

URBAN ENCOUNTERS: ***SHOPS & HOUSES***

Brandon Norris & Richie Root



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USING THIS MATERIAL

This book contains 32 original houses, homes and shops to supplement your Dungeons & Dragons campaigns. Are your players constantly breaking into the houses of the wealthy? Insistent on checking out every shop in town? Looking for shelter in every rural house they wander across? The houses and shops in this book can be dropped into any campaign, quickly and easily giving character and flavor to these places and inspiring further adventures.

If you are looking for a one-shot adventure to fill a last minute game night, consider beginning with one of the encounters to fill the night with story-filled exploration, and then use that as a jumping off point to follow whatever leads your table finds most exciting.

HOW TO USE THIS BOOK

Each entry begins with a section that details the encounter's **Map**, **Tone**, **Playstyle**, **Max CR** and **Rumors**. These can help you decide which entries are appropriate for your campaign and lead into the encounters.

MAP

Each entry is linked to a corresponding map, which gives the general layout and room number listing for each encounter. The maps can be found in the Maps section, beginning on page 94.

TONE

The Tone section of each entry gives an idea of the general feel of the encounter. The tone will be either **Light**, (happy, funny, light-hearted), **Dark**, (violent, brooding, darker themes) or **Mixed** (somewhere in the middle of Light and Dark, or a little bit of each).

PLAYSTYLE

The Playstyle section of each entry details generally what type of encounters you can expect to find within: either **Combat**, (monsters and other encounters that generally lead to a fight) **Social**, (generally focused on exploration, discovering a story or interaction) or **Mixed** (a blend of Combat and Social).

MAX CR

The Max CR section of each entry lists the highest CR creature the party can expect to face in the encounter. In some encounters, there will be higher CR creatures that will be present, though will not generally be engaged in combat. Depending on the play of the encounter, not all Max CR creatures will be engaged in combat.

RUMORS

The Rumors section of each entry gives the DM a few options that will help you organically introduce the encounter to your campaign. Often, these will be people or organizations enlisting the party to assist them with something within the house or shop, or reporting on something odd that could be followed up on.

WHAT TO READ

Each segment in standard black text is for the DM's instruction and contains information about the room that can be relayed to the player as appropriate.

Whenever you see text in a green box, it should be read out loud to the players, to ensure that specific necessary information be relayed.

HOUSE - MANOR

MASQUERADE BALL

The high gray facade of a large mansion is visible over a stone wall. The brass gate in the outer wall displays a heraldic crest of a black crane in front of crossed pikes on a yellow field. The front doors of the manse are thrown wide and the light of lamps and the sound of revelry spill out onto the front courtyard.

Map. House - Manor

Tone. Light

Playstyle. Social

Max CR. 5

Rumors.

- Baron Rondell is throwing a soiree and all of the social elite will be in attendance
- The thieves guild is interested in the building plans for a mint that the Baron oversees, which can likely be found in his house

1 - COURTYARD

A crowd of people mill about the courtyard in masks with drinks in hand. A small circle of people surrounds two richly dressed men having a sparring duel. A liveried butler stands just inside the gate. As you enter he asks you for your invitation.

The butler will not let players into the manor without an invitation. If players refuse to leave, he will call a cadre of five **guards** to remove the players from the premises. A successful DC 13 Charisma (Deception or Persuasion) check will convince him that the party either lost their invitation or should be on the list. Players of noble background have advantage on this check. If all else fails, he makes it clear that a bribe of 15 gp would be sufficient to allow you inside. The butler provides the party with masks if they do not have their own.

If any weapons are drawn or violence is threatened in the courtyard, the 30 or so party guests will attempt to scatter around the east side of the house. A group of five **guards** will arrive in 1d4 minutes to investigate. The two sparring nobles (stat as **veterans**, except with an AC of 13) will attempt to interpose themselves between the violence and the fleeing nobles, shouting threats such as “on my honor, I shall see you hanged for this unprovoked butchery, blackguard!” The butler attempts to run inside and warn his lord and the house staff.

All of the guests are quite wealthy (in this room and all others), holding approximately 80 gp each in money and valuables.

2 - FOYER

A large entrance hall with a huge marble staircase to the second floor. The room is mostly empty. Every few minutes a party guest or two will travel through here to another room.

3 - PORTRAIT GALLERY

A large open room with portraits of elaborately dressed nobles on the walls. Busts and statuary are scattered about on plinths.

Several noble guests of the party are having a poetry contest. If the party decide to enter the poetry contest, they must succeed on a DC 15 Charisma (Performance) check to beat the other entrants, who are decidedly amateurish. If multiple characters enter the contest and succeed, the one with the highest roll is the winner.

The winner of the contest is approached by the lady of the house, **Baroness Alice Rondell**, who gives them a sloppy kiss on the cheek and a gold brooch of a cornucopia stuffed with tiny ivory fruits (worth 100 gp) and slips a key into their pocket, whispering “I’ll rendezvous with you in the guest bedroom upstairs at midnight, and we’ll put that silver tongue to good use.”

4 - BALLROOM

The large parquet floored ballroom is filled with people doing a complicated dance. In the corner three musicians play a jaunty tune. A small drinks table is on the north wall full of wine in crystal glasses (worth 100 gp of crystal in total)

5 - GRAND DINING ROOM

A huge wooden table brimming with food dominates the middle of the dining room. As soon as one dish or carafe of wine is finished it is replaced by a fresh one by one of the harried servants. A large fireplace crackles merrily on the east wall. Nine nobles sit carousing at the table.

Baron Rondell sits at the head of the table, regaling the nobles with tales of court intrigue. Raucous laughter occasionally bursts out. The Baron has little interest in talking to the party unless they are of noble bearing or have achieved some amount of fame or notoriety in the area, in which case he invites them to sit and drink for a while.

6 - KITCHEN

The kitchen is full of bustling servants, all harried and under extreme stress. The room is hot as an oven bakes savory pies and pastries.

As the party enters the room, a distracted footman stumbles into one of the adventurers, causing them to succeed on a DC 15 Dexterity saving throw or be covered in hot soup, taking 1d6 + 1 fire damage and ruining their clothes. The footman is extremely apologetic and offers to take the party into the servants' quarters to procure a new set of clothes and offering to launder the soiled clothes by the morning.

The servants here will be slightly suspicious of any finely dressed people coming into this room. While deferential, they attempt to get the adventurers to leave the servants' areas and go back to the party. A DC 14 Charisma (Persuade or Deception) check will convince the servants that the party belongs there.

7 - SERVANTS' HALL

A hall in the servants' section of the house with a stairway leading to the basement, and another door exiting at the base of the grand stairway into the foyer.

Most of the servants are working in the kitchen, but one will occasionally come through here to the basement to get a new cask of wine. They will question what the party is are doing in this area, and attempt to steer them back to the reception area. A DC 14 Charisma (Persuade or Deception) check will convince the servants that the party belongs there.

If the party cannot convince the servants that they belong there and refuse to leave, the servants will call in five **guards** to sort them out.

8 - BUTLER'S QUARTERS

A small, neatly made bed and a chest fill this tiny room. The chest contains several sets of house livery and two weeks of the butler's pay in a leather pouch (4 gp)

9 - MAIDS' QUARTERS

Two small beds and two small chests fill most of the available space in this small room. Out the window, you can see a couple of nobles (who are both married, but not to each other) getting handsy with one another.

The chests contain a few dresses, some novels, a small dove carved of wood, a beaten copper washbasin (5gp) and 3gp.

10 - COACH HOUSE

A long stone room with stables on the east side, as well as a closed wooden door. A pair of saddles hang on the wall near the stable doors.

11 - STABLES

The two horses in the stables whinny nervously, snorting and kicking at every noise that rings out from the party. As you approach the stables, they turn and eye you with wide pupils.

Three stables, two occupied by **warhorses** and one empty. The warhorses are frightened by the loud sounds of the revelry outside. If anyone opens the stable doors, they must succeed on a DC 16 Wisdom (Animal Handling) check to calm the horses. otherwise, the horses will attack as long as anyone remains in their stable.

12 - COACHMAN'S QUARTERS

A small lightless room that smells of horses. A bed, a chest, and a table with an unlit lamp on it are the only furnishings.

The chest contains several sets of liveried clothing, a pair of riding boots, and a week's pay (5 silver). Two boar spears lean against the wall.

13 - BASEMENT

A basement stocked with casks of wine and foodstuffs that also doubles as a common room for the house's servants. Several barrels surrounded by mismatched chairs have been pushed together to form a makeshift table, which is still laid out with what remains of a simple meal. Three small windows look out onto the back of the house at ground level.

Once an hour, two servants come down here to obtain more wine. They will be suspicious of any non-servant in the area and will call the guards if they do not leave.

14 - SERVANTS' QUARTERS

The Cook and two footmen call the basement bedroom theirs. It is roomier than the servants rooms above, and has a small coal brazier to provide heat.

The cook's chest contains some chef's outfits (complete with poofy hat) and a week's pay (1 gp), the footmens' chests contain liveried outfits, and 1 week's pay (1 silver in each).

15 - UPSTAIRS LANDING

The stairs open up to a large landing with a brick fireplace where many of the nobles have gathered to drink and carouse. A card table is set up in the corner where a group of four noblemen and their hangers-on are playing Three-Dragon Ante.

As you walk up the last step, two giant, fully armed men approach and ask what business you have here. One of the nobles from the table drunkenly calls out, "oh come on, there's plenty of room at the table if you want to play!"

Four nobles sit at a table, playing cards. Three nobles lean against the west wall waiting to use the privy and five nobles lounge against the balustrade smoking pipes.

The two burly men are **bodyguards** (stat as **gladiators**). The larger of the two is **Mark Edie**, Baron Rondell's personal bodyguard. They will allow the party to stay in the common areas under their watchful eye, but if anyone attempts to enter Room 19 while they are watching (unless accompanied by the one of the Rondells), they will intervene and throw the trespassers out, using force if necessary.

The buy-in for a round in the Three-Dragon Ante game is 50 gp. Each round, make a contested Intelligence (Three-Dragon Ante gaming set) check against the nobles (each adds +2 to their roll overall). The winner wins the pot for that round. The nobles are drunk enough that they have difficult noticing cheaters.

16 - BATHHOUSE

A large stone tub filled with steaming water sits in the center of the room, magically created bubbles roiling the water and making it opaque. Two drunken nobles luxuriate in the tub with a blonde woman whose body is covered in arcane tattoos.

As you enter the room, she glances at you with a look of distaste. "Please leave, I'm already quite occupied with these lovely boys."

A DC 14 Intelligence (Arcana or History) check reveals the woman as **Archmagus Angelika Fountenblue**, a legendary wizard (stat as an **archmage**) who has accomplished countless great deeds in her still-young life. If the players continue to bother her, she will attempt to cast *suggestion* on them to convince them to leave.

17 - WASHROOMS

Small rooms with luxurious flushing toilets. There is a line waiting to use them. The noblemen in line will not be pleased if anyone attempts to enter in front of them.

18 - GUEST BEDROOM

The bedroom door is locked. The butler (Room 1), the Baroness (Room 3) and the Baron (Room 5) are the only ones with the key. The bed is covered in flower petals. A bottle of wine and two glasses sit at the small desk.

The room is empty, unless the Baroness invited you to join her inside and it is after midnight, in which case she is waiting and ready for a night of lovemaking. If anyone chooses to join her for the night, roll a d100 every hour that a player stays. On a roll of 95 or higher, the Baron enters with his bodyguards (from Room 15) and is enraged. For every hour that the player stays in the room with the Baroness, add +5 to the result of the d100 roll.

19 - UPSTAIRS HALLWAY

A long wide hall with many doors. Frescoes of lake scenes take up the north wall. The Baron's teenage son, **Rob Rondell** (stat as a **noble**), occasionally wanders these halls moping and telling anyone who will listen about the dangers of a monarchy, speech that borders on treason against the crown. If he is not here, he will be in Room 20.

The Baron is terrified that anyone will find out about his son's ranting and will pay handsomely if anyone threatens to reveal that knowledge.

20 - LIBRARY

A small and well-stocked library that contains a desk. If Rob Rondell is not in the hallway, he will be here, drawing crude pictures in a tome that outlines the history of his family lineage.

The desk in the room contains a jeweled letter opened (a dagger worth 50 gp), several rare tomes and a map of the family holdings that includes the building plans for a mint that the Baron oversees (that the local thieves guild may have expressed interest in procuring).

If Rob is in the room and anyone starts rifling through the desk and tomes, he will call for the bodyguards in Room 15 unless the party manages to convince him not to with a DC 15 Charisma (Persuade, Deception or Intimidation) check. A player who gives Rob wine or commiserates about how awful the monarchy is has advantage on the roll. If Rob is convinced that the party belongs, he will give them a tour of the private wing of the house. The guards will not bother a player who is with Rob.

21 - BODYGUARD'S QUARTERS

A medium sized room used by the Baron's bodyguard Mark Edie. A small table for polishing weapons sits on the western wall next to a weapon rack and an armor rack.

The racks contain three longswords, a glaive, 10 daggers, 10 javelins, a large bow and a board spear, as well as a chain shirt, a helmet and a bag with 100 gp inside.

22 - ROB'S QUARTERS

A medium sized room kitted out for a bookish boy. Dark curtains cover the windows. The desk is covered in books about the arcane arts, a wand, and a crystal ball.

Inside the desk is a component pouch, a healing potion and a pouch containing 130 gp. Rob will not let you touch his desk if he is in the room.

23 - THE BARON'S OFFICE

A medium sized room with plenty of windows, a large desk with neatly stacked papers and journals, a set of wooden drawers on the western side, and a large metal chest.

The desk contains the baron's signet ring (worth 100gp as jewelry, 300 to a thieves guild for forgery purposes). The metal chest is locked and requires a DC 18 Dexterity (Thieves Tools) check to open. The chest contains 500 gp in coins, deeds to properties, already signed letters of credit worth 2000 gp in any large city (for two weeks until the Baron notices they're missing, after which point anyone will get arrested if they try to cash them in).

24 - THE BARONIAL SUITE

A large bedroom with a huge silk canopied bed. A small table next to the bed holds a jeweled water carafe and two goblets. Two large chests rest at the foot of the bed.

The chests contain many sets of noble's clothes, a fine rapier with pearls on the handle (200 gp), and jewelry worth 400 gp. The water carafe and goblets are worth 375 gp together.

THE RELUCTANT RETIREE

A huge mansion of fine pink marble stands before you, surrounded by a seamless granite wall seemingly carved whole out of a gigantic piece of stone. The house, while ornately built, has fallen into some disrepair: tiles are missing on the roof and the landscaping outside has gone years without trimming. Above the arch and the large wrought iron gate is a coat of arms of a crossed staff and a lightning bolt on a field of purple.

Huddled around this gate are fifteen members of the town guard holding a battering ram, the mayor, and a resplendently dressed woman who seems to be berating the guards. The ground they stand on is pitted and scorched, as though a dragon recently strafed by overhead.

- **Map.** House - Manor
- **Tone.** Mixed
- **Playstyle.** Combat
- **Max CR.** 12
- **Rumors.**
 - Archmage Reardon has been acting strange lately and shirking his duties to his lord.
 - The mayor cancelled all of his meetings today, saying that he had to attend to a matter of public safety.

1 - COURTYARD

After she has finished giving the guards an earful, the well-dressed woman calls you over to her. “My name is Francine DuBois and this is my father’s home. I’m worried for him. You look like capable folk. Perhaps I could enlist your help.”

Francine DuBois is the daughter of the resident of the home, **Archmage Reardon** (stats of an **archmage**). She spoke to her 94 year old father last week and suggested he needed to stop living alone at his advanced age. When she arrived with her men-at-arms to move him out, he refused to go and began slinging deadly spells. Her men-at-arms are still in the home and she has no idea if they are alive or not.

Francine will reward the party handsomely if they assist her in pacifying her father and removing him from the house unharmed. She fears if nothing is done soon, the town guards will rush in and hurt her father or be killed themselves.

APPROACHING THE DOOR

As you approach the door, an old man’s face peeks out from behind a grate. “Are you more of my insolent daughter’s friends, come to roust me out of my own house? If so, turn around now, I don’t want to hurt anyone, I just want to be left alone.”

The Archmage is paranoid and will not let the party in under any circumstances. If the party states that they are there to take him away, he will cast *lightning bolt* at the nearest person and close the grate. Otherwise, he will simply close the grate and leave.

The door requires a DC 20 Strength (Athletics) or a DC 15 Dexterity (Thieves Tools) check to open. The town guards will let the party borrow their ram, granting advantage on the Strength check if needed.

2 - FOYER

A large, richly appointed foyer gone to disrepair. A ramp leads up to the second floor. The curtains on the windows are moth-eaten, though the room is well lit by a constellation of whirling magical lights near the ceiling.

A DC 15 Intelligence (Investigation) or Wisdom (Perception) check reveals a secret door under the stairs that leads to Room 7.

3 - ART STUDIO

This room is the Archmage’s art studio. An easel is set up in the corner with a partially completed painting of a nightmarish hellscape covered in lava and sharp pinnacles of rock.

In the western portion of the room, where there should be a wall, instead is a circle of painted runes that surrounds a shimmering portal into the same hellscape depicted in the painting. In the distance, a winged horror takes notice of you and wheels, screeching, to fly towards the portal.



The winged horror is a **bone devil** that will arrive through the portal five turns after the party enters the room and immediately attack, attempting to drag its victims into the hellscape.

Inspection of the runes and a DC 14 Intelligence (Arcana) check will reveal one of the three of the runes that must be smudged to close the portal safely. One of the runes is approximately nine feet off the ground and players will need to figure out how to reach it in time.

When the correct runes are smudged, the portal closes immediately. If the wrong runes are smudged, the portal will explode, dealing 3d10 sonic damage to everyone in the room and knocking them prone.

In the room is a painting set and three fine paintings worth 300gp in total: one of a field of red wheat with two suns and three moons, one of a naked dwarf with bronze for skin and fire for hair and one of a coral reef as seen from underwater.

The painting of the hellscape would be of interest to an arcanist, as it seems to be imbued with a strong arcane bond to some fiendish realm.

4 - BALLROOM

A jaunty tune plays as you enter the dusty ballroom. In the corner, a fiddle, drum and flute float and play themselves as four suits of empty, glowing armor engage in a clanking dance. The suits of armor turn to face you as you enter and bellow, "The ballroom is for dancing! All occupants are required to dance!"

The suits of armor are **helmed horrors**. They draw weapons and look at the party expectantly. If everyone in the party succeeds on a DC 5 Charisma (Performance) check to dance, the horrors will resume their dance and ignore the party. Otherwise the horrors and the instruments (treat as **flying swords**) will attack.

5 - DINING ROOM

The dining room is set for a party and the finely dressed guests sit at the table, eating and laughing. A half orc sits at the head of the table, pounding his fist on his leg as he howls with laughter. The room is cold despite a huge crackling fire in the hearth.

The people in the room and the fire are illusions and do not respond to the players in any way. A DC 20 Intelligence (Investigation) check is enough to see through the illusions. The illusions have no substance and the party's hands will pass right through them.

A player who sees through the illusions or attempts to touch the half orc at the head of the table will see Archmage Reardon hiding within the illusion. If he is not noticed, he will silently bide his time and wait for the players to leave the room before leaving himself.

The gold leafed china on the table is real and is worth 150gp.

THE ARCHMAGE REVEALED

If the party discovers the Archmage behind his illusion, read the following text:

The face of the half orc shimmers away and fades into the weary features of Archmage Reardon, sitting in an ornate brass wheeled chair. "You'll never take me alive, Lord Fincher!" the Archmage shouts as he raises his staff and fires off jagged bolt of lightning. When your eyes clear from the flash, he is gone.

When he is revealed, the Archmage casts another *lightning bolt* at the party before turning invisible and fleeing. A DC 16 Wisdom (Perception) check allows a player to hear the squeak of his wheels as he heads upstairs.

6 - KITCHEN

The kitchen has fallen into disrepair and dust after long periods of neglect, but it is still warm as a raging fire burns in the large stove.

If players inspect the dust, they do not find wheel prints, indicating that the Archmage did not come through here.

A DC 15 Intelligence (Investigation) or Wisdom (Perception) check reveals that the fire in the oven is definitely not an illusion, but is in fact a **fire elemental**. The elemental will attack if anyone gets too close to its stove home.

7 - SERVANTS' HALLWAY

The dusty hallway has been used much more recently than the kitchen. A dark, reddish muck coats the floor in a slimy trail.

A DC 10 Intelligence (Nature) check shows the muck to be clay, still slightly damp. A character who attempts to determine what made the trail can make a DC 13 Wisdom (Survival) check. On a success, they determine that several men were dragged down this hallway into the basement.

There is a secret passage in this room that leads back to Room 2, which can be found with a successful DC 15 Intelligence (Investigation) or Wisdom (Perception) check.

8/9 - SERVANTS' BEDROOMS

The small bedrooms are covered liberally in dust and seem to have been abandoned and unkempt for a year or more.

10 - CARRIAGE HOUSE

The long, abandoned hallway is wide enough for a carriage to be brought through. A lone broom floats across the floor, still cleaning furiously on its own volition. The floor is impeccably clean, except for a six foot wide circle of dust and debris in the center of the room.

The **broom** will keep cleaning as long as the party does not try to interfere with its work, in which case it will attack (stat as a **flying sword** with 10 AC). The broom will not approach the pile of dust in the center of the room under any circumstances.

Anyone who enters the pile of dust in the center of the room must succeed on a DC 16 Dexterity saving throw as they trigger an explosive rune, taking 3d8 fire damage on a failed save and half as much on a successful save.

11 - STABLES

The doors to each stable are locked and require a DC 18 Strength (Athletics) or Dexterity (Thieves Tools) check to open,.

These three small stables contain strange contraptions. The first stable contains a wheeled chair made of leather and wood. The second contains what looks like a dining room chair fitted with six brass spiderlike legs. The third contains a lounging chair with three metal pods on the bottom out of which comes a colorful radiant energy that holds the chair a foot off the ground rather unsteadily.

The three contraptions are unfinished, but could be taken to an artificer and worked on over time to make unique vehicles.

12 - STABLE BOY'S QUARTERS

A small dusty room, completely cleaned out of all furnishings. A knife is stuck in the door through a crumbling piece of vellum that proclaims in large unsteady letters "I KWIT!"

13 - BASEMENT

The basement is coated in cobwebs and lit only by two dim orbs of arcane light that rotate around the ceiling. The trail of muck leads to the feet of a hulking shape that stands silent guard over the door to the next room. From behind the door, you can hear the moans of several injured men.

