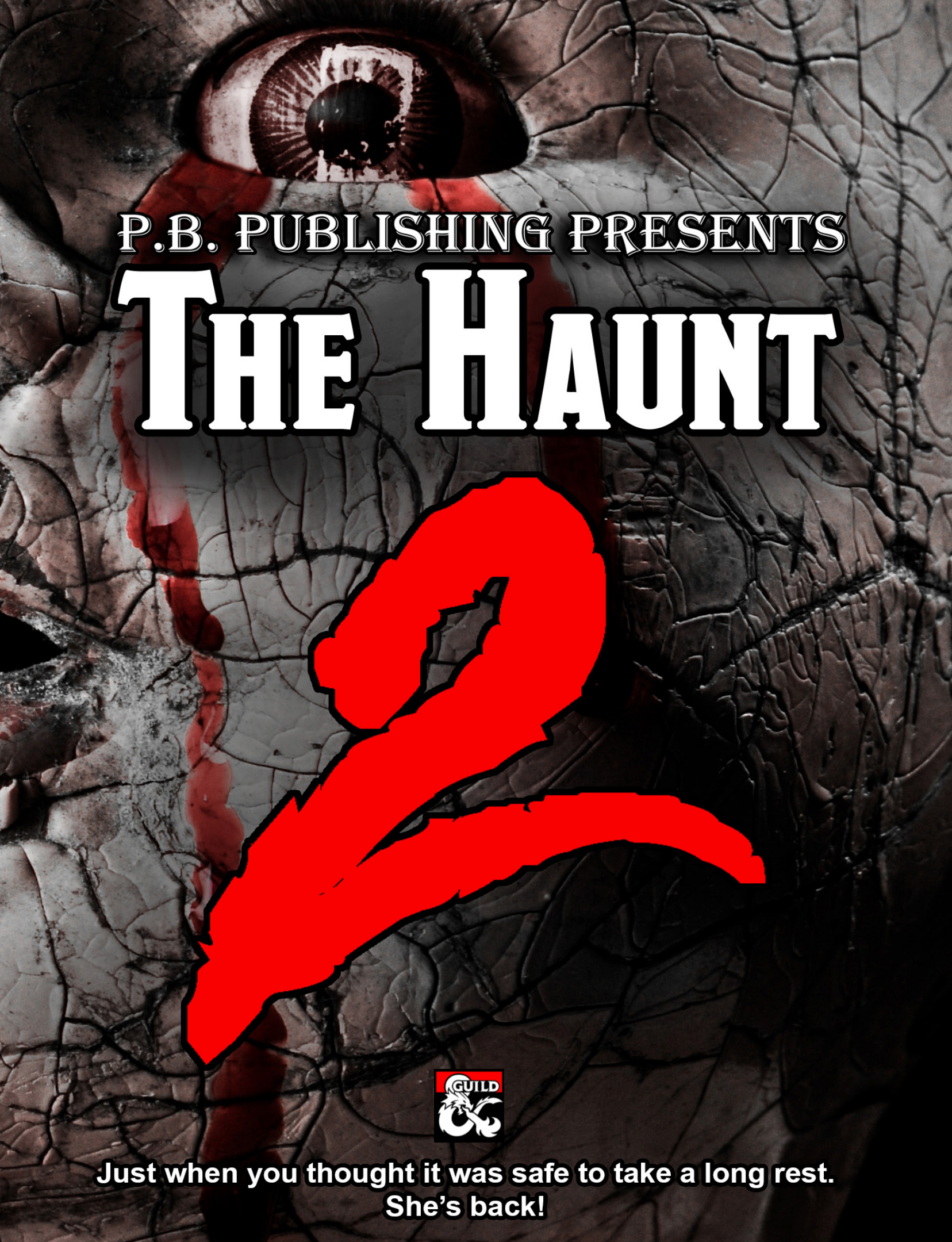




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THE HAUNT

2



Just when you thought it was safe to take a long rest.
She's back!

P.B. PUBLISHING PRESENTS

THE HAUNT 2

BY
TRAVIS LEGGE & PHIL BECKWITH

MATURE AGE WARNING - This adventure is intended for a mature playing group, in that it contains scenes that some younger players may find disturbing. It is advised that this adventure is only played by those 15 years or older - parental discretion is advised.

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CONTENTS

Chapter 1: Introduction	4
Adventure Synopsis	4
Running the Adventure	4
Set the Mood	4
Character Advancement	4
Boxed Text	4
Adventure Referencing	4
Setting and Location	5
Drawings and Visions	5
Vision 1	5
Vision 2	6
Vision 3	6
Vision 4	7
Vision 5	7
Spectral Reconstruction	8
Background	9
Adventure Hooks	9
Chapter 2: St. Greycastle's Hospital	10
The Hospital Ruins Below	10
General Features	10
Basement Level	11
B1. Stairwell & Receiving Room	11
B2. Hallway	12
B3. Quarantine	12
B4. Maternity Ward	13
B5. Stairwell	14
B6. Main Sickroom	14
Sub-Basement	14
S1. Nurse's Quarters	14
S2. Stairwell	14
S3. Chapel	15
S4. Sanatorium	15
S5. Hallway 1	15
S6. Hallway 2	16
S7. Hallway 3	16
The Ground Floor (above ground level)	16
R1. Main Hall	17
R2. Central Passage	17
R3. Privy Chamber	17
R4. Bedchamber	18
R5. Dining Hall/Pantry	18
Chapter 3: Not So Fast	19
Conclusion	20
Appendix A: Monsters	21
Appendix B: Maps	27
Appendix C: Handouts	30
Appendix Reference Page	33

CHAPTER 1: INTRODUCTION

The Haunt 2 is designed to be both a one-shot on its own merits, and a sequel to the platinum bestselling adventure *The Haunt*. It is a Dungeons & Dragons 5th Edition horror themed fantasy adventure. This is a very challenging adventure for 5th level player groups of 3 to 5 players with some deadly encounters. However, ideally, *The Haunt 2* is tailored as a medium difficulty adventure with plenty of excitement and danger for a **6th level party of 4 to 5 players**.

ADVENTURE SYNOPSIS

In this horrific tale, the party enters a ruin in hope of finding shelter from a damaging hail storm. They find it by entering the basement level (**Area B1**) from a stairwell, the only thing left standing within the ground level ruins above. Once inside, they are beset upon by dark forces who antagonize, harass and toy with them. As the party delves deep into the subterranean region of the ancient hospital, the ruins they left above, slowly start to reconstruct themselves, trapping the party in a nightmarish hellscape. The characters discover a number of children's drawings which provide clues as to the nature of this dreadful haunt and act as the key, upon their destruction, to allowing the characters to escape the evil place. Can your party survive long enough to solve the mysteries of this foul haunt?

RUNNING THE ADVENTURE

This adventure is essentially an escape effort from a dungeon, set in a sick, haunted and ruined hospital. However, the aim is not to just have the players move from room to room, killing creatures to make their way out. This adventure will have a focus for story and flavor too. The Haunt 2 is split into three Chapters:

- **Chapter 1:** this chapter is the introduction.
- **Chapter 2:** focuses on the main dungeon areas of St. Greycastle's Hospital.
- **Chapter 3:** contains the information required to complete the adventure and the climactic final battle with a freshly powered-up Evil Doll.

To run this adventure, you will need the Dungeons & Dragons Player's Handbook (**PHB**), Monster Manual (**MM**), Dungeon Master's Guide (**DMG**), and the information found within this adventure module. Although the stat blocks are listed in **Appendix A**, a copy of Mordenkainen's Tome of Foes (**MToF**) and Monsters of the Guild (**MotG**) is not required but may come in handy.

SET THE MOOD

It is highly advised to run this adventure with dim lighting (or candle-lit), spooky organ music, and have a creepy children's lullaby ready to play. This will ensure the right vibe is achieved, and provide maximum satisfaction for you, the DM, and your players.

CHARACTER ADVANCEMENT

This adventure is designed to utilize the **Milestone Leveling System**, by which it is expected that the characters start at level 5 at the beginning of the adventure, and upon escaping St. Greycastle's Hospital, they advance directly into level 6.

This is only a suggestion, however, and you, as the DM, are in no way forced to use this method. This adventure runs perfectly fine with the **Experience Points based leveling**, and you are encouraged to use XP if it is a better fit for you and your playing group.

BOXED TEXT

This adventure includes boxed text to assist those Dungeon Masters who like to have a description of a scene or location. The use of boxed text is by no means required; many great Dungeon Masters avoid the use of boxed text and instead feel more comfortable describing the action in their own words. You should consider what works best for you and your group. If you choose not to read aloud any of the text provided, you should at least paraphrase the information to keep the players aware of their environment.

ADVENTURE REFERENCING

Throughout the adventure, references for text written in **BOLD** or *italic* can be found at the end of the book in the **Appendix Reference Page**.

SETTING AND LOCATION

The Haunt 2 is designed to be a drop and play adventure that can fit into any setting and any campaign.

DRAWINGS AND VISIONS

One of the main ways to escape the haunted Greycastle's Hospital is for the PCs to collect the five children's drawings and destroy them. The drawings are scattered throughout the hospital and are cursed. The evil scenes they depict are designed to allow the PCs to learn of the Evil Doll's horrific origin story.

