both the stain on the bed and the writing on the mirror are from blood. A successful **DC 12 Wisdom (Medicine/Survival)** check will reveal this to the party.

Searching the room, the party will find a used magic scroll. A **DC 10 Intelligence (Arcana)** check will reveal that it was a summoning scroll. The scroll cannot be used again.

K: Bathroom

A cat will run past the party when they open the door.

This is the upstairs bathroom that was shared between the siblings. The fixtures and everything in the bathroom are of high quality. The only thing odd about this room is the mirror is cracked and has *Mr. TimTom* scribbled across it. A successful **DC 12 Wisdom (Medicine/Survival)** check will reveal that the writing is in blood.

L: Kitchen (via the Elevator)

The kitchen is now occupied by **1 Ghast** and **4 Ghouls** (adjust as needed for your party size). Please refer to **Monster Manual page 148** for the stat blocks for these creatures.

The first character to enter this area will find that the elevator is open to the kitchen. When they step out of the elevator they *may* notice the ghouls and ghast – this will depend on the character's vision and abilities.

3 ghouls and the ghast are at the opposite side of the room standing by the door. The other ghoul stands along the wall across from the elevator opening.

The ghouls and ghast will notice the adventurer(s) immediately as they have been trapped in this room for some time and are extremely hungry for flesh. These undead, having smelled the fresh flesh in the air, will have **Advantage on initiative**.

DM's NOTE: The contents of the kitchen are very high quality. When Rolan Avrigard built this mansion, he spared no expense. Normal adventurers will notice that the cutlery, stoves, tables and cabinets are of good quality. Any character with a background in cooking or working in an inn or tavern will note that the items are of exquisite dwarvish craftsmanship. The cutlery will be valued at 10GP. Strewn about the kitchen the party will find random human bones of an adult female. The bones have been gnawed and cracked open and the marrow has been sucked from them. A silver dagger and a +1 chain shirt will also be found on the floor.

The door to the next room has been barred/locked from the other side. A **DC 12 Strength** check will be required to bust the door open. If magic or weapons are used, the door has an AC of 3 and 20 HP before it will yield.

M: Dining Room

You've entered the dining room. In the center of the room stands a 15' long grand mahogany dinner table surrounded by eight high back chairs. As expected, the craftsmanship of this set is remarkable.

Eight place settings including silver goblets and utensils of fine quality are placed in front of each chair.

Estimated value of the silverware and goblets is 100 GP.

N: The Open-Air Courtyard

NOTE: There is no ceiling or roof in this area.

The ground here is riddled with small and tiny paw prints. A circular pedestal fountain feeds a small decorative fish pond. As you view the pond you can see that it no longer holds any fish. You find bits of the fish lying near the pond, dried like jerky by the sun of the open-air courtyard.

Further into the courtyard the ferns, bushes, and trees that would have once been pruned and kept are now overgrown. Movement any further into this area will be difficult.

Deeper into the overgrowth and peeking out from the treetops, a glass roof reflects the sunlight.

O: The Inner Courtyard

This area is overgrown with ornamental trees, bushes and ferns. Movement through this area will be considered difficult terrain.

In addition, the cats have made this area their home. They find it easier to hunt in this area since birds often come fly down to get a drink from the fountain or grab seeds and berries from the bushes.

25 Feral Cats (MM page 320) now infest this area. A cat tracker is provided for your use in **Appendix D**.

DM's NOTE: The cats, once pets, are now feral. One feral cat will attack the first person to come closest to the overgrowth. A DC 15 Dexterity save will be needed to avoid the cats sneak attack (leap to the face). Although the cats are not tough foes (AC12 HP2), having them leaping all over your party can be rather fun. Have fun with this section and run the cats as you wish. Add more if you feel it necessary.

As you approach the overgrowth you hear slight movement in the bushes in front of you. From out of nowhere a cat leaps from the bushes and impales its claws into your cheeks.

(To the other party members) As you watch a malnourished feline attack _____, you begin to hear savage feline howling and low growls from all about the overgrowth.

P: The Greenhouse

The outside of the greenhouse is covered in dirt and dust making it difficult for anyone to look through the glass panels. A party member may wipe the dirt from the glass and will notice that the greenhouse is filled with plants and flowers.