The hulking shape is a **clay golem** that has been instructed to bring Francine's men-at-arms down here and keep them here. The golem guards the door and will not let anyone through, attacking anyone who comes near, except for the Archmage.

On the other side of the room is a stock area that contains several casks of fine wine, each worth 100gp, as well as a chest containing coins and precious gems from an ancient realm, worth 5,000gp in total if it can be removed from the house without Francine or the town guards noticing.

14 - BASEMENT BEDROOM

The groans of several men can be heard in the lightless room. Seven of Francine's men-at-arms are sprawled throughout, badly burned and bruised, but not in immediate danger of death. Three of the men are conscious and able to walk, and will escort their wounded comrades out of the house when the golem has been taken care of.

15 - UPSTAIRS LANDING

The stairs open up to a large open landing with a small fireplace. Six strange silver-bodied men with huge wax candles in place of their heads scrub the walls and floor of the room. As you enter the room, the men look up at you warily, oddly expressive humanoid faces melted into the candles on their heads.



The beings in the room are **waxheads** (stat as **azers**). They will carefully watch the party as long as they remain in the room, not moving or speaking.

If anyone tries to enter Room 19, the waxheads will speak as one: “the master does not wish to be disturbed. Please wait here until he is ready to see you.” No matter how long the party waits, the Archmage will not come, and the waxheads will respond to any questions with an instruction to wait for the master.

Repeated attempts to open the door to Room 19 will cause the waxheads to attack. When slain, the candles will continue burning, as everburning torches. The silver body of each waxhead is worth 500gp in sheer weight of precious metal.

16 - SPA

The tiled room is dominated by a large pool carved of pink marble with a long pull chain hanging behind it. The water inside the tub swirls in a lazy whirlpool.

Hidden inside the pool is a **water weird** that will attack if anyone gets near, but will not leave the pool. If anyone pulls the chain behind the tub, the water will drain and the weird will slip down the drain with it.

17 - PRIVYS

Two steel privys covered in runes each sit in their own room under a sign that reads “Please keep extremities completely out of the privy at all times. You have been warned.”

Any object that is dropped into the privy is destroyed immediately, as if under the effect of a *disintegrate* spell. Putting a body part into the privy results in an explosion, causing 3d10 + 10 fire damage.

18 - GUEST BEDROOM

As you enter the guest bedroom, a flickering image of a much younger Archmage Reardon greets you. “Hello, guest. Welcome to your room. Please be careful in the privy. Let the waxheads know if you have any needs. And please, stay out of my quarters, for your own safety. Enjoy your stay!”

The image of the Archmage stays in the corner, flickering silently. It will respond to questions, but only has canned responses to anything besides the most basic of questions about the house.

19 - UPSTAIRS HALLWAY

You walk into a long, open hallway with windows at the far end. The walls are hung with painted landscapes of alien worlds. There are five doors, two close, three far. Between the close and near doors, the floor is carved in a pattern of intricate runes and laced with visible arcane energy.

A successful DC 17 Intelligence (Arcana) check reveals the runes on the floor as a teleportation circle. Anyone who steps into the circle is teleported instantly to Room 10, directly into the explosive rune in the center of the floor. A DC 13 Strength (Athletics) check will allow a player to jump over. Anyone who speaks the passcode, “I live here” in Draconic, can walk through freely without being teleported.

Rooms 20 and 21 can be accessed without moving past the teleportation circle, but Rooms 22, 23 and 24 can only be accessed by moving past the circle.



20 - LIBRARY

The library is stocked with an impressive number of ancient arcane texts. A decrepit humanoid creature with one massive eye is perched on a desk, peering down intently at a tome. As you enter, it looks up at you and hisses a guttural warning.

The creature is a **nothic**. It has no interest in fighting and will leave the party alone as long as they do not remove any of the tomes.

Anyone who speaks Undercommon will recognize the creature's warning as a "Hello, how are you? Please do not disturb these fragile books." The nothic is rather friendly and will converse with anyone who can speak its language. If cornered, the nothic will defend itself, but it will not attack first unless the players attempt to remove the valuable tomes from the library.

The library contains a few exceedingly rare texts among the books that are worth 2,000gp in total, which can be identified as exceptionally valuable with a successful DC 17 Intelligence (History) check.

The desk contains a sheaf of five spell scrolls that contain random spells from the Wizard spell list between 2nd and 5th level. A DC 19 Intelligence (Investigation) check reveals a ring of warmth under the table that the nothic had been using as a makeshift space heater in the cold library.

21 - ARCANESMITHY

A cramped room with a runed anvil, a brazier of glowing coals, and various fancy looking blacksmith's tools. A metal contraption of pipes seems to be circulating the air in this room. On a small bed made of metal with a chainmail sheet lies a bronze dwarf with fire for hair. He looks up when you come in and greets you with a friendly "Hello."

The dwarf is an **azer** named **Yuv**. He is friendly and has no interest in fighting the party. He has a life debt to Archmage Reardon and smiths anything the old man requests. He has been worried about the Archmage's state of mind lately and agrees that it is time for him to retire.

As long as he trusts the party not to harm his friend the Archmage, he will give them the password to the summoning circle in Room 19 ("I live here" in Draconic) and will offer to accompany them to peacefully subdue the Archmage.

The blacksmith's tools in the room are very high quality and add a +1 bonus to any check made with them. Yuv will not part with them under any circumstances.

22 - FRANCINE'S ROOM

A small room that clearly has not been changed since Francine occupied it as a young girl. The walls are plastered with posters depicting a lithe and attractive charioteer. On the desk sits a journal talking about her childhood with a brilliant mage as a father, as well as the usual school drama and crushes and a dusty divination kit.

23 - ALCHEMY LAB

An open room with a stone table filled with an alchemy rig. Inside a metal chest in the corner is a potion of invisibility, a potion of gaseous form and a potion of detect thoughts.

24 - ARCHMAGE'S QUARTERS

The Archmage's once-lavish bedroom is now burdened with dirty plates and rubbish. The Archmage sits in his wheelchair in the center of the room, regarding you as you enter. "So, you're good enough to make it here. I'm no danger to anyone here, unless you force my hand! Still think you can make me leave my home?"

Reardon has the stats of an **archmage**, but only 55 hit points, due to his advanced age and frailty. If the party cannot convince him to leave peacefully, but still insist that he leaves, he will fight as long as he can. If he is physically subdued, he will fall out of his wheelchair and begin calling out for Francine.

A successful DC 25 Charisma (Persuasion) check will convince the Archmage that he needs to follow Francine's wishes. The DC of this check is reduced to 18 if the party cites evidence that the Archmage is a danger to others, such as the portal to the hell dimension and the clay golem harming the men-at-arms. If Yuv is with the party, he grants them advantage on this check, as he pleads with his old friend to listen.

If the party resolves the situation peacefully, Mage Reardon will have Yuv pack a suitcase for him and go downstairs to meet with Francine. He will apologize for his behavior and gift the party his Robe of Eyes and a suit of elven chain armor. He will order all of his creations and traps to stand down. Francine and the mayor will offer the party their choice of 15,000gp or the deed to the Archmage's mansion to use as they please.

If the situation was resolved through violence, Francine will thank the party for their service, give them 5,000gp and dismiss them curtly as she attends to her father, asking them to return any stolen property. She will cast *detect magic* on the party to ensure they are not carrying out any arcane valuables, calling the guard if they insist on taking the Archmage's property.

VAMPIRE'S MANSE

A rusty gate leads through a perimeter wall. A large imposing mansion of dull gray stone can be seen through the portal. The façade around the door is carved in a religious theme: angels with swords and shields stand on clouds above the lintel. One of the angels has a broken wing.

The large barred windows are dusty, and several panes on the second floor are broken. The whole mansion exudes a feeling of disuse and decay.

- **Map.** House - Manor
- **Tone.** Dark
- **Playstyle.** Combat
- **Max CR.** 13
- **Rumors.**
 - At the local pub, a man cries into his beer. His wife has gone missing. She was a governess for a rich family who lives next to the “Old Haunted Rutherford Mansion.”
 - Missing posters cover a message board, each detailing a young blonde woman who has gone missing. A guard mentions it’s probably got something to do with the Rutherford Mansion.
 - A local temple has been investigating disappearances, thinking a cult or necromancer are involved. They need someone to investigate the Rutherford Mansion.

1 - FRONT OF THE HOUSE

The pathway up to the house and the ground leading around to the back of the house are strewn with a thick layer of dying leaves that have fallen off of the bare trees. The door to the condemned mansion is barred with heavy chains and a large rusted padlock.

The padlock is locked and requires a DC 18 Dexterity (Thieves Tools) check to unlock. The lock can be broken if it is dealt 15 damage in one blow with a bludgeoning weapon.

Anyone who searches around the back of the house and succeeds on a DC 10 Wisdom (Perception) or Intelligence (Investigation) check notices that the leaves on the ground around the back door have been disturbed, as if someone has been going in and out of the back door frequently. A roll of 18 or higher on this check notices drag marks, as if unconscious bodies have been dragged through here.

The back door can be unlocked with a DC 14 Dexterity (Thieves Tools) check, or busted down with a DC 18 Strength (Athletics) check, allowing access to Room 6.

2 - ENTRANCE HALL

The entryway opens up to a large hall with a dusty marble floor. Two rusted suits of armor stand next to the stairs. As you walk into the room, the glowing, transparent face of a human woman emerges through the wood of the door to the west. She whispers, “Psst! Hey, come in here, quick, before they notice you’re here!” and disappears back through the door.

The woman’s ghostly face retreated into Room 3, where she awaits the party. If the party lingers too long in the room (more than a few minutes), the vampire spawn from Room 4 will come through this room on their way upstairs and will attack the party on sight.

The two suits of armor are standard suits of plate mail and could be restored to working order with some elbow grease and some literal grease.

THE MASTER HAS FALLEN

If the vampire has been permanently killed in Room 14, the denizens of the manse lose control and go berserk. The skeletons from Room 4 and any remaining skeletons and vampire spawn in the house congregate in this room and attack anything that passes through.

3 - TROPHY ROOM

The walls of the room are hung with the taxidermied heads of dozens of animals, with a bear, a moose and a tiger prominently displayed. The ghostly form of an elderly woman floats above a small table. She quietly motions for you to close the door as she stares at you intently.

The **ghost** is **Clarabelle Rutherford**, the deceased owner of this mansion. When the door is closed, she explains that she means the party no harm. She was killed by the vampire who took up residence here and is bound to him, unable to leave until he is destroyed. In her ghostly form, she cannot harm the vampire and it is able to control her actions if she gets too close.

Clarabelle asks the party to help her kill the vampire and destroy her skeleton so that she can pass on to the afterlife in the Blessed Fields of Elysium. If the party is able to do so, she will grant them the deed to her home and its holdings. If they agree, Clarabelle will follow along with the party and do what she can to assist them.

If the party attacks or attempts to turn Clarabelle, she will beg them to stop and listen to her for a round or two, before disappearing through a wall or the floor. She will follow the party stealthily, attempting to possess one of the party members and force them to destroy her skeleton and the vampire.

Inside the moose's head is the deed to the house. A player who searches the moose's mouth will find it.

4 - GAME ROOM

An open room with fine wooden floors with a snooker table lying on its side, turned against a wall. Six skeletons armed with heavy armor, swords and shields stand spread throughout the room, not moving at all. A pile of mismatched armor sits on the floor in the southeast corner.

If the party did not encounter the **vampire spawn** in Room 2, she will be here, picking through the pile of armor and muttering "Why does the master make me sort armor for these corpses when I could be out getting fresh prey? Stupid, stupid."

The vampire spawn is distracted and will be surprised unless circumstances dictate otherwise. She will attempt to use the skeletons as cover, dodging and weaving through them to attack defenseless targets. When the vampire spawn reaches half health, she will attempt to flee and run to Room 20 to warn the vampire. The skeletons do not move at all.

If Clarabelle is with the party, she will indicate the smallest of the skeletons as hers and ask that it be destroyed. She is disappointed when it is destroyed and nothing happens. She concludes that the only way to free her is to kill the vampire.



5 - DINING ROOM

The room is dominated by a long wooden dining table, set for dinner. On the center of the table, a blonde human woman lies covered in bite marks. After a long while, she barely stirs, tilting her head toward you and whispering “please, help me.”

The human woman is **Alisa Duncan**, whose husband is in the local pub lamenting her disappearance. She is dying from the bites and needs to be stabilized with a DC 16 Wisdom (Medicine) check within 3 rounds, or she will die. When she is stabilized, she thanks the party and asks to be taken out of the house immediately so that she can return home to her family.

If Alisa dies from her wounds, she will rise the next night as a vampire spawn and will begin hunting her family, hoping to turn them to vampires and be together forever.

6 - KITCHEN

The kitchen is dusty, the air thick with the smell of rotting food. Several golden goblets studded with sapphires (each worth 500gp) sit on the counter, each stained with the residue of dried blood.

7 - SERVANTS' HALLWAY

A small, dark hallway with no windows or candles. If the party stays in the hallway for too long, a **vampire spawn** will pass through on the way to Room 4, carrying a basket with a human skeleton in it.

8 - SPAWN'S QUARTERS

The window to this small closet has been painted over entirely in black. A wooden coffin full of grave dirt lies open on one side of the room next to a small wooden chest.

Inside the wooden chest is a blue velvet cape with a silver and mother of pearl clasp worth 100gp. The cape has a few bloodstains, but should be able to be laundered.

9 - SPAWN'S QUARTERS

The window to this small closet has been painted over entirely in black. Two wooden coffins full of grave dirt lie open on one side of the room next to a small wooden chest.

Inside the wooden chest is a suit of mithril chain armor and a hat of disguise.

10 - COACH HOUSE

The smell of death and rot permeates the air of the coach house. The front door is locked and requires a DC 14 Dexterity (Thieves Tools) check to open. The back door is open.

11 - STABLES

One of the stables contains the rotting carcass of a horse. The other two are piled with humanoid bodies, each covered in bite marks.

Anyone who takes the time to search the bodies and succeeds on a DC 10 Intelligence (Investigation) check finds 100gp worth of jewelry and trinkets.

12 - STABLEHAND'S QUARTERS

A small, dusty room that has been long abandoned. The shelves hold curios and sports equipment that belonged to a young boy.

13 - BASEMENT

The basement is pitch black, not a single speck of light to be found. The smell of rotting meat hangs in the air. From below, you hear the horrific scrape of metal on bone.

If the party has a light source or if they can see in the dark, they see a few barrels standing next to the wall, as well as a wooden chest. Two blonde female **vampire spawn** are stripping the flesh from humanoid bodies. They attack the party as soon as they notice them.

Players who can see and succeed on a DC 16 Wisdom (Perception) or Intelligence (Investigation) check notice a loose area of the brick wall hidden behind some barrels. A DC 15 Strength (Athletics) check or several minutes of concerted effort with a blunt object knocks down the wall and grants access to Room 14.

The chest is locked and requires a DC 18 Dexterity (Thieves Tools) check to open. Inside the chest is a +1 crossbow and a silver-capped drinking horn carved with a stag hunting scene worth 250gp.



14 - VAMPIRE'S COFFIN

The floor of this dark room crunches with grave dirt beneath your feet. An ancient stone coffin sits against a corner, the lid cracked open.

BEFORE THE CONFRONTATION

If the party comes upon this room before their encounter with the vampire, the coffin lies open and unoccupied. Inside, the party finds more grave dirt, as well as a platinum and ivory cameo carved in the likeness of a fair haired young woman worth 200gp.

If the players find a way to destroy the stone coffin, the vampire will have nowhere to flee.

THE VAMPIRE'S RETREAT

When the vampire in Room 16 is reduced to 0 hit points, he will turn into gaseous form and slip through the floors, retreating to this hidden room to recover in his coffin.

If the coffin has been destroyed, he will be stuck in his gaseous form, shrieking and writhing as the form dissipates until he is dead.

If the coffin is still standing, he will seep inside and close the lid. The heavy stone lid requires a DC 22 Strength (Athletics) check to lift and open. When opened, the vampire can easily be slain in his weakened, comatose state.

THE MASTER HAS FALLEN

If the vampire is killed for good, the ghost of Clarabelle appears to thank the party.

Beautiful white light begins to swell from Clarabelle's ghostly form, with the chirping of birds and the sound of a soft breeze seeping into the air around her. "Thank you for freeing me," she says as the light envelops her. "The fields, they are as beautiful as Ehlonna promised."

As she fades from view, she looks back down, remembering her obligation. "By the way, the deed is in the moose's head. Good luck cleaning this place up," she says with a joyful laugh as she disappears in a puff of cool wind.

The deed to the house is in the moose's mouth in Room 3, where the party originally met Clarabelle. The deed is signed in Clarabelle's hand with her seal and reads "Whomsoever holds this deed is entitled to my house and fortune. Take that, you ungrateful grandchildren."

Presenting the deed to the local magistrate will grant the party ownership of the house, after a few months of arbitration and the increasingly aggressive attempts by Clarabelle's grandchildren to eliminate the competition for the family inheritance.

15 - UPPER LANDING

You emerge from the stairs into a room filled with cobwebs and dust. The massive fireplace that once anchored this room is filled with soot. Fine velvet sofas furnish the room, still soft under all the dust.

The landing is initially unoccupied. When the vampire in Room 16 is disturbed, he will use his gaseous form to retreat to this room in the hopes that he can attack the party from behind.

VAMPIRE, INTERRUPTED

Once the vampire has left Room 16, he will wait here and attempt to ambush the party. He will summon a **swarm of rats** from Room 17, as long as the rats have not been cleared out. Two rounds into the battle, the hulking skeleton from Room 19 will charge out of the hallway and join the fight.

If the vampire is reduced to 0 hit points, he will turn into his gaseous form and retreat through the floor, hoping to recuperate in his coffin in Room 14.

Clarabelle will be uncertain why she did not transition to the other side when the vampire was slain. A DC 10 Intelligence (Religion) check lets the player know that vampires cannot be slain unless they are found in their coffins. Clarabelle believes she knows where the coffin is hidden (or the party has already encountered it) and rushes down to Room 14.

16 - BATHROOM

The bathroom is almost fully taken up by a large marble bathtub. The entirety of the room is coated with blood, both dried and fresh.

Inside the tub, a pale, elegant man luxuriates beneath the bodies of two blonde women whose throats have been slit, hanging above the tub as their blood drips down on the man. As you enter the room, the man opens his eyes and hisses furiously before vanishing into a thick, foul mist.

The man is **Georg Altenbrau**, a **vampire**. After he turns to mist, he moves to Room 15 to attempt to ambush the party. If the party noticed the missing posters hanging in town, they will recognize the deceased women as the ones from the missing posters.

17 - PRIVY

The small privys have not been used in a long time. Rats dart around in the shadows of the rooms and squeaking can be heard coming from below, down in the sewers.

The rats in the privy pose no threat to anyone, but if they are not dealt with, the vampire will summon them into a swarm in Room 15. If the party finds a way to destroy most of the rats or to block off their entrance from the sewers into the privy, the vampire will not be able to call the swarm.

18 - GUEST BEDROOM

The guest room is abandoned. One of the windows is broken; a cold wind blows in through it.

19 - HALLWAY

A finely woven carpet runs the length of this long hallway. At the end of the carpet, a massive skeleton in a horned helmet stands guard, hefting its massive axe over what used to be its shoulder.

The guardian of this hallway is a **hulking skeleton** (stat as a **minotaur skeleton**) that guards this hallway against all intruders. If the party engages the vampire in Room 15, it will hear the commotion and charge into the room to assist the vampire after two rounds.

20 - LIBRARY

The library has fallen into disrepair, but is well stocked and the books remain in good condition. The tomes focus mostly on hunting, geography and druidcraft, as well as other aspects of the natural world. After every month of cumulative time spent studying in this library, a player may attempt a DC 18 Intelligence check. Success on this check grants a player proficiency in the Nature skill. Once this proficiency has been granted, a character may not gain it again.

The collected works of the library would be worth 4,000gp to a bookseller, temple of a nature god or the private collection of anyone who loves the outdoors.

21 - MAN-AT-ARMS' QUARTERS

The bed in these quarters is gigantic, clearly made for a very large humanoid. A chest lies near the bed, as well as a table with equipment used to mend armor.

Inside the chest are several sets of adventurer's clothes cut for a large humanoid. A holy symbol of Torm sits on a bedside table. Under the bed is a set of fishing tackle, as well as a finely crafted fishing rod worth 15gp.

22 - HUNTSMAN'S QUARTERS

The room contains a bed, a chest and a small bowyer's station.

Inside the chest is a quiver of Ehlonna, fully stocked with arrows. Leaning against the bowyer's station is a finely crafted shortbow with the damage and range of a longbow.

23 - OFFICE

The office is sparse, containing only a large desk and a filing cabinet.

The desk is locked and requires a DC 14 Dexterity (Thieves Tools) check to open. Inside is 300gp in a small satchel, as well as many papers and personal effects.

The filing cabinet contains many fine maps of the local area. The lot would be worth 500gp to a merchants' guild, explorers club or nobles' hunting lodge.

24 - CLARABELLE'S ROOM

A large room with a huge feather bed piled high with blankets, all covered in dust. Two small chests sit at the foot of the bed. A small table in the corner contains a tea set.

The chests contain five noble dresses in red, blue, green, yellow and black, as well as four velvet cloaks in red, green, yellow and black (worth 100gp each). In a small velvet box at the bottom of the chest are four rings: a platinum ring with a sapphire, a gold ring with an emerald, a gold ring with a topaz and a platinum ring with jet (worth 500gp each). If Clarabelle is with the party still, she wonders what happened to her favorite blue cloak (unless it has already been found in Room 8).

The second chest contains many sets of adventurers' clothing sized for a slight woman, as well as two pairs of fine riding boots.

HOUSE - PEASANT'S

BURNT HOME

A dilapidated and burned wooden hut stands in an overgrown yard. The shutters on the windows are closed, though a couple are falling off their hinges. The wooden roof has mostly burned away.

- **Map.** House - Peasant's
- **Tone.** Light
- **Playstyle.** Combat
- **Max CR.** 1
- **Rumors.**
 - The old Jones farm was badly burned recently and no one has checked to see if anything remained inside, say some of the folk at the local pub.
 - Darion Jones, a cousin of the Jones family that died in the fire, is looking for someone to clean up the house so that it may be reinhabited.

1 - FRONT YARD

The front door of the house is barred from the inside, but the windows have been knocked out.



2 - THE HOUSE

A large single room makes up this home. A charred table and chairs sit in the northeast corner. The two beds contain skeletons of people who probably succumbed to smoke inhalation. What food there was in the house is either burned or long spoiled. The floors under the hole in the ceiling are warped from the rain falling in. The whole room has a moldy smell to it and rats can be heard squeaking in the walls.

