

The Secret of Karnov Mansion

**SILVER
BEST
SELLER**

**A four-hour adventure for four to five
characters of levels 4-6**

Jeff C. Stevens

5E

Adventure



The Secret of Karnov Mansion

A 3 to 4-hour adventure for 4th-5th level characters.

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Maria



Marcus



Jobe



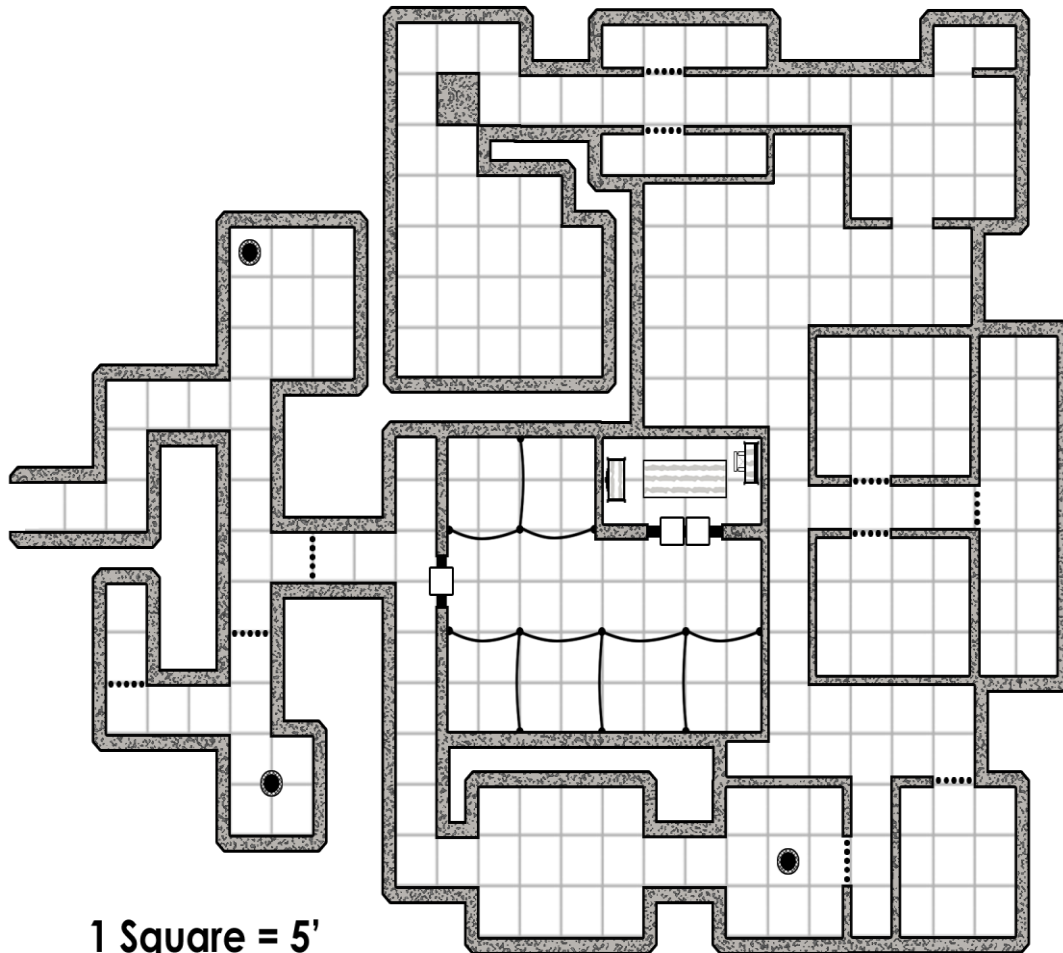
Ella



Evie

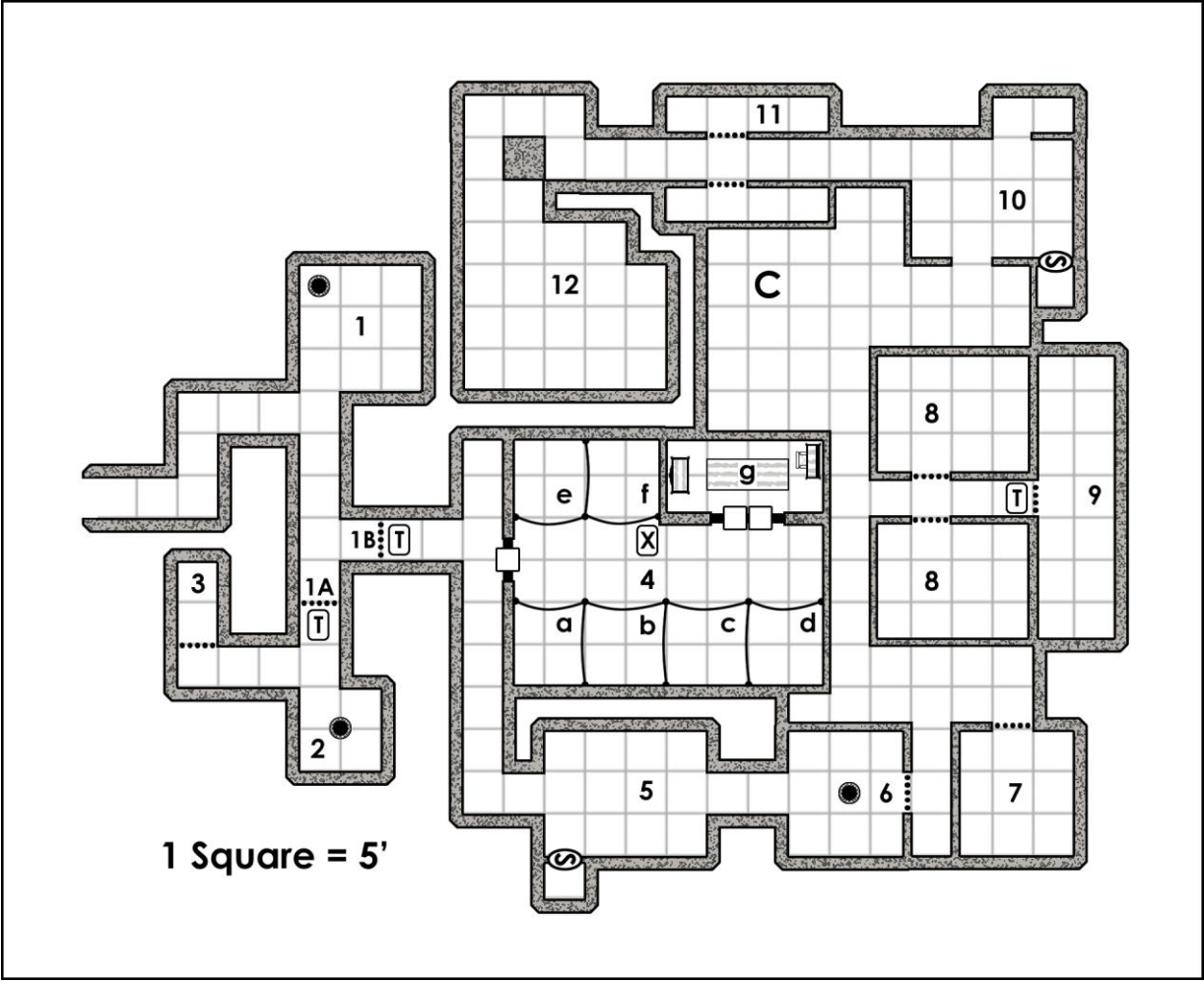


Vivian



1 Square = 5'

Dungeon Master's Map



Running the Adventure

This adventure feels right at home in the D&D setting of Ravenloft or Barovia, but it can easily be adapted to any campaign setting. Either way, a good Barovian accent seems fitting for the Karnovs.