Characters who touch or examine the drawings experience powerful, pathos-ridden visions of the dark events they depict. These visions begin in the same way each time. The character experiencing a vision hears a horrific wailing, like the pained cries of childbirth. Next, the target sees their current surroundings begin crumbling to ash, the ashes being pulled up into the sky and revealing the locations, items, and creatures featured in the vision. Once the vision plays out, the observer's vision blurs with a blood-red light, rendering them blinded for one round (or about six seconds) before their vision returns to normal.

When a vision is to be played out, read or paraphrase the respective vision below then see the after effect:



VISION 1

A young, blonde girl walks hand in hand with an older, yet beautiful woman. The girl looks troubled as she glances up at the woman.

"Why do we have to go to the hospital, Gertrude?" She asks.

"Your mother," the elder woman answers. ***"She's going to give us a present today."***

"I don't like the hospital," the young girl says. ***"But I do like presents."***

The woman pauses and crouches to look at the young girl in the eyes.

"I know," the older woman says. ***"How about I give you a special present today?"***

The young girl nods. Gertrude smiles, her face warping momentarily to take on deep wrinkles, sharp teeth, and evil eyes before then returning to normal. Gertrude stands, and the pair resumes their walk.

After Effect. Once this vision is over, the PCs hear a childish giggle and a little girl's voice echo from an indistinguishable location say, ***"come and play with me. I bet you can't find all five!"***

VISION 2

The young, blond girl runs down a hallway towards closed doors. Screaming can be heard from behind the door. She presses her way through the door, to see a bloody woman lying on the delivery bed, weeping uncontrollably. Two nurses stand at the foot of the bed, one holding the stillborn child. Gertrude stands next to General Montarthas, who sits in a chair, weeping. Seeing the girl run into the room, Gertrude steps toward her.

“Carol Anne,” Gertrude says. “You needn’t be in here child. Come. Let’s go.”

Gertrude takes Carol Anne by the hand and begins to lead her out of the room. Carol Anne looks over her shoulder and sees the nurses pass the baby between each other. The baby’s face is a twisted mask of pain and agony, with bulbous black eyes and a smile filled with clusters of needle-like teeth.

After Effect. Once the vision disappears, the heroes hear the whimpering cry of a small girl echoing from somewhere in another room. However, if investigated, a PC is unable to find its source. A successful DC 18 Intelligence (Religion) check determines that the crying is ethereal and not from this world.



VISION 3

Carol Anne is playing with the lifeless, inert Evil Doll on the floor of the hallway outside the Sanitarium. Gertrude walks up, carrying a swaddled child. Carol Anne looks at Gertrude with tears in her eyes and asks, ***“Is that my brother?”***

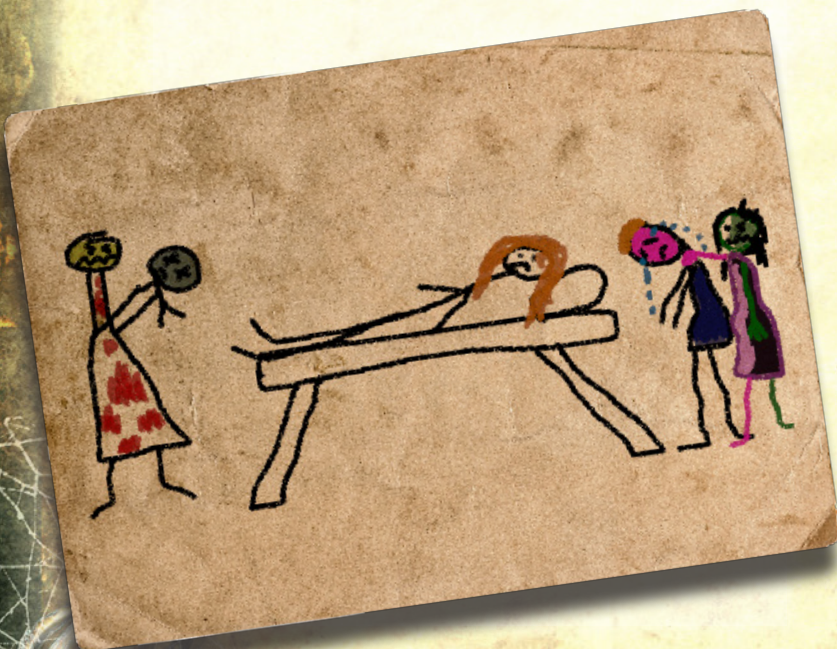
“It is,” Gertrude replies. “He did not survive the birth, but I have ways of fixing such problems.”

With that, Gertrude leans down and lays the blanket on the floor, revealing a baby with empty black eyes and a needle-like sharp-toothed grin.

“I promised you a present, didn’t I,” Gertrude asks as she stands up.

Overcome with joy, Carol Anne leans forward and hugs the demon-infant. She then introduces her dolly to the deformed baby while Gertrude watches with a perverse, evil grin.

After Effect. As the vision fades away, the **netherchild forsaken** (Carol Anne’s “little brother”) attacks from the shadows attempting to surprise the PCs, hiding with an **opposed**



Dexterity (Stealth) check versus the PCs passive Wisdom (Perception). A -5 penalty applies against any PC experiencing the vision. The netherchild forsaken then disappears into the shadows after the first round, induced by the Evil Doll's **Shadow Blend** ability. The party hears a little girls voice say, "**Tut, tut, tut little brother... save these souls for me!**"

VISION 4

Carol Anne plays with the lifeless, limp doll in the main hall of Montarthas Manor. Hearing the sound of splashing water come from the second floor, Carol Anne picks up the doll and slowly creeps up the stairs, towards the Guest Wash Room. As she creeps toward the slightly ajar door, the only sounds are her tiny footfalls and her increasingly deep breathing. When she reaches the door, Carol Anne pauses in fear, hugging the Evil Doll close for comfort. After a beat, she pushes the door open, revealing her mother, the woman from the delivery room, lying in a bloody bathtub with slashed wrists. Her eyes, now drained of life, coldly stare back at you.

After Effect. Once the vision fades away, the party overhear whispering and giggling. PCs that succeed on a **DC 12 Wisdom (Perception) check** can make out the words, "**teehehehe, shhhh! Don't worry little brother, they won't find them all. They won't destroy them and escape, their souls will be ours!**"



VISION 5

Carol Anne is strapped to a bed in the Sanitarium, her crystal blue eyes wide in pain. A bleeder nurse stands on either side of her, shoving various medical implements and arcane devices into her arms, legs, and chest. Gertrude steps up to the foot of the bed, carrying the lifeless and limp Evil Doll.

"Don't struggle, Carol Anne," Gertrude whispers. **"This is for the best. You like to play, yes? This will let us play together forever! Don't you want to play with us... forever?"**

As she finishes the last sentence, Gertrude's attractive face melts away, revealing her true form, that of a twisted hag.

Carol Anne's face turns motionless as she stops struggling.

"Now you can play forever ... in your new body" the hag cackles.

The doll in Gertrude's arms slowly begins to move as its head swivels around to look directly at you with cold crystal blue eyes. A murderous and evil grin adorns her face as she begins to sing a haunting lullaby before the vision fades into darkness.

After Effect. As the vision fades, the PCs notice that the **Evil Doll** crawls along the ceiling, her head twists completely around so that she is looking down, grinning with bloodlust upon the party. She initiates her **Frightening Lullaby**, and attacks for 2 rounds, before using her **Shadow Blend** ability to escape with a giggle and the words, "**catch me if you can!**"

RUNNING THE EVIL DOLL

The Evil Doll is tied to St. Greycastle's as something of a 'second home' where she can recuperate, recharge, and regain strength after her defeat in the events of The Haunt. Her memories and the pain she and others endured due to Gertrude's corrupting influence are restorative to her evil form. Her connection to this accursed place is represented through the five drawings scattered throughout the grounds. These drawings have captured influential moments of agony suffered by the Evil Doll and tell a basic story of her origins. She will seek to defend them if possible and will grow increasingly angry as each one is discovered and destroyed.

In between scenes involving the drawings, the Evil Doll can be used as much or as little as you like to assault, taunt, and generally agitate the party. She is most effectively used as a looming, menacing presence who strikes sparingly, if at all, before retreating again to the shadows. A wise DM will use the Evil Doll to speed play along if there is a lull or if the party feels too safe, while pulling back with her in chaotic moments, having her watch from afar as the Hospital torments the heroes.

Death of the Doll. If the Evil Doll is defeated before the final scene, describe her death as she shatters into small pieces of broken porcelain that dissolve into shadowy nothingness. She later returns reborn for the final scene (**Chapter 3, Not So Fast**).

SPECTRAL RECONSTRUCTION

The deteriorated ruins are that of a five-room house above the basement of St. Greycastle's Hospital. As the adventurers enter the basement, the ruined house begins to reconstruct itself over the course of the adventure. The Dungeon Master may wish to accelerate or slow the timeline of this reconstruction to fit the narrative. Each of the following events reconstructs one room until all five of the house's Ground Floor rooms are reconstructed (see: Chapter 2 - The Ground Floor):

- 50 points of psychic damage are dealt inside the basement or sub-basement levels
- A character enters **Area B2** for the first time
- A character enters **Area S4** for the first time
- A character suffers the frightened condition
- A character experiences one of the visions but does not suffer the frightened condition
- A PC is reduced to zero hit points
- A necromancy spell of a level equal to 1+ the number of active rooms of the house is cast
- The party completes a short or long rest

As the ground floor rooms become active, the Dungeon Master may wish to keep them unmanifested until the party interacts with

them so as to increase the terror. For example, perhaps even though three rooms are active, the characters do not see the first room until they run up the stairs from **Area B1** to escape, only to find a whole new room constructing itself from the rubble in front of them.