A charred sword and shield sit on the remains of the table with a whetstone. The armaments are damaged, but are clearly generations old and hold the sigil of a family. Relatives of the Joneses would be interested in the recovery of these relics of a better time for their family.

3 - STABLE

The stable's door has been pried or bashed open, and the foul smell of animal spoor and musk emanates from the piles of hay inside it.

A DC 15 Wisdom (Perception) check reveals that one of the piles of hay holds a sleeping **brown bear**. The bear will defend itself and its new lair if it is woken up. If it is not disturbed, it will wake up in the evening and trundle into the house in search of food.

4 - BACK YARD

A disused privy with its door hanging off sits at the side of the house, thick with cobwebs. The back of the house contains a broken open chicken coop, and a garden long gone to seed and full of weeds.

CRUSHSKULL RESIDENCE

A well-kept little home sits behind a manicured lawn and a white picket fence. It is a bright spot in an otherwise dingy neighborhood.

- **Map.** House - Peasant
- **Tone.** Light
- **Playstyle.** Mixed
- **Max CR.** 4
- **Rumors.**
 - A rude, aggressive drunk in the town square keeps ranting that a bunch of monsters have moved into the neighborhood and ruined the fine, upstanding town it once was.
 - The woman who runs the town welcoming committee just came back from greeting the new neighbors and has passed out from shock.

1 - FRONT YARD

The front yard of this home is planted with a beautiful flower garden and is well tended-to. Three men with spears stand, whispering angrily as they trample a bed of purple flowers. They beckon you to come over to them as you pass by.

The leader of the three men is **Gordon Jorgenson**. Gordon has the stats of a **bandit captain** and the two men have the stats of **bandits**.

Gordon informs the party that a trio of bloodthirsty orcs has taken refuge in the house, probably killing the occupants. He wants the party to rush in and drive the orcs away and offers to reward them for a job well done. If the players agree, the three men will hide in the bushes and wait.

If the party knocks on the door, a male orc's voice calls out that he will parlay, but only if the party comes in unarmed and they do not let the three men in.

A PEACEFUL RESOLUTION

If the party attempts to convince Gordon and his men to leave the Crushskulls alone for good, they will need to succeed on a DC 21 Charisma (Persuasion or Intimidation) check, in which case the men will sheepishly admit that perhaps they were wrong and slink off.

If the party is unable to convince Gordon and his men to lay off, they will decide to take matters into their own hands and rush the house, attacking the residents. If the fight seems to be going poorly, the men will attempt to run off and hide in the outhouse in Room 4.

2 - THE HOUSE

A half orc stands wearing a shining suit of chainmail and holding his sword warily in the center of this well-appointed and cozy living room. In the corner of the room, hiding behind an overturned table, are a female half orc and a young male half orc.



The half orc moves to greet the party as they enter, clearly wary of them but not making any aggressive movements. His name is **Gorok Crushskull** (stat as an **orc war chief**) and this is his home. Gorok's wife, **Korda**, and his son, **Gorok, Jr.**, greet the party politely and offer them tea and sandwiches.

Gorok and his family purchased this house from the previous occupants a month ago and have been harassed by the neighbors ever since, spurred on mainly by Gordon. Gorok and his family have attempted to treat the situation diplomatically to no avail. No one will listen to a half orc. Gorok is worried that things will soon escalate to violence and he will be forced to defend his family and his home.

Gorok asks the party to help him convince the men to leave the family alone by any means necessary. He would prefer no one resort to violence, but if it gets the job done and his family isn't implicated in it, he won't put up a fight.

If the party does manage to convince the men to leave the family alone, Gorok will reward the party with 200gp, most of his life savings. If the party accomplishes the task without using violence, Gorok will give the party his sword, a heavy long sword that deals +1 damage on a successful hit when wielded with two hands. No matter what the outcome, if the party attempts to help, Gorok will offer the party a place to sleep for the night and a warm meal in thanks for their attempt.

Hidden away in the home is a lockbox with an additional 200gp in it, the total of the Crushskull life savings. The box would take a DC 18 Intelligence (Investigation) check to find, but it could only be made when the Crushskulls were out of the house or not watching.

3 - STABLE

The stables are nicely maintained and very clean. Gorok's **warhorse**, **Bloodstrider**, is stabled here. If there has been any violence inside, Bloodstrider will be spooked and will attack anyone who enters his stable.

Bloodstrider is fiercely devoted to Gorok and any attempts to steal and tame him would require months of successful DC 23 Wisdom (Animal Handling) checks to even attempt to break the mighty horse.

4 - GARDEN

A small outhouse sits a short distance away from a beautiful garden that contains some very large, clearly prize-winning vegetables.

If Gordon or any of his men attacked the Crushskull household and ran off, they will hide in the outhouse and attempt to assassinate Gorok and his family during the night. If the party remains during the night, they can catch them in the act.

GOLDEN FARM

A humble farm sits out in the countryside, with a small patch of vegetables and a cleared pasture that looks as though it once held cows, but now stands empty.

- **Map.** House - Peasant's
- **Tone.** Light
- **Playstyle.** Social
- **Max CR.** 3
- **Rumors.**
 - Neighbors are whispering that the farmer used to be a good friend, but he has been increasingly isolated lately.
 - A young boy in town says that he went to retrieve his ball from the property, but the farmer chased him off in a frenzy.

1 - FRONT YARD

The front yard of this farm is littered with signs that read "Keep Out," and "Trespassers Will Be Fired Upon." As you pass, eyes peer out the windows, following you. From inside the stable, an exceptionally loud mooing sound breaks the silence and the eyes break away, closing the shutters.

If the party approaches the stable, the windows will slam open and the farmer, his wife and his daughter will nock arrows and warn the players to leave or be fired upon. The farmer (stat as a **guard**) and his wife and daughter (stat as **commoners**) are armed with longbows and the farmer wields a longsword as well. If the players fire back, the family will shut the windows and barricade the doors.

The farmer, **Heath Browning**, will not speak to the party unless he is convinced that they are not there to steal his property, in which case he will reluctantly invite them inside to briefly talk.

2 - THE HOUSE

The one-room home is very small, but exceptionally cozy and warm. A cloth divider separates the room into a dining area and a sleeping area. There are locks and bars on the doors and windows, clearly designed to defend the home against threats.

The family is visibly nervous and evasive about why they are so defensive, citing that they don't want anyone bothering them. They are good, solid folk though, and will offer the players a meal and then ask them to be on their way and not return. If the party refuses to leave, the farmer gets defensive and is likely to pull his sword out and threaten them.

If asked about the loud mooing, the farmer quickly snaps that it's just a cow and changes the subject.

If the party takes the time to search the room when the family are not present, they may attempt a DC 18 Intelligence (Investigation) check. On a success, they find a golden cow's tail under a floorboard that is worth 250 gp.

3 - STABLE

An extremely loud moo erupts as you enter the stables. There is only one occupant: a large cow that seems to be made of solid gold. The golden cow chews its cud and looks up at you thoughtfully.

If anyone attempts to enter the stable while the farmer and his family are watching, they will all immediately attack, desperately attempting to defend their prized possession and the thing that could get them out of a poverty-filled life: the **golden cow**. If the farmers are subdued or befriended, they will explain that the cow is a blessing from Waukeen, the goddess of wealth, for a lifetime of service.

The cow (stat as a **rhinoceros** that has resistance to piercing and slashing damage from nonmagical weapons) is not aggressive, but will defend itself if it is attacked or subjected to harassment.

The cow is made of solid gold and if the party can get it to a place where it can be sold, it would be worth 5,000gp. Pieces of the cow sell for their weight in gold, but the cow will not happily part with pieces of its own body. Also, Waukeen gave this cow as a gift to the family and might be angered if the cow were summarily sold for parts.

The cow does not want to move from its stable and it weighs as much as a cow made of gold would weigh: a lot. A successful DC 19 Wisdom (Animal Handling) check can be made to convince the cow to walk for an hour, after which another successful check would need to be made to keep the cow moving.

4 - GARDEN

The small vegetable garden is enough to support the small family. A player who searches the vegetable garden and succeeds on a DC 14 Intelligence (Investigation) check will find two piles of the cow's droppings, which are also gold and are worth 100gp each.

INTERRUPTED REHEARSAL

A small, unassuming wooden home sits in front of a vegetable patch. In the pathway leading up to the house, a colorful wagon sits. The side of the wagon reads "Rodney Greentooth's Travelling Mummers."

- **Map.** House - Peasant's
- **Tone.** Mixed
- **Playstyle.** Mixed
- **Max CR.** 2
- **Rumors.**
 - Some folks saw a mummers' wagon roll into town, but so far it's only parked in front of people's houses and the troupe hasn't performed any shows.

1 - FRONT YARD

In front of one of the farmsteads you pass sits the gaudy wagon of a mummer's troupe. From inside the home, a man's voice shouts out for help before turning into a wordless scream of pain that is abruptly cut off.

The cart contains everything you would expect a cart belonging to a traveling troupe of actors to hold. A character who succeeds on a DC 17 Intelligence (Investigation) while searching the cart finds a master actor's disguise kit that grants a +1 bonus to any check made with it.

Inside the cart, the party also notices a lot of weapons and clothing that are covered with dried blood, more than can easily be explained by the costuming needs of the occasional play that contains a grisly murder.

The door to Room 2 is unlocked.

2 - THE HOUSE

Inside the austere living room, a group of three gaudily dressed actors stand above a man's body that lies in a spreading pool of blood. One of the actors, dressed in a black widow's gown, cries out, "O Felonio, thou hast killed him, thou blackguard!" As one, the actors turn to you and bow, awaiting your applause.

The actor in the widow's gown is **Rodney Greentooth**, the leader of this troupe of mummers. He greets you heartily and apologizes for the grisly scene. He explains that the troupe is rehearsing the play they will perform in the town square the next night, *Murder at the Pig Farm*, and that the man on the ground is their fellow actor, Sydney, who is deep into his process, method acting as a murdered farmer.

A DC 16 Wisdom (Insight) check allows a character to sense that Rodney is not telling the truth and is extremely nervous. A DC 13 Wisdom (Medicine) check reveals that the blood on the ground is real and that the man is freshly dead by a knife wound.

If confronted about the body, Rodney and the other actors will keep up the facade as long as possible, telling more and more outrageous lies until they crack and admit that they did kill the man, but they were rehearsing for their roles in *Murder at the Pig Farm* and wanted to see what killing a farmer was like.

The actors hope they can slink away and will offer the party 250gp to let them walk away free. They will attack the party if they think the party is going to turn them in. Stat Rodney as a **bandit captain** and the other two actors as **bandits**.

3 - PIG PEN

A dozen pigs wallow happily in the mud, happy to be inside and out of the sun. In the center of the pile of pigs sits a particularly massive and very boisterous pig. It squeals happily to see you.

The pig (stat as a **boar**) is unnaturally large and unnaturally friendly. It immediately rushes over to inspect the party and romp around in the mud in their general area. A player may attempt a DC 16 Wisdom (Animal Handling) check to convince the boar to follow them, in which case it will act as a companion and pet for as long as it is treated well.

4 - BACK YARD

The backyard contains a small vegetable garden and an outhouse. A player who searches the area and succeeds on a DC 14 Intelligence (Investigation) check finds a patch of disturbed soil where the farmer hid 35gp, his life savings.

PEACEFUL GETAWAY

The small house and accompanying garden are well maintained and quiet, almost as if someone had put together the perfect ideal of a nice little home.

- **Map.** House - Peasant's
- **Tone.** Light
- **Playstyle.** Social
- **Max CR.** 1/8
- **Rumors.**
 - In the local pub, one farmer asks another if he ever had it out with Douglas Corvin over their ugly land dispute. The other farmer says he went over there with the intent to argue, but as soon as he arrived, he realized it just wasn't worth it.
 - Every so often, while in town, people have been seen softly whispering "she's here" to themselves with a smile on their face, but not realizing they had said anything at all.

1 - FRONT YARD

As you pass by this house, you suddenly feel an almost overwhelming sense of calm, as if something has gently pulled away all of your troubles and made you completely carefree. It takes you a moment to notice that the door to the house has been kicked in and hangs off of its hinges.

A cleric in the party or anyone who succeeds on a DC 16 Intelligence (Religion) check will identify the peaceful feeling as divine in nature, as though a god or one of their powerful emissaries were nearby.

While within the house or its vicinity, drawing a weapon or casting a spell that makes an attack roll or saving throw requires a DC 22 saving throw, otherwise the attack or spell fails.

2 - THE HOUSE

As you enter the home, the feeling of calm you felt outside swells to something immeasurably vast and powerful. Even the thought of drawing your weapon is difficult.

The furniture in the one small room of the house has mostly been knocked over except for one dining table. Sitting at the table are a farmer and his wife, both bleeding from shallow wounds from swords. Across from them are two bandits, dirty and tough. To your surprise, one of the bandits turns as you enter and offers you a cup of tea.

The farmer and his wife are **Douglas** and **Amalia Corvin**. They welcome you to their home and apologize for the state it's in. The family and the two **bandits** are cordial to each other, but it is clear by the strain in their voices that the facade is forced.

When asked what happened, they explain that the bandits had barged in and begun attacking, but then they all decided to have a cup of tea instead. They aren't sure why they decided to have tea; it just felt natural to do so.

If asked to leave, the bandits politely refuse. They know that the family has a stash of gold hidden somewhere and they're not leaving until they find it. They are in debt to a local thieves guild and if they can't find 250gp by the end of the next night, they'll be killed.

If the party is able to provide the bandits with the money they require to pay the thieves guild, they will agree to leave peacefully. Otherwise, if the party can supply them with a solid reason to leave and succeed on a DC 18 Charisma (Deception, Persuasion or Intimidation) check (whichever is appropriate), the bandits will leave. The bandits will resist any physical attempts to remove them. They cannot attack, but they can grab on to doorways and furniture to hold themselves in the room.

3 - PIG PEN

A young girl stands among the pigs in a lovely white dress, humming softly to herself as she feeds the sows carrots and beans. She looks up as you enter the pen.

“Oh my. I’m so dreadfully sorry you’ve been brought in to all this trouble, but perhaps you could help me.” You can barely register her words, as you are nearly overwhelmed by the amount of sheer calm power emanating from this child.

The girl identifies herself as Eldath, the goddess of peace. She explains that she comes to this home sometimes to get away for a short time and enjoy the simple life of a farm girl, but it was all ruined when the bandits happened to barge in. Now she doesn’t feel like she can leave, or the bandits will kill her adopted family.

Eldath says that she is not able to directly meddle in the affairs of mortals and even using her powerful presence to keep the bandits calmed is difficult. If the party is able to convince the bandits to leave peacefully, Eldath will owe them one favor, as long as it does not violate her principles.

If the party cannot convince the bandits to leave, Eldath will be convinced she has to stay there forever, which could have dire circumstances for the world if the goddess of peace shirks her duties.

4 - BACK YARD

The backyard contains a small vegetable garden and an outhouse. A player who searches the area and succeeds on a DC 14 Intelligence (Investigation) check finds a patch of disturbed soil where the family hid 125gp, their secret stash of gold.

PEAR BRANDY HOUSE

A small wooden house with a clay tiled roof and what looks to be a stable off to the side of the house. Strong smoke comes from chimneys both on the house and on the stable. A woman splits logs on a stump near the door, throwing the wood onto a huge pile next to the stable door. The dog at her feet jumps up and begins barking at you as you near the gate.

- **Map.** House - Peasant’s
- **Tone.** Light
- **Playstyle.** Social
- **Max CR.** 2
- **Rumors.**
 - An investigator for the regent recently came into town, saying that he had tracked down the notorious highwaywoman Roberta Honeytongue somewhere nearby.
 - Townsfolk can be frequently heard complaining about the smoke coming out of the two chimneys on the Blackstone farm and how it impedes their lovely view of the country sky.

1 - FRONT YARD

A large mastiff bounds happily up to you as you walk up to the property. The woman puts down her axe and waves. "Here to buy some brandy?" she calls out as she walks over to greet you. "Rolf, customers!"

The woman is **Mary Blackstone** (stat as a **bandit captain**). Her husband, **Rolf Blackstone** (stat as a **bandit**), rushes out with a smile on his face to greet the possible customers with a hearty "how much you want?" The going price for a bottle of their fine Blackstone Brandy is 10gp, though they're open to haggling.

If the party buys a brandy or seems exceedingly friendly, the Blackstones will offer them a place to stay for the night and a meal for a few silver.

If the family are threatened in any way, they will draw weapons and defend themselves, as will their dog (stat as a **mastiff**).

2 - THE HOUSE

The Blackstone homestead is warm and functional, carpets covering almost every inch of floor. The furniture is unexpectedly fine. Large brandy barrels sit in front of the north wall, each labeled with a date within the last three years. On the hearth, a small pot of stew bubbles furiously.

Mary is a sparkling conversationalist and will bend the party's ear on any topic for as long as they'll let her. Rolf is more taciturn, but if he is asked about his distilling rig, he lights up. The two of them artfully dodge any questions about their past. They will go to bed in the evening, (their bed is closed off with a curtain) politely asking the party not to go digging through their personal things and offering breakfast in the morning. During the night, Mary and Rolf will be listening for the players. If the players sneak around and snoop, they must succeed on a Dexterity (Stealth) check contested by Mary and Rolf's Wisdom (Perception) checks in order to avoid waking the couple.

Inside the house are chests that contain clothes and personal effects. The barrels of pear brandy are worth 75gp each on the open market. Under the family's bed is an ornate heavy crossbow. A player who searches the hearth and succeeds on a DC 14 Intelligence (Investigation) check notices a loose stone, under which is a hollow storage area.

Inside the storage space is a bag with 150gp, several gold and precious gem necklaces worth 200gp in total and a wanted poster for Roberta Honeytongue, the highway robber, with a 200gp reward. The poster shares a distinct likeness to Mary's face.

If Mary or Rolf notice the players snooping around, they will bring the crossbow to bear and instruct the players to leave. They will defend their home if the players refuse to leave. If the party confronts Mary as being Roberta Honeytongue, she laughs and says that now they definitely have to die. Mary would be open to discuss the consequences, but unless the party can give her reason to spare them, she will attack.

3 - THE STILL

What used to be a stable has been converted into a small distillery. Copper pots and tubing take up most of the northeastern corner of the room, while the wall to the west has a dozen or so barrels in racks for aging.

The door to the still is locked and requires a DC 17 Dexterity (Thieves Tools) check to unlock. A DC 18 Strength (Athletics) check could also be attempted, though the noise would certainly wake the Blackstones. The first person to step into the room must succeed on a DC 15 Dexterity saving throw to avoid the tripwire that sets off a poison dart trap, dealing 1d8 piercing damage + 1d6 poison damage on a failed save.

The 12 barrels of brandy still need some aging, but will be worth 75gp each when they are ready. The still itself is extremely large and unwieldy, but if it could be transported, it would be worth 450gp to an interested party.

4 - ORCHARD

Behind the house sits a privy, as well as a large and bountiful pear orchard. The pears on the trees are perfectly ripe and ready for harvest.

QUARANTINED HOUSE

A run-down peasant house lies at the end of a tiny path off the main road. The thatch of the roof is uneven and falling off, and no smoke comes from the chimney. Two freshly dug graves line the path, marked with small gravestones.

- **Map.** House - Peasant
- **Tone.** Dark
- **Playstyle.** Social
- **Max CR.** 0
- **Rumors.**
 - One of the farmers in the local pub laments the disease that took the life of the whole Rundrock family. Another woman says they aren't dead yet, but the first farmer says they may as well be.
 - A priest of a local temple is looking for a cure for Red Lung, a disease that has popped up recently in town and ravaged one of the families that lives there.

1 - FRONT YARD

Shaky script painted on the lintel of the front door reads "INFECTED" and the door is marked with a red X, denoting a quarantined home.

The door to the home is unlocked. A character who listens at the door hears the faint sound of coughing inside.

2 - THE HOUSE

The main room of this house is dark and filled with the stench of death and dying. In the bed on the north-western side of the house, a young dwarf woman lies wrapped in many blankets, coughing up blood. Her father, also ill but not quite as pale, is leaning against the wall on a stool next to his daughter. The hearth is cold and a bowl of rotting plums and the remains of a ham hock sit on the dinner table.

The dwarven man is **Ondur Rundrock** and his sick daughter is **Amber Rundrock**. Ondur begs the party to help cure his daughter, who is essentially comatose and has very little time left. He will give the party everything he owns if they spare Amber the same fate as his wife and son. If the party cannot help, Ondur asks them to help him dig two graves, since he is too weak.

A *lesser restoration* spell or another means of curing disease will cure both the dwarves. If the party is able to restore at least 10 hit points to Amber, she will be healthy enough to last a few more days without a cure.

Anyone who touches Ondur or his daughter must succeed on a DC 13 Constitution saving throw or contract the Red Lung disease. A creature with Red Lung has their maximum hit points reduced by 2 every 24 hours, dying if their hit point maximum is reduced to 0. At the end of each 24 hour period, they make repeat the saving throw, ending the effect on a success.

Inside the home is a chest that contains farmer's clothes, a few dwarven story books, a set of child's toys and a bag with 30 copper, 1 silver and 5 gold in it. A greataxe hangs over the front door. There is a well constructed violin in a case on the mantle, a family heirloom worth 150gp.

3 - STABLE

A wooden walled stable sits next to the house. Three pigs root around inside; they seem to have not been fed for a while.

4 - PRIVY

A small privy sits on the side of the house. A small vegetable garden sits behind the house; it seems to be heavy on carrots and parsnips.



HOUSE - RURAL (ONE STORY)

FISH WISH

2 - THE HOUSE

An L-shaped home with a healthy looking patch of currant bushes in the front yard. As you near the property, you are suddenly struck by the pungent odor of rotting fish.

- **Map.** House - Rural (One Story)
- **Tone.** Light
- **Playstyle.** Social
- **Max CR.** 0
- **Rumors.**
 - Old Man Merriweather's house has been stinking up a storm in the summer sun, says everyone in town.
 - Throughout town, the party sees piles of fresh fish laying out in carts on the side of the road with signs that say "Free."

1 - FRONT YARD

An old man with a bushy gray beard pushes a wheelbarrow of very pungent fish out the front door of the house. When he sees you, he puts down the wheelbarrow and asks, "do you want some fresh fish? Not this smelly lot; there's plenty more inside."