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.

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.

A party without silvered or magical weapons may have difficulty with a few of the encounters.

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

Text in blue boxes is for your information and should not be read to the players.

The stat blocks for the creatures in this module can be found in the 5th Edition Monster Manual.

A Battle Stat Tracker is included at the end of this module. I include this to make preparation time easier for the DM.

The Request

Argo, the half-elf (**Commoner, MM p 345**) caretaker of the Karnov mansion, finds the adventuring party in a tavern or inn. Argo is dressed in a high quality pale blue cloth suit. His blonde hair just brushes his shoulders.

"Good evening!" says a well-dressed half-elf man. "My name is Argo. My employer, Mrs. Vivian Karnov, is a wealthy widow who lives nearby with her children. They would like to invite you to a dinner party this evening. The Karnovs take great pleasure in hearing about the outside world and the stories of adventurers. I must say that they were very excited to hear that you were in the area. Your reputation is very grand!"

The half-elf removes a folded piece of parchment from his breast pocket and hands it to you. You can see that it has a light blue wax seal embossed with a 'K'.

"If you will grant the Karnovs the honor of your company, I can guarantee you a grand meal, wine, and a relaxed evening filled with fine conversation; mostly about your exploits, I am certain."

"Could we expect you this evening for cocktails?"

If the party needs more information to entice them to the Karnov mansion, Argo will offer the below.

"Mrs. Karnov asked me specifically not to reveal any additional information as she and her family wish you to attend as guests and not as sell-swords. That being said, I will tell you that Mrs. Karnov may have a proposition for you – one that will be well worth your while."

Argo will arrange for transportation if the party requires it. If asked, Argo will explain that he is the caretaker of the Karnov mansion and he is also the cook. And a very good cook at that.

The other patrons of the inn or tavern overheard the request of the half-elf and they may approach the party with the following:

- Noma, a stout, older woman wearing respectable clothing: "You must have made quite an impression! The Karnovs appear very respectable and you should have a great time at the party."
- The innkeeper or bar wench: "Lucky you! Those Karnovs are a bunch of beauties. Two handsome lads and three very lovely daughters."

The Town Rumor Mill

The Karnov's visit the town from time-to-time. Argo does most of the shopping for the family but the family does come to town for clothing and other personal items.

If any of the towns people are asked about the Karnovs they will have the following to share:

- The Karnovs are very polite people.
- The Karnov ladies are very beautiful!
- Oh, those Karnov boys are very handsome!
- They come in to town every so often. But I've never spoken to one.

If asked specifically about the mansion:

- It originally belonged to a fella that kept exotic animals.
- He had all kinds of animals there, like a sanctuary or something.
- People call him "The Keeper" since he kept so many animals.

Travel to the Mansion

If the party told Argo that they required transportation to the mansion, a local merchant, Zeb, will be waiting outside of the inn just before evening. He is a local stage merchant that has been paid 5 GP to transport the adventurers to the Karnov mansion.

Refer to the previous rumor mill if Zeb is asked questions about the Karnovs or the mansion.

When they arrive at the mansion, Zeb will tell the party that he will wait for them. This is true, but shortly after the party enters the mansion Argo will pay Zeb another 5 GP and explain that his services will not be needed for the remainder of the evening.

DM's Note: If anyone asks, or if you feel it necessary to state, there will be a full moon tonight.

Arriving at the Mansion

The mansion is nearly 1,000 ft. off the main roadway. The dirt driveway to the mansion is lined by a lush forest of tall trees of all sorts.

A large, wrought-iron gate is closed as the party approaches the mansion. Argo will come out from

behind a gatehouse, open the gate for the carriage, and then close the gate after the carriage passes through. He will then slowly walk back to the mansion unless he is offered a ride on the carriage.

You ride up to a wrought iron gate that has a scrollwork metal 'K' affixed to the front. Argo comes out of the gatehouse and opens the gate for you. He then watches you pass and closes the gate. He then walks calmly back to the house.

The party will then travel a short distance and arrive at the front of the mansion.

The mansion, a two-story brick structure of beautiful craftsmanship, is a very grand sight. Ivy climbs the walls of the yellow bricks and several red rose bushes line the front. Lanterns, mounted on tall metal posts, add light to the entryway as the sun begins to set.

Two large, wooden doors with metal banding and rivets begin to open. A beautiful young woman with blue eyes and blonde pigtails bounds out from the mansion.

"They're here! They're here!" she yells while clapping her hands in excitement. Her frilly red skirt bounces on the air, and the heels of her fashionable gold-colored shoes click on the cobblestone drive as she skips toward you.

"Welcome to the Karnov mansion," she says to you as she gives a polite curtsy. "I'm Evie and we are so happy that you accepted our invitation!"

Evie will escort the adventurers inside. Mrs. Karnov and the rest of the family will be waiting in the foyer and will introduce themselves when the party enters. Argo will quickly come out of the kitchen with a tray of various drinks (ale, mead, wine) and serve the party during the introductions.

A beautiful woman dressed in an elegant white evening gown stands in the center of the mansion's foyer. Five other figures, all human and varying in age, stand beside her.

Continued next page...

Although her age is obscured by her beauty, one would guess that she is in her late-forties. Her striking light blue eyes are emphasized by her beautiful long, black hair that stops at the small of her back.

She opens her arms in a welcoming gesture and says, "Welcome to our home, I am Vivian Karnov."

"You've already met Evie," she says with a smile. "These are my other children. My oldest is Maria, followed by Marcus, Jobe, and Ella," she says as she points to each. "Evie is the youngest."

The Karnov's

The Karnovs are actually a streak of Weretigers that were brought to this area by The Keeper several years ago. They overthrew The Keeper and now inhabit the house and have made modifications to the enclosure area behind the mansion. These modifications will drop the adventurers into a 'cat & mouse' game as they encounter the Karnovs throughout the night.

DM's Note: A group of tigers is called a 'streak'.