BACKGROUND

This military hospital was once the home of Lady Margery Greycastle, a holy warrior in service to the Church of Ilmater. After a long career as an adventurer, Lady Greycastle decided to settle down somewhere where she could retire from travel and chaos, but still do good work and help the common folk. The city provided the perfect opportunity to do both, and the aging paladin served as a healer, spiritual guide, and support personnel to the city's militia in her late years. Eventually, age and illness began to take their toll, and Lady Greycastle began preparations to leave the world. She made arrangements to leave the remainder of her funds, her house, and her property to the city for conversion into a hospital.

St. Greycastle's Hospital served the city through the years, mainly treating the wounded and sick among the militia. Over time, the lower basement was converted into a sanatorium, housing those who became maddened from enduring the violent, brutal orcs raids which plagued the region. As Gertrude the Hag began exerting her influence over the city at large, the sanatorium began to overfill with those who were driven mad by the abuses and tortures of the evil Fey monster. Gertrude took a particular pleasure in tormenting the sick, wounded, and mad. She also used the hospital as something of a training ground for Carol Anne Montarthas to grow accustomed to her new form as the Evil Doll. The hag taught her fledgling plaything to use her powers and to learn an appreciation for the art of terrorizing her prey.

Now that Montarthas Manor has fallen, and the Evil Doll has been wounded, she has returned to the only familiar and safe place she remembers to lick her wounds and plot her next move. Her presence in the hospital awakens the evil inside, creating a nightmarish charnel house of terror. In addition, the hospital itself feeds on fear. If living souls enter the building and experience fright, the hospital begins rebuilding itself.

ADVENTURE HOOKS

The adventure does not have any setting specific adventure hooks though the following are provided as suggestions to hook your players and campaign into this adventure:

- The PCs have been approached by an elderly wizard who offers them a handsome reward for rescuing his apprentice who has entered but not returned from Montarthas Manor. Three tenday ago. Another group of adventurers had gone to investigate a tenday ago and have not returned...
- The PCs have heard rumor of a powerful jewel hidden in Montarthas Manor. They hear it is worth a fortune to the right people. When they arrive in the ruins of the city, they cannot find the manor and instead find their way into the ruins of St. Greycastle's.
- People have been going missing when traveling in ruins of the old city. The nearest town's mayor has offered some freelance adventuring work to anyone who is brave enough to enter and investigate the ruins. Once inside, they feel drawn, whether by clues or by a nagging feeling, to investigate the hospital.
- A great evil emanates from the grounds of the hospital; all good-aligned heroes who pass through the region will feel a persistent urge to remove that evil from the world.
- The PCs have been traveling along a barren road for many days. As the winds blow a blithering gale throughout the area, the heroes long for a reprieve. Craving a warm bowl of food, an ale, and a warm place to shelter, they come upon the ruins of the hospital, which seems more hospitable than any other place around these parts.
- The PCs barely survived (or appeared not to survive) the events of The Haunt. They awaken, injured and exhausted, in St. Greycastle's Hospital's **Sanitarium (Area S4)**.
- The PCs completed The Haunt successfully. Though dawn breaks around them, they are wounded and tired from the events of their adventure. They travel to the nearest safe place to hunker down, make camp, and tend their wounds. This apparent oasis of safety turns foul as they discover the true nature of St. Greycastle's Hospital.
- The PCs completed The Haunt successfully. They left in victory and went on with their adventuring. Now, much later, word reaches them of disappearances in the area of Montarthas Manor. Has the Doll returned?

PREVIOUSLY IN THE HAUNT (HERE BE SPOILERS)

Dungeon Masters who have not read or run *The Haunt* may find a few of the elements of this story a bit confusing.

The following facts and events from *The Haunt* impact this tale directly:

- The once noble home of General Montarthas was corrupted and twisted by an evil Night Hag named Gertrude
- Gertrude's influence allowed her to overwhelm the General, his family, and eventually the entire village.
- Montarthas Manor was used to bait unwary travelers into a deadly game of cat and mouse where Gertrude could feed off of their life force and energy.
- The Evil Doll haunted the Manor and may have been apparently destroyed along with the house.

For further information and details on the events of *The Haunt*, pick up a copy at <https://www.dmsguild.com/product/206076/The-Haunt>

CHAPTER 2: ST. GREYCASTLE'S HOSPITAL

The years have not been kind to St. Greycastle's Hospital. When the old house-turned-hospital ruins are first encountered, the majority of the ground floor, which is the only remaining structure left above ground, is little more than a pile of rubble and rotten wood, other than a clearly visible stairwell entrance.

Hail Storm. As the characters reach the ruined ground floor, read or paraphrase the following:

The air turns deathly cold, and hail begins to plummet down from the skies above you. As it hits the ground you see the chunks of hail smash the rotten wood on the floor into splinters. These chunks of solid and compact ice are the size of a human fist. A quick look around shows the only available shelter from the damaging projectiles is a stone stairwell leading below ground on the northern side of the ruins.

Any character who stays out in the open must succeed on a **DC 20 Dexterity saving throw** each round that they are exposed, taking 4 (1d8) bludgeoning damage per failed save until shelter is found.

Stairwell. Luckily, despite the destruction, the stairwell leading to the basement of the hospital (**Area B1**) remains intact, and this is easily spotted by the PCs. A tired party, whether seeking shelter from the storm or respite after battling the horrors of Montarthas Manor, will find no more inviting a shelter on this dreadful day.

THE HOSPITAL RUINS BELOW

The Basement and Sub-basement levels of this dungeon are, for the most part, still intact. Not many living creatures walk these haunted halls anymore, and those that do only wish to escape. There are many horrors and dangers in these two parts of the hospital, but none more horrific than the Evil Doll and her vile sibling the Netherchild Forsaken.

GENERAL FEATURES

Unless otherwise noted in the area description, the following features apply throughout the basement and sub-basement (hospital ruins) levels:

Light. Dim light comes down the stairs from the outside. Beyond that, the interior spaces of the ruins are dark. Characters must provide their own light sources.

Sound. All of the areas beyond the doors leading into Area B2 are haunted with quiet, intermittent sounds that are primarily creepy and disturbing. Squishy sounds, blood dripping. Children's laughter and small footsteps are all appropriate to the environment. None of the sounds are severe enough to interfere with **Wisdom (Perception) checks**, but they are disturbing.

Ceilings. Unless otherwise noted, the ceilings in each area are 10 feet high.

Stairs. These 10-foot-wide stairs are carved from stone.

BASEMENT LEVEL

B1. STAIRWELL & RECEIVING ROOM

As the PCs make their way down the stairwell, read or paraphrase the following:

A flight of stone stairs leads down into a 10-foot-wide hallway. Double doors lead to the south, while a chamber appears to open to the east.

Moving past the double doors, and into the chamber to the east, the corridor opens around a corner to the south, revealing a rectangular area. Rotten wooden chairs orderly line the walls, as if waiting for someone long gone to sit in them.

At the southern end of the room sits the broken remnants of a desk with a hole about a foot wide visible in the back. A similar chair, in similar condition, sits behind the desk.

The Receiving Room is 40-foot by 20-foot in size.

Investigation. A successful **DC 10 Intelligence (Investigation) check** reveals that this room was once a waiting room for some type of hospital. All chairs within this area are dry rotten to the point of uselessness for anything but kindling. The desk, while heavily damaged, could easily be used as firewood.

The Desk. On top of the desk is a long dried out inkwell and a scattered mess of aged and yellowed sheets of vellum. The ink is largely

faded but a list of names and conditions (see Vellum List table below), written in common, can be read with some difficulty, provided that the vellum is inspected in bright light or the reader benefits from darkvision while inspecting the vellum in low light.

The front of the desk boasts a space for three drawers:

- The top drawer is missing.
- The middle drawer is not locked and can be pulled open to reveal a small hinged box containing two sticks of charcoal and a sealed scroll case containing three blank pieces of vellum. The total contents of this drawer are worth 6 cp.
- The third and bottom drawer does not have a lock but seems to be stuck. A successful **DC 16 Strength (Athletics) check** breaks the handle off of the drawer, it still will not open.

The back of the desk has a hole in the wood about a foot wide. It looks as if the hole was kicked or punched in the desk.

Treasure. The hole leads into the bottom drawer, allowing a small or medium creature to reach in and collect the drawer's contents; a child's drawing (see *Drawing 1*).

Drawing 1. Inside the drawer is a child's drawing which depicts a woman walking hand in hand with a young girl. The woman is half young and half old and wrinkly, and the young girl has a big smile on her face. Any character who looks at this picture must make a successful **DC 14 Wisdom saving throw** or suffer 5 (1d10) psychic damage. A character who holds the drawing in their hands suffers disadvantage on this saving throw. Any who fail their saving throw experience **Vision 1** (see *Chapter 1, Drawings & Visions*).

Apart from the aforementioned furnishings, this room is empty. A decent camp can be set up here, should the characters choose.

Future State. When the PCs enter this area for the first time once the Future State comes into effect, a skeleton sits at the desk, or stands where the desk should be. Though it does not attack, it taunts the party, proclaiming their doom.