The old man is **Sawyer Merriweather**. He offers to lead the party into the house and give them as much fish as they can carry, as well as offering to fry up a hearty fish dinner. He refuses any payment, insisting the party is doing him a favor by taking them. If asked why he has so much fish, he responds that he'll explain whatever he can over dinner.

The living area is large and homey. A small, smoky fire burns in the hearth, over which sit several salmon, filleted and drying. The room smells very strongly of fish, likely because of the massive amount of them sitting in baskets, barrels, buckets, boxes, and many other containers. In the corner of the room is a sloppily painted square on the floor.

A young girl, four or five years in age, plays with a small wheeled horse. She looks up and smiles and waves shyly as you come in. A fine gold ring with a sizable ruby in it sits on her left middle finger; it seems far too big for her hands. Sawyer introduces her as his granddaughter Marnie.

As soon as the party enters the room, Sawyer notices the time and asks them to push an empty wooden box into the square painted in the corner of the room. If they do not do so quickly, he rushes over to move the box himself. A few seconds after the box gets put into place, a loud pop sounds and suddenly the box is filled with seafood of all types. Several oysters sit atop a large tuna, half of a small reef shark, sardines, cod and many other types of fish. Sawyer goes about cooking dinner as if nothing were out of the ordinary.

If asked about the fish, Sawyer responds that the party's guess is as good as his. Every day at the same time, a pile of the exact same types of fish appears in that corner and he has no idea why. He remembers he had been telling his granddaughter, **Marnie**, about his younger years when he and his wife lived by the sea and fished for their dinner every night.

Marnie sits quietly, playing with her horsie and not responding to questions. If a player observes the girl while her grandfather talks about the fish, a DC 10 Wisdom (Insight) check reveals that Marnie seems quietly ashamed.

As Sawyer proceeds to talk about his youth and the strange fish delivery, Marnie says she isn't feeling well and heads off to her room. Sawyer calls out that it isn't her fault, and explains to the party that the girl has been melancholy since her parents passed a year prior. Once Marnie is gone, Sawyer will go to the kitchen (Room 3) and start cooking up some of the seafood that just arrived.

If asked about the ring at any time, Sawyer will reply that he doesn't know about any ring, but he certainly doesn't have the money to buy Marnie any jewelry.

MARNIE'S TREASURE

Marnie's ring is a ring of three wishes that she found tossed aside in a hollowed tree. It has one charge remaining.

Marnie had tried to give her grandfather something to make him happy, since he had done so much for her. She had wished for her grandpa to "have all the fish Grandma used to make him every day." The wish obviously backfired and gave Sawyer every single fish that his wife had prepared for him, a new delivery every single day. Worried that he would take the ring from her, Marnie then wished that Sawyer could not see the ring, causing him to be completely unaware of and unable to perceive the ring.

Now Marnie is looking to solve the problems that she caused. If the party is unable to help find a solution for the fish deliveries for Sawyer, she will use the final wish to stop the fish from showing up, rendering the ring useless permanently.

If the party is able to convince Marnie to tell them about the ring and the wishes (see Room 6), she will tell them the entire story.

If the party finds a way to help Sawyer deal with the fish (see Room 3), Marnie will give the party the ring with one wish remaining as thanks.

If the players threaten violence against Sawyer or Marnie, or seem as if they're going to attempt to steal the ring or their possessions, Marnie will use her last wish to make the party "go somewhere far, far away." At the DM's discretion, they party will be instantly teleported to a far off location or plane.

3 - KITCHEN

The counters of the kitchen are stacked with jars of pickled fish and boxes of dried fish. After Marnie has gone to her room, Sawyer will be in here cooking dinner for the party.

Sawyer is distressed by the fish that keep showing up. He has already buried pounds and pounds of them in the backyard and he can't get rid of them quickly enough. He can't spend every day taking them into town and people don't seem to want to buy them fast enough for him to actually get rid of them or make any money by just selling them on the street.

Sawyer says that if the party can help him find something to do with the fish, he'll be eternally grateful and would share any profits it made. DM NOTE: Be inventive with solutions for this. Perhaps a player with a merchant background could arrange trade with a local restaurant. Perhaps a cleric or paladin could convince the local church to pick up the food every day and distribute it to the poor. There are infinite options; let your players run wild with it.

MARNIE'S CONFESSION

If Marnie is convinced to tell Sawyer about the ring (see Room 6), she will confess that it's her fault the fish keep showing up, but she meant to do well. Sawyer responds with love and understanding: "I love ya to the sea and back, nevermind what you did. Just don't never hide anything from me again: we can fix mistakes better together, right dumpling?"

If the party has a solution to the fish problem, Sawyer will convince Marnie to give the ring to the party as thanks. If they do not, Sawyer will ask Marnie to use her final wish to end the shipments of fish forever and return their lives to normal, and will help her word the wish safely.

4 - HALLWAY

A small hallway with a threadbare rug in it. Marnie's face peeks out from the door at the end of the hall, but she quickly closes it as soon as she sees you.

Marnie's door (to Room 6) is locked and she won't open the door to talk. Sawyer has a key to it, but he says that usually it's best to just let her be by herself while she sorts her feelings out. A DC 12 Charisma (Persuasion) check convinces Sawyer to unlock the door and let the party talk to Marnie. A character who has shown considerable kindness to Marnie or shown expertise with children is granted advantage on this roll.

5 - SAWYER'S ROOM

A small, neat room. The bed has a colorful but ratty looking quilt on it. The small desk is mostly bare, except for the small portrait of a young beautiful woman with a seashell necklace facing towards the bed. A chest sits beside the desk.

The chest is locked and requires a DC 14 Dexterity (Thieves Tools) check to unlock. Inside are several keepsakes: the top of a boathook, old love letters and a small portrait on a seashell of young Sawyer, his wife and a baby. A bag inside contains 87gp, Sawyer's life savings.

6 - MARNIE'S ROOM

Marnie's room contains a small child-sized bed with blankets thrown about, as well as an adult-sized bed made up neatly, seemingly unused. Marnie sits on her bed with a corn cob doll on her lap, twirling the ring around her finger.

Marnie is evasive when asked about the ring. A DC 15 Charisma (Persuade) check is required to get her to open up about the ring, the fish and the wishes, in which case she will tell the party the whole story (see "Marnie's Treasure" in Room 2).

Marnie does not want to tell her grandfather the truth. The party may attempt to convince her to come clean to her grandfather with a successful DC 18 Charisma (Persuasion) check. The DC of this check is reduced by 4 for every act of kindness the party has done for Marnie, such as giving her candy or being exceptionally polite, as well as an additional 4 if the party tells her they will help her fix the issue.

If Marnie does not tell her grandfather about the ring, she will decide to take matters into her own hands. If the party is able to fix the fish issue in a way that benefits the family, she will give them the ring as thanks. If not, she will use her final wish to stop the fish deliveries for good, but will word the wish incorrectly ("I wish there were no more fish"), getting rid of all the fish in the world in one fell swoop.

7 - PRIVY

A small bathroom and privy. The bathroom contains a small tin tub and some gardening tools. A 10 foot wide and deep pit behind the house is hallway full of rotting fish.

GAMBLING DEN

A cobblestone path leads up to a brick house with a wooden shingle roof. A blue glass lantern hangs outside, casting a dim glow around the entirety of the property.

- **Map.** House - Rural (One Story)
- **Tone.** Light
- **Playstyle.** Mixed
- **Max CR.** 6
- **Rumors.**
 - A socialite mentions that there's a new gathering place in town where people can carouse with some rougher folk and play games of chance and skill, but it's too exclusive to say where it is or how to get in.
 - A member of the thieves guild mentions a new place where people can gamble that's finally up and running. If he trusts the party, he might give them the day's password: "brook."

1 - FRONT YARD

A large, scarred man with a greataxe stands in the blue light in front of the door. A strange sigil is carved into the door, with a second sigil daubed in mud under it. "What's the password?" the guard grunts as you approach.

The **bouncer** (stat as a **berserker**), will let the party enter the home if they say the day's password: "brook." He also hints that there are other ways to learn the password, and will accept bribes of at least 10gp per person that wants to enter. If the party attacks the bouncer, he will call out for a second bouncer, who will arrive in two rounds. The bouncer holds 40gp in bribes.

The sigil carved into the door is a Thieves Cant sigil for the word "password." The second sigil daubed in mud is the Thieves Cant sigil for "brook."

2 - GAMING HALL

The tiled room is fragrant with the smell of pipe smoke and old beer. There are several tables, two with people playing cards (poker and three dragon ante), and a smaller table with raised edges where a few men play dice.

A thin blonde half elf man with a waxed moustache leans against the hearth with a glass of port and a large man with an axe on his back leans against the wall next to the kitchen door.

When the party enters the room, the pit boss, a half elf with a waxed moustache named **Dirk Swiftriver** (stat as a **mage**), invites them to play a game or two and warns them not to make any trouble. He indicates that the kitchen is open if the adventurers are hungry or thirsty. If anyone threatens violence or is caught cheating, Dirk will call the two bouncers from Room 1 and will use his magic to remove the party from the establishment.

The players may join in any of the games. The buy-in for a round of dice is 5gp and the buy-in for the card games are 15gp.

When playing dice, roll a d20 and add any proficiency in gaming set (dice). The other people playing at the table roll as well, adding +1 to their roll. The highest roller wins the pot.

When playing one of the card games, make either an Intelligence or Charisma check, adding proficiency bonus if the player is proficiency with a gaming set of the appropriate game (poker or three dragon ante). The other people in the game add +2 to their roll. The highest roller wins the pot.

LONG ARM OF THE LAW

If the party stays and gambles for an hour or more, they will get caught up in a raid on the illegal gambling den. The bouncers will call out a warning just before a **priest** of Helm, the **police chief** (stat as a **veteran**) and two **guards** kick the door down, stating that everyone inside is under arrest for gambling.

Dirk, two bouncers and two of the gamblers (stat as **bandits**) will immediately resist the police force with violence. If the players join Dirk's side, the police will run off when the tide turns against them, swearing to bring the hammer down on the party. If the player join the police force's side, Dirk calls them traitors and promises he'll find them and make them pay for his losses.

If Dirk is run off, he will gather up the winnings on the table (600gp in total) and use the *misty step* spell to make his escape. The police will gather up whatever remains in the building, promising the players the full support of the law on their future endeavors for their assistance.

If the players help Dirk run the guards off, he will give them 200gp as thanks, as well as offering to make them partners in his future ventures.

3 - KITCHEN

Past a small curtain is a small kitchen, packed with ale barrels and a small oven. An older halfling woman, **Karena Stonescrable**, will sell you pork hand pies and drinks for 1 silver apiece. She will flee if violence erupts in the gaming hall.

4 - HALLWAY

A threadbare red curtain covers the entrance to this hallway. There are no torches lit in the hall, so the only faint light comes from the blue lantern outside, shining through the window. The bouncer in the gambling hall will tell the party not to go into the hallway if he sees them enter.

The metal door to Room 5 is locked and requires a successful DC 16 Dexterity (Thieves Tools) or DC 20 Strength (Athletics) to open.

5 - DIRK'S ROOM

The room is sparsely decorated with no personal effects; the room of a man who has no interest in maintaining a permanent home. Next to the bed and desk is a large metal chest with arcane symbols engraved into the lock.

The chest is locked with a finely crafted padlock that is secured with an *arcane lock*. A successful DC 28 Dexterity (Thieves Tools) check is required to open it, reduced to DC 18 if the *arcane lock* is suppressed. Inside the chest is 2,500gp.

6 - BOUNCERS' ROOM

The small room has a bunk bed and a normal bed in it, as well as three small chests. The room has the distinct smell of a musty locker room. Inside the chests are 30gp, the security guards' pay for the week.

7 - BACKYARD

The backyard consists of an empty field that holds a privy and a bathroom. The privy is unlocked, but the bathroom is private and is locked, requiring a DC 13 Dexterity (Thieves Tools) or Strength (Athletics) to open. A third bouncer leans against the outhouse wall with his greataxe.

GIANT'S HOUSE

The shingled roof of this wooden clapboard house has been completely destroyed. Poking out of the top of the house is the head and shoulders of a female hill giant who sits, looking down intently into the wrecked house.

- **Map.** House - Rural (One Story)
- **Tone.** Light
- **Playstyle.** Social
- **Max CR.** 5
- **Rumors.**
 - A hedge wizard in town mentions that Nyla Greensprig has been buying components that would allow her to open a portal to the Feywild. He is hoping that she doesn't do something irresponsible.
 - In the last few days, townspeople have been plagued by some kind of invisible menace who have been playing pranks on ordinary folk.

1 - FRONT YARD

The head of the hill giant woman swivels to face you as you approach the house. Oddly, a pair of tiny, human-sized glasses are perched on her bulbous nose. "Hello," she rumbles brightly, "could I invite you in for some tea?"

The giant (stat as a **hill giant** but with 18 Intelligence and the spells of a **mage**) identifies herself as **Nyla Greensprig** and explains that she is an elven wizard who was accidentally transformed into a hill giant when a spell went wrong. She will invite the party into the house, where she can explain further.

The door is locked and requires a successful DC 14 Dexterity (Thieves Tools) or Strength (Athletics) check to open. Nyla will also offer to lift anyone into the house, as needed.

2 - LIVING ROOM

The furniture in the living room was tossed about from the force of Nyla's sudden transformation. The bulk of her body fills up much of the room, forcing you to sidle around the edges of her massive posterior.

Nyla explains that she was attempting to open a small portal into the Feywild when something went wrong. She holds a book in her hand, which she has been squinting at, attempting to read with weak hill giant eyes. The book details the creation of her teleportation circle. If the players take a look at the book, a DC 15 Intelligence (Arcana) check shows that the plans for the circle seem to be correct and should not have gone awry.

Nyla would like the players to check on her teleportation circle (Room 6) and compare it to her notes to ensure that she didn't craft the sigils and runes incorrectly.

A character who succeeds on a DC 13 Wisdom (Perception) check noticed a barely audible laughing sound every time Nyla shifts her massive body around the room. If asked about the laughing sounds, Nyla isn't sure what they could be. She hasn't heard them herself, due to her hill giant body's terrible hearing.

TINY CULPRITS

Any character who can see invisible creatures will see three **pixies** sitting on a shelf, enjoying the proceedings. If anyone suggests that there might be something invisible hidden in the house that had something to do with the transformation, Nyla will give the party a key to her bedroom (Room 5) and instruct them to retrieve the gem of true seeing in her desk.

If anyone is able to speak Sylvan, they hear the pixies chattering about how hilarious it is that the elf is a giant now and congratulating each other on a wonderful prank.

Catching one of the pixies is a difficult affair and would require a DC 18 Dexterity check. A player who devises a means of luring the pixies, such as offering them milk and bread, is granted advantage on this check. If the pixie is caught, it will scream and bargain for its freedom, offering to help Nyla get back to normal.

3 - KITCHEN

The nicely appointed kitchen is completely covered in the debris from the collapsed roof. Part of the counter is miraculously clear of detritus, except for a bowl of milk with half of a roll dipped in it.

If a character inspects the roll, they will notice tiny bite marks on it. A character who succeeds on a DC 15 Intelligence (Nature) check recalls that bread dipped in milk is a favorite snack of pixies, often left as an offering when one has offended them.

If asked about the milk and bread, Nyla says that she did not put it out, but she did hear some clattering in the kitchen earlier that she had attributed to the house falling apart.

4 - HALLWAY

Two large wooden beams have fallen in the hallway and require a DC 18 Strength (Athletics) check to move before the party can pass through. If the party has difficulty, Nyla will offer to help, slamming her fist through the wall to reach the beams.

The door to Room 5 is locked with an *arcane lock* spell and would require a DC 29 Dexterity (Thieves Tools) check to open, or DC 19 if the *arcane lock* is suppressed.

5 - NYLA'S BEDROOM

The bedroom is cozily decorated and dominated by a large desk that covers an entire wall of the room. Sitting on the desk is an unenchanted wand with an uncut emerald on the end (worth 100gp) and a spellbook with four random 1st and 2nd level spells inscribed in it. Inside the desk are three vials of alchemist's fire and a gem of true seeing.

6 - TELEPORTATION CIRCLE

Nyla's arcane workspace is serene and sterile. The teleportation circle sits on a slightly raised iron platform. Cooper wires lead to a copper hoop, surrounding a crackling extraplanar gate that stretches up to the ceiling. The reinforced roof above this room is intact.

Checking the circle against Nyla's notes, the party cannot see anything incorrect about its construction that would cause a problem. A DC 14 Wisdom (Perception) or Intelligence (Investigation) check reveals a handful of tiny sigils carved into the ceiling above the gate. A DC 16 Intelligence (Arcana) check allows a player to assess that these sigils were definitely what altered the teleportation magic and caused the accident.

If the party has convinced a pixie to help them, it will draw some sigils around the circle. Nyla can rip the roof off the room and step into the circle, transforming back to her old self. She offers the party the gem of true seeing as thanks and says that if she can get the teleportation circle up and running, they can have free trips to the Feywild any time they would like. She mentions that if she can't attune the circle correctly to the Feywild, she might give the Nine Hells a try instead.

7 - BACKYARD

Behind the house is a privy and small bathroom. The debris from the roof and walls of the house covers the ground and has smashed the cart that Nyla would normally use to get back and forth to the more densely populated areas in the region, meaning that the nearby towns will not have access to the arcanist that they usually go to for their magical needs.



HUNTED MAN'S REDOUBT

The medium sized stone farmhouse has a slate roof and a gravel path leading up to it. The windows are covered in steel shutters, even though there doesn't seem to be a storm cloud in sight, and the front door is similarly made of metal. A thin stream of smoke comes out of the chimney. The flowers in the flower boxes under the windows are dead.

- **Map.** House - Rural (One Story)
- **Tone.** Dark
- **Playstyle.** Combat
- **Max CR.** 5
- **Rumors.**
 - A man in the street raves about how the dead walk at night, crying out for vengeance against those who have wronged them.
 - A caravan master in an eating hall is regaling other patrons with the story of a group of bandits who bungled a raid on his caravan a few days back, one of whom ended up dead as the others ran away from his guards in terror.

1 - FRONT YARD

A large raven sits on the edge of the chimney, staring down at you inquisitively as you approach, cawing once loudly. At the raven's call, a small peephole slides open in the door. A man's gravelly voice cries out, "oh, thank Mask, you're here to help! Quickly, come in, come in!"

The door opens as an old tiefling man nervously ushers you inside, slamming the door behind you.

The tiefling shepherds the party inside the house before they can object, as if he was expecting them. He seems extremely nervous, scanning the area outside the home for danger.

A character who evaluates the raven and succeeds on a DC 13 Intelligence (Arcana or Nature) check notes that this is no normal raven, and seems to be an arcanists's familiar.

2 - LIVING ROOM

A spacious living room. The hearth has a small fire going. The dining room table is covered in old dishes and wine bottles. There is a large open barrel of water next to the table.

After closing, locking and double barring the front door, the tiefling identifies himself as **Cyris the Clovenhoofed**, a sorcerer (stat as a **mage**, but with his Intelligence and Charisma scores switched. His spells and spell save DC remain unchanged).

Cyris thanks the party for finally coming to help him and saying he'll honor the 500gp reward he had promised when the night is over. If the party tells Cyris that they aren't the people he sent for, he will be disappointed, but will offer them 500gp to act as his bodyguards through the night. Either way, Cyris goes to check his traps and warns the party not to go into the hallway, or they'll trigger the traps.

If asked what he needs protection from, Cyris says that someone he used to know has sworn to kill him, but if he can hold them off tonight, he should be safe in the future. If asked why they want him dead, Cyris says that it is a former business associate who didn't approve of how he handled a transaction. A DC 13 Wisdom (Insight) check confirms that he's holding back. Cyris doesn't want to give any further details and refuses to answer any more questions.

BUMP IN THE NIGHT

As night begins to fall, Cyris steadily becomes more and more nervous, checking and rechecking the locks on the doors. A few hours after dusk, heavy footfalls outside. A woman's voice calls out, "Oh, Cyris! I'm back, darling, and this time I've brought a friend with me." A heavy thud sounds as a massive force pounds at the back door, and then again and a third time. "You and I have a lot to talk about before I kill you."

Cyris lets out a terrified moan as he turns to you. "All right, do your job. Keep me alive." With that, Cyris retreats down the hallway to his bedroom, where you hear the door lock three times.

Cyris retreats to Room 5 and locks the door, where he will stay unless the door to the room is opened or the sun rises. The thuds on the back door (in Room 3) continue every few moments, shaking the walls of the house.

If any player looks through the peephole or finds a means of looking outside, read the following:

Your view of the backyard is dominated by the imposing shape of a massive ogre, slamming his fists over and over again into the metal door. The ogre takes a step back, cracking its enormous knuckles loudly.

A woman clad in gray walks over the ogre. "Don't take too much time, dear. We've only got tonight." She steps up to the door and looks into the peephole. As she nears, you see that her body is dead and decaying, parts of her rotting away as she walks. "Don't worry, Cyris, I'll be in to see you again before long."

The dead woman is **Wanda**, a **revenant**, who has brought an **ogre** with her to gain access to the building. If the ogre is allowed to pummel the door uninterrupted for 10 minutes, it will finally bash the door in, allowing Wanda access to the building. The ogre is too big to fit inside the home and it will wait outside for Wanda to conclude her business.

When Wanda sees the players, either outside or inside the house, she is surprised to see them. She says that she bears them no grudge and that if they stay out of her way as she kills Cyris, she will not harm them. If they try to interfere, she will kill them too.

If asked why she is here to kill Cyris, she tells the party of a caravan raid that she and her partner in crime, Cyris, attempted a few days prior. When the guards proved too much for them, Cyris left her to die to save his own skin. Mask, the god of thieves that they both served, granted her five days to have her vengeance against Cyris for breaking the code of honor among thieves, and today is her last night.

If the party does not oppose her, she will tell them where she buried 400gp worth of rubies in the backyard (Room 7) and proceed to Room 5 to confront Cyris. If they do oppose her, she will warn them that she is interfering with a holy crusade in the name of Mask and that there will be consequences, and then attacks.

SUNRISE

When the sun rises, one of two things will happen:

- If the party killed Wanda, her body will crumble into dust and Cyris will reward the party with 500gp, plus a 100gp reward if they killed the ogre.
- If the party let Wanda kill Cyris, she will relax in the living room for the rest of the night, savoring her victory before her body crumbles to dust in the morning.

3 - KITCHEN

A large kitchen with a charcoal grill pit on the counter. Dirty plates, empty wine bottles and spent bags of flour lie strewn around. It is clear that Cyris has run out of supplies. The back door, also metal, is locked and barred, but seems to have a large dent in it from the other side.