Several broken panels in the glass roof have allowed rain to trickle in and keep the plants watered.

Entering the greenhouse, you immediately notice that it is filled with flowers and plants. Referencing the drawing given to you by Savier, you easily identify that the majority of these are Midnight Violets.

The party will find 1D4 x 100 Midnight Violet plants.

At this point, the main quest is complete. The main beasts of the mansion will have been dispatched. The party will most likely make their way back to the foyer – or – they will investigate the basement.

If the party attempts to leave the mansion without investigating the basement, the young boy's voice from the foyer will plead **"Please don't go. I can't rest until you destroy him."**

If the party asks a question out loud the voice will reply: **"Mr. TimTom – he's in the basement. Please...don't go."**

Q: The Basement

As you descend the stairs you notice that the air is damp and musty. Stepping off to the floor you can tell that this area was never meant for common use. The floor is dirt and gravel.

Continued from previous page...

As you look around the area you notice that it looks to be larger than the above foyer. Several stone columns have been erected to support the foyer. Even though the floor is natural earth, walls have been built along the edges.

Off to the right you can make out a rectangular box resting on two piles of stone.

Directly ahead of you there is a hole in the wall.

R: The Hole

The hole is about 4' tall and 3' wide. Peeking inside you see a black stone pedestal that has been engraved with menacing faces of horned creatures. Nothing currently sits on the pedestal.

The hole was created by Herbert Avrigard as he sought out the thing that called to him. Herbert took the scroll from the pedestal and used it to summon Mr. TimTom.

Inspection of the Rectangular Box

This box appears to have been quickly constructed out of simple planks.

Opening the coffin

The box holds the semi preserved body of a half-elf teenage boy. A large badge of blood covers his shirt. His hands lay along his sides and, even though he is dead, you do not feel he is at peace. A small wooden chest sits at his feet.

The Chest

This chest does not have an ordinary lock. There are several rows of wooden buttons along the top of the chest that may activate the locking mechanism.

See **Appendix E** for the handout for the lock. The correct answer is **HERBERT**. A failed attempt will result in 1D4 piercing damage from several small needles that

will quickly extend from the box and then retract. Further incorrect attempts will result in the same damage if the box is being held.

Make sure you understand how your party is holding the chest when they attempt to open it.

SUCCESS: Another smaller chest is found inside.

This chest is smaller and covered in elvish glyphs. You can sense that it definitely has magical properties.

DM's NOTE: Mr. TimTom is imprisoned in this chest. Rolan Avrigard acquired many things via trade during his days in the art industry and this magic prison is one of them. He used this device to trap Mr. TimTom. After doing so, Rolan took his own life while viewing his favorite painting.

When the chest is picked up or touched, a vocal que will speak (in common) "The loveliest of views".

The party will need to respond **True Love** for the chest to open.

The correct response will open the chest and unleash Mr. TimTom. See **Appendix A** for the stat block for Mr. TimTom

If the party hesitates to open the box, the boy's voice will plead, "**He's in there. Please... please destroy him. I can't rest until he is destroyed.**"

Mr. TimTom

A mist begins to flow from the chest as you open it. You suddenly realize that this may have been a bad idea so you quickly attempt to close the chest. The mist seems to be pushing back and, even worse, opening the chest further. The mist gathers and soon a form appears. A blood red, winged demonic creature manifests right next to _____. His fiery eyes stare directly at _____ as he raises his scimitar in preparation for battle.

Mr. TimTom is not in the mood to talk. He will immediately Attack or tell the party to join him as he conquers this land. He will not offer much in conversation. If the party questions him, Mr. TimTom attacks.

See **Appendix A** for Mr. TimTom's abilities. He will attempt to **Fiendish Charm** one of the party.

If Mr. TimTom is defeated:

- The voice of the young man will whisper "Thank you!"
- If the party views the body of Herbert they will get the feeling that he is now at peace.
- All quests may now be complete and the party may leave without redirection.