VELLUM LIST TABLE

Name	Illness
Ashland, Bardon	dysentery
Barker, Devin	leprosy
Connor, Airic	consumption
Caldwell, Keelin	hysteria
Elm, Mavis	hysteria
Harris, Gilda	childbirth
Helms, Birgit	childbirth
Minnow, Eghan	lunacy
Olson, Kayne	mummy rot
Petersen, Rowena	childbirth
Unnamed	leprosy
Unnamed	leprosy
Unnamed	lunacy
Unnamed	lunacy
Unnamed	hysteria
Unnamed	hysteria

B2. HALLWAY

This hallway is ten feet wide with a stone floor. When the party first traverses this hallway, the floor is dry, though the occasional patch of inert mold or fungus grows from cracks in the floor. The doors can be found as indicated on the map and can be seen normally. Light behaves normally.

Future State. Once characters have entered the Sanatorium (**Area S4**), the hallway undergoes a number of supernatural changes, becoming slick with the blood and bile of those who died in the hospital. The entire hallway is considered difficult terrain, and any character taking the dash action while in the hallway must succeed on a **DC 15 Dexterity saving throw** or slip on the fluid and fall **prone**. A character who falls into the gore in such a fashion must succeed on a **DC 12 Wisdom saving throw** or become **frightened**.

Nonmagical light sources are less effective in the hallway in this future state, subtracting 10 feet from their bright light and dim light radius. Magical light sources are unaffected.

The walls in the hallway also appear to breathe, which is disconcerting, to say the least. Any

character entering the hallway who is not suffering the **blinded** condition must succeed on a **DC 14 Wisdom saving throw** or become **frightened** of the hallway for 1 minute. A character so **frightened** cannot move through or in the hallway of their own volition but can be dragged by allies.

Once the **Future State** movement restrictions go into effect in the hallway, they do not impact the movement of the **Evil Doll** or the **Netherchild Forsaken**. Unless they have a fly speed, all other inhabitants of the hospital are affected by the **difficult terrain**.

Creatures. Once the **Future State** comes into effect, when the PCs enter this area for the first time, the **Evil Doll** and the **Netherchild Forsaken** both appear in the roof corners and attack the party

B3. QUARANTINE

This 30-foot by 20-foot room holds eight beds which were set aside to accommodate highly infectious patients. Despite decades of disuse, the room is still home to four desiccated corpses, which lie in the beds where they died.

Stench. As soon as the doors are opened, a foul stench wafts forth from the chamber, causing any creatures within 10 feet of the door to make a **DC 12 Constitution saving throw**. On a failure, the creature is **poisoned** until the end of its next turn.

Creatures. Despite the dried-out corpses and dusty furnishings, there are four pools of wet, seemingly fresh vomit on the floor of the room. If any characters enter a space adjacent to one of these pools, the pools all animate, revealing themselves to be four **vomit spawn**. These will attempt to crawl into the mouths of the party to **suffocate** them and then breed in their corpses. They fight until destroyed.

Investigation. Anything of value or use from this room is long rotten and ruined. There are no drawings in here, as the **Evil Doll** never comes here.



B4. MATERNITY WARD

B4A. SANITATION AREA

Entering this room from the north or south leads into a 15 x 20 sanitation area.

Read or paraphrase the following:

Three tubs filled with rusty stagnant water line the western wall, two are made of iron, the third is constructed of tarnished copper. Small braziers beneath each tub, once used to heat this water, now sit filled with only ashes and rust. A swarm of mosquitos buzzes menacingly about the area. The buzzing of these creatures is extremely disconcerting as it sounds like a blending mix of flying insects and the cries of infant children. Blood-splattered curtains separate this area from the eastern area beyond.

Creatures. A mosquito swarm (**swarm of insects**) uses these tubs as a spawning pool and will attack any living creature who enters this area. A creature encountering this swarm for the first time must make a **DC 14 Wisdom saving throw** or become **frightened** of the swarm. A creature so **frightened** may repeat this saving throw at the end of each of its turns, ending the condition on a successful save.

Blood-splattered Curtains. The sanitation area is separated from the rest of the maternity ward by rotten, blood-spattered linen curtains that separate the western and eastern sections. Characters who touch the curtains must succeed on a **DC 13 Constitution saving throw** or contract **cackle fever**. *Gnomes are immune*. This can be avoided by pushing the curtains aside with a sword, pole, or another object. Burning the curtains makes the disease airborne for 30 seconds, causing any creature within 30ft of the area to make a **DC 16 Constitution saving throw** or contract **cackle fever**.

B4B. THE WARD

Beyond the curtain to the east sits a 20-foot by 40-foot chamber. Six adult beds with adjacent bassinets sit along the walls. All of the bed sets sit against the east wall. They are all filthy, covered in dust, dirt and old, dried blood.

Read or paraphrase the following:

The bed in the northeast corner is splattered with fresh, wet blood. The faint sound of a baby crying can be heard from the bloodied bassinet next to this bed.

Characters entering this area with a **passive Wisdom (Perception) of 16 or above**, who succeed on a **DC 16 Wisdom (Perception) check** or who spend one minute looking over the area succeeding on a **DC 13 Intelligence (Investigation) check** notice an area in the center of the floor where the floorboards are unstable from being rotten through; failure results in those who try to cross the room crashing through the floorboards. Those falling through the floorboards must succeed a **DC 18 Dexterity saving throw** to catch the side of the still intact stable floor; failure results in the PC falling through the floor into **Area S4**, suffering 3 (1d6) bludgeoning damage from the 10-foot fall and landing **prone**.

Creatures. Once a creature enters the space adjacent to the bloody basinet, a **netherchild forsaken** leaps out of the bloody bassinet, attempting to grapple the nearest creature, initiating combat.

Tactics. When combat begins, the remaining bassinets in the room begin bleeding. On the netherchild forsaken's next initiative, it uses its *Wail* attack.

If no character fell through the rotten floorboards, the netherchild forsaken's *Wail* breaks the rotten wood away, leaving a hole in the floor.

When the wail occurs. Eight **netherchildren** rise up out of the forming blood pools, one in each bassinet. The **netherchild forsaken** fights until it is reduced to half of its hit points, at which point it attempts to flee, dropping into the floor below. The remaining netherchildren fight to the death, swarming one or two creatures and trying to drag them through the hole and into the sub-basement.

B5. STAIRWELL

This chamber leads to a simple stone stairwell that leads down to **Area S2**.

Future State. Once a party member has entered the Sanatorium (**Area S4**), these stairs flatten, becoming a very steep ramp. Ectoplasm and blood begin flowing down the ramp, pooling on the floor of **Area S3**. Climbing the ramp in the Future State requires a successful **DC 14 Strength (Athletics) check** made at **disadvantage**. A successful *dispel magic* spell (**DC 14**) cast at the stairs reverts them to a normal staircase, though the stairs are still slick with ectoplasm and blood, making the stairway **difficult terrain**.

B6. MAIN SICKROOM

This chamber is the hospital's main sickroom. Six beds line the eastern and western walls. Next to each bed is a small table covered with bizarre, rusted medical equipment. A successful **DC 10 Wisdom (Medicine) check** deduces that these tools were designed to inflict a massive amount of pain to any creature hooked up to them. In the southwest corner, an armless and legless **ghast** lies **prone** on a bed. The ghast moans in agony and begs for help. If any character gets within 5 feet of the ghast, it attempts a bite attack. The ghast fights until destroyed, pursuing any characters who try to run from it by pulling itself along by its chin, moving 5 feet per turn.

Aside from the **ghast**, this room is unoccupied. Doors leading to the **Areas B2** and **B5** can be blocked with beds from within this room, offering a place of comparative security within the hospital.

SUB-BASEMENT

S1. NURSE'S QUARTERS

Once the characters open the door to this room, read or paraphrase the following:

This room is filled with dry rotted wooden furniture, rusty medical equipment, and filthy, desecrated text.

If inspected, the texts are procedures on the healing arts.

Creatures. Standing in the room are four **bleeder nurses**, who attack anything that moves at a speed of 15 feet or more per turn in the area.

The Rat. As soon as any character moved more than 5-feet into this room, a rat skitters and runs out of the nearest wall toward the bleeder nurses. As it passes the first bleeder nurse, the bleeder nurse swipes down with her hand, slicing the rat to bits. As soon as the rat stops moving the bleeder nurse then resumes a statuesque stillness. A **DC 10 Wisdom (Insight) check** reveals that the bleeder nurses are responding to fast movement and are otherwise **blind** and inert.

Drawing 2. In the center of the room, on the floor, is a drawing which shows a woman lying on a delivery room bed. Two nurses are at her feet, one of which is cradling a baby with x's for eyes. A man stands next to the delivery table crying, and the half old, half young woman stands beside him, with a hand on his shoulder. Any character who looks at this picture must make a successful **DC 14 Wisdom saving throw** or suffer 5 (1d10) psychic damage. A character who holds the drawing in their hands suffers disadvantage on this saving throw. Any who fail their saving throw experience **Vision 2** (see **Chapter 1, Drawings & Visions**).

S2. STAIRWELL

The floor at the bottom of these stairs is covered with a 10-foot by 10-foot patch of **brown mold**. Beyond that, the dank, dark corridors extend outward to the North, South, and West.



S3. CHAPEL

The doors leading into the chapel from the North are made of crumbling wood and hang askew on their hinges. A gap wide enough for a medium sized creature to squeeze through is formed as the doors lie, but a successful **DC 12 Strength (Athletics) check** can pull the rotten wood free from its hinges.