The Karnovs have a primal itch that they need scratched. They want to feel the 'thrill-of-the-hunt'! So, the invitation to the mansion is mostly a ruse, used to get the adventurers to the dinner table so that the Karnovs can spring the trap.

Each of the Karnovs are wearing an exotic perfume that gives them ADVANTAGE on Deception, Persuasion, and Performance checks.

Each of the Karnovs wears a small, blue stone pendant. Marcus and Jobe wear them on thick, gold chains; Vivian and Maria on thin gold chains; and Ella and Evie on a thin, leather choker. If asked about the pendants, they will explain that they are symbolic of the unity of the family. "Although the stones are of different sizes, internally they are the same".

In fact, rubbing the stone allows the Karnovs to teleport once per day to an empty space within 10 ft. of the master stone. Vivian Karnov wears the master stone. The master stone does not have the teleportation ability. It only acts as the beacon for the other stones. The Karnovs were wearing these

pendants when they were captured. They were used as a way to keep the streak of Weretigers together.

Vivian Karnov - mother

Vivian is very polite, sophisticated, and charming. She is a very attractive woman in her late-40's. Her striking, light blue eyes are emphasized by her beautiful long, black hair that stops at the small of her back. She wears an elegant white evening gown and white shoes.

Maria Karnov – 32, eldest daughter

Maria enjoys playing and flirting and will be particularly open about anything that troubles her. She has green eyes and wears her fiery red hair in a pixie cut. She is dressed in a powder blue, satin blouse, brown leather pants, and tan leather mid-calf boots.

Marcus Karnov – 30, eldest Son

Marcus is a very sophisticated man and may come across slightly snobbish; yet polite. He has an athletic build; broad shoulders and thick arms. He has brown hair and brown eyes. He is dressed in a finely tailored blue suit that accentuates his muscular physique.

Jobe Karnov – 26, son

Jobe has a very carefree and laidback attitude. He is very polite, but not overly impressed by the adventurers. He is slender and fit. He has blue eyes and shoulder length black hair. He greatly resembles his mother, Vivian. Jobe is dressed in relaxed, yet stylish, tan cloth pants and a red poet's shirt. Also, he is barefoot.

Ella Karnov – 24, daughter

Ella is very charismatic when she speaks and has a fun, vibrant attitude. She will be particularly interested in the stories the adventurers have to tell. She is also a fine lute player and may play during cocktails.

Although all the daughters are beautiful, Ella is obviously the prettiest of the lot. She has long, curly brown hair and hazel eyes. She wears a forest green bodice over a flowing white poet's shirt, black leggings, and black knee high boots.

Evie Karnov – 21, youngest daughter

Evie, the youngest, is extremely playful, flirtatious, and mischievous. She wears a frilly red skirt that stops just

above her knees, white stockings, white blouse, and fashionable gold-colored shoes.

Evie will become excited and state that she must make name plates for dinner. She will quickly gather some parchment paper, a quill, and ink. She will ask each of the adventurers their name and write it on a separate piece of parchment. She then folds the parchment and places the little parchment tents on the dinner table. The adventurers now know where to sit.

"Oh!", exclaims Evie. "I almost forgot! Name tents, I must make name tents for dinner!"

The party will be allowed to mingle with Vivian and the children while Argo finishes preparing dinner. Argo is very close to having dinner complete, so only a few topics will be touched. The Karnov's will engage in one-on-one conversations with the adventurers as they try to be hospitable. One may lead a party member to the study to talk, and another may take an adventurer back to the foyer to have a seat on the loveseat. The below topics can be used for conversation.

- Tell me, what is the fiercest foe that you have fought?
- What is the most dangerous thing that you have done?
- Have you ever been close to death?
- You look very brave. How does one become an adventurer?

All of the Karnov's will be very hospitable and excited to have guests. They do not have visitors very often and the children will explain that they do not mingle in town very often since there are not a lot of acceptable suitors there.

The Karnov's may even flirt with the adventurers - if they are treated well enough.

If asked about The Keeper or the mansion, they may offer any of the below. Be careful not to give too much away.

- Oh yes, he had to move away and mother acquired this magnificent mansion when he did! We were actually quite lucky!
- He left some of his odd creatures.

- The Keeper, as the towns folk called him, had all sorts of dangerous creatures here. We believe some of these creatures escaped.
- The Keeper kept all of the creatures outside in large enclosures.

Dinner

Once Evie has set the name tents and the party has had some time to mingle with the Karnov's, Argo will come out with another round of cocktails and state that dinner will be ready in just a few short minutes if everyone would like to take their seats.

The aroma emanating from the kitchen is wonderful. If they ask what is being served, Argo will state:

"Being served tonight is roast duck in an orange sauce, butter fried Brussel sprouts, steamed broccoli sprinkled with goat cheese, and a green leaf salad with dried berries and groundnuts."

DM's Note: Groundnuts is the Forgotten Realms term for peanuts.

Everyone will take their seats at the dinner table. Each of the adventurers will sit behind the parchment name tent with one of the children seated directly across from them.

DM's Note: The floor under the dining table is actually a trapdoor that the Karnovs will soon activate. The trapdoor is extremely well constructed. In addition, it is covered by a beautiful, exotic rug. A successful active DC 28 Intelligence (Investigation) or Wisdom (Perception) check may reveal certain oddities of the room. Perhaps a slight gap in the floor, or the floor seems to bounce as they walk on it.

Just before dinner is served, Vivian will stand and prepare to say a toast. She will ask each of the children to stand with her, gathering on the other side of the dinner table, while they face the adventurers and toast them.

Vivian stands with her glass of wine and walks behind her children. She raises her glass and says, "Children, would you please join me in toasting these fine adventurers."

The children each take their own drinks, stand and join Vivian behind the table. They raise their glasses as their mother begins to speak.

"Friends, thank you for accepting our invitation. We truly appreciate the work that you have done in these lands. May your future endeavors be successful!" The family raises their glasses, says a 'here, here', and then takes a drink.

The children start to walk back to their seat, but then stop as Vivian continues. "But, sadly, that's not the only reason that I asked you here. There are large walls that surround the back of this home. These walls once housed exotic creatures from throughout the realm. We acquired this home shortly after The Keeper left, and many of those creatures remained. Some still roam this area today. Certain aspects of these creatures have started to eat away at our sanity and we ask that you assist us in a hunt. Would you entertain the offer?"

Vivian raises her glass and smiles. Then – the floor drops out from underneath you and you find yourselves falling.

The floor under the adventurers opens and the adventuring party falls 40 ft. to the basement floor. Have each character make a **DC 15 Dexterity** saving throw. On a failed save, the adventurer takes 4d6 falling damage and is knocked prone, or half as much on a successful save and knocked prone.

The above trapdoor quickly shuts after the party falls through.

DM's Option: If you don't want your adventurers to become Weretigers, you may opt to have the Karnovs not use their BITE when they attack.