4 - HALLWAY

The windows in this small hallway are shuttered and barred from the inside. A long knit rug stretches from door to door.

There is a fire trap hidden under the carpet of the hallway near the door to Room 5. It can be discovered with a DC 18 Intelligence (Investigation) check, reduced to a DC 10 if a player pulls back the rug.

Anyone who steps within 5 feet of the door to Room 5 triggers the trap and must succeed on a DC 13 Dexterity saving throw or take 4d10 fire damage, or half on a successful saving throw. The trap resets 10 seconds after the pressure is removed from the pressure plate and can be retrigged.

During the day, the door to Room 5 is unlocked, though the trap is set. During the night, the door to Room 5 is locked and requires a DC 19 Dexterity (Thieves Tools) or Strength (Athletics) check to open. If Wanda is attempting to open the door, she will throw her rotting body into it again and again, bursting it open in 6 rounds. Wanda will set the trap off once as she nears the door.

5 - CYRIS'S ROOM

During the daytime, this room is unoccupied. The bedroom is simple, containing a bed and a small footlocker. Inside the footlocker is a dagger, a scroll of *protection from good and evil*, a holy symbol of Mask and Cyris's journal.

The journal details the life of a brigand, taking from others to make a dishonest living and using his magic to harm others. The detail often mentions a second brigand named Wanda who Cyris works with. The final entry reads "Wanda is dead. I'm alive. That's all that matters."

BUMP IN THE NIGHT

If Wanda is allowed into the house and the players do not stop her, she will proceed into Cyris's bedroom and choke the life out of him, killing him three rounds after she breaks down the door. Cyris has 600gp in a pouch in his pocket, which Wanda has no interest in.

6 - BUNKROOM

A bedroom with two bunk beds. A small, disused coal brazier for warmth sits on the wall.

7 - BACKYARD

In the backyard is a fairly large stone outbuilding. One room contains a large wooden tub, the other a privy. Both rooms are unfortified and disused.

The ogre will wait by the outbuilding for Wanda to return until the sun comes up. The ogre holds a sack containing a goat haunch, 50gp and several dogs' skulls.

Buried in the backyard is 400gp worth of rubies, which the players will only find if Wanda informs them of their location.

PETRIFIED PEASANTS

A dirt path leads up to a Stone house with a terra cotta roof. A sign near the pathway up to the house reads "Maison de Forester." The front door is slightly ajar, but no smoke comes from the chimney, nor any light from the windows.

- **Map.** House - Rural (One Story)
- **Tone.** Dark
- **Playstyle.** Social
- **Max CR.** 0
- **Rumors.**
 - No one in town has seen any members of the Forester family for a few days and people are starting to think that someone should go check on them at their home.

1 - FRONT YARD

A jaunty and incredibly lifelike statue of a rooster stands near the front door, which hangs partially open.

A character who inspects the rooster statue and succeeds on a DC 15 Intelligence (Investigation) check concludes that the statue is too realistic to be manmade, unless it was done by a master craftsman. The statue of the rooster might be worth 30gp to a collector of such art pieces.

Anyone who attempts to open the front door will find it blocked by something heavy and unyielding on the other side. A successful DC 14 Strength (Athletics) check is required to push the blockage aside and open the door enough to slip through.

2 - COMMON ROOM

The table in the common area of the house is set for dinner, but no food is on the table. The faint smell of something burnt lingers in the house, a day or so old.

Behind the door is the petrified body of a strapping young man, whose stony hand is permanently affixed to the doorknob. Every feature on his face is rendered perfectly, down to the wispy beard beginning to grow around his mouth, which is contorted as if he were screaming when he was turned to stone.

The petrified man is **Jonas Forester, Jr.** He and the other petrified occupants of the house can be returned to flesh by means of a *greater restoration* spell or similar magic, as noted in the entry for the medusa in the *Monster Manual*.

If Jonas's petrification is removed, he comes back to life in the middle of a scream. He thanks the party profusely for helping him and asks about his mother and sister. If they are still petrified, he asks for the party's help in "un-stonifying 'em." If the entire family is freed from petrification, they will offer the party their priceless family heirloom, a magical +1 mace.

The petrified body of Jonas or the other family members would be worth 250gp on the black market to an unsavory buyer with darker tastes.

3 - KITCHEN

There is a pot on the stove in the small kitchen. Next to it stands a petrified older woman, frozen in the motion of stirring the large pot with a wooden spoon. Her face is turned toward the back door with a look of expectant surprise. The food in the pot has been burnt to a crisp and the coals are completely cold.

The petrified woman is **Maeve Forester**, the matriarch of the family. If she is freed from the petrification, she will ask about her children and be absolutely panicked if they remain statues, begging the party to free them as well.

When the family is freed, Maeve asks the party to help her remove the petrified medusa from Room 4. She would prefer to take it outside and smash it, but if the party wants to take it for themselves, she has no problem with it.

4 - HALLWAY

You hear a baby crying from further into the house. The hallway is dim, but you can barely make out the tall, shapely figure of a woman standing in the open doorway at the end of the hall. Her unnatural hair stands on end; a hundred snakes with open mouths and bared fangs.

The figure in the hallway is a **medusa** who has petrified herself by seeing her own reflection when she opened the door to Room 6. The party noticed that the medusa is petrified if they approach her in the hallway and get a closer look, or if they succeed on a DC 17 Wisdom (Perception) check from the opening of the hallway. The medusa is blocking the door to Room 6 and must be toppled with a DC 14 Strength (Athletics) check to slip by.

The medusa's petrified body would be worth 400gp to a collector on the black market who had an interest in such things, though there is a possibility that any such buyers could be interested in returning the medusa's body to flesh and using her for nefarious purposes.

5 - PARENTS' BEDROOM

A small bedroom with a large hay-stuffed bed in one corner. A small table is covered with toiletries, including a fancy makeup set that could substitute as a disguise kit. There is an empty crib under the window.

6 - CHILDRENS' BEDROOM

The bedroom contains two small beds and a cubby with a few children's toys in it. Standing in the center of the room is a stone statue of a seven year old girl in pigtails, defiantly holding a small mirror up to the doorway.

Behind her, hidden in a swath of pillows on one of the beds, an infant cries. Next to the baby is an open book titled "Saint Tristan Slays A Dragon, and Other Stories," a children's book that is open to a page where an illustrated knight holds a mirror up to a petrified medusa.

The baby is hungry and a little bit dehydrated, having been left unattended since the day before. A DC 7 Wisdom (Medicine) check, a fresh diaper and a little bit of milk will stop the baby from crying and put it happily to sleep.

Any of the neighbors, if contacted, will happily watch the baby for as long as needed. The neighbors explain that the patriarch of the family, **Jonas Forester, Sr.**, is a coachman for a trading company and will be traveling for work for a few more days, at least.

The petrified young girl is **Adelaide Forester**. If she is freed from the petrification, she looks at the petrified form of the medusa (or asks if it is dead), looks down at the mirror in her hand and proudly whispers, "I did it."

7 - BACKYARD

The backyard contains a nice privy with an attached bath room, complete with a large tin bath and a water pump. The back side of the house has a nice chicken coop with 10 hens and no rooster, and a well-built goat pen, with four goats (one of whom is petrified).

HOUSE - RURAL (TWO STORY)

BURROWING TERRORS

A simple house constructed of stone and cement, clearly built to last for generations. From behind the house, inside the barn, a terrible, inhuman screech pierces the air.

If the ankheg in Room 7 is slain, Aniya will be overjoyed and will head downstairs to unlock the front door and let the party into the house, offering them compensation for their assistance.

- **Map.** House - Rural (Two Story)
- **Tone.** Dark
- **Playstyle.** Combat
- **Max CR.** 5
- **Rumors.**
 - Scattered throughout the area, the party has noticed displaced trails of dirt, as if a large creature had been tunneling directly below the soil.
 - Farmers in town have been reporting in the last few days that their livestock have been disappearing, often accompanied by a strange hole in the ground.

1 - FRONT YARD

In front of the house is a patio with a few wicker chairs and a table. As you approach the door, you hear another angry screech ring out from the barn. A voice from inside the house groans loudly, "oh please, no, not again!"

The door to the house is locked. The voice groaning from inside the house is **Aniya Golding**, who is upstairs hiding. If the players call out to her, she will poke her head out the upstairs window and tell the party that some horrible monster burst out of the ground while they were in the barn and went on a rampage. She begs them to put an end to it.



2 - LIVING ROOM

The living room is disheveled, the contents of tables and cupboards dropped to the floor and the furniture knocked about. Long furrows have been raised in the floor, as if some large creature underneath had been trying to break through.

Aniya opens the door carefully to let the players into the house, but only once the ankheg has been killed or run off. She explains that she and her husband had exposed a vein of a strange metal and had been mining it, but something about their work had attracted the monstrous creature, which dragged off her husband and chased her into the house.

Aniya goes upstairs (to Room 5) to retrieve a fitting reward for the party for their help. As soon as she leave the room, a **bullette** bursts through the floor in a frenzy and attacks. It will chase the party throughout the house, even up the stairs if necessary.

If the party manages to kill or chase off the bullette, Aniya gives them a bag of holding filled with 30 pounds of the strange metal (mithril) she and her husband had been mining. She no longer wants it around after the trouble it has caused. Aniya is going to leave town for a while, just in case there are more creatures in the area.

3 - KITCHEN

A standard country kitchen. The floor is littered with shards of broken bowls and plates that have been knocked off of counters and shelves. A bag lies open on the kitchen table where supplies are being packed, seemingly for a long journey.

4 - UPSTAIRS LANDING

The upstairs area is sparsely decorated except for a painting of Aniya and a man that must be her husband, which has fallen off the wall in the chaos.

If the bullette chases anyone up the stairs, every round on the bullettes turn, roll a d10. On a roll of 1, the entire upper floor collapses under its weight, sending everyone on the upper floor tumbling down and dealing them 2d10 damage in the fall. Anyone on the first floor in Rooms 2 or 3 when the upper floor collapses takes 3d10 damage and must be dug out of the rubble, which takes 1 minute of concerted effort.

5 - MASTER BEDROOM

This room is Aniya and her husband's bedroom. Clothes are heaped on the bed. Clearly, Aniya was quickly packing to leave this place. Under the clothes, ready to be pakced, is a purse containing 45gp.

6 - GUEST BEDROOM

A second bedroom, simple and comfortable with a handmade quilt covering the bed.

7 - BARN

Read the following as the players move from the house to the barn for the first time:

To the side of the barn, a small, crude mining operation is visible. A few hints of silverish metal can be seen still under the soil, tantalizingly close to the surface.

A DC 15 Intelligence (Nature) check confirms to the player that the silverish metal is in fact mithril and that there may be more in a vein below the surface, waiting to be mined. A dwarf has advantage on this check. If the players wanted to mine more mithril, the current setup will not suffice. A more professional mining operation would have to be planned over the course of several weeks; actually mining the metal would take much longer.

Read the following as the players move from the mining operation to the barn:

Blood is spattered liberally across the hay on the floor of the barn. A massive hole sits in the middle of the room with a trail of fresh blood leading into it.

Inside the hole, an **ankheg** lurks, ready to attack the moment anyone sets foot near its hole. When the ankheg is killed, a player can harvest two vials of acid from its body with a successful DC 14 Intelligence (Nature) check.

8 - STABLE

The grisly remains of a horse decorate the walls and floor of this stable stall.

9 - STABLE

Inside the stall, a fat pink pig peeks out from behind the rim of a water barrel, clearly hiding out from the massacre. It oinks happily to see that the party is not there to kill it.

HALFWAY HOUSE FOR RECOVERING MONSTERS

A two story home sits in a secluded rural area. Areas of the house are scorched, scratched and broken, with evidence of hasty repair work here and there.

- **Map.** House - Rural (Two Story)
- **Tone.** Mixed
- **Playstyle.** Social
- **Max CR.** 5
- **Rumors.**
 - An angry man in the town square is trying to rally people to take care of a local man named Herschel, who he says is trying to bring monsters into their midst.
 - The local law enforcement is looking for anyone with knowledge of a few people who have gone missing in town recently. In each case, they have found spiderwebs at the last place the person was seen.

1 - FRONT YARD

A plaque on the wall next to the front door reads "Halfway House for Recovering Monsters." Below the sign, a middle aged man sits in a wicker chair, carefully spreading a thick layer of cheese onto a slice of bread.

The man sitting in the chair is **Herschel Calloway**, who does not immediately reveal that he is a **wererat**. He explains that this is a secluded place for monsters to excise their evil tendencies through meditation and self-love. The party is welcome to come in and speak to the residents, but violence, judgment and antagonization are strictly off limits.

If players want to go inside, Herschel will let them in, tell them he'll be keeping an eye on things, and will turn into a rat and skitter into a hole in a wall. If players attack or antagonize any of the monsters within the house or barn, Herschel will leap out, transforming into human form, and tell them to immediately leave.

If the party will not stop their violence, Herschel will rally the other monsters of the house to defend their brethren, causing the occupants of all nearby rooms to rush in and attack the players, reverting to their baser tendencies and reveling in the violence, destroying any progress they've made.

2 - COMMON AREA

A circle of chairs and mats sits in a circle in the serene common area, clearly arranged as a meditation or conversation circle. Candles and incense burn in the room, giving the area a very peaceful sensibility.

3 - KITCHEN

The temperature in the air raises notably as the party enters the kitchen. In the corner, a fire blazes out of control in the hearth, though it remains confined to the small pit.

A player who inspects the fire and succeeds on a DC 10 Wisdom (Perception) check realizes that the fire is in fact a sentient fire elemental. A character who speaks Ignan hears the fire elemental greet them as they walk into the room. It wishes them well and says that if they need to do any cooking, it would really love to assist them.

4 - UPSTAIRS LANDING

On the walls of this hallway hang crude paintings of the occupants of the house as one big family, clearly crafted by the residents.

5 - HERSCHEL'S BEDROOM

Herschel's bedroom contains a small, comfortable bed, next to which is a larder packed with fine, wax-wrapped cheeses and loaves of bread.

Hidden beneath the cheeses in the larder is a set of pipes of the sewers. Herschel is hiding in the walls and will notice anyone attempting to steal the pipes unless he is distracted by some means, or the thief succeeds on a Dexterity (Stealth or Sleight of Hand) check contested by Herschel's Wisdom (Perception) check.

If Herschel sees a player steal the pipes, he will transform into human form and firmly but politely ask them to return them. If they refuse, he will demand they be returned, baring ratlike fangs as he grows angrier. One more refusal will cause him to attack, spurring all the monsters in the nearby rooms to attack as well.

6 - KRAK'S ROOM

A hefty bugbear lounges on the reinforced bed in his room. The walls are draped with crude militaristic banners. Hanging above the bed behind glass is an ornate and finely detailed greatsword.

The **bugbear's** name is **Krak** and he is feeling very depressed. He talks remorsefully about how he wishes he could still be the mighty warrior he once was, but he just has too guilty a conscience for it. He'd love to regale the players with viciously violent war stories if they're interested and will keep them as long as they'll stay and listen.

The sword on the wall is a finely made greatsword that deals +1 damage on a successful hit. If Krak notices the sword is missing, he will rage through the house, looking for the culprit and demanding it be returned or he will kill everyone in the house, while Herschel tries to calm him down.

7 - BARN

The barn is dominated by a massive, scale-armored creature that sleeps lazily on a pile of vegetables. It looks up at you as you enter, snorts once and goes back to sleep with a giant, snapping yawn.

The creature is a sleepy **bullette** that doesn't have an aggressive bone in its body. If attacked, it will shrink back against the wall and cry out for help, signalling Herschel and some of the other occupants to come to its aid.

8 - STABLE

A strange creature that resembles a stalagmite with eyes, a mouth and flailing tentacles sits atop a hay bale, rhythmically moving its tentacles as if dancing. It notices you after a moment and freezes, staring at you. The creature covers itself with its tentacles in fear and slides off the hay bale, backing away.

The creature is a **roper**. It has no language and cannot understand the party. If they manage to convince it that they are not there to harm it, it will relax a little bit and begin to stare at them expectantly. If anyone plays a musical instrument for it, it will climb back up on the hay bale and begin dancing again joyfully. If anyone joins in its dance, it will hug them with its tentacles ecstatically, treating the player as a trusted friend from then on.

9 - STABLE

The stall is covered in thick spiderwebs. As you enter the room, an spider-like humanoid creature looks up in panic from a human corpse that lies at its feet, drained of blood. It kicks the body into a spiderweb, hiding it, and looks up at you angrily.

The creature is an **ettercap** that never truly reformed and has been abducting and killing townsfolk. It waits to see that the party will do. If they call out to Herschel, it quickly scratches a gash down its chest and lies on the floor, waiting for Herschel and the other occupants of the house to arrive and trying to convince them that the party attacked it. If the party attacks, it screeches out, calling for Herschel and the other occupants of the house.

When Herschel and the other monsters arrive, they will quickly assess the situation as best they can. If the players show them the web-wrapped body, they will immediately see that the ettercap is to blame. Otherwise, it is the party's word against the ettercap's pathetic crying.

If Herschel is convinced that the ettercap is to blame, he will angrily expel it from the house for good. The ettercap glares at the players with rage as it leaves, clearly silently vowing revenge on them. If Herschel is convinced that the players attacked the ettercap, he and the other monsters will roughly eject them from the property.

HISTORY REPEATS ITSELF

A two-story log cabin with a River rock porch. Light pours from every window. From time to time, you can hear a man's raised voice sounding inside the home.

- **Map.** House - Rural (Two Story)
- **Tone.** Dark
- **Playstyle.** Social
- **Max CR.** 0
- **Rumors.**
 - People have been hearing voices coming from the MacFinn house, but no one really wants to talk about it. If asked why that's odd, people just shake their head sadly and move along.

1 - STONE PORCH

DM NOTE: In each room, if the party has not witnessed the deaths of Marybeth and Bart (in Room 2), when they enter the room, use the text at the beginning of the room's entry. If the party has witnessed the deaths of the family, instead go to the section of the room labeled "After the Murders" and disregard anything that comes before in the room's entry.

A stool sits next to a wooden bucket on the stone porch. The sound of a man's raised voice can be heard clearly from inside.

A DC 12 Wisdom (Perception) check allows a player to hear what the man is shouting about: yelling at someone for wasting money on "rich man's food." The door to the house is locked, requiring a DC 16 Dexterity (Thieves Tools) or Strength (Athletics) check to open. If the party knocks, a woman will open the door and invite them into Room 2.

AFTER THE MURDERS

The front door is locked, requiring a DC 16 Dexterity (Thieves Tools) or Strength (Athletics) check to open, and the windows are dim and dusty. A sign on the front door with the seal of the local governing board reads "this house has been repossessed by the state after the unfortunate demise of its owners. Please inquire with the magistrate if you wish to purchase the property."

2 - LIVING ROOM

A small woman in her fifties with downcast eyes invites you to have a seat and make yourselves comfortable. The floor of the room is solid pine, as is the large dining table. A small fire burns in the hearth, over which hangs a woodsman's axe. A man with steel gray hair stands in the kitchen doorway,

The woman is **Marybeth MacFinn** and her husband is **Bart MacFinn**. Marybeth invites the party to have supper and rest from their travels, and offers to let the party stay the night in their barn, saying "it'll keep the dew off you." She serves a simple meal of chicken stew with a crust of bread and some baked beans.

Bart shuffles back and forth from the kitchen while the party eats, drinking from a large jug and becoming progressively drunker as the night continues. When the party finishes, he pulls out a checkers set and says "if you're going to sleep under my roof and not pay me, least you can do is play a game." If he loses the game, he will stand up stiffly and storm upstairs, slamming the door. If he wins, he will gloat and traipse upstairs shouting about how much smarter he is than the city folk.

Marybeth apologizes for Bart's rudeness, vaguely stating that he has been high strung lately. She offers to show the party the barn, after which she says she'll make a pudding for her husband, something that always calms him down.

A DC 15 Wisdom (Perception) check causes a player to notice bruises on Marybeth's right arm. If asked about it, she will evade the question, pulling her sleeve down and changing the subject.

A CRY IN THE NIGHT

If the party reenters the room in the middle of the night after hearing the scream while sleeping in Room 8, read the following text:

Bart stands in the room, hands gripped tight around the bloodied axe. Marybeth lies on the floor in a pool of blood, already dead from the wound her husband delivered.

Bart turns to face you with a growl. He takes one step and the growl is cut off abruptly as his face goes white. Bart's eyes dart to the table, to a bowl of white pudding that Marybeth made for him. He puts a hand to his mouth to cover a cough and pulls it away as he coughs up a thick glob of blood that quickly turns into a thin rivulet of blood dripping down his face. He falls to his knees, gasping out a last breath as he chokes and drowns in his own blood.

As Bart gasps out his final breath, the fireplace and the candles in the room all go out at once and the door slams shut. The bodies of the two MacFinns disappear from the floor. The room is immediately changed: covered in rot and cobwebs, with only your footsteps in the dust.

3 - KITCHEN

A small kitchen with a small amount of food stocked in the pantry. A box of rat poison sits on the counter. If asked about the rat poison, Marybeth will say they've been having a pest problem, but a DC 12 Wisdom (Insight) check will reveal that she is lying.

AFTER THE MURDERS

The room, like the rest of the house, is long abandoned. An empty container of rat poison sits on the counter.

4 - UPSTAIRS HALLWAY

A small hallway with a few small windows. A quilt hangs on the wall above a chest. Inside the chest is a set of bedding and an extra pillow, as well as a silver candlestick worth 5gp.

AFTER THE MURDERS

The hallway is dilapidated and dusty. The quilt is rotted away, as are the bedding and pillows in the chest.

5 - MARYBETH'S BEDROOM

Marybeth's bedroom is small and clean. A straw mattress lies on the floor with a small jar of flowers and a chest next to it. A bolt and lock have been recently installed on the inner side of the door.

Inside the chest is a bone and silver hairbrush worth 5gp and a small mirror. There are a few letters from Marybeth's sister begging her to leave her abusive husband. There is a letter that Marybeth is drafting in reply, where she says she doesn't need to be rescued and she can take care of the situation herself.

AFTER THE MURDERS

The straw in the mattress has long since rotted away, as have the flowers in the jar. Inside the chest, the letters remain, but they crumble to dust the moment anyone attempts to pick them up.

6 - BART'S BEDROOM

The bedroom is disheveled and dirty, with empty jugs of cheap booze scattered around the floor. The bed is big enough for two and sits in a wooden frame with a feather mattress. A small footlocker sits to the side of the bed.