Suggested Experience

- +1,800 XP for defeating Mr. TimTom (CR 5)
- +4,000 XP for defeating the Porcelain Dolls (CR 1/2)
- +450 XP for defeating the Ghast (CR 2)
- +200 XP (1,200 total) for each Ghoul defeated (CR1)
- +250 XP for defeating the Feral Cats (CR0)

Random Encounter

- + 100 XP for defeating the Swarm of Wasps
- + 50 XP for defeating the Constrictor Snake
- +200 XP for defeating the Feral Boars

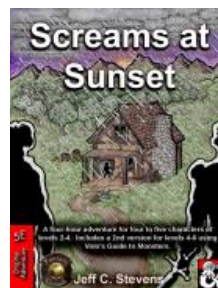
Quests

- +1,500 XP for completing Adrianna's quest OR +1,100 XP for defeating Adrianna.
- +500 XP for giving Xavier the Midnight Violet

This is the end of the adventure. I truly hope you enjoyed it!

Your ratings and reviews greatly impact my success. Please return to the DMs Guild and leave a rating and/or review – they really do help!

If you enjoyed *The House of the Midnight Violet*, you may also enjoy:



Appendix A

PORCELAIN DOLL

Small construct, chaotic evil

Armor Class: 15 (natural armor)

Hit Points: 17 (5d6)

Speed: 20 ft., 10 ft. climb

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	10 (+0)	12 (+1)	16 (+3)

Saving Throws: Dex +5, Wis, +2, Cha +5

Damage Vulnerabilities: thunder, bludgeoning, force

Condition Immunities: charmed, deafened, exhaustion, frightened, paralyzed, poisoned

Senses: passive Perception 11

Languages -

Challenge: 1/2 (100 XP)

ACTIONS

Multiattack: The Porcelain Doll makes 2 attacks. One with its BITE and one with its CLAWS.

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

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

PORCELAIN DOLL SWARM

Small construct, chaotic evil

Armor Class: 15 (natural armor)

Hit Points: 73 (30d4)

Speed: 20 ft., 10 ft. climb

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	10 (+0)	12 (+1)	16 (+3)

Saving Throws: Dex +5, Wis, +2, Cha +5

Damage Vulnerabilities: thunder, bludgeoning, force

Condition Immunities: charmed, deafened, exhaustion, frightened, paralyzed, poisoned

Senses: passive Perception 11

Languages -

Challenge: 1/2 (100 XP)

ACTIONS

Multiattack: The Porcelain Doll makes 4 attacks. Two with its BITE and two with its CLAWS. These attacks can target separate creatures if the target is within 5 ft. of the swarm.

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

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

MR. TIMTOM

Large Fiend (Demon), chaotic evil

Armor Class: 19 (scale mail)

Hit Points: 82 (11d8+33)

Speed: 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	12 (+1)	11 (+0)	16 (+3)

Saving Throws: Str +7, Con +6, Int +5, Cha +3

Skills: Deception +5, Intimidation +5, Perception +2, Stealth +6

Damage Resistance: bludgeoning, piercing and slashing damage from non-magical weapons, cold, fire, lightning, poison

Senses: darkvision 60 ft., passive Perception 10

Languages: Abyssal, Common, Infernal

Challenge: 5 (1,800 XP)

ABILITIES

Fiendish Blessing. The AC of Mr. TimTom includes his Charisma bonus.

Innate Spellcasting. Mr. TimTom's spellcasting ability is Charisma. Spell attack modifier +7, DC 15. He may cast the following spells twice per day:

Suggestion, Charm, Command, Alter Self, Misty Step

ACTIONS

Multiattack: Mr. TimTom makes two melee attacks or uses his Hellish Blast twice, or he uses his Fiendish Charm ability.

Scimitar: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Hellish Blast: *Ranged Weapon Attack:* +7 to hit, reach 60 ft., one target. *Hit:* 14 (4d6) fire damage.

Fiendish Charm: (Recharge 5-6) One humanoid Mr. TimTom can see within 30 feet of him must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys Mr. TimTom's spoken commands. If the target suffers any harm from Mr. TimTom or another creature, or receives a suicidal command from Mr. TimTom, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to Mr. TimTom's Fiendish Charm for the next 24 hours.

Suggested additional ability for a 6th level party:

Summon Mephit: Once per day, Mr. TimTom can summon 3 Steam Mephits (CR 1/4, MM, p 217) to fight by his side.