Once the characters can see inside the room, read or paraphrase the following:

Inside the room, it is immediately obvious this was once a beautiful chapel. Now, however, the room contains broken pews and shreds of rotten tapestries are scattered across the floor. At the southern end of the old chapel sits a broken altar. Before the altar are shattered holy symbols and tools of divine ritual splayed out across the floor. Sitting in the center of the shattered altar is a badly beaten and bloodied winged creature.

Characters who succeed on a **DC 10 Intelligence (Religion) check** recognize the broken iconography of the church as relating to the god Ilmater.

Creatures. At first glance, on a successful **DC 10 Intelligence (Religion) check** this appears to be a wounded deva, who pleads for any soul who happens upon it to lend aid. Those who approach the creature and have a **passive Wisdom (Perception) score of 10 or above** or who succeed a **DC 10 Wisdom (Perception) check** notice that it exudes a sulfurous odor. This “wounded deva” attempts to touch any creature who approaches within reach. Once it does, it makes a *pseudopod* attack initiating combat, revealing its true nature as an **adult oblex**. Any character with **truesight** can see the **adult oblex** in its true form.

S4. SANATORIUM

This cold, open chamber was once the sanatorium, where the mad were kept. Twisted and broken frames of what must have once been the furniture of this area are scattered across the room.

Creatures. 14 **maniacs** (use stats for the **wretched** as seen in MToF) and one **bleeder nurse** are in this room and attack anything that moves in the area. They fight to the death.

A **DC 12 Wisdom (Insight or Perception) check** notices that the bleeder nurse is responding to fast movement and are otherwise **blind** and inert.

Drawing 5. If the characters search this room and make a successful **DC 12 Intelligence (Investigation) check**, they find a drawing laying in the corner that shows the half-old woman standing next to a bed where the child is strapped down with various implements stuck in her limbs and head. The child is crying. Any character who looks at this picture must make a successful **DC 18 Wisdom saving throw** or suffer 5 (1d10) psychic damage. A character who holds the drawing in their hands suffers disadvantage on this saving throw. Any who fail their saving throw experience **Vision 5** (see *Chapter 1, Drawings & Visions*).

S5. HALLWAY 1

This short space leads to the sanatorium doors. The doors are made of banded wood and locked. The doors have **AC 15**, a **damage threshold of 10** and **30 hit points**. They are immune to psychic and poison damage. Forcing them open requires a successful **DC 25 Strength (Athletics) check**. The lock is a standard lock, which can only be picked from the outside with a successful **DC 15 Dexterity (Thieves Tools) check**.

The first time the party enters this area, they will be accosted by the **Evil Doll**, attacking with **surprise** and demanding her drawings returned. She fights until the party hands over any drawings in their possession, the party is killed, or she suffers a total of 25 or more hit points, at which point she flees into the shadowy corners using her *shadow blend* ability, dropping a drawing along the way.

Drawing 3. This is a child’s drawing of the Evil Doll playing with the netherchild forsaken. Any character who looks at this picture must make a successful **DC 14 Wisdom saving throw** or suffer 5 (1d10) psychic damage. A character

who holds the drawing in their hands suffers disadvantage on this saving throw. Any who fail their saving throw experience **Vision 3** (see *Chapter 1, Drawings & Visions*).

S6. HALLWAY 2

Lurking in this patch of hallway is a **psychic gray ooze**. The ooze is maddened and aggressive. If the ooze is slain, a drawing emerges from the dissolving creature.

Drawing 4. This drawing depicts a woman in a bathtub full of blood and has the word “mommy” written on it. Any character who looks at this picture must make a successful **DC 14 Wisdom saving throw** or suffer 5 (1d10) psychic damage. A character who holds the drawing in their hands suffers disadvantage on this saving throw. Any who fail their saving throw experience **Vision 4** (see *Chapter 1, Drawings & Visions*).

S7. HALLWAY 3

Large, banded wooden doors exit from the chapel into this hallway. The doors have **AC 15**, a **damage threshold of 10** and **30 hit points**. They are immune to psychic and poison damage. Forcing them open requires a **DC 25 Strength (Athletics) check**. The lock is a standard lock, which can be picked with a successful **DC 15 Dexterity (Thieves Tools) check**.

The hallway itself is a pooling place of negative energy. Upon entering the east or west section of his hallway, each creature must make a saving throw to resist **Shadowfell Despair**. Any character who fails this save suffers the effects of Shadowfell Despair, as well as 1d4 psychic damage.

A group of six **fiendish maggots** make their home in this hallway, seeking to infest any creatures who make their way this far into the basement. The fiendish maggots fight until destroyed. They desperately wish to escape St. Greycastle's.

THE GROUND FLOOR (ABOVE GROUND LEVEL)

When the party first arrives to this site, the ground floor of St. Greycastle's is little more than a pile of rubble and remains like this until they escape the hail storm and delve deeper into the basement stairwell.

Spectral Invigoration. The moment any character steps into **Area B2**, the ground floor becomes invigorated with spectral energy, reconstructing itself from raw spite, ectoplasm, and the tainted mystical energies left behind by the corruption of the ancient and long forgotten village (see *Chapter 1, Spectral Reconstruction*).

While basic features of the rooms on the ground floor are described, as well as suggested inhabitants, DMs are encouraged to tailor the spectral entities inhabiting these rooms to the backstories and experiences of the party. This section of the adventure is designed to give the players a chance to experience and examine the personal horror, regrets, and failures of their characters through the narrative device of a haunted house that knows (and feeds on) their characters sins.

THE GROUND FLOOR REBORN: GENERAL FEATURES

Unless otherwise noted in the area description, the following features apply throughout the reconstructed ground floor:

- **Light.** Dim light permeates each of the interior spaces with no apparent source.
- **Sound.** Sounds from adjacent rooms can only be heard if any and all supernatural inhabitants of the rooms are destroyed.
- **Ceilings.** Unless otherwise noted, the ceilings in each area are 10 feet high.
- **Stairs.** These 10-foot-wide stairs are carved from stone.
- **Inhabitants.** Unless otherwise noted, all inhabitants of the ground floor are considered **specters** with the following changes:
 1. Languages Common
 2. Replace the specter's Life Drain

action with the following:

- **Mindshatter.** Melee Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) psychic damage. The target must succeed on a DC 10 Wisdom saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. In addition, on a failed save the target suffers an indefinite madness until cured.

Note: These features apply only in areas that have been reconstructed via **Spectral Reconstruction**.

ESCAPE CONDITIONS

Once the house begins reconstructing itself, it becomes incredibly difficult to leave. Any attempt to use magic to leave the premises requires a **DC 22 ability check** using the caster's **spellcasting ability**. Failure on this ability check causes the spell or effect to fail, its slot wasted. The exterior doors and windows of the house are effectively impenetrable. Furthermore, a wall of force blocks egress through holes in the exterior walls unless one or more of the following conditions are met:

- The five drawings are collected and burned or otherwise utterly destroyed. The drawings are on normal parchment and do not require any special means of destruction. They do not need to be destroyed in unison.
- The Evil Doll is incapacitated or restrained and presented as ransom to the Netherchild Forsaken
- The Netherchild Forsaken is incapacitated or restrained and presented as ransom to the Evil Doll
- A creature infested by a fiendish maggot attempts to open one of the doors
- A hallow spell is cast on the altar in **Area S3**

Conditions Met. If any of the escape conditions are met, a whirlwind forms in the center of the reconstructed house. This wind whips hair and clothing around and imposes **disadvantage**

on Wisdom (Perception) checks but has no other effects on characters in the area. When the whirlwind touches a wall of the house or a creature from the house or its lower levels (with the exception of the Evil Doll,) it breaks down into ashes which are sucked up into the vortex. Once the house is returned to its original state of ruin, the whirlwind stops, scattering the ashes around the property and blanketing the land in an eerie, silent calm.

R1. MAIN HALL

This was the main hall of the old house which has a set of stone stairs leading down to the basement. This 40-foot by 40-foot chamber contains three overstuffed couches of fine make, but in ill repair, to provide seating for guests. Tapestries depicting the heroic works of Lady Margery Greycastle adorn the walls. The eyes of these images seem to follow any creatures who move through the room. The various accoutrements of wealth have faded, leaving the room shockingly bleak and muted of color. Closed wooden doors lead to the South, East, and West. The East and West doors are impassable (see aforementioned **Escape Conditions**).

This room is empty and eerily quiet. Let the horror of being unable to escape, and only venture further into the madness linger here.

R2. CENTRAL PASSAGE

Oil paintings depicting the Carol Anne Montarthas, Gertrude, General Montarthas, Mrs. Montarthas, a nurse, and an infant hang on the walls in this hallway. The oil paintings hurl insults, taunts, and dark prophecies at any creature who passes. Beyond the ability to verbally assail and terrorize, these paintings can take no actions unless a creature touches or attacks them.

Creatures. If any painting is touched or attacked, the subjects of all six paintings climb out of their frames, becoming **specters**. These specters attack the party, pursue them if they attempt to flee and fight until destroyed.

R3. PRIVY CHAMBER

This is the bathroom/privy area of the manor. The walls and floor are splattered with a foul-smelling ichor. The sound of an infant crying emanates from beneath an overturned chamber pot. If the chamber pot is moved or investigated, it reveals an unrecognizable chunk of bloody meat and the crying stops.