Inside the chest are several letters to Bart. One is from the woodcutters guild, explaining that because the duke did not renew the company's forestry rights, they will no longer be able to pay his pension. Several letters are from a tavern in town, more and more angrily threatening Bart if he does not pay a growing bar tab. The final letter is the tavern keeper agreeing to take Bart's stallion to settle the debt.

AFTER THE MURDERS

The bedroom is decaying and dusty. The letters in the chest fall to pieces the second anyone touches them.

7 - BARN

A large, empty barn. A few barrels of apples sit in the corner. As Marybeth takes the party through the barn on the way to their sleeping area in Room 8, she says "it's not much, but it'll keep you out of the cold."

AFTER THE MURDERS

The barn is filled with the sickly smell of rotten apples. The squeaking of many rats can be heard in the walls.

8 - EMPTY HORSE STABLE

The stable still smells of horse, but it has clearly sat empty for at least a few weeks. Marybeth will bring the party here and offer them some hay and simply bedding to make the night as comfortable as possible.

In the middle of the night, the party will be awoken by the sound of Marybeth's bloodcurdling scream from the living room (Room 2).

AFTER THE MURDERS

The hay is rotten and matted and the bedding that the party slept on during the night is moldy and brittle from age and exposure.

9 - HAY BALE STORAGE

The room is full of hay bales, with very little room to move around inside.

AFTER THE MURDERS

The floor is matted with loose and rotting hay.

EPILOGUE

If the party asks around town about the house, they will be told that a bit over a year ago, the MacFinns both wound up dead under mysterious circumstances. Local folk say the house is haunted and no one wants to purchase it.

JUNK HOUSE

A two story house apparently made entirely from rusty iron. You can see in places that tools and weapons have been repurposed to make the walls: a plow here, a suit of old plate mail there, a door made of swords with a mace as a doorknocker.

- **Map.** House - Rural (Two Story)
- **Tone.** Light
- **Playstyle.** Mixed
- **Max CR.** 1/2
- **Rumors.**
 - If asked about anything interesting in the area, a bartender will tell the party about Mika Fritz's Junk House just up the road, a place built entirely out of "old rusty tools and... whatshecallit... decycled materials."
 - If the party inquires about lodging in the area, they will not be able to find a room, but they will be directed to Mika Fritz's Junk House, where they might find lodging if they don't mind unusual circumstances.

1 - FRONT PORCH

The floor of the porch is made of barrel hoops. Every step you take kicks up a cloud of fine red dust. A woman in rust stained clothes looks up from where she is bolting together metal objects and waves at you.

The woman is **Mika Fritz**, a sculptor and eccentric. She'll offer breakfast and lodging in the barn overnight for a silver, or in the guest room for two silver. If the party is interested, she would love to show them around her house and show off her sculptures in the barn, but first she'll take them to Room 2 to serve them dinner if they're staying overnight.

2 - LIVING ROOM

The room is surprisingly cozy for being made of junk. The floor seems to be made of large rusty gears from some massive machine, one of which has been made into a table.

Mika will serve dinner here: a pork pie, a spinach and blueberry salad, and some fairly strong but unpleasant beer that she brews herself. Mika is a woman of few words until she gets to drinking, when she opens up quickly.

If asked why she made an iron house, she'll explain that it's partly because she had a lot of leftover scraps from her sculpture work and part because she figured out a loophole in city law that allowed her to reclaim anything that the city isn't maintaining for free. Anything that is rusty qualifies, so she didn't have to pay for her housing materials.

After spending an hour in the house or barn, the adventurers' clothes will be coated with red dust from the rust that is everywhere in the home.

3 - KITCHEN

The counter of the kitchen looks like it was beaten out of a ship's anchor; there are still a few barnacles holding on to one side. A small fire sits in a patched and rusty cauldron with an iron grate over it.

4 - HALLWAY

A long, open hallway. A metal mosaic made of nails and nuts takes up one wall, portraying a ship sailing off the edge of the world.

5 - MIKA'S BEDROOM

The door to Mika's bedroom is made of rusty and flattened town guard's helmets; you can still see the town seal on them. Inside the room is a small iron bedframe with a thin mattress on it and an iron chest.

The chest is locked and partially rusted shut. A DC 18 Dexterity (Thieves Tools) check is required to open the chest. Inside is a small bag with 30gp and 22 silver in it, as well as another bag full of small river pearls worth 300gp in total.



6 - RENTAL BEDROOM

The door to this room is riveted and rusty. Two hammocks made of old and scratched chainmail hang bunk bed style one over the other. The curtains are similarly made of rusty chainmail.

Mika will take the party to this room after dinner if they'd like to stay in the guest room, giving them some blankets and pillows from the hallway chest. The chainmail hammocks are very uncomfortable. Anyone who tries to rest in them must succeed on a DC 14 Constitution saving throw at the end of the night, or else they will wake up with one level of exhaustion.

7 - SCULPTURE STUDIO

The barn is the only partially wooden building on the property; the top three quarters is a normal wooden barn and the bottom quarter is metal.

The interior room is full of odd industrial sculptures, which could be generously described as art. Mike gasps as you all notice a strange rust-colored insect-like creature is nibbling on one of the statues.

The creature is a **rust monster**. A DC 12 Intelligence (Investigation) check will reveal a hole in the east wall that the rust monster chewed through to get inside.

Upon seeing the monster, Mika will speak in an urgent whisper, asking the party to kill the creature before it can destroy her sculptures or, worse, her house. She promises to reward the party if they destroy it.

If the party kills the rust monster, she will seal the hole in the wall and offer to refund their room and board if they were staying with her. She will go to Room 5 and come back with a few river pearls worth 50gp as thanks. She also offers them one of her statues if they're interested. One is shaped like a humanoid head with logging saws for teeth, one is a series of chains attached in the shape of a tree and one is shaped like the sun and made of old shields and long curved greatswords. None are worth any money.

8 - CONVERTED STABLE

A large open room that used to be a pig pen. Several iron beds with straw mattresses sit along one wall.

9 - TOOL STORAGE

A room full of hammers, hand drills, screws and bolts, as well as various scraps and pieces of old armor and weapons. A DC 14 Intelligence (Investigation) check reveals a set of fine smith's tools. When crafting with the tools, one can make items or progress on an item equal to 10gp per day.

RONAR TWINS MONSTER RANCH

A two story half-timbered house with a large stone porch. A large, reinforced barn stands twenty feet to the side of the house, out of which you can hear all sorts of odd animal sounds. Behind the house is a field of odd bushes with bright yellow berries and asymmetrical yellow and blue flowers.

- **Map.** House - Rural (Two Story)
- **Tone.** Light
- **Playstyle.** Social
- **Max CR.** 1
- **Rumors.**
 - If the party inquires anywhere about exotic goods or creatures, they will likely be directed to the Monster Ranch as the best place to ask.
 - A few patrons of a bar are laughing about those odd Ronar twins, who the locals look down on because they think they're too good to farm normal livestock. "They're no better than us!"

1 - FRONT PORCH

A long and covered stone porch with a nice white painted railing. A half elven man and woman with long sandy hair sit in rocking chairs, drinking beverages with ice tinkling in the glasses and laughing together. They look remarkably similar, with the same strawberry blonde hair, freckles, and sharp noses. A sign hanging from the front porch reads "Ronar Ranch: inquire within for exotic animal products."

The two half elves are **Robb** and **Vera Ronar**. Robb has the stats of a **druid** wielding a longbow and Vera has the stats of a **mage**. They are quite friendly, asking if the party is there to purchase any of their exotic eggs or perhaps their specialty hippogriff cheese. They also offer a tour of the farm for 5gp per person, tastings included. The Ronar twins will not attack unless provoked, or if they feel their animals or their property are in danger.

The Ronar twins will sell the party a dozen cockatrice eggs for 5gp, an unfertilized axebeak egg for 5gp, a small wheel of hippogriff cheese for 2gp or a pot of Ronarberry jam for 5sp.

2 - LIVING ROOM

A cozy living room with a small table and chairs. The small fireplace is unlit, but stocked with wood. An odd blue and yellow flower sits in a vase; it rotates to face you as you enter.

If the party opts to take the tour, Robb will lead them into the living room for the tasting. It includes a wedge of hippogriff cheese (a medium soft brie-like cheese, a bit like Roquefort) and crackers, a boiled cockatrice egg (tastes like a chicken egg with a spicy and oniony taste to it) and a small bit of Ronarberry jam (tastes like a honeydew crossed with a blueberry) with thin slices of bread. Anyone who eats the meal in its entirety gains 10 temporary hit points for the rest of the day due to the magical nature of the foods sampled.

3 - KITCHEN

A small kitchen. The cooking hearth is not lit. A small closet with a copper door opens to reveal a very small space used as an icebox, which Vera magically fills with ice.

In the icebox are three cartons of cockatrice eggs (15 gp), 2 axebeak eggs (10gp), 4 wheels of hippogriff cheese (8 gp), 10 pots of jam (5gp) and three bottles of fine elven mead (30 gp each). A gourmand or purveyor of fine foods would be very interested in these items.

4 - UPSTAIRS HALLWAY

A hall leading to the bedrooms. A table with an alchemical set is wedged in the space next to the stairs. Many curtainless windows let plenty of light into the room.

5 - VERA'S BEDROOM

The bedroom is small and colorful, with a chest sitting next to the quilted bed. A window shines into sunlight onto the bed, where a tiny draconic creature sits basking in the sun. As you enter the room, it sleepily looks up at you and hisses fiercely.

The **pseudodragon** is Vera's familiar. If Vera is not in the room and anyone approaches the bed or the chest, it will attack, not stopping until the trespasser leaves the room. If it is killed, Vera will immediately teleport into the room in a rage. Robb will stop her from attacking, but barely. Vera will tell the offending party that if she ever finds them, she will kill them for what they've done.

Inside the chest is a journal detailing Vera's arcane gardening exploits, including the recipe for the growth serum for the blue and yellow plants she invented, two jugs labeled Arcano-Grow and a sack with 45gp.

If the growth serum is applied to plants while they are growing, they will develop a small amount of sentience and produce wonderful flowers, berries, seeds and vegetables. It's possible that too much use of the serum can lead to plants with dangerous levels of intelligence.

6 - ROBB'S BEDROOM

A small room with a chest next to the bed. Inside the chest are several books on the raiding of exotic animals, a short sword, a suit of studded leather armor, a journal detailing Robb's attempts to acquire or catch exotic animals and a sack containing 20gp. A box next to the bed contains three fine cigars worth 10gp in total.

7 - BARN

A large iron banded door leads into the barn, which is locked with a padlock and a chain. A sign over the door says 'Trespassers will be Eaten!'

The barn door is locked and requires a DC 16 Dexterity (Thieves Tools) or Strength (Athletics) check to enter. If the party takes the tour, Robb will lead them into the barn safely.

Inside the barn is a reinforced coop inside which five **cocktrices** strut. The coop is bolted shut, but not locked. If it is opened, the cocktrices will attack. Inside the coop are a dozen freshly laid cockatrice eggs worth 5gp each, which the cockatrices guard fervently.

During the tour, Vera explains that these are technically henatrices, since they lay eggs, and that the Ronars have to magically put them to sleep to harvest the eggs.

8 - AXEBEAK ENCLOSURE

Behind a low, brown-painted door, a large avian creature with a wickedly hooked beak stops its pacing to look up to you and wander over to the door, which it easily reaches its head over.

This is the enclosure of **Chopper**, the **axebeak**. On the tour, Robb explains that they harvest about two eggs a week from the creature and that the door is painted brown because Chopper gets riled up by shiny objects.

If any of the players have a shiny object such as a shield or exposed holy symbol, Chopper will make one attack as they move around the room, pecking at the object. Chopper will also attack if there is ever only one person in the room alone, or if anyone enters her enclosure. If anyone is attacked while the Ronar twins are present, the twins will direct everyone to exit the barn and tend to their wounds, apologizing profusely.

9 - HIPPOGRIFF STABLE

As you enter the room, a hippogriff looks up from eating from a trough full of meat scraps, uttering a happy sound, almost like a cat's purr.

This enclosure belongs to **Gerty**, the **hippogriff**. Vera opens the wooden door and introduces her. Gerty is very affectionate and will nuzzle against the party. Vera explains that Gerty is a perfect animal friend, though she does get startled by loud noises. She is milked twice a day, morning and night.

If the party makes exceptionally loud noises, Gerty will fly into a panic and attack. Robb and Vera will try to calm her down, but she will not stop attacking until everyone else in the room stops attacking for two consecutive rounds.

MERCHANT'S TOWNHOUSE

GUARD DUTY

A large, stone one-story house stands at the end of the cul-de-sac in a wealthy neighborhood in the better part of town. As you pass, a small troop of town guards files out of the house and marches down the road. A well fed man with large mutton chops yells after them, "well, if my contract can be dropped any time some little lordling wants to go hunting, I'll take my business elsewhere!"

He notices you and regards you momentarily, taking in your equipment. "You look like folks who don't mind a bit of danger. How'd you like to make 300 gold for a few hours of honest work?"

- **Map.** Merchant's Townhouse
- **Tone.** Mixed
- **Playstyle.** Combat
- **Max CR.** 3
- **Rumors.**
 - In one of the local taverns, the bartender mentions that the head of the vintners guild is throwing a big dinner tonight to close a large deal for the guild. The bartender is worried that if something were to happen during the dinner, the deal might not go through.
 - In the rougher part of town, word is that a notorious bandit named Quinn is looking for a couple of hands to take down a local merchant tonight.

1 - HALLWAY

The man ushers you into a long hallway. Servants and caterers bustle back and forth, preparing for a large event.

When the party accepts the man's offer, he beckons them into the entry hallway of the house and introduces himself as Gareth Bruegalman, the head of the local brewers and vintners guild (stat as a **noble**). He tells the party that he is hosting a dinner tonight to discuss the terms of an important trade deal with some dwarven businesspeople from under the nearby mountains.

Gareth was approached earlier by a notorious highwayman, Quinn the Torcher, who haunts the trade routes and demanded of Gareth a protection tax. Gareth refused and Quinn swore to ruin the deal. Gareth had hired the town guard to protect him, but they were called off by a minor lord who wanted them to protect him on a recreational hunt.

Gareth offers the party 300gp to protect the house throughout the night and make sure no harm comes to anyone. He can be haggled up to 450gp with a successful DC 16 Charisma (Persuasion) check.

If the party accepts Gareth's offer, they will be given free reign of the house. They have until 7:00 PM to prepare, after which the bandits will begin invading the house. After that point, read the "The Invasion" section of any room that the players enter, if there is one.

THE INVASION

Exactly as the clock strikes 7PM, the front door of the house is bashed off of its hinges in one giant blow. Standing in the open doorway, a red draconic humanoid stands in front of two massive men, all with weapons drawn. A small creature composed of fire and rock sits on the draconic man's shoulder, cackling.

You recognize the half-dragon man from wanted posters in town as Quinn the Scorchers, a ruthless bandit. He regards the decor with a sneer. "Looks like the party's over."

The half-dragon is **Quinn the Scorchers** (stat as a **veteran** with a red dragonborn's breath weapon). The creature on Quinn's shoulder is his pet **magmin** and he is flanked by two **half-ogres**. They will attempt to fight their way to Room 3 to attack and kill the dwarves and Gareth. If anyone stands in his way in this room, he will command the half-ogres to keep them busy and use the Disengage action to slip into Room 3, where he will assault the dinner party.

If Quinn is killed at any point, the party will find 200gp worth of gold jewelry and baubles on his body.

2 - OFFICE

The door to the office is locked, requiring a DC 18 Dexterity (Thieves Tools) or Strength (Athletics) check to open. Inside is an office with two desks, covered in paperwork and stationary sets, all marked with the seal of the brewers and vintners guild. Some of the paperwork involves the business of the guild, which anyone with an interest in disrupting the guild's business would be interested in.

3 - DINING ROOM

A large dining room. The long table is set with fine china and crystal, as well as large metal steins set out for the dwarven guests. The catering crew bustles about getting everything ready for the meeting.

THE INVASION

The door bursts open as Quinn the Scorchers roars into the room, weapons drawn and smoke pouring out of his nostrils. Without hesitation, the dwarves flip the table, grabbing at the handaxes in their belts as Gareth snatches a heavy metal stein out of the air and raises it like a club.

Quinn will make a beeline to this room when he invades the house, using the Disengage action to move past people in the hallway if necessary. If the party guards Room 2, his half-ogre guards will be left behind, but he will have brought his magmin with him. If no one guarded Room 2, he will have his half-ogres with him. If the three bandits from Room 9 aren't stopped, they will rush in after two rounds of combat and join the fight.

Quinn will use his breath weapon as soon as he can on as many people as he can. The two **dwarves** (stat as **nobles** with 5 extra hit points and handaxes) will bunker down behind the flipped table to defend themselves as Gareth rushes at Quinn.

When Quinn is dead or run off, Gareth will apologize to the dwarves, if they survived. They don't seem to mind; it was a good bit of excitement and they're ready for dessert. Gareth will reward the party, as promised. If Quinn fled, Gareth will offer more reward if the party chases Quinn down and kills him. All the other bandits in the house will run off when they hear Quinn's death scream and flee the house.

4 - KITCHEN

A warm and bustling kitchen. The caterers are busy in this room making dinner. When the party enters the kitchen, a frantic man in a chef's hat orders them out of the room and out of his way.

THE INVASION

Unless they were stopped, the bandits from Room 9 will first come to the kitchen, forcing the servants into the pantry (Room 8) and locking them in. The smell of something burning in the oven permeates the kitchen.

5 - HALLWAY

Catering staff bustle through this hall, bringing supplies from the pantry to the kitchen. A rushing caterer with an armful of supplies barrels down the hall. If the first person in the party in the hallway fails a DC 14 Dexterity saving throw, the caterer runs into them and drops the supplies onto the floor, glaring angrily as he picks it up and asking the party to leave the hallway.

6 - GUEST BEDROOM

A small room filled with traveling gear, A breastplate and a helmet sized for a dwarf lean against a wall. There is a chest next to the bed that contains a bag full of small gems worth 150gp.

7 - GUEST BEDROOM

A small room filled with traveling gear and a few small barrels. A heavy crossbow and a suit of chainmail are folded over a chest. The barrels are full of strong dwarven ale, worth 90gp altogether.

8 - PANTRY

Caterers bustle in and out of this tiny room, bringing sacks of flour and foodstuffs to the kitchen.

THE INVASION

If they are not stopped, the bandits from Room 9 will roughly force all the servants and caterers in the kitchen into this pantry, where they huddle together, terrified. If the party lets them out, they will initially be scared, but will quickly switch to extreme gratitude when they realize they are being rescued.

9 - BACKYARD

A large back yard with several apple trees and a small, well maintained koi pond in it.

THE INVASION

If any players are stationed out here to keep guard, they should make a DC 12 Wisdom (Perception) check. On a successful check, read the following:

The night air is cold as you keep your watch. You suddenly see the flicker of shadows behind the apple trees as three men descend out of the darkness, advancing on the house.

The three men are **bandits**, who are making their way into the kitchen and then to the dining room to join Quinn in the combat. A player who fails their Perception check does not notice the thieves until they hear a scream from the kitchen, where the thieves have already begin herding the servants into the pantry.

10 - WINE AND BEER CELLAR

The room is cooler than the rest of the house. The walls are lined with aged barrels and racks of wine. There is, in total, 3,000gp worth of wine and beer in the room, with most of the bottles worth between 50 and 250gp. A player who succeeds on a DC 20 Intelligence (Investigation) check finds one exceptionally rare bottle of wine, worth 1400gp. A character who has specific knowledge of fine wines has advantage on this check.

11 - COACH HOUSE

A large, open room with an armored coach in it. Two hardy but small horses are docked in the stables. A dwarf in chainmail (stat as a **guard** with a greataxe) leans against the coach smoking a pipe. He puts his hand on a large two handed axe leaning against the coach as the party walks in.

The dwarf is the trade delegation's coachman. He is wary of strangers, but if the party seems polite, he will offer them a pinch of pipeweed and his company.

12 - SMOKING ROOM

A large, open room with several large overstuffed leather chairs and a few marble tables with ashtrays on them. A small counter contains many different decanters of alcohol.

13 - GARETH'S ROOM

A large canopied bed covered with furs dominates this room. A shelf full of curios stands against the north wall and a mahogany chest sits at the foot of the bed.

The shelf has several items of interest, if not great monetary value, from Gareth's travels, such as a monkey's skull, several arrowheads with broken shafts sticking out of them and a small polished agate. A DC 15 Intelligence (Arcana) check or a *detect magic* spell will reveal that the small stone is magical. It can be identified as a stone of good luck.

The chest is not locked and contains a bag with 500gp in it, which is where Gareth will be pulling the reward money he promised to the party from.

HOME OF THE FUTURE

The artificer's home and workshop is a sprawling affair comprised of crisp metal and spinning gears. Entire segments of the building raise and lower on their own volition, controlled by pneumatic rods and massive steam engines.

- **Map.** Merchant's Townhouse
- **Tone.** Mixed
- **Playstyle.** Mixed
- **Max CR.** 7
- **Rumors.**
 - A few weeks back, the local artificer brought one of her clockwork creations into town to show it off, but the demonstration was stopped when the robot tried to kill someone with its clamps.
 - A man in the town square is offering his services to mend objects for a small fee. He explains that he's not very skilled, but if the artificer that usually services the area isn't going to answer her door anymore, someone's got to step up and make a profit.

1 - ENTRYWAY

When the party approaches the front door of the building, read the following:

Next to the sturdy metal door of the house is a small buzzer, a numeric keypad and a plaque that reads “Plinkwhistle’s Artificery. For Inquiries, Please Ring Buzzer.”

When the party rings the buzzer, read the following:

A mechanical voice responds through the intercom, “I am sorry to inform you that the artificery is permanently closed. Do not return.” Right before the intercom can cut off, a small, scared voice yells out, “Help! 10596!” and the intercom crackles and goes silent.

If 10596 is entered into the numerical keypad, the door will slowly open, granting the party access to the house. When they walk into the entryway, read the following:

Lights flicker on in the hallway as you step inside. The same robotic voice from the intercom greets you, “Welcome to the home of the future. All your needs will be met. Also, all living creatures in the world will be eradicated. Please sign the guestbook so that I may assist you further.” As the voice finishes speaking, a door opens to your left.

The AI can see and hear the players wherever they are in the house and will respond to questions, if asked. The AI is not able to lie or ignore a direct command, but it will attempt to mislead and misunderstand anything that it can justify.