The Basement

The basement is 40ft. X 40ft. Once the trapdoor is closed the basement will be dark. The use of darkvision, a torch, or another light source will be

necessary. Directly across from the solid back wall is a 60 ft. hallway that slopes uphill. A single wooden door is on each of the other walls.

You find yourselves in a basement under the mansion. The trapdoor above closes and you are now in total darkness.

Directly ahead is a hallway, and on either side of you is a wooden door.

Door #1

A large storage area is behind this door. All sorts of furniture, tools, and books are piled haphazardly. A successful **DC 12 Intelligence (Investigation)** or **Wisdom (Perception)** check will reveal the following.

- 2 potions of healing
- 1 silvered short sword

Door #2

This closet contains The Keeper's extra clothing. The Keeper is still alive and being held captive (section 9).

The smell of mildew belches from this closet as you open the door. Several sets of khaki, linen garments hang from hooks that line the wall. A white pith helmet lays on the floor next to a dirty tan colored jacket. A piece of parchment paper peeks out from the jacket's pocket.

The parchment reads:

Oh, they are beautiful. Absolutely magnificent! Six of them. I can't believe it. They will go so very nicely with the others!

When they awoke from their magical sleep, the Karnovs changed into their hybrid form and overtook The Keeper.

The Hallway

The hallway slopes upward and ends at a wooden cellar style door that swings outward. A faint light can be seen from behind the door.

The hallway slopes upward and ends at a wooden cellar style door that swings outward. Faint light slips through the gaps in the door.

The walls of the hallway are covered in wooden panels. Behind these panels, there is an alcove every 5 ft. that holds a tiger that is chained to the wall. There are imperfections in the wood paneling that allow the tigers to see through the paneling. Small, hidden doors, large enough for the tigers to pass through, are built into the paneling.

Jobe used a secret passage to access the basement. The passage is now sealed and barred from above. He now hides in the last alcove and is not chained. He is in his **tiger form** and will lead the attack. If he survives, Jobe will transform into hybrid form, rub his pendant, and teleport to Section 12 of the maze when he is reduced to 15 hit points.

As the party walks down the hallway, have them roll a **DC 15 Wisdom (Perception)** check. On a success, they smell urine, feces, and animal musk and hear faint sounds coming from behind the wall.

The **five tigers and Jobe** can see through the wall and will attack when all of the party members are in the hallway. The tigers are chained to the floor and their movement is limited to 35 feet.

The party may exit the basement by opening the cellar doors at the end of the hallway. The doors are unlocked and swing outward.

The Maze

Creatures of all sorts were once kept in the enclosures behind the mansion. The Karnovs have modified this area into a maze so that they can play cat and mouse with their prey.

There is a bright, full moon tonight. All the open sections of the maze are dimly lit by the moon.

The Exhibit Hall has no interior lighting and will be dark. The use of darkvision, torch, or other means will be required.

Section C

Section C is what remains of the original cobblestone courtyard.

The Karnovs have now changed into their armor and gathered their weapons (**Appendix A**).

The wall directly behind the cellar, which is the 5 ft. thick, stone back wall of the mansion, is covered in a thick sheet of metal. Several bottles of poison, that will react with the air if they are broken, are placed behind the metal sheet. The wall has an **AC of 15 and 100 hit points** should the party attempt to break through it. In addition, once the metal sheet is breached (after 50 hit points) the vials will break and create a 15 ft. radius sphere of gas that causes 3d6 poison damage on a failed **DC 15 Constitution** save, or half damage on a successful save. Any creature ending its turn in the sphere must make another save or suffer the poison damage again.

The stone walls surrounding the maze are 70 ft. tall and 10 ft. thick. The interior stone and mortar walls are 40 ft. tall and 2 ft. thick.

The tops of the walls are covered in a thick grease. Any character ending its turn on the top of a wall must succeed on a **DC 15 Dexterity (Acrobatics)** check or slip and fall in a random direction. Label the three ground squares on either side of the wall with 1 thru 6. Roll a d6 to see where the character lands. Have the character roll another **DC 15 Dexterity (Acrobatics)** check to determine falling damage. A failure results in 4d6 bludgeoning damage and the character is prone. A success results in half damage and the character is not prone.

If a character attempts to climb the larger walls, the resulting damage is 7d6.

The basement doors swing out overhead and the white light of a beautiful full moon lights the area. You climb out of the basement and find stone walls roughly 70 ft. tall surround a brick and mortar, ivy covered maze. It seems that you are at the beginning of the maze.

Section 1

Maria Karnov (Human Form) and **two tigers (CR 1 MM p 339)** wearing studded leather armor (**AC 14**) are waiting for the party to begin the maze.

Maria stands on a 15 ft. tall pedestal near the back wall. This gives her a clear shot over the tigers. She will attack with her longbow when she sees the party begin the maze. If the adventurers close in, she will change into her hybrid form and attack with her claws.

The tigers are at the entrance to this section and will attack the party when they are in sight.

If she survives, Maria will activate her pendant and teleport to Section 12 when she is reduced to 15 hit points.

1A - Gate to Section

A 6 ft. tall solid wooden gate with a lever handle blocks your path.

DM's Option: Both gates 1A and 1B trigger the same trap. So if one trapped gate is disarmed, the other may still activate the trap if it is sprung

A 6 ft. tall solid wooden gate stands between section 1 and 2. The gate has a latch but is unlocked and swings inward.

The gate is trapped. **Opening the gate** releases the tigers that are currently in an enclosure in section 3. A successful **DC 12 Intelligence (Investigation) or Wisdom (Perception)** check will reveal the trap. The trap cannot be disarmed from this side of the gate. A character could scale the gate and attempt to disarm the trap from the other side. A successful **DC 12 Dexterity check with thieves' tools** will disarm the trap.

A failed disarm attempt opens the tiger enclosure. Count the failure as the start of the tigers' turn. They will run and attack whoever is on this side of the gate. The tigers wear chain mail armor (**AC 15**) so they may jingle a bit as they run.

If the party opens the gate without disarming the trap, or if the attempt to disarm the trap is unsuccessful, have the party roll a **DC 12 Wisdom (Perception)** check. On a success, the character hears the sound of a squeaky gate open somewhere nearby (and perhaps the jingling of chain mail armor).

1B - Gate to Section 4

A 6 ft. tall, solid wooden gate stands between section 1 and 4. The gate has a latch but is unlocked and swings inward.

The gate is trapped. **Opening the gate** releases the tigers that are currently in an enclosure in section 3. A successful **DC 12 Intelligence (Investigation) or Wisdom (Perception)** check will reveal the trap. The trap cannot be disarmed from this side of the gate. A character could scale the gate and attempt to disarm the trap from the other side. A successful **DC 12 Dexterity check with thieves' tools** will disarm the trap.