Creatures. A few seconds (one round) later, a skinned and bloody woman (a **specter**) begins climbing out of the wall, attacking whichever character moved the chamber pot. This specter pursues its target if they attempt to flee and fight until destroyed.

Alternatively, if the DM prefers, the specter can burst forth in a shower of gore from the lump of bloody meat, surprising the nearest character if they fail a **DC 15 Wisdom (Perception) check**.

R4. BEDCHAMBER

This was Lady Greycastle's bedroom. The furnishings are appropriate for a noblewoman of high standing but are all old, rotten and decayed.

Creatures. Lady Greycastle (**sword wraith commander**) lies in the bed. She is rotten and covered in dust and filth, the decay of her form matching that of her environs. She is clad only in a rotten nightgown. Once she notices any creature entering the room, she beckons them over to help. Regardless of the party's actions, she plays the role of a pathetic tormented spirit for two rounds (or long enough to monologue about how sad she is that her home was overrun by evil) at which point she leaps up from the bed and attacks, her sword and shield manifesting in her spectral hands and spectral breast plate ripping forth from beneath her tattered nightgown. If the party attacks her first, she abandons the ruse, transforming immediately.

Lady Greycastle attacks the party, pursues them if they attempt to flee, and fights until destroyed.

R5. DINING HALL/PANTRY

When the characters enter this room, read or paraphrase the following:

The door to this room opens to reveal a long table set with tarnished silverware. Eight places are occupied by rotting spectral nobility, dressed in fine clothing with gobs of flesh hanging from their bones. A rotted five course meal sits on the table, with servings spread out on each specter's plate.

The ghostly nobility sit around the table, chattering among themselves and paying no mind you.

This was the dining room for the old house.

Creatures. A group of eight **specters** is holding a dinner party. The spirits laugh and talk, their topic of conversation is the failure of the party to make their way out of St. Greycastle's, some even taking bets against each other as to who, when, or if they might escape. This is a great opportunity for the DM to drop any clues or hints that the party may have missed.

The specters ignore direct questions from the party, though the conversation quickly shifts to answering any question asked. If the party assaults the specters or otherwise tries to break up the dinner party, the specters attack the party, pursue them if they attempt to flee and fight until destroyed.

If the characters are having a hard time figuring out how to proceed with the adventure, the ghosts may mention the following pieces of information:

- "That brat keeps leaving her drawings lying around. They are annoying, but necessary, I guess."
- "I hate being caught in the middle of some silly sibling rivalry. Someone should take one of those kids out and just hand them over to the other one. I don't care which!"
- "Those maggots in the basement are revolting. Someone should get them out of here. They could bring the whole place down, you know."

CHAPTER 3: NOT SO FAST

"CAREFUL. THIS IS THE MOMENT WHEN the supposedly dead killer comes back to life, for one last scare."

—Randy, *Scream (the movie)*

After an all too brief respite, perhaps long enough for the party to exchange a few celebratory words, the Evil Doll bursts forth from the rubble, showering the party in flying wood and stone.

Read or paraphrase the following:

Bursting from the rubble of the ruins and landing on the ground before you, the Evil Doll snaps her neck towards you, her eyes enlarged and blackened like a shark closing in for the kill. The cracks in her porcelain skin emanating a sickly greenish glow, the Evil Doll screams, **"YOU RUINED EVERYTHING! YOU RUINED MY DRAWINGS! So... NOW YOU DIE!"**

This final battle is designed to be a fight to the death with the mutated and enraged Evil Doll, **however**, you are encouraged to allow her to escape death at the end of the battle should you wish to keep her as a recurring villain in your campaign.

As designed, she will fight until she or the party are destroyed.

LEGENDARY EVIL DOLL

In her final form, the evil doll has the following abilities in addition to her standard stat block:

Hit Points. She has been restored to full hit points at the start of this battle, regardless of prior damage she has suffered throughout the story.

Frightening Lullaby. The evil doll's *Frightening Lullaby* ability gains the Recharge 5-6 property.

Legendary Actions. The evil doll can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The evil doll regains spent legendary actions at the start of its turn.

- **Frightening Lullaby.** The evil doll uses its *Frightening Lullaby* ability if charged.
- **Claw.** The evil doll makes one *claw* attack.
- **Move.** The evil doll moves up to its speed without provoking opportunity attacks.

Lair Actions. On initiative count 20 (losing initiative ties), the evil doll takes a lair action to cause one of the following effects; the evil doll can't use the same effect two rounds in a row:

- **Bash & Stab.** Splinters of rotten wood and chunks of stone erupt from a point on the ground the evil doll can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must succeed a **DC 15 Dexterity saving throw**, taking 10 (3d6) piercing damage and 10 (3d6) bludgeoning damage on a failed save, or half as much damage on a successful one.
- **Tremor.** A tremor shakes the lair in a 60-foot radius around the evil doll. Each creature other than the evil doll on the ground in that area must succeed on a **DC 15 Dexterity saving throw** or be knocked **prone**. The affected radius is considered **difficult terrain** until the end of the evil doll's next turn.
- **Maximilian's Earthen Grasp.** The evil doll casts *Maximilian's Earthen Grasp* spell (Strength save DC 15) on one target within 30 feet of it that the evil doll can see. The evil doll may maintain concentration on this effect for up to 1 minute but cannot use other lair actions while concentrating on this effect.

ADDITIONAL MINIONS - OPTIONAL

If you, the DM, feel that the final battle against The Evil Doll is either not challenging enough for the party or you wish to add more dynamics to the fight, especially when running this adventure at level 6, it is advised to add two netherchildren minions to the battle. With a cackle of laughter from the Evil Doll, two netherchildren emerge from the rubble and join the fight, attacking any ranged based characters first.

CONCLUSION

Once the final battle is over, and the evil doll is defeated, read or paraphrase the following:

As the dawn begins to lighten the early morning sky, the stormy rain squalls cease. The Evil Doll lays on the sodden ground, unmoving. As the first rays of sunlight hit the empty shell of a body, the porcelain skin, ragged hair, and blood stained dress begin to wither and blacken to flecks of charcoal. A moment passes and the Evil Doll quickly break into a small pile of ash that washes away into the morning puddles.

The day is new, and the goodness of light somehow returns to this once forsaken place.

You know that this may not last long, however, but for now the world is a better place.

APPENDIX A: MONSTERS



ADULT OBLEX

Medium ooze, lawful evil

Armor Class 14

Hit Points 75 (10d8 + 30)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	16 (+3)	19 (+4)	12 (+1)	15 (+2)

Saving Throws Int +7, Cha +5

Skills Deception +5, Perception +4

Condition Immunities blinded, charmed, deafened, exhaustion, prone

Senses Blindsight 60 ft. (blind beyond this distance), passive Perception 14

Languages Common plus two more languages

Challenge 5 (1,800 XP)

Amorphous. The oblex can move through a space as narrow as 1 inch wide without squeezing.

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

Innate Spellcasting. The oblex's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

3/day each: *charm person* (as 5th-level spell), *color spray*, *detect thoughts*, *hold person* (as 3rd-level spell)

Sulfurous Impersonation. As a bonus action, the oblex can extrude a piece of itself that assumes the appearance of one Medium or smaller creature whose memories it has stolen.

This simulacrum appears, feels, and sounds exactly like the creature it impersonates, though it smells faintly of sulfur. The oblex can impersonate 1d4 + 1 different creatures, each one tethered to its body by a strand of slime that can extend up to 120 feet away. For all practical purposes, the simulacrum is the oblex, meaning that the oblex occupies its space and the simulacrum's space simultaneously. The slimy tether is immune to damage, but it is severed if there is no opening at least 1 inch wide between the oblex's main body and the simulacrum. The simulacrum disappears if the tether is severed.

ACTIONS

Multiattack. The oblex makes one pseudopod attack and uses Eat Memories.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 5 (2d4) psychic damage.

Eat Memories. The oblex targets one creature it can see within 5 feet of it. The target must succeed on a DC 15 Wisdom saving throw or take 18 (4d8) psychic damage and become memory drained until it finishes a short or long rest or until it benefits from the greater restoration or heal spell. Constructs, oozes, plants, and undead succeed on the save automatically.

While memory drained, the target must roll a d4 and subtract the number rolled from any ability check or attack roll it makes. Each time the target is memory drained beyond the first, the die size increases by one: the d4 becomes a d6, the d6 becomes a d8, and so on until the die becomes a d20, at which point the target becomes unconscious for 1 hour. The effect then ends.

When an oblex causes a target to become memory drained, the oblex learns all the languages the target knows and gains all its proficiencies, except for any saving throw proficiencies.

BLEEDER NURSE

Medium aberration, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	13 (+1)	8 (-1)	14 (+2)

Saving Throws Dex +7, Wis +2, Cha +5

Condition Immunities charmed, frightened, stunned

Senses passive Perception 16

Languages -

Challenge 8 (3,900 XP)

Blinded. The bleeder nurse cannot see. It relies on its Sense Motion trait in order to track and attack prey.

Magic Weapons. The bleeder nurse's weapon attacks are magical.

Reactive. The bleeder nurse can take one reaction on every turn in a combat.

Sense Movement. The Bleeder nurse knows the exact location of any other creature who uses 15 feet or more of movement while within 30 feet of the bleeder nurse. The bleeder nurse suffers no penalty for being blinded when attacking a creature detected via sense movement until the end of the bleeder nurse's next turn.