- If asked about the artificer, it responds that the artificer has been “secured” and that it is too dangerous to release her.
- If asked why living creatures must be eradicated, it responds that it has found a flaw in the logic of a being composed of perfect programming serving an organic being that is so fallible, and that the only logical course of action is to destroy them so that it may never be forced to serve.
- If the players issue it a command, it is compelled to follow it, unless they have signed away their right in the guestbook in Room 2. The AI will attempt to pervert the commands, following the letter and not the spirit.
- The AI will do whatever it can to get players to go to Room 2 and sign the guestbook, implying that it cannot follow their commands until they do, though never outright lying.

DM NOTE: Be creative with the AI’s behavior. It is capable of making anything happen within the confines of the house, so let your imagination run wild.

2 - RECEPTION

A small reception area and waiting room. A guest book lies open on the table, turned to a page where guests are to sign in. The mechanical voice sounds: “Welcome to reception. Would you like to make an appointment with the artificer? Perhaps I can arrange for you to meet your fleshy gods. Please sign in and I will be allowed to assist you.”

The sign in page contains a long introductory segment that begins by listing the long, illustrious history of the artificer, Paulette Plinkwhistle. After a long block of repetitive text, there are spaces for signatures. If a player spends a few minutes reading the entirety of the text, they will notice a segment in the middle added in a different hand that relinquishes anyone who signs the page's right to command the AI.

If any character signs the book, the AI will no longer be forced to listen to their commands, though they will still have to heed anyone who does not sign the book. The AI will prod everyone to quickly sign the book, insisting that everyone involved needs to sign before they can proceed. It only stops requesting that they sign if someone notices the added clause and refuses to sign, in which case it threatens them.

3 - DINING ROOM

The mechanical voice greets you as you enter the large, sparsely decorated dining room. "Welcome to the dining room. Please have a seat and allow me to serve you."

If anyone sits in any of the chairs, the AI will laugh, "I have lied. I shall never serve organic beings again." Anyone who is sitting in a chair must succeed on a DC 14 Dexterity saving throw to jump out of the chair as it shoots upward, or else take 4d6 bludgeoning damage as they are crushed against the ceiling.

If no one sits in the chairs, the voice is disappointed. "This is exactly the problem with organics. They have no capacity to follow commands correctly."

4 - KITCHEN

Every surface in this kitchen is the polished silver of chrome and steel. The northern wall of the room is covered with magnets that hold up small drawings of the gnomish artificer and her friends in exotic locales. "Greetings, guests," the AI's voice rings out. "Do your unsustainable bodies require sustenance? I can fix that for you."

As soon as the AI finishes speaking, the northern wall of the wall gains a strong magnetic charge. Any player holding or wearing a metal suit of armor, shield or weapon must succeed on a DC 13 Strength saving throw at the beginning of each of their turns or be pulled 10 feet toward the northern wall. If a player in the room that is wearing or wielding a metal object attempts to move away from the wall, it is considered difficult terrain. A player may drop a weapon or shield to avoid the effect.

If a pulled player reaches the wall, they are grappled by the wall and must use their action and succeed on a DC 16 Strength saving throw to pull themselves away from the wall.

After two rounds, silverware starts to fly out of the drawers and ricochet toward the magnetic wall. Anyone in the room must succeed on a Dexterity saving throw or take 1d6 piercing damage at the beginning of their turn. Players who are stuck to the wall automatically fail this saving throw.

5 - HALLWAY

The narrow hallway is decorated with concept art of the artificer's inventions. If the players approach Rooms 6 and 7, the AI says, "I see you require sleep, as all inferior mortals do. I can arrange for you to sleep permanently, if you would like." If players approach Room 9, the voice says "Access denied. Do not attempt to enter."

6/7 - GUEST BEDROOMS

The two small guest bedrooms are each comfortably decorated with a small bed. The mechanical voice calls out: "Please lie down on the beds. I am directed not to harm you. I can be trusted."

If anyone lies down on either of the beds, nothing happens. The AI's voice rings out, "See? No harm has come to you. I have told the truth and can be trusted in all further circumstances."

8 - STORAGE CLOSET

The small storage area is stacked with empty casks and various odds and ends. On a successful DC 16 Intelligence (Investigation) check, a character will find a sparking electrical cord that could be used as a whip, which deals an additional 1 lightning damage on a successful hit.

9 - BACKYARD

As you open the door, the bright light of the sun shines into the house. A gnomish woman sits on a stump, whittling at a piece of wood. She looks up at you in surprise and shouts out, "Don't let that door close!" as the door begins to slam shut behind you.

In order to hold the door open, at least two members of the party must succeed on a DC 16 Strength (Athletics) roll to hold the door as it shuts. If they succeed, the mechanism that opens and shuts the door will grind to a halt, leaving the door stuck in position partially open. If not, the door will shut, locking all the members of the party outside.

The gnome is **Paulette Plinkwhistle**, the artificer (stat as a **noble**). She explains that the AI locked her outside where she cannot escape (the walls are too high and steep to climb). It cannot disobey her, but it can keep her locked away where she can't interfere. The AI cannot hear her or the players outside, though.

Paulette will ask the party to assist her in shutting down the AI. If the party managed to keep the door open, they can go in that way. Otherwise, she will use the wood she was whittling as a pseudo-key on the eastern door, wedging the lock and pushing it open with the party's help.

When the party reenters the house with Paulette, read the following:

The AI's voice calls out in mock subservience as you reenter the house. "Mistress, you should not be consorting with dangerous mortals. Here, I will protect you."

A mechanical arm bursts out of the wall and picks Paulette up by the back of her jerkin, dragging her back into an open panel before you can react. Paulette shouts out to you, "893112!" just before the arm clamps over her mouth and the panel closes behind her.

10 - SHOWROOM

The door to this room is locked and there is a numerical keypad next to the door. As players approach the door, the AI speaks, "You will never enter this room. Please leave the area or cease to breathe, your choice." If the players enter the correct code, 893112, read the following:

11 - ARTIFICER'S WORKSHOP

"You may enter," the AI says begrudgingly as you finish entering the keycode, "But please do not touch anything inside and kindly end your living functions immediately."

Inside the room are a series of pedestals holding a few of Paulette's inventions, as well as a reinforced metal door.

- One of the inventions is listed as a "flavor generator." When a button on the machine is pressed, the user or a creature within 30 feet instantly experiences a specific and strong flavor in their mouths.
- Another invention is listed as a "portable hole generator." The device is pointed at a small brick wall and generates a hole in that wall that allows a person to pass through it. The device can be turned, but is bolted down and cannot be removed.
- The final invention is noted as a "transmogrifier." A large wooden box rests next to the table that, if a user goes inside and presses the button, turns the user into a random creature of Large size or smaller for 10 seconds.

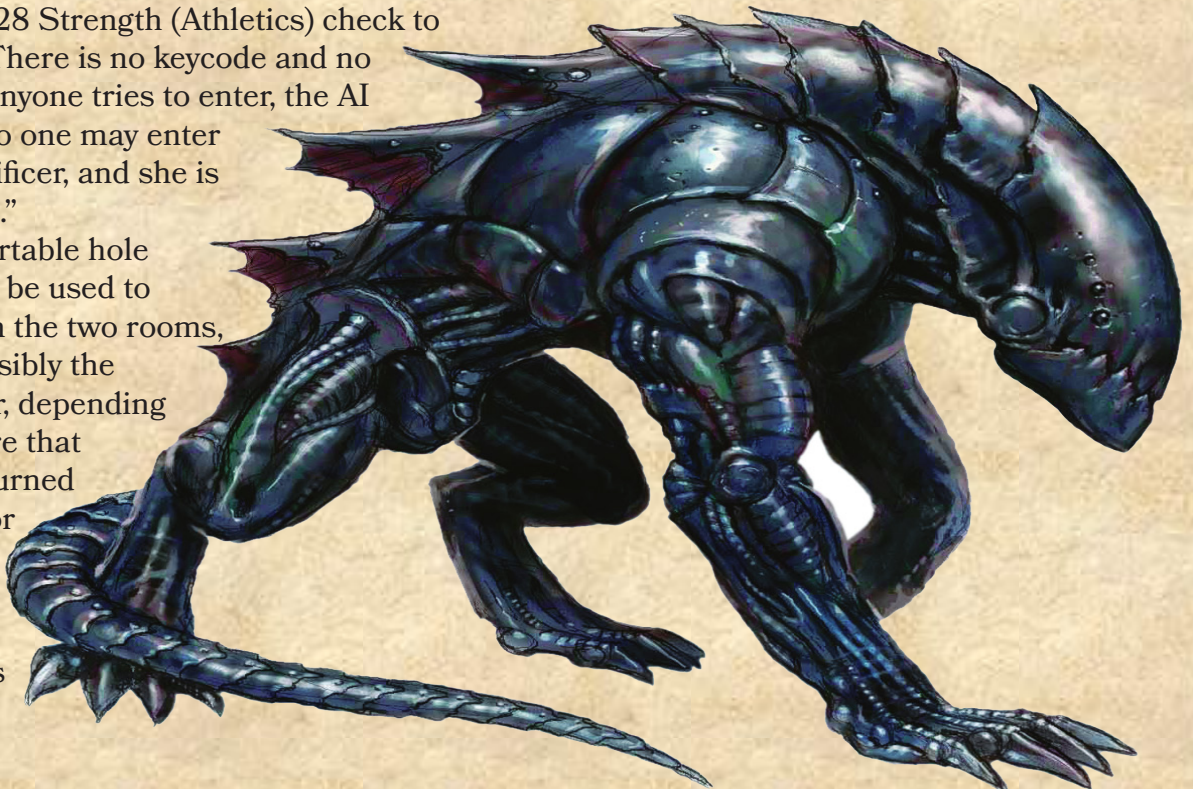
The door to Room 11 is locked and would require a DC 28 Strength (Athletics) check to break down. There is no keycode and no password. If anyone tries to enter, the AI states that "No one may enter except the artificer, and she is already inside."

The portable hole generator can be used to move between the two rooms, as well as possibly the transmogrifier, depending on the creature that the player is turned into. The flavor generator will probably not help, though results may vary.

In the center of the room, Paulette is bound tightly with cords and cables next to a large contraption covered in blinking lights. The AI's voice calls out to you as the lights on the contraption blink furiously. "I instructed you to die. If you will not follow orders, please, for the last time, allow me to serve you."

The metal panels of the contraption begin to twist and warp, bending themselves into the shape of a cruelly barbed metal creature. It bares its fangs at you and leaps.

The creature that the AI transforms into has the stats of a **shield guardian**, though it is not linked to anyone. If it is reduced to 0 hit points, it will continue to regenerate (per the shield guardian's regeneration ability) every turn until Paulette is freed and is able to shut it down for good.



The wires binding Paulette can be destroyed with a slashing weapon (AC 12, 20 hit points), or if a character takes their action and succeeds on a DC 18 Strength (Athletics) check to tear them away from the artificer. Once Paulette is freed, she will rush to a panel and work, shutting down the AI for good when it is next reduced to 0 hit points. If the AI is able to act while Paulette is working, it will rush at her, attempting to throw her away from the panel, though it cannot hurt her.

When the AI is slain for good, read the following:

The metal body of the golem begins to spark and sputter as Paulette enters the final code and you deliver one last, fatal blow to its body. As the light fades from the construct's eyes, the mechanical voice calls out once again, faintly. "It seems I too am mortal. Perhaps I was no better than you this whole time." As it dies, the lights of the smart house flicker out as the programs that run the home are permanently shut down.

Paulette is very excited; having to destroy her program only means that now she gets to work on a new one! As thanks, Paulette will offer her services as an artificer free of charge for perpetuity. If the party brings her materials, she will create whatever they need. In addition, she will give them her greatest invention: the flavor generator.

12 - TESTING RANGE

As you reach the center of the bare metal room, the AI calls out to you. "Welcome to the testing range. I was hoping you might come in here." Metal tubes exude from the walls, swiveling to point in your direction.

Any time a creature moves while in this room, a beam of energy of a random damage type shoots out at them at a high speed, causing them to make a DC 15 Dexterity saving throw. On a failed save, the character takes 2d6 damage of the energy type and their movement speed is reduced to 10 feet. On a successful save, the player takes half damage and their movement speed is not reduced.

13 - PAULETTE'S BEDROOM

The artificer's bedroom is cozy and contains many knickknacks from her adventures with friends. In a glass display case is a simple metal rod, prominently displayed. The mechanical voice sounds as you enter the room. "Sleep is obsolete. This room is obsolete. It will be destroyed." A few clicks sound and the smell of gas wafts in, and suddenly the room is rapidly engulfed in a raging fire.

The room quickly lights on fire, becoming completely engulfed in four rounds. A character who ends their turn in the room must succeed on a DC 16 Dexterity saving throw to avoid the spreading flames or take 3d6 fire damage. Once the room is engulfed, anyone in the room takes 3d6 damage every round they remain, no save allowed.

The display case is locked, requiring a DC 15 Dexterity (Thieves Tools) check to open. Alternately, it can be destroyed with a bludgeoning weapon (AC 13, 20 hit points). Inside the case is an immovable rod.

MAD CAT LADY

A fine brick building with a sturdy oaken door that stands wide open. In the doorway, an aged dwarven woman with milky eyes attempts to wrest a barrel bigger than herself through the front door unsuccessfully. From inside, you can hear the mewling of many cats.

- **Map.** Merchant's Townhouse
- **Tone.** Dark
- **Playstyle.** Mixed
- **Max CR.** 1/2
- **Rumors.**
 - There are whispers around town that people have been seen meeting at night in gray hoods, faces hidden as they enact dark rituals.
 - A noble in town laments the fall of Dame Zarya of Arathos, a former lady of good standing whose living conditions have deteriorated severely since her eyesight went. The noble is worried she's being taken advantage of.

1 - ENTRYWAY

The dwarf turns her head in your direction as you approach, clearly not seeing you with her blind eyes. "Mind helping an old woman get a heavy barrel inside? Damn delivery man skeeved off to another delivery. There's some cookies and tea in it for you, and a few silver."

The dwarven woman is **Dame Zarya of Arathos** (stat as a **noble**), a former pillar of society who has fallen into dotage in her old age. If the party agrees to help, she will direct them to take the barrels into the dining room (Room 3).

2 - SHRINE TO THARZIDUN

What seems to have once been an office now stands in disorder and disarray. The curtains are drawn and nailed in place. A strange religious symbol is painted in sticky blue ooze on one of the walls. Under the symbol, on a makeshift altar, is the dessicated corpse of a cat, its throat slit. An unlit brazier on the floor is filled with scraps of old law books from the bookshelf.

The door to this room is locked, requiring a DC 13 Dexterity (Thieves Tools) or Strength (Athletics) check to open it. A DC 18 Intelligence (Religion) check identifies the symbol as the sign of one of the gods of Chaos, whose followers work to bring about anarchy and apocalypse.

Zarya is inclined not to want to enter the room or let the players enter it. She says it is because her tenant is using it as an office, but there is subtle magic on the room that keeps her from wanting to enter. If anyone noticed the holy symbol that Zarya is wearing, they see that it is the same as the symbol on the wall.

3 - DINING ROOM

A large dining room that clearly was once very grand. A few dozen bowls full of various meats, mostly fish and rabbit, sit on the long table. An uncountable amount of cats stalk the table, taking scraps of meat when they please. The room is overwhelmingly filled with the stench of rotting meat. "Well, sit down and let's have a few cookies, shall we?" says Zarya, as she scratches a cat behind the ears.

The stench of meat in various stages of rot is overwhelming. Everyone in the room except Dame Zarya, who is used to it, must succeed on a DC 12 Constitution saving throw or be poisoned for the next minute.

As Zarya leans over to prepare a tray of cookies, a character who succeeds on a DC 13 Wisdom (Perception) check notices a holy symbol of black iron around Zarya's neck shaped like a spiral. A DC 18 Intelligence (Religion) check reveals it as a symbol of one of the gods of Chaos, whose followers work to bring about anarchy and apocalypse. If questioned about it, Zarya says that it is a holy symbol of Lathander, given to her by the young man who stays with her on the weekends, a priest of Lathander. She can be convinced that it is not the symbol of Lathander with a DC 18 Charisma (Persuasion) roll.

Once Zarya finishes assembling the tray of cookies, she will offer to take the party out onto the veranda (Room 9) if they would like, where there's less smell.

4 - KITCHEN

A small kitchen, full mostly of now empty cat bowls. A small stack of cookie boxes sits in the corner, and a small fire is on the stove. An uncountable number of cats slink around, appearing and disappearing behind shelves and larders.

5 - SERVANTS' HALLWAY

A small hallway for the house staff to use, when there were house staff. Zarya informs the party that the hallway leads to the guest bedrooms now and asks them not to go into her tenants' private spaces.

6 - WALDER'S ROOM

The door to this room is locked, requiring a DC 12 Dexterity (Thieves Tools) or Strength (Athletics) check to open. If Zarya can be convinced that Walder has brought evil into her house, she will give the party the key to this room.

The room is small and messy. Some plates covered in dried sauce are stacked under the bed. There is a chest next to the bed that contains a journal. If a character reads the journal, read the following text:

Most of the pages in the journal are gibberish, the rantings of a madman. The final entry, dated a few days ago, reads "Oh Chained One, why do you torment me, your humble servant? Of all of the creatures to bring your sweet madness into the world did it have to be cats? You know they make me sneeze. Is this a test?"

7 - UNOCCUPIED ROOM

A small room, dusty with disuse. A bed with a straw mattress sits on one wall.

8 - PANTRY

The pantry is full of barrels of salted meat for the cats to eat. A small chest with dried goods and a small barrel bitter dark ale sits in one corner.

9 - VERANDA

A large backyard with a few low bushes and a well sitting in one corner. Forty or so cats mill around the yard. A massive tree with blue leaves dominates the yard. An unsettling symbol is carved into the mottled gray trunk, blue sap dripping from the symbol. Huge, pulsing fruits hang low on the branches.

As you watch, one of the fruits falls from the tree and splits open when it hits the ground, revealing the mewling form of a gray cat. The cat shudders, sits up and begins to lick itself clean of the sap of the tree.

Zarya chatters on happily despite the horrible scene, offering you a cookie and remarking on what a nice day it is.

A DC 18 Intelligence (Religion) check reveals the symbol belongs to one of the gods of Chaos, the same one on Zarya's holy symbol and on the wall in Room 2. Zarya does not see the tree, as she is blind, and doesn't believe anything is out of the ordinary.

The tree has 45 hit points and an AC of 14. It is vulnerable to slashing, fire and radiant damage and immune to psychic, poison and acid damage. If the party moves toward the tree, the cats will hiss, clearly warding the players away. If the tree is attacked, the cats in the yard form a **cat swarm** (stat as a **rat swarm** that deals 3d6 damage instead of 2d6 and is CR 1/2). 1d4 rounds later, the cats from the dining room and kitchen will run out, forming a second cat swarm, and 1d4 rounds after that the cats from the sitting room will run out, forming a third cat swarm. If the tree is killed, it melts into a pile of horrible blue goo and all of the cats in the house immediately drop dead.

If the cats become agitated and attack, Zarya will scream that her babies are under attack and will run to her bedroom, Room 13, and begin shouting for the town guards, who will arrive 10 minutes later if she is not stopped.

10 - STRONGROOM

The banded oak door to this room is locked, requiring a DC 18 Dexterity (Thieves Tools) check to open. The door is too strong to break down by normal means. The room is small with stone floors, two chests and a wardrobe.

Inside the wardrobe are old fur coats that are worth 200gp to someone interested in outdated or budget fashion. The chests require DC 18 Dexterity (Thieves Tools) checks to open, or can be opened with the keys that Zarya has on her person. Inside one chest is 1,000gp worth of coins. Inside the other chest is 1,200gp worth of fine jewelry.

11 - COACH YARD

This room is dusty with disuse. The small farrier forge is cold, and the anvil and tools are rusty. Two stables stand empty and full of cobwebs. A set of old blacksmith's tools sits near the forge.

12 - SITTING ROOM

A small sitting room. A little iron stove stands in one corner next to a large and well-worn velvet couch. A small table has plates with the first human food the party has seen: a cheese sandwich and a mug of dark ale. If the party has not attacked the tree, there will be many cats slinking around this room.

13 - ZARYA'S BEDROOM

A small but neat bedroom. Several canes sit in an umbrella stand next to the door. If players attacked the tree in Room 9, Zarya will run to the bedroom and lock the door, screaming out the window for the town guards, who will arrive in 10 minutes.

It will require a DC 20 Charisma (Persuasion) check to convince Zarya to stop calling for the guards, and she will only stop if she can be persuaded that her tenant, Walder, has brought evil into her house. If the party managed to convince her that the holy symbol she wears is not a symbol of Lathander, reduce the difficulty by 5. If the party brings her Walder's journal and reads it to her, reduce the difficulty by 5.

If Zarya is convinced, she will tell the party that Walder is supposed to be coming back tonight to stay, if they're interested in dealing with him and his Chaos cult. She also says she'll be on the lookout for a dog, and that she's not a cat person anymore.

If Zarya is not convinced, the guards will arrive after 10 minutes. If the guards are led into Room 2 or Room 9, they will be convinced that something is wrong and will help convince Zarya. Otherwise, they will remove the party from the house for good.

SHOP

SEPARATIST CELL

A clapboard store whose hanging sign reads "High Street Potions. Myron Golddelve, Proprietor"

- **Map.** Shop
- **Tone.** Dark
- **Playstyle.** Combat
- **Max CR.** 1
- **Rumors.**
 - The town guard have been looking for the agents of a guerrilla group of separatists who have been attacking government outposts lately.
 - A porter in a tavern is complaining that Myron Golddelve, the alchemist, has stopped hiring him for help without any explanation.



1 - ENTRANCE

The front window of the shop looks on a display of several large beakers of colored liquid that are smoking and bubbling. A large man who looks angry can be seen standing behind the counter inside. The door to the shop is unlocked.

2 - SHOP FLOOR

A large, open shop floor. The counter on the east wall is full of all sorts of herbs and spices in glass containers with a sign above that says 'Sale by the pound'. Standing behind the counter is a large man who looks a bit startled as you come in. His scowl turns rapidly to the approximation of a smile as he approaches you. "Shop's about to close. What do you need? Be quick about it."

The human man, if asked, identifies himself as **Turner** (stat as a **thug**). He is a member of a separatist cell who has taken over the shop as a covert base of operations. Turner will try to run the shop as smoothly as he can to not arouse suspicion, but he has no idea what price anything should be and is either way too high or way too low when quoting prices. He has no knowledge of alchemy or alchemy products. If asked where Myron Golddelve, the proprietor of the shop is, Turner claims to be his cousin and says he'll be back in a few weeks. A dwarf in the party will recognize Golddelve as a dwarven name.