A failed disarm attempt opens the tiger enclosure. Count the failure as the start of the tigers' turn. They will run and attack whoever is on this side of the gate. The tigers wear chain mail armor (**AC 15**) so they may jingle a bit as they run.

If the party opens the gate without disarming the trap, or if the attempt to disarm the trap is unsuccessful, have the party roll a **DC 12 Wisdom (Perception)** check. On a success, the character hears the sound of a squeaky gate open somewhere nearby (and perhaps the jingling of chain mail armor).

Section 2

A marble statue of a naked, faceless woman stands on a 2 ft. tall pedestal in the center of this area. She holds three picture frames; two in her left hand and one in her right hand. The frames are balanced in her hands and rest against her chest. At her feet lay a picture of each of the Karnov daughters - Evie, Maria, Ella

If the adventurers place the pictures in the correct order (oldest-to-youngest – Maria, Ella, Evie) on the frames, a door will swing open at the base of the pedestal and reveal **three Potions of Healing** (2d4+2) and a **note** which reads:

We do hope that you are enjoying our little game. Please, use these potions to revive yourselves. We don't want our little mice to die too quickly!
-Vivian

The Karnovs wish to extend the 'cat and mouse' game. They don't want the party to expire too quickly.

Section 3

Two tigers wearing chain mail armor (**AC 15**) are being held in an enclosure. The gate is made of metal bars and the tigers are visible. If the party successfully disarmed the trapped gate (1A) before opening the door, the tigers will remain in the enclosure.

The Karnovs know that the tigers are not a major threat to the adventurers so they have fitted them with chain mail armor. If they happen to be let loose, their chain mail will be heard jingling as they run to attack.

Section 4

Section 4 is an exhibit hall filled with stuffed exotic creatures. It is dark and will require the use of darkvision, a torch, or other means to see inside of the Exhibit Hall.

When the party enters Section 4, they are greeted by a bright, vivid projection of a middle-aged man wearing khaki colored clothes and a white pith helmet. The projection will bow and welcome them to the Exhibit Hall.

Opening the doors reveals a dark interior. Suddenly, a figure appears 10 ft. in front of you.

(pause, if you wish, for dramatic effect)

A middle-aged man dressed in khaki clothing and wearing a white pith helmet stands before you. He bows, and says, "Friends! Welcome to the Exhibit Hall". His arms open wide and then he disappears.

The taxidermy in the Exhibit Hall is impeccable and obviously completed by an expert. **Exhibits A thru F** are open and sectioned off by large, thick red velvet ropes. **G** is an enclosed room with thick, unlocked double doors.

The exhibits are:

A: A **Unicorn** standing on her hind legs. Her front legs look as though she is fending off a foe. (The unicorn horn is real and is worth 500 gp).

B: A 5 ft. long black, curved, menacing talon. A name plate on the talon reads "*Origin Unknown*".

Shameful self-promotion: This could be a good tie-in for another adventure. My Gateway to a Savage Land adventure is about a portal that leads to a land of dinosaurs

C: A stuffed **Giant Eagle**. She is rigged with wires that make her look like she is in flight. Her mighty talons hold a stuffed alligator.

D: A stuffed **Hell Hound** (MM p 182) wearing a studded collar. Its mouth is open and it looks as though a fire wells in its throat. (Inspection of the collar will reveal that the studs are silver. The collar has a value of 20 GP.)

E: Four tiny **Pseudodragons** (pale blue, bright orange, teal green, and deep black). They face each other with their mouths open as they prepare to fight.

F: A **Giant Crab**. Its pincers are open and it appears ready to grab whatever comes close to it. A pressure plate (X) in front of the crab is rigged so that when it is stepped on, the pincers snap shut.

G: An 8 ft. wide by 10 ft. long table sits in the center of this room. A mahogany desk and chair line the right wall, and a large cabinet (doors closed and locked) stands along the left wall.

Desk: Searching the desk uncovers:

30 gold pieces

20 silver pieces

A silver dagger

1 set of Manacles with keys (PHB p 152)

1 set of Taxidermist tools (20 GP value)

A Book titled *The Experts Guide to Taxidermy* (25 GP value).

- Anyone spending 1-hour/day over the course of 30 days studying this book will become proficient in taxidermy. Once proficient, a successful **DC 12 Wisdom** check will allow the taxidermist to prepare a sellable specimen. Referring to this book while preparing, stuffing, and mounting a creature grants Advantage on the roll.

Cabinet: The lock may be picked with a successful **DC 12 Dexterity check using thieves' tools**. The cabinet contains:

1. 1 vial of Poison (PHB p 153)
2. 1 Potion of Greater Healing (4d4+4)
3. 1 vial of Antitoxin (PHB p 151)
4. 1 vial of Alchemists Fire (PHB p 148)
5. 1 vial of Acid (PHB p 148)
6. 1 Potion of Animal Friendship (MM p 187)

The lock (10 HP) may also be broken. Destroying the lock will jolt the contents of the cabinet and break one item. Roll a d6 to see which of the potions/vials are broken. Apply the effects as you wish.

Section 5

Marcus Karnov (Hybrid Form) is hiding in an ivy covered alcove and waiting for the party. He will attack the first member of the party that he sees. If a character scaled the gate to check it for traps, the gate will not open as Marcus and the character will be blocking the gate.

If Marcus survives, he will activate his pendant and teleport to Section 12 when he is reduced to 15 hit points.

Section 6

A large, bronze face stands on a pedestal in the center of Section 6. If the party enters this section, the face will animate.

A large, bronze, tarnish streaked bust of a man rests on a 5 ft. tall stone pedestal in the center of this area. His eyes open and he speaks.

"Mrs. Karnov states that they are having an extremely enjoyable time! She would also like to extend to you an invitation to take a brief rest in this area so that you may gather yourselves. More fun is to be had and she wants you fresh!"

If any of the Karnovs have died, the face will add:

"It is truly a shame that you killed _____ . But not to worry, Mrs. Karnov will have her revenge soon enough."

The party may take a short rest in this area. If they attempt to take a long rest, the bust will animate and say, "tsk,tsk,tsk, It's time to get this game moving again. There is much more fun to be had!"

Section 7

Section 7 is an open enclosure made of thick metal bars. It is currently empty. A sign above the door reads **HOOK HORRORS - STAND BACK 10 FEET**.

Two **Hook Horrors (CR 3, MM page 189)** are loose in the courtyard and are currently located at C. They will attack the adventurers when they enter that area. The adventurers may hear the scrapping of the hooks as they drag the ground.

Section 8

Thick ivy grows over the walls of the enclosures of Section 8. The ivy and darkness completely obscures anyone from noticing the creatures in these enclosures. A character may attempt to peer into the enclosure by walking up to it and placing their face to the bars. Doing so will provoke an attack by the hidden creatures.

4 White Apes (use Quaggoth stats, CR 2 MM p 256) (two apes on either side of walkway) are currently camouflaged; hiding in the dark, back corners and watching the adventurers through the thick ivy that covers their gate and enclosure.