Appendix B – the Diary of Elloise

I keep hearing the whispering – the name Mr. TimTom. It rides on the breeze and fills my ears so softly.

Hello, Mr. TimTom. How are you today?

Today he talked to me – this Mr. TimTom. We talked about so much. About the kitties, my dollies, Herbert, mommy and daddy. It was nice to have someone to talk to.

Herbert – I don't know what he's doing in there all day. I think I heard him sneaking about the house last night.

Herbert's birthday was yesterday and he only came out for a little while. Just long enough for presents and cake. He's been acting odd. I wonder if it has to do with the basement.

I went down there today. No one ever does – it's gross – it's wet and smelly – spider webs everywhere – even the kitties don't go down there. I found something – a hole in the south wall. And a hidden room with a pedestal! Then I got cold and scared so I came back upstairs.

We spoke again today. Mr. TimTom said he will come and see me soon. Exciting! I asked mommy and daddy about Herbert – why he spent so much time in his room and never let anyone in. They just said that he is a growing boy and that's what growing boys do.

Mr. TimTom! He tells me he will be here tomorrow and that we will have a celebration! I told my parents but they just looked at me and said – oh honey, I doubt we will have any visitors tomorrow.

Mr. TimTom did come! He's downstairs right now! I'm going down to see him now!
Oh – I'm so scared. Mr. TimTom isn't nice at all. Herbert stands by his side all of the time and does

whatever Mr. TimTom tells him to do. He's very bossy, grouchy and mean. I hope he's gone tomorrow. He told me to go to my room – like I had been bad or something.

Everything is so wrong! Daddy – daddy had to. I know he had to. Herbert is dead.

Herbert – they carried him – under the stairwell and down to the basement.

Mr. TimTom is gone. I don't know where he went. I heard daddy talking – or singing to him before he and mommy put Herbert in the basement.

Mommy and Daddy are so sad. They aren't acting like themselves. Daddy especially. He's become very mean and hateful. He just sits in his den all day. He's even started sleeping in there.

Mommy is dead now. I don't know how – but she is. Daddy just left her in their bed. I still hear him whispering to me....

All of the cooks and staff – we had to lock them in the kitchen. They've changed into awful creatures. It's just me and daddy. I'm scared! When daddy hugs me – it feels so hollow.

I can hear them moving around in the kitchen.

I heard a terrible noise in the den today. I just barely opened the door and peeked in – books were lying everywhere and all of the paintings on the wall had been slashed. All except for his favorite – True Love. I just ran. Ran to my room!

Daddy's banging on my door.

Appendix C – Combat Tracker

Porcelain Dolls AC 15 14 HP 14, 2 Attacks, +5 to hit,
1D4+3 piercing, 1D4+3 slashing

Set# 1

1	14
2	14
3	14
4	14
5	14
6	14
7	14
8	14
9	14
10	14

Set #3

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9	14
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Set #2

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Set #4

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10	14

Appendix D

Feral Cats

AC 12 HP2 +0 to hit, 1 slashing damage (claws)

1. 2
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3. 2
4. 2
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8. 2
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16. 2
17. 2
18. 2
19. 2
20. 2
21. 2
22. 2
23. 2
24. 2
25. 2

Appendix E

The Puzzle Lock (*Herbert*)



Appendix F

I write this knowing that these will be my last words. Even now I feel the madness digging in deeper, clawing at my mind.

My dear Elloise, you've escaped this wretched house and I am thankful. I regret not tucking you in the other night when you asked. My love is eternal, my little doll.

Adrianna, I am sorry that I was too late. The madness took hold of you quickly and in turn it took your life. We will be together soon, my love.

Herbert, my beautiful boy, I am sorry that your ambitions and dreams will never be realized. Know that I don't blame you for what happened. It wasn't your fault. You didn't know. The shame and horror of what I had to do will haunt me even in the afterlife. That fiend was feeding off of you. His magic cursed everyone. I'm sorry my son, so very sorry.

And so...it is my time to atone for what I've done and not done. I will sit and enjoy my last moments with a goblet of fine brandy and the loveliest of views.

Be free, Elloise! I pray that you never return to this forsaken house.

R.A.