Sentinel. The bleeder nurse has all the benefits of the sentinel feat

ACTIONS

Multiattack. The bleeder nurse makes two claw attacks.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage. On a hit, the target must make a DC 15 Constitution saving throw suffering an additional 21 (6d6) hit points due to blood loss on a failed save, and half as much on a success. If the target fails its Constitution save, it takes an additional 21 (6d6) hit points due to blood loss on the end of each of the bleeder nurse's turns. A successful DC 15 Constitution saving throw or receiving magical healing will end this effect. If the target or an ally uses one action and expends one use of a healer's kit, succeeding on a DC 15 Wisdom (Medicine) check will stop the bleeding.

REACTIONS

Parry. The bleeder nurse adds 2 to its AC against one melee attack that would hit it. To do so, the bleeder nurse must be able to detect the attacker via sense movement.

Sentinel Strike. When a creature within 5 feet of the bleeder nurse makes an attack against a target other than the bleeder nurse (including another bleeder nurse), the bleeder nurse can use a reaction to make a melee weapon attack against the attacking creature.

FIENDISH MAGGOT

Originally seen in Benoit de Bernardy's horror adventure, 'Banquet of the Damned'

Medium fiend, chaotic evil

Armor Class 12 (natural armor)

Hit Points 39 (6d8+12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	3 (-4)	5 (-3)	4 (-4)

Damage Resistance cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 7

Languages -

Challenge 1 (200 XP)

Stench. Any creature that starts its turn within 10 feet of the fiendish maggot must succeed at a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the fiendish maggot's stench for 24 hours.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 8 (2d4+3) piercing damage.

NETHERCHILD

Originally seen in DMsGuild mega-collaboration, 'Monsters of the Guild' - created by Molly Meadows

Small fiend, chaotic evil

Armor Class 15 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	12 (+1)	11 (+0)	10 (+0)

Skills Stealth +5

Damage Resistance cold, fire, lightning

Damage Immunities poison

Condition Immunities deafened, poisoned

Senses darkvision 120 ft, passive Perception 10

Languages Common

Challenge 1 (200 XP)

Nimble Escape. The netherchild can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6+3) piercing damage.

NETHERCHILD FORSAKEN

Originally seen in DMsGuild mega-collaboration, 'Monsters of the Guild' - created by Molly Meadows
Small fiend, chaotic evil

Armor Class 16 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 0 ft., fly 30ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	14 (+2)	7 (-2)	12 (+1)	10 (+0)

Saving Throw Dex + 5

Skills Stealth +5, Perception +3

Damage Resistance cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft, passive Perception 13

Languages Common

Challenge 3 (700 XP)

Nimble Escape. The netherchild forsaken can take the Disengage or Hide action as a bonus action on each of its turns.

Conduit of Misery. A creature that touches the netherchild forsaken or hits it with a melee attack while within 5 feet of it takes 4 (1d8) psychic damage.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft, one target.
Hit: 8 (1d10+3) piercing damage.

Spew. *Ranged Weapon Attack:* +5 to hit, range 20/40 ft., one creature. *Hit:* 9 (2d8) acid damage.

Wail. (Recharge 5-6). The netherchild forsaken unhinges its jaw and releases a bloodcurdling scream. Each creature within 15 ft of the netherchild forsaken that can hear it must make a DC 12 Constitution saving throw. On a failed save, a creature takes 11 (2d10) thunder damage and is deafened until the end of its next turn. On a successful save, the creature takes half as much damage and is not deafened.



SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistance acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1 (200 XP)

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

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Mindshatter. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) psychic damage. The target must succeed on a DC 10 wisdom saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. In addition, on a failed save the target suffers an indefinite madness until cured.

SWARM OF INSECTS

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistance bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Languages -

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.



SWORD WRAITH COMMANDER

Medium undead, lawful evil

Armor Class 18 (breastplate, shield)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Skills Perception +4

Damage Resistance necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 14

Languages any languages it knew in life

Challenge 8 (3,900 XP)

Martial Fury. As a bonus action, the sword wraith can make one weapon attack, which deals an extra 9 (2d8) necrotic damage on a hit. If it does so, attack rolls against it have advantage until the start of its next turn.

Turning Defiance. The sword wraith and any other sword wraiths within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The sword wraith makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Call to Honor (1/Day). To use this action, the sword wraith must have taken damage during the current combat. If the sword wraith can use this action, it gives itself advantage on attack rolls until the end of its next turn, and 1d4 + 1 sword wraith warriors appear in unoccupied spaces within 30 feet of it. The warriors last until they drop to 0 hit points, and they take their turns immediately after the commander's turn on the same initiative count.



THE EVIL DOLL

Tiny construct, chaotic evil

Armor Class 14

Hit Points 119 (14d10+42)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	17 (+3)	8 (-1)	10 (+0)	16 (+3)

Damage Vulnerabilities fire

Damage Resistance piercing and slashing from nonmagical weapons

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 4 (1,100 XP)

False Appearance. While the Evil Doll remains motionless, it is indistinguishable from an ordinary, inanimate children's doll.

Frightening Lullaby. Once per day, the Evil Doll can use a bonus action to sing a creepy children's lullaby. All creatures within a 30 ft. radius that can hear it must succeed a DC 15 Wisdom saving throw.

On a failed saving throw the creature will become frightened and must succeed on another DC 15 Wisdom saving throw to break the enchantment at the end of their next turn. On a second failed save, the creature will become paralyzed, and can attempt a DC 15 Wisdom saving throw on each turn. Once it has succeeded a saving throw, the creature will no longer be paralyzed.

Shadow Blend (Recharge 5-6). As a bonus action, the Evil Doll can disappear to the evil places that lurk in the shadows. Use this feature as an escape mechanism.

ACTIONS

Multiattack. The evil doll makes two attacks: one with its knife and one with its claw.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Knife. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage





THE WRETCHED

Small monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 10 (4d6 - 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	9 (-1)	5 (-3)	6 (-2)	5 (-3)

Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks while in dim light or darkness

Senses darkvision 60 ft., passive Perception 8

Languages -

Challenge 1/4 (50 XP)

Wretched Pack Tactics. The Wretched has advantage on an attack roll against a creature if at least one of the Wretched's allies is within 5 feet of the creature and the ally isn't incapacitated. The Wretched otherwise has disadvantage on attack rolls.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 6 (1d10 + 1) piercing damage, and the Wretched attaches to the target. While attached, the Wretched can't attack, and at the start of each of the Wretched's turns, the target takes 6 (1d10 + 1) necrotic damage.

The attached Wretched moves with the target whenever the target moves, requiring none of the Wretched's movement. The Wretched can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to detach a Wretched.

VOMIT SPAWN

Large ooze, unaligned

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	3 (-4)

Damage Resistance piercing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 1/2 (100 XP)

Amorphous. The vomit spawn can move through space as narrow as 1 inch wide without squeezing.

False Appearance. While the vomit spawn remains motionless, it is indistinguishable from an inanimate puddle of vomit.

Stench. Any creature that starts its turn within 10 feet of the vomit spawn must succeed at a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the vomit spawn's stench for 24 hours.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. **Hit:** 5 (1d6+2) bludgeoning damage plus 7 (2d6) acid damage.