There is a trap in the walkway to Section 9. A pressure plate (T) has been fixed to this section of the walkway. The trap is activated when a creature steps on the plate and then steps off. Doing so will open the gates of the **white ape** enclosures. The apes will roar and beat their chests as they run out of the enclosures and attack the party.

If any creature steps on this plate, have the party make a **DC 15 Wisdom (Perception)** check to see if they notice the initial 'click' as the plate is depressed. The trap will not spring until the plate raises again.

100 lbs. of weight will keep the plate depressed. In addition, the trap can be disabled with a successful **DC 15 Dexterity check with thieves' tools**. Failure results in the trap activating and the 4 white apes being released from their enclosures.

Section 9

The Keeper is being held in this enclosure. When he hears the adventures in Section 6/7, he will begin running his metal cup across the bars of his enclosure. He is unaware that the entry way is trapped.

The Keeper: Ansel Marshston's love of animals began when he was a very small boy. He would sit in the forest and watch the wildlife run about the trees and ground. As he grew older, Ansel's desire to learn about animals grew with him. He would often go around town asking others if they had any books, scrolls, or tomes about animals. One day a strange traveler came into town riding a wild beast – a camel. Ansel became infatuated with the exotic camel and the traveler. He begged his mother to invite the traveler to dinner so that he could hear all the wonderful stories the traveler had to share.

This simple evening changed Ansel. He became obsessed with learning about other exotic creatures. He started a small zoo behind his family's mansion and added a new creature whenever his allowance afforded him the opportunity. His collection of creatures grew larger and grander every year. He was living his dream.

Until the day his wardens brought him six new tigers.

The Keeper (**Commoner, MM p 345**) has been held captive in this enclosure for several years. The Karnovs wanted him to experience what it was like to be kept. He is malnourished, wears filthy scraps of clothing, and smells horrific. The Keepers **stench** is so horrid that it might make a creature vomit.

Any creature that starts its turn within 5 ft. of The Keeper must make a **DC 10 Constitution** saving throw or be **poisoned** (vomiting) until the start of its next turn. On a successful saving throw, the creature is immune to The Keeper's Stench for 24 hours.

Poisoned: A poisoned creature has disadvantage on attack rolls and ability checks (PHB p 292).

The Keeper will be of little help to the party. He does not know anything about the current maze. Should the

party defeat the Karnovs and rescue The Keeper, he will reward them with 500 gp that he has hidden in the mansion.

Section 10

Evie Karnov (Hybrid Form) is hiding in the northern alcove and will attack if she is found or when she sees the party begin to pass.

There is a secret alcove hidden by thick ivy along the south wall. **Ella Karnov (Human Form)** is hiding in this alcove and will surprise the party from behind when she hears the battle with Evie begin. Ella may grant **Bardic Inspiration/Cutting Words (d6) (PHB p 53 & 54)** three times per long rest.

If either survive, they will activate their pendants and teleport to Section 12 when they are reduced to 10 hit points.

Section 11

The enclosures in this section are empty. Large feathers and remnants of egg shell lay scattered on the floor.

If The Keeper is with the party, he will explain that he once kept large, non-flying birds in this enclosure. He believes that the Karnov's killed the birds and fed them to him while he was being held captive.

Section 12

Two tigers stand guard outside of Section 12. They will roar when the party arrives and then turn and enter section 12. They will obediently sit next to Vivian.

Mr. Karnov: Not only do the Karnovs seek the 'thrill-of-the-hunt', they also seek revenge. Earl Karnov, father and husband, was killed by a band of adventurers many years ago. Vivian was left to raise the streak of Weretigers on her own and teach them how to adapt to, and control, their gifts.

The Karnovs were out fulfilling their animalistic desires when The Keeper's wardens subdued them with magic. The wardens had no idea what they had actually caught.

As you come around the corner, you see two tigers sitting on either side of the opening to the next section. They see you and roar loudly. They turn and leave you as they run into the next section.

Vivian Karnov (Hybrid Form) and all her **surviving children** are waiting for the adventurers in this section. Vivian casts **Mage Armor (AC 15)** on herself when she hears the tigers roar. She will attack with her claws and spells.

Vivian Karnov, appearing now as a tiger/human hybrid but still dressed in her elegant, white gown, is standing in the middle of the final section of the maze. All her children, (less _____), are here, too. They are scattered about the area and are ready to fight.

Vivian claps her hands slowly, laughs, and says, "Bravo! You have definitely provided the entertainment that we so badly needed. It's too bad that this night must come to an end. You have satisfied our little itch for a while. It's even sweeter that you are praised adventurers. Your kind took my husband, my children's father, from me. Now you will pay the ultimate price!"

"Children. Let us finish this little game. We've played long enough."

When the battle breaks out, please refer to the **Battle Stat Tracker** and remove any Karnovs that have already been dispatched.

Place the surviving Karnovs as you wish. Ranged attackers will be along the back wall and the melee fighters will be up front. Don't group them all together as an area-of-effect attack could end the final battle quickly.

Vivian and the remaining children will attack the party until they or the party are dead. If the party survives, they will find a trapdoor near where Vivian stood. The door leads to a tunnel that will take the party back to the mansion. If the mansion is searched, they may find:

- A small chest in Vivian's bedroom that holds 300 gold pieces.

- A small chest in Maria's room that holds two rubies worth 50 gold each, and 50 silver pieces.
- The Karnov clothing is very fine and each child's closet holds clothing worth 100 gold pieces.
- A silvered dagger will be found in Marcus's room.
- In Ella's room they find a small, satin lined, ornate box which contains several vials of perfumes. When used, the perfume gives the wearer **advantage** on Persuasion, Deception, and Performance checks for 8 hours. There is a total of 5 applications, each with a value of 50 gold pieces.
- All of the food that Argo prepared is in the kitchen and may be consumed without hazard.

Argo

Argo was the original caretaker of the mansion and worked for The Keeper. When they took the mansion from The Keeper, the Karnov's sold many of the exotic creatures and amassed a small fortune. The Karnovs offered Argo a hefty salary, and his life, to stay on as the caretaker. Argo didn't agree with the Karnov's motives, but stayed in fear.

Argo was watching the events from the mansion's rooftop. He will quickly leave the mansion when he sees that the adventurers have prevailed. It is possible that the adventurers might find Argo elsewhere in this land. I leave that up to you. If they do, he carries a leather satchel filled with 150 GP.

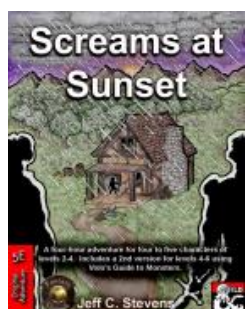
Experience

Please refer to the Battle Stat Tracker for the encounter experience earned.

Saving *The Keeper* awards the party with 200 XP.