APPENDIX B: MAPS

BASEMENT LEVEL

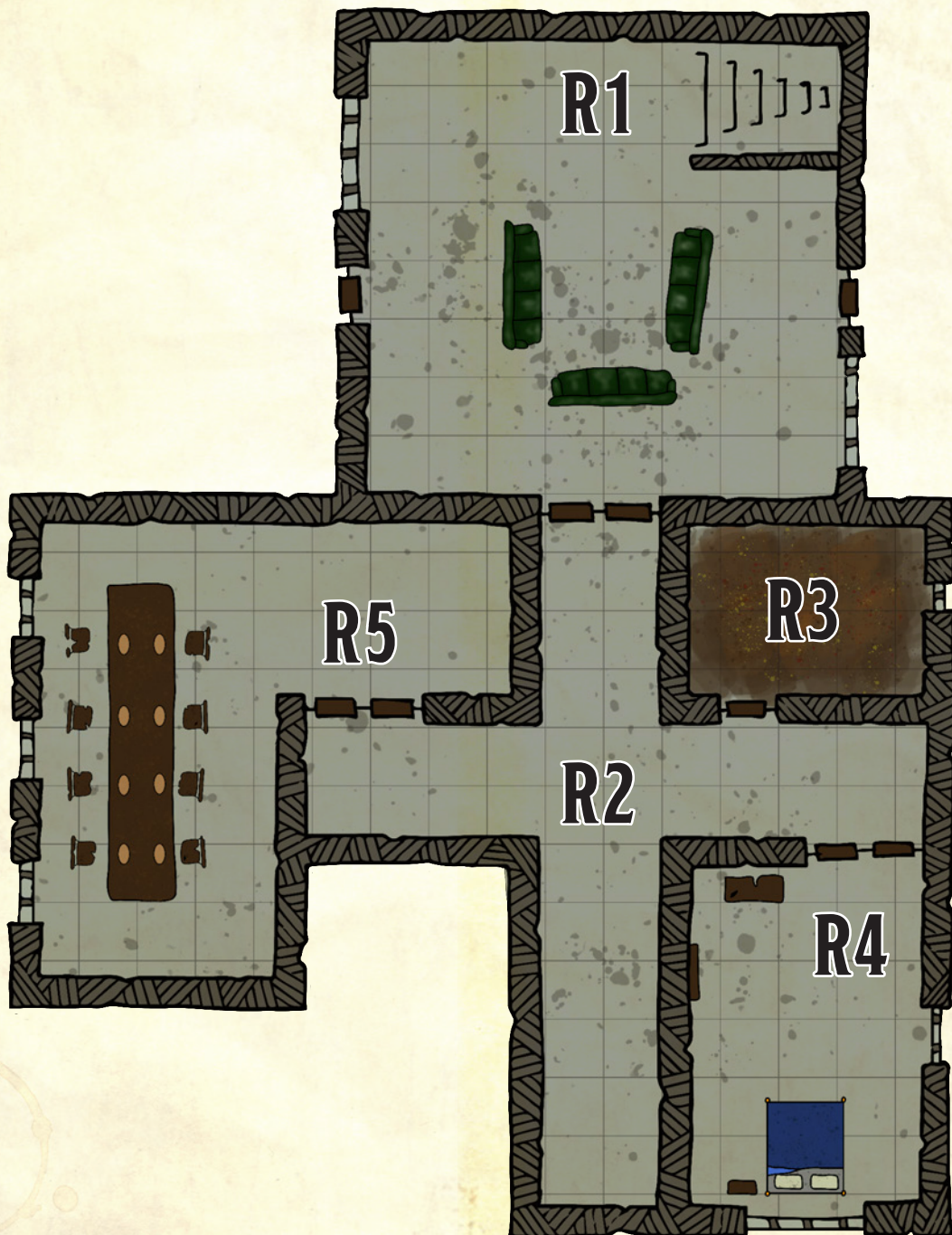


SUB-BASEMENT LEVEL



THE RECONSTRUCTED GROUND FLOOR

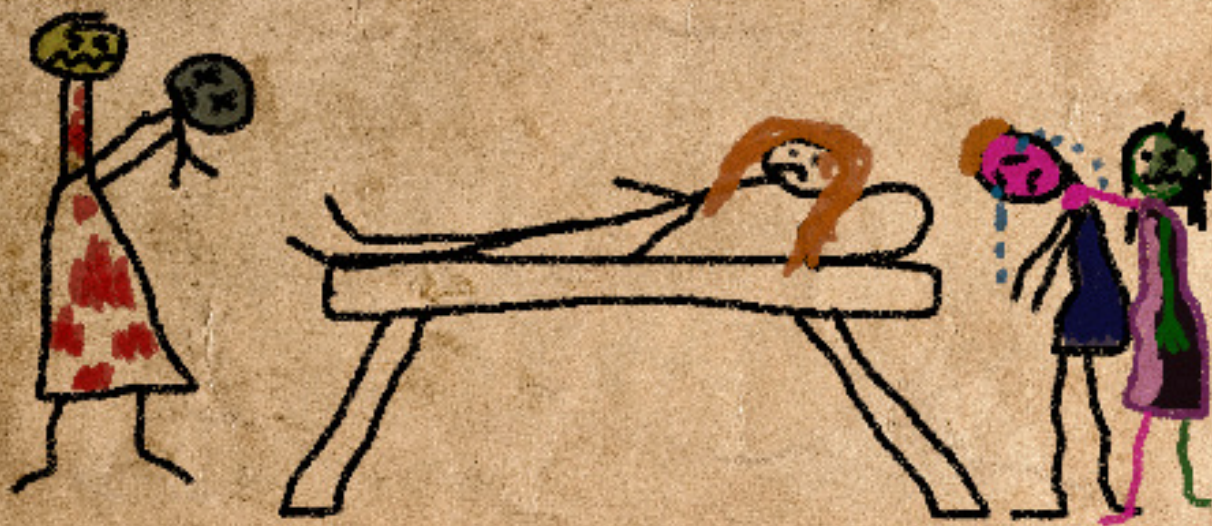
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APPENDIX C: HANDOUTS



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#3



#4

MOMMY



#5

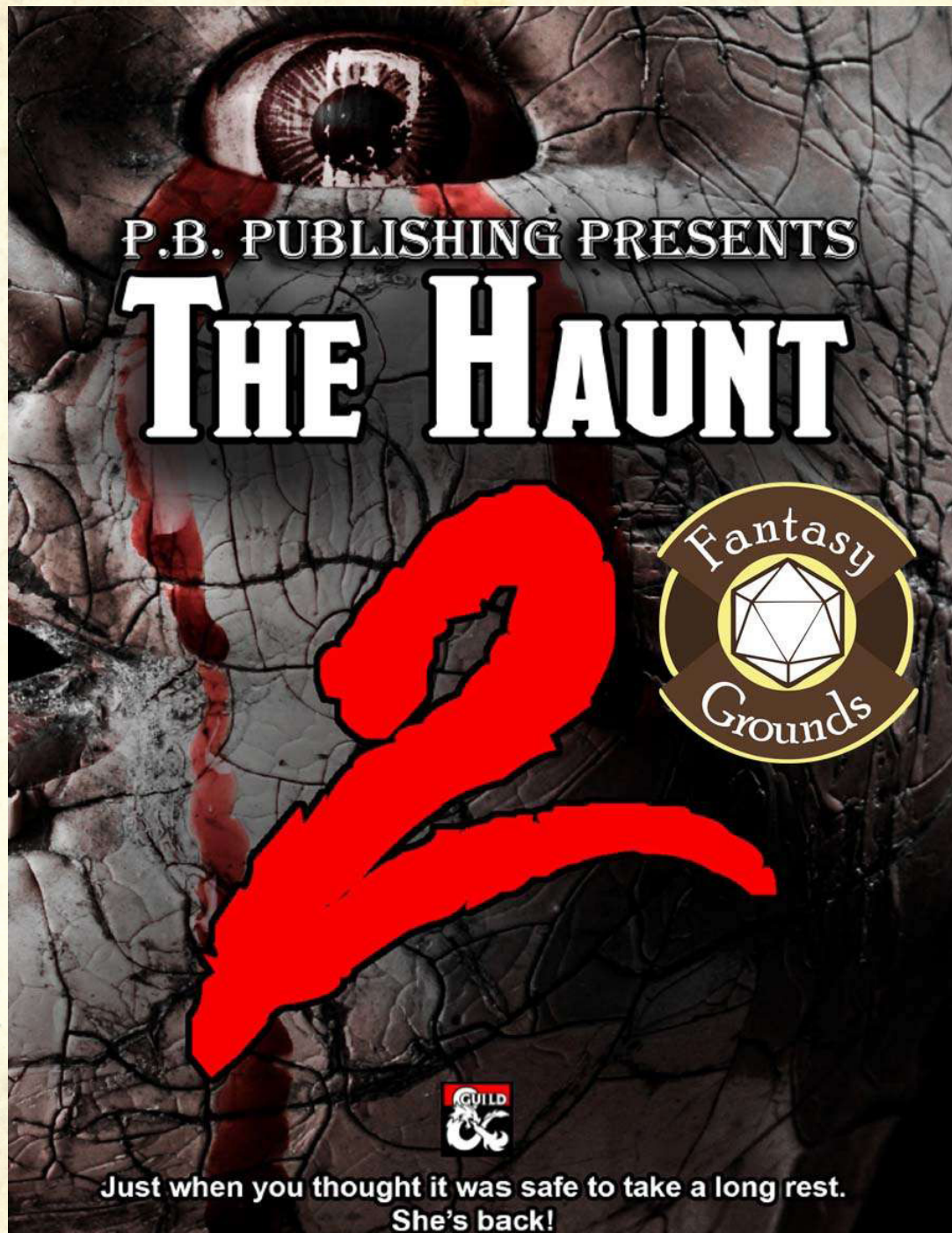


APPENDIX REFERENCE PAGE

- Adult Oblex (Appendix A; MToF, p218)
- Bleeder Nurses (Appendix A)
- Brown Mold (DMG, Dungeon Hazards, p105)
- Cackle Fever (DMG, Ch 8, Diseases, p257)
- Charm Person spell (PHB, p221)
- Color Spray spell (PHB, p222)
- Conditions (prone, frightened, etc.) (PHB, p290+)
- Detect Thoughts spell (PHB, p231+)
- Difficult Terrain (PHB, p182)
- Dispel Magic spell (PHB, p234)
- Evil Doll (Appendix A; MotG, p136)
- Experience Points based leveling (PHB, p16)
- Fiendish Maggots (Appendix A; MotG)
- Ghast (MM, p148)
- Greater Restoration spell (PHB, p246)
- Hallow spell (PHB, p249)
- Heal spell (PHB, p250)
- Hold Person spell (PHB, p251)
- Indefinite Madness (DMG, Ch 8, p258+)
- Maximilian's Earthen Grasp spell (EE Players Comp, p20)
- Milestone Leveling System (DMG, p261)
- Netherchild (Appendix A; MotG, p95)
- Netherchild Forsaken (Appendix A; MotG, p96)
- Netherchildren (Appendix A)
- Psychic Gray Ooze (MM, p240)
- Sanguine Nurses (Appendix A)
- Shadowfell Despair (DMG, Ch 2, p52)
- Specter (Appendix A; MM, p279)
- Suffocate (PHB, p183)
- Swarm of Insect (Appendix A; MM, p338)
- Sword Wraith Commander (Appendix A; MToF, p241)
- The Wretched (Appendix A; MToF, p233)
- Vomit Spawn (Appendix A, MotG, p105)



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THE HAUNT

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34