This is the end of the adventure. I truly hope you enjoyed it! Please leave a rating and/or feedback on the DM's Guild. You have no idea how important that is in promoting my work.

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Appendix A

Base Karnov Weretiger

Medium human, (human, shapechanger), neutral

Armor Class: 12 (Natural Armor)

Hit Points: 120 (16d8+48)

Speed: 30 ft. (40 ft. in tiger form)

STR DEX CON INT WIS CHA
17(+3) 15(+2) 16(+3) 12(+1) 13(+1) 15(+2)

Skills: Perception +5, Stealth +4

Damage Immunities: bludgeoning, piercing, and slashing from non-magical attacks not made with silvered weapons.

Senses: darkvision 60 ft., passive Perception 15

Languages: Common (can't speak in tiger form)

Challenge: 4 (1,100 XP)

Shapechanger. The weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smelling. The weretiger has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce (Tiger or Hybrid Form Only). If the weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the weretiger can make one bite attack against it as a bonus action.

Actions:

Multiattack (Humanoid or Hybrid Form Only). In humanoid form, the weretiger makes two scimitar attacks or two longbow attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.

Bite (Tiger or Hybrid Form Only). *Melee Weapon Attack*, +5 to hit, reach 5 ft., one target. *Hit*: 8 (1d10+3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.

Claw (Tiger or Hybrid Form Only). *Melee Weapon Attack*, +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8+3) slashing damage.

Scimitar (Humanoid or Hybrid Form Only). *Melee Weapon Attack*, +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6+3) slashing damage.

Longbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack*, +4 to hit, range 150/600., one target. *Hit*: 6 (1d8+2) piercing damage.

The Karnov's as Weretigers

The Karnovs are not your average Weretigers. Most of the family have other skills. In addition to the Weretiger statistics in Appendix A, each Karnov has special abilities (see below).

Vivian Karnov - mother

Vivian is a 3rd level Wizard (Spell save DC 11, +3 to hit with spell attacks). She may cast the following spells.

A/C 15 (Mage Armor)

Cantrips: Poison Spray, Friends, Shocking Grasp

1st level (4): Magic Missile, Mage Armor, Shield

2nd level (2): Blur, Misty Step

Maria Karnov – 32, eldest daughter

Maria is a 2nd level Ranger and attacks with her longbow when possible.

A/C 13 (forest green leather armor)

Archery +2 bonus to attack rolls made with a ranged weapon.

Favored Enemies: Elf, Goblin

Spells (2): Jump, Longstrider

+1 longbow (+7 to hit, 8 (1d8+2+1)

Marcus Karnov – 30, eldest Son

Marcus is a 2nd level fighter.

A/C 17 (splint armor)

Dueling: +2 bonus to melee damage rolls

+1 Scimitar (+6 to hit, Hit: 8 (1d6+3+2*) slashing damage)

Jobe Karnov – 26, son

Jobe is rather a slacker and has not pursued any learning any other skills.

Ella Karnov – 24, daughter

Ella is a 3rd level College of Lore Bard (Spell save DC 13 and +5 spell attack bonus). Ella has the below spells prepared.

Charisma 17 (+3)

Bardic Inspiration/Cutting Words (d6) 3 times per long rest.

Cantrips: Vicious Mockery, Minor Illusion

1st (4): Bane, Charm Person, Cure Wounds, Sleep

2nd (2): Blindness/Deafness, Hold Person

Evie Karnov – 21, youngest daughter

Evie is the most powerful of the family and is a 4th level monk.

A/C 17 (unarmored defense)

Dexterity: 18 (+4)

Marital Arts: melee attack +6 to, Hit: 1d4+4 (possible three attacks (two normal melee attacks + bonus action attack)

Movement (40 ft. / 40 ft.)

Deflect Missiles: Reaction – damage reduction of 1d10+4+4. If the damage is reduced to 0, Evie catches the arrow and can immediately make a ranged attack using the same reaction. Attack roll is +6 to hit.

Battle Stat Tracker

	MM Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	to Hit	Range	Damage	Bonus Damage	Save DC	HP
Tiger*	339	+2	1	200	12	40 ft.	1	bite	+5	5 ft.	8 (1d10+3) P	na	13	37
								claw	+5	5 ft.	7 (1d8+3) S	na	na	
Tiger*	339	+2	1	200	12	40 ft.	1	bite	+5	5 ft.	8 (1d10+3) P	na	13	37
Tiger*	339	+2	1	200	12	40 ft.	1	bite	+5	5 ft.	8 (1d10+3) P	na	13	37
Tiger*	339	+2	1	200	12	40 ft.	1	bite	+5	5 ft.	8 (1d10+3) P	na	13	37
Tiger*	339	+2	1	200	12	40 ft.	1	bite	+5	5 ft.	8 (1d10+3) P	na	13	37
Jobe Tiger* **	210	+2	4	1,100	12	40 ft.	1	claw	+5	5 ft.	7 (1d8+3)	na	14	120
				2,100.00										
*=Pounce														
** All Karnovs have Damage Immunity - bludgeoning, piercing, and slashing damage from non-magical attacks not made with silvered weapons.														

	MM Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	to Hit	Range	Damage	Bonus Damage	Save DC	HP
Maria Karnov (Human)	210	+2	4	1,100	13	30 ft.	2	+1 Longbow	+7	150/600	8 (1d6+3+2) P	na	14	120
								scimitar	+5	5 ft.	6 (1d6+3) S	na		
Tiger*	339	+2	1	200	14	40 ft.	1	bite	+5	5 ft.	8 (1d10+3) P	na	13	37
Tiger*	339	+2	1	200	14	40 ft.	1	bite	+5	5 ft.	8 (1d10+3) P	na	13	37
studded leather				1,500										

	MM Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	to Hit	Range	Damage	Bonus Damage	Save DC	HP
Tiger*	339	+2	1	200	15	40 ft.	1	bite	+5	5 ft.	8 (1d10+3) P	na	13	37
Tiger*	339	+2	1	200	15	40 ft.	1	bite	+5	5 ft.	8 (1d10+3) P	na	13	37
Chain mail				400										

	MM Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	to Hit	Range	Damage	Bonus Damage	Save DC	HP
White Apes	256	1	2	450	13	30 ft./30 ft.c	2	claws	+5	5 ft.	6 (1d6+3) S	na	na	45
White Apes	256	1	2	450	13	30 ft./30 ft.c	2	claws	+5	5 ft.	6 (1d6+3) S	na	na	45
White Apes	256	1	2	450	13	30 ft./30 ft.c	2	claws	+5	5 ft.	6 (1d6+3) S	na	na	45
White Apes	256	1	2	450	13	30 ft./30 ft.c	2	claws	+5	5 ft.	6 (1d6+3) S	na	na	45
				1,800										

	MM Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	to Hit	Range	Damage	Bonus Damage	Save DC	HP
Hook Horror	189	0	3	700	15	30 ft.	2	hook	6	10 ft.	11 (2d4+4) P	na	na	75
Hook Horror	189	0	3	700	15	30 ft.	2	hook	6	10 ft.	11 (2d4+4) P	na	na	75
				1,400										

	MM Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	to Hit	Range	Damage	Bonus Damage	Save DC	HP
Marcus (Hybrid)	210	+2	4	1,100	17	30 ft.	2	+1 Scimitar claw	+6 +5	5 ft. 5 ft.	9 (1d6+3+2+1) S 8 (1d6)+3+2) S	na na	14	120
				1,100										
Evie (Hybrid)**	210	+4	4	1,100	17	40 ft.	2	claw claw bonus claw	+6 +6 +6	5 ft. 5 ft. 5 ft.	8 (1d8+4) S 8 (1d8+4) S 8 (1d8+4) S	na na na	14	120
Ella (Human)***	210	+2	4	1,100	12	30 ft.	2	scimitar claw	+5 +5	5 ft. 5 ft.	6 (1d6+3) 8 (1d6)+3+2) S	na na	14	120
				2,200										
**= Monk. Deflect Missiles														
***= Spellcaster: Spell Save DC 13, +5 Attack Bonus														

Remember to adjust the final battle and experience for any Karnovs who have already been defeated.

	MM Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	to Hit	Range	Damage	Bonus Damage	Save DC	HP
Vivian (Hybrid)***	210	+2	4	1,100	14	30 ft.	2	scimitar claw	+6 +5	5 ft. 5 ft.	6 (1d6+3) S 8 (1d6)+3+2) S	na na	14	120
Jobe (Tiger)	210	+2	4	1,100	12	40 ft.	1	claw	+5	5 ft.	7 (1d8+3)	na	14	20
Maria Karnov (Human)	210	+2	4	1,100	13	30 ft.	2	+1 Longbow scimitar	+7 +5	150/600 5 ft.	8 (1d6+3+2) P 6 (1d6+3) S	na na	14	20
Marcus (Hybrid)	210	+2	4	1,100	17	30 ft.	2	+1 Scimitar claw	+6 +5	5 ft. 5 ft.	9 (1d6+3+2+1) S 8 (1d6)+3+2) S	na na	14	20
Evie (Hybrid)**	210	+4	4	1,100	17	40 ft.	2	claw claw bonus claw	+6 +6 +6	5 ft. 5 ft. 5 ft.	8 (1d8+4) S 8 (1d8+4) S 8 (1d8+4) S	na na na	14	15
Ella (Human)***	210	+2	4	1,100	12	30 ft.	2	scimitar claw	+5 +5	5 ft. 5 ft.	6 (1d6+3) 8 (1d6)+3+2) S	na na	14	15
Tiger*	339	+2	1	200	12	40 ft.	1	bite claw	+5 +5	5 ft. 5 ft.	8 (1d10+3) P 7 (1d8+3) S	na na	13	37
Tiger*	339	+2	1	200	12	40 ft.	1	bite claw	+5 +5	5 ft. 5 ft.	8 (1d10+3) P 7 (1d8+3) S	na na	13	37
				7,000										
***= Spellcaster Spell Save DC 13, Spell attack +4 to hit														



Maria Karnov – 32, eldest daughter

Maria enjoys playing and flirting and will be particularly open about anything that troubles her. She has green eyes and wears her fiery red hair in a pixie cut. She is dressed in a powder blue, satin blouse, brown leather pants, and tan leather mid-calf boots.

Maria is a 2nd level Ranger and attacks with her longbow when possible.

A/C 13 (forest green leather armor)

Archery +2 bonus to attack rolls made with a ranged weapon.

Favored Enemies: Elf, Goblin

Spells (2): Jump, Longstrider

+1 longbow (+7 to hit, 8 (1d8+2+1)



Marcus Karnov – 30, eldest Son

Marcus is a very sophisticated man and may come across slightly snobbish; yet polite. He has an athletic build; broad shoulders and thick arms. He has brown hair and brown eyes. He is dressed in a finely tailored blue suit that accentuates his muscular physique.

Marcus is a 2nd level fighter.

A/C 17 (splint armor)

Dueling: +2 bonus to melee damage rolls

+1 Scimitar (+6 to hit, Hit: 8 (1d6+3+2*) slashing damage)



Jobe Karnov – 26, son

Jobe has a very carefree and laidback attitude. He is very polite, but not overly impressed by the adventurers. He is slender and fit. He has blue eyes and shoulder length black hair. He greatly resembles his mother, Vivian. Jobe is dressed in relaxed, yet stylish, tan cloth pants and a red poet's shirt. Also, he is barefoot.

Jobe is rather a slacker and has not pursued any learning any other skills.



Ella Karnov – 24, daughter

Ella is very charismatic when she speaks and has a fun, vibrant attitude. She will be particularly interested in the stories the adventurers have to tell. She is also a fine lute player and may play during cocktails.

Although all of the daughters are beautiful, Ella is obviously the prettiest of the lot. She has long, curly brown hair and hazel eyes. She wears a forest green bodice over a flowing white poet's shirt, black leggings, and black knee high boots.

Ella is a 3rd level College of Lore Bard (Spell save DC 13 and +5 spell attack bonus). Ella has the below spells prepared.

Charisma 17 (+3)

Bardic Inspiration/Cutting Words (d6) 3 times per long rest.

Cantrips: Vicious Mockery, Minor Illusion

1st (4): Bane, Charm Person, Cure Wounds, Sleep

2nd (2): Blindness/Deafness, Hold Person



Evie Karnov – 21, youngest daughter

Evie, the youngest, is extremely playful, flirtatious, and mischievous. She wears a frilly red skirt that stops just above her knees, white stockings, white blouse, and fashionable gold-colored shoes.

Evie is the most powerful of the family and is a 4th level monk.

A/C 17 (unarmored defense)

Dexterity: 18 (+4)

Marital Arts: melee attack +6 to, Hit: 1d4+4 (possible three attacks (two normal melee attacks + bonus action attack))

Movement (40 ft. / 40 ft.)

Deflect Missiles: Reaction – damage reduction of 1d10+4+4. If the damage is reduced to 0, Evie catches the arrow and can immediately make a ranged attack using the same reaction. Attack roll is +6 to hit.



Vivian Karnov - mother

Vivian is very polite, sophisticated, and charming. She is a very attractive woman in her late-40's. Her striking, light blue eyes are emphasized by her beautiful long, black hair that stops at the small of her back. She wears an elegant white evening gown and white shoes.

Vivian is a 3rd level Wizard (Spell save DC 11, +3 to hit with spell attacks). She may cast the following spells.

A/C 15 (Mage Armor)

Cantrips: Poison Spray, Friends, Shocking Grasp

1st level (4): Magic Missile, Mage Armor, Shield

2nd level (2): Blur, Misty Step