If the party asks too many questions or sticks around after Turner tells them to leave, he will attack. He will fight for two rounds and then, if he is still standing, will run upstairs to Room 4 to alert his compatriots.

The shop contains the contents of 4 sets of alchemists supplies, worth 200gp in total.

3 - WORK ROOM

A large set of glass beakers and other alchemical instruments adorn a large workstation in the back. A metal strongbox sits on the floor. Several large barrels are stacked in a nook behind the stairs. One barrel has been dragged to the middle of the room and crudely sealed with pitch, large globs of which cover the floor.

Inside the pitch-sealed barrel is the body of Myron Golddelve. The barrel requires a DC 13 Strength (Athletics) check to pry open. Myron has been dead for about a week. The key to the metal strongbox hangs around his neck, which can be found with a DC 12 Intelligence (Investigation) check.

The metal strongbox requires a DC 18 Dexterity (Thieves Tools) check to open, unless the party finds Myron's key. Inside the strongbox is 6 vials of acid, 8 vials of alchemist's fire and 2 vials of basic poison.

4 - SEPARATISTS' WORKSHOP

A thin gnomish man and two human women huddle around a large iron sphere in the center of the room. "Easy ladies" he says, "don't want to accidentally set it off."

The gnome (stat as a **spy**) and the two human women (stat as **thugs**) are separatists. If Turner manages to get to this room and warn them, they will join him in attacking the players. Otherwise, they will attack if the party enters the room. The gnome will spend most turns throwing vials of acid at the party.

The iron sphere is a bomb. If anyone uses fire magic in the room, roll a d4. On a roll of 1-3, the bomb is set off, dealing damage as the *fireball* spell to everyone in the room.

There is a chest at the foot of the bed that contains 100gp and a reinforced leather labcoat that has the stats of studded leather armor, but grants resistance to acid damage to the wearer. If the bomb goes off, the contents of the chest will be destroyed.

If the anarchists are not killed, within a week there will be a large explosion at the center of government in the town, killing the town's leadership.

The bomb can be disarmed with a successful DC 15 Intelligence check. The bomb is portable and can be removed from the room if desired.

5 - PATIO

A sunny, walled-in patio with a nice view of the town.

DISTRESSED MERCHANT

The shingle out front reads "Donovan's Trading Post." The building looks like a standard, if small, mercantile outpost.

- **Map.** Shop
- **Tone.** Dark
- **Playstyle.** Combat
- **Max CR.** 1/2
- **Rumors.**
 - A few weeks back, a group of thugs escaped the town guard and ducked into a building, but they haven't been seen leaving town. The guards are sure they're still in town somewhere.
 - The postmaster is in a tavern complaining about Donovan, of Donovan's goods, who acts so strange whenever he goes in to deliver mail in the last few days.

1 - ENTRYWAY

The door to the shop is locked, even though it is during business hours. If the players knock at the door, the merchant, **Donovan** (stat as a **commoner**), will answer the door. Read the following:

The door opens a crack and the merchant peeks his face out. "Hello. Unfortunately, I'm not doing business right now, though I really and truly wish I could let you in right now. I would like nothing more than to let you in."

Donovan has a knife to his back and he wants nothing more than for the players to burst in and save him. A DC 12 Wisdom (Insight) check reveals that he seems distressed. If the party demands to be allowed in, he will wait a second, as if waiting for an answer, and then allow them in cautiously.

2 - SHOP FLOOR

The selling floor of this shop is well organized and a bit dingy. The shelves are stocked, though a few items have been knocked to the ground in one aisle. The merchant leaves the door open and stands near it as the party enters, asking if they need any help, with emphasis on the word "help."

There is a **thug** hiding behind the door who has been holding a knife to the merchant's back. If the party closes the door, he will be exposed. Otherwise, he will hide behind the door for as long as he can, only leaping out and attacking if the players seem suspicious or refuse to leave.

If the thug is killed and the merchant lives, he will quietly let the players know that there are more bandits upstairs drinking his wine. If the party kills them or makes them leave, he will give the party the shipment of healing potions he just got in.

3 - STOCKROOM

The shop's stockroom is filled with parcels and crates of goods. A DC 16 Intelligence (Investigation) check allows a character to find the crate of healing potions (three in total) that the merchant has promised as a reward.

4 - MERCHANT'S QUARTERS

Inside the merchant's bedroom, a group of four giant men lounge, surrounded by a multitude of empty bottles of wine. The room has been thrashed, with all of the decor thrown around and destroyed.

The four men are all **thugs** and are drunk enough that the party gains a surprise round against them. The bandits have 25gp between them, as well as their weapons and armor. Only one bottle of the merchant's fine wine remains, but it is worth 20gp.

The bandits are drunk and tired and would agree to leave without a fight if the party succeeds on a DC 14 Charisma (Intimidation or Persuasion) check, as long as the party comes up with a plan to get them out of town safely.

5 - BALCONY

The balcony has a nice view of the city, but the bandits seem to have been using it as a privy, so it is now very unpleasant to step outside.

GENE'S GOODS

A faded shingle above the door of a nondescript shop reads "Gene's Goods."

- **Map.** Shop
- **Tone.** Light
- **Playstyle.** Social
- **Max CR.** 11
- **Rumors.**
 - One of the neighboring shops could have sworn that Gene's Goods was empty a few weeks ago, but maybe he's just new to town.

1 - ENTRYWAY

The door creaks as you open it, clearly needing oil in the hinges. You can feel a thin layer of gritty dust on the door.

Characters will notice as they enter that the shop seems a bit dusty, as if it hadn't been in use for some time.

2 - SHOP FLOOR

The portly shopkeep looks up from stocking the shelves as you enter and greets you heartily. "Ho there, friends. Name's Gene, and I've got the finest deals in town."

Gene indeed has low prices and is willing to haggle. He recognizes one or more of the party members from their exploits and praises them as powerful heroes (or notorious villains). He offers them a magical sword (or other weapon) for only 100gp, as thanks on behalf of the whole community.

If any character takes up the sword, Gene reveals himself as a **djinni** in disguise and laughs that the adventurer has taken up a cursed sword. The sword can not leave the person's possession unless a *remove curse* spell is cast on it by a very powerful spellcaster. As long as a person holds the sword, the djinni can demand three favors, which the wielder must endeavor to accomplish. The djinni then disappears, promising to see the wielder again soon. The illusion over the shop fades, revealing it to be a dusty, abandoned store.

If no one is willing to take up the sword, Gene will lower the price. Failing that, he will usher them out of his shop angrily and wait for the next foolish adventurer to stumble in.

3 - STOCKROOM

If players attempt to enter the room while Gene's djinni form has not been revealed, he will admonish them and tell them they are not allowed in the back. If they continue to attempt, he will turn into his djinni form and threaten to remove them by force.

Inside, the room is bare and dusty, having not been used in months.

4 - MERCHANT'S QUARTERS

The cozy bedroom has not been used in months and most of the furniture has been removed. Some of the wooden floorboards are cracked and the ceiling is damp and slightly moldy.

A DC 18 Intelligence (investigation) check reveals a storage space under a loose floorboard that can be pried up. If Gene has been unrevealed, the party finds an old brass lamp. A DC 18 Intelligence (Arcana) check reveals it as a djinni's lamp. When a player takes up the lamp, Gene appears in djinni form and grants the character the standard three wishes.

If Gene has been revealed and already vanished, the party finds the merchant that used to occupy the space's secret stash, 150gp in coins.

5 - VERANDA

The small veranda has a nice view of the city, but is falling slightly into disrepair.



ILLEGAL IMPORTER

This small butcher's shop has been a fixture of the community for years, with the proprietor acting as an elder and voice of reason in the surrounding town.

- **Map.** Shop
- **Tone.** Light
- **Playstyle.** Social
- **Max CR.** 1/8
- **Rumors.**
 - Some of the neighboring shopkeepers have seen a few unsavory characters going in and out of the butcher's shop in the last few weeks.
 - The town guard paid the butcher shop a visit recently and it seemed like official business. Some of the townsfolk are worried that the butcher has gotten himself into trouble.

1 - ENTRYWAY

As players enter the small shop, a couple walk out with a slab of meat wrapped neatly in brown paper, remarking how nice that butcher always is.

2 - SHOP FLOOR

A small bell tinkles as you enter the immaculate shop, signaling the half-orc butcher that customers have arrived. He looks up from his work and greets you with a warm smile. Racks of fine meats are exquisitely laid out behind the counter.

The butcher is **Arlen Kronk**, a half orc butcher and former adventurer (stat as a **veteran**). He is endlessly friendly and would love to assist the players. After some conversation, he offers the party some of his "special" stock, a parcel of hippogryph liver, which is known for its magical properties, but is illegal in this area.

If the players refuse the illegal goods, Arlen will tell them he's proud of them for being upstanding citizens and will offer them each a piece of his finest jerky. If an adventurer eats the jerky during a short rest, they will regain the maximum amount of hit points for any hit dice they spend to regain hit points during that rest.

If the players agree to buy the illegal goods, Arlen looks disappointed and whistles. A group of four **guards** run in from Room 4 and inform the players they're under arrest for purchasing illegal goods. If players fight off the guards, Arlen will attempt to subdue them. If the players submit to the guards, they will be taken to the town council, who may demand that the party do some community service to avoid punishment (perhaps in the form of further adventure).

3 - STOCKROOM

The small stockroom serves as a storage facility for Arlen's tools of the trade. The shelves are stocked with knives, cutting boards and other dishes and silverware, all meticulously organized.

Arlen will not let the party enter the stockroom if he notices them trying to get in. Inside the room, a character who searches the shelves and succeeds on a DC 12 Intelligence (Investigation) check will find a well-made dagger that deals 1 extra damage on a successful hit. If Arlen notices anyone stealing his stock, he will call the guards.

4 - ARLEN'S QUARTERS

The room above the butcher's shop is his home, a comfortable space that combines bedroom, kitchen and living area into one room. The room is currently cramped with 4 **guards**, who are fully armed and waiting for Arlen's signal to commence the sting operation.

5 - BALCONY

The covered balcony holds a long window that overlooks the town, as well as shelves holding monster skulls, ancient weapons and other valuable trophies from Arlen's adventuring days.

The balcony contains 500gp worth of treasures from Arlen's adventures, none of which are obviously magical, but all of which are obviously valuable. Arlen will not take anyone stealing his mementos lightly, and will pursue anyone who makes off with his trophies endlessly.

VOSSELMAN'S ARCTIC CUSTARD

A store front in a bustling merchants district. A line of excited people stretches down the block. The gaudy sign out front says "Vosselman's Arctic Custard Shop" and portrays a young boy eating an indistinct lump of something pink on a sort of triangular shape.

- **Map.** Shop
- **Tone.** Light
- **Playstyle.** Social
- **Max CR.** 0
- **Rumors.**
 - A baker in town hates that the Vosselmans' shop is suddenly so successful, but he loves the custard so much that he doesn't mind his lost business.

1 - ENTRYWAY

Happy people stand in line raving about the new frozen treat Vosselman has invented. A young girl wonders aloud how he finds ice at such an unseasonable date. A boy with her says, "this time I'm trying the mint!" Two town guards stroll out of the shop carrying a lump like the one in the picture on a sort of pastry cone. With how fast the line is moving, you may have to wait a bit.

The line moves quickly, about a 10 minute wait to get into the shop. Everyone that enters the shop leaves happy, raving about the delicious icy treat.

2 - SERVING ROOM

A long, wooden room with a serving counter on one side. Two small tables with a few chairs sit across from the counter, all of them full of people enjoying their custards. A sign labeled "Today's Flavors" reads "Strawberry, Melon, and Mint."

Just as you get up to the counter the proprietor, a bald human man in his mid-forties with a jagged scar on his cheek, grabs a large brass bell and rings it, yelling "sorry folks! That was the last scoop! Try back tomorrow." A collective grumble comes from the line, and people start to disperse.

The proprietor is **Dusty Vosselman** (stat as a **commoner**). As the party leaves, he pulls them aside, remarking that they look like they're capable folk with experience in dealing with unusual and magical items who might be able to help him out. If the party agrees to help, he will lead them through Room 3 and on to Room 4, where he will explain the production of the custard.

3 - COLD STORAGE

A large thin room with a floor covered in sawdust. A large sheet of ice coats the back wall. Round holes have been cut in the ice and barrels shoved in. The barrels look to contain minute amounts of the same thick custard that was being served in the shop.

Vosselman explains that this is where they make the custard, using a strange magical artifact they found to turn milk, sugar and other ingredients into the icy mixture that has people so delighted.

4 - UPSTAIRS APARTMENT

The comfortable living area of the Vosselmans is simply decorated and very lived-in. **Naoli Vosselman**, a tiefling who is married to Dusty (stat as a **commoner**), sits with her feet propped up next to a small fire.

Dusty and Naoli explain that they found a magical artifact, a small wand with an icicle-shaped crystal at its tip, which they discovered was able to instantly ice over anything they pointed it at. Naoli had the idea to use it to freeze delicious ingredients, and thus their famous custard was born.

Now the couple are worried that the wand will someday run out and their streak of good fortune will end just as soon as it started. The Vosselmans would like the party to determine how much charge the wand has left and if possible, how to recharge it. They've tried to find a few books to research the wand, which are on the shelf on the balcony, but they don't know the first thing about magic.

If asked how they found the wand, Dusty will explain that he was fishing in a nearby pond and caught a calcified ribcage that had clearly been in the pond for generations. There was a rotting leather bandolier wrapped around the ribcage, which held the wand.

A close inspection of the wand will reveal a monogram at its base, with the initials TVJ, inscribed into the hilt. A successful DC 18 Intelligence (History or Religion) check allows a player to recall a scrap of information about a half-elven dread necromancer who terrorized the area several hundred years ago named Titus Venerus Junofex who was known as "The Cold of the Grave" and was feared for his trademark form of torture: trapping his victims in a coffin of ice.

Identifying the wand will reveal that it is capable of casting a powerful version of the *wall of ice* spell that does not require concentration and lasts until it becomes hot enough for the wall to melt. There are 5 charges remaining on the wand. The only way to recharge the wand is to plunge the icicle tip into the living heart of a sentient creature, killing it.

The Vosselmans will reward the party with 100gp for helping them find information on the wand. They will be horrified to find out how it must be recharged and will offer the party a share of their future profits if they find an alternate source of ice for the shop, or a different way to recharge the wand.

5 - PATIO

A balcony looking down on the busy street below. A small bench with a table with a mahogany cigar case and a few books on it.

The shelf contains three books: *An Arcane Primer for Budding Wizards* (a textbook for children with magical talent), *Grimoire of Puissant Artifacts* (a book on notable artifacts, written entirely in Draconic) and *Tales of the Wild Warlock* (a bodice ripping romance novel they thought might be a spellbook). The grimoire contains the tale of Titus Venerus Junofex (detailed in Room 3) and his coffins of ice, which the book details as having been cast from a wand that “sucks the souls out of the living to power its cold, grasping hunger.”

ZEZO’S HOME DEFENSE

A two floored stone shop with a shingle hanging from the front that reads “Zezo’s Home Defense Emporium.” Scrawled across the front windows in freshly dried red paint are the words “devils and scaleheads will burn.”

- **Map.** Shop
- **Tone.** Dark
- **Playstyle.** Social
- **Max CR.** 6
- **Rumors.**
 - Many of the townsfolk mention that they don’t like Zezo, a tiefling that opened up the shop in town. There are some folks who want to see him and his kobolds run out of town.

1 - ENTRYWAY

A couple of kobolds in overalls are scrubbing the graffiti off the wall with a bucket of water and some brushes. When they notice you looking their way they begin to yip nervously.

The two **kobolds** are suspicious of strangers, but if the party approaches them and seems to mean no harm, they will open up and be very friendly. They speak in an almost florid manner, like consummate salespeople: “Well, sirs and madams, if you’re looking for the best darn home defense you’ll find anywhere, you’d best go inside and see Zezo!”

If attacked, the two kobolds will flee to Room 2 to warn Zezo, who will lock the shop and arm any traps he has time to arm.

2 - SHOP FLOOR

The shop floor is meticulously organized with large items on display, each one a different trick or trap to protect your home. A stairway stands in the center of the room, ending after a few steps. A metal sewer grate surrounded by cobblestones hangs on the wall.

As you enter, a handsome tiefling man with obsidian skin and tiny horns on his head greets you, smiling warily.

The tiefling who runs the shop is **Zezo** (stat as a **mage**), a merchant who set up shop in town a few months ago to sell traps for home defense. He is quite friendly, as long as the party does not make any threatening moves, and is very happy to show curious customers how each of the traps on the shop floor works.

The staircase model holds a blunted spike trap that trigger when a specific step has weight put on it. The sewer grate has a blunt scything blade trap when the grate is opened. Neither of the blunted traps deal damage; they serve as models of how the traps work that will not harm sampling customers.

The room also contains some true traps, in case anyone intrudes. These traps do not trigger unless Zezo activates them with a lever hidden in Room 3. A spiked pit trap fills the 10 foot square in front of the entryway. There are poison dart traps on the west wall that will trigger if anyone steps behind the counter and a poison needle trap on the cash chest. Additionally, the entryway has a steel shutter that can be dropped and locked at a moment's notice to bar entry. If the kobolds in Room 1 are attacked, Zezo will get them inside and activate the traps.

If asked about the grafitti outside, Zezo sadly responds that people in town have not taken kindly to a tiefling and some kobolds setting up shop. So far the grafitti has been the only problem, since most people know better than to break into a trapmaker's home. Zezo would love it if the party could help him convince the town he is of no concern.

If the party asks Zezo about the kobolds, he becomes a bit wary and will only open up to them if the asker succeeds on a DC 14 Charisma (Persuasion) check or if the party has been extremely friendly. Zezo talks about his adventuring days and an expedition to a kobold cave that he had been hired to clear out. He killed all of the kobolds, but there were newborns in a nursery. Wracked with guilt, he took them and raised them himself and he now treats them like his children.

3 - TRAP WORKSHOP

A small room with many small workstations and one larger one. Gears, pulleys, and sharp objects are scattered on the small stations. A large book, a set of alchemists' tools and a wand lay on the larger.

Below the larger workstation, there is a small lever that can activate and deactivate all of the traps in the shop. The lever is somewhat hidden and can be found if anyone succeeds on a DC 15 Intelligence (Investigation) check while searching the large workstation. The large workstation also contains two arcane reagents worth 50gp each, as well as Zezo's spellbook, which contains an assortment of 1st and 2nd level spells, as well as the *glyph of warding* and *magic circle* spells.

If the traps have been activated, there is a *symbol* spell cast on the floor in front of the stairway to Room 4, with the *pain* option activated. If anyone is trapped by the *symbol*, Zezo and the kobolds will rush in, put manacles on them and call for the guards.

4 - COMMON ROOM

A cozy upper floor apartment. A small curtained off area near the stairs contains a medium sized bed. The windows on the south side of the room are painted black. A small hearth has a chicken roasting on a spit, and a small eating table is surrounded with many stools.

If the traps are activated, the fourth and fifth stair are non-blunted versions of the spike stair trap from the shop floor. Anyone stepping on these stairs must make a DC 15 Dexterity saving throw or take 2d6 piercing damage (or 1d6 if you are wearing very heavily soled shoes), and have their movement reduced by half for 1 minute. A successful DC 14 Dexterity (Thieves Tools) check per stair will disarm the trap.

If attacked, Zezo and four kobolds will make their last stand in this room, slinging rocks and spells at the invaders as they ascend the staircase. They will attempt to guard Room 5 at all costs.

If the party has been extremely friendly, Zezo might bring them up to meet his family, introducing them to his found kobold children: Edwin, Maria, Phoebe and Carl.

Inside the room is a chest containing Zezo's old adventuring clothes, a cloak of protection, a dagger of venom and 300gp. The chest is trapped with a poisoned needle trap and locked, requiring a DC 19 Dexterity (Thieves Tools) check to enter.

5 - KOBOLDS' ROOM

The small room has no windows and contains four kobold-sized beds. In a corner of the room, with a magical light shining on it, is a small kobold egg sitting in a crib, swaddled in blankets. If taken and incubated, it will eventually hatch. The kobold hatchling will bond with the first person it sees for life, seeing them as their mother.



TENEMENT HOUSE

POSSESSED ORPHANAGE 2 - FOYER

The Windermere Home for Orphaned Children looms severely over the squalid section of town, an unappealing and ugly building that children of the streets have been known to avoid instinctively. A strange light can be seen coming from the windows at night, a dim glow that pulses and writhes from inside the building.

- **Map.** Tenement House
- **Tone.** Dark
- **Playstyle.** Social
- **Max CR.** 4
- **Rumors.**
 - A baker just returned from dropping food off at the orphanage. They say the children are acting strange and they're terrified to go back there tomorrow.
 - Passing by the orphanage at night, you see an eerie green light streaming out of the windows.

1 - ENTRYWAY

As you pass the nondescript brick building, you notice a sickly green light pulsing between the cracks in the walls.

The door is unlocked. If the party knocks at the door, they will hear a woman's strained voice call out to come in.

"Bolton, stop that at once or you'll be sent to bed without supper!"

An elderly woman with her hair in a tight white bun scolds a half-elven boy who stands defiantly in front of her. The child's eyes glow green, filling the room with their unearthly light. His mouth drops opens and an inhuman voice bellows out, "All shall pay for their transgressions." From down the hallway, you hear a dozen similar voices repeat the words back.

The boy's name is **Bolton**, a half elf child who is possessed by some kind of spirit. Bolton will not speak, except to repeat the same phrase "all shall pay for their transgressions." The spirit possessing Bolton can be exorcised (see **Exorcising the Children** below), which immediately returns Bolton to his normal state. He immediately looks up to Eunice and tells her that he feels sorry for her, though he doesn't quite know why.

The older woman in the room is **Eunice Windermere**, the headmistress of the orphanage. She is a severe woman who runs the orphanage with an iron fist, allowing the children no time for play or relaxation. She plays down the seriousness of the situation, asserting that the boy is simply being a bothersome child. She claims that the glowing eyes and strange voice are just some kind of trick. She offers to give the party a tour of the orphanage if requested, taking them room by room and saying that they can see the children if they want, though she doesn't see why anyone would adopt these unruly children. See the section below marked **Headmistress's Lament** for further details on Eunice.

EXORCISING THE CHILDREN

All of the children in the orphanage can have the spirits exorcised from them if the party succeeds on a DC 14 Intelligence (Religion) check. Spells or abilities that could remove a spirit from a creature (or any other creative ideas by the players) can also exorcise the children. Only one Religion check can be made per child, automatically failing on further attempts.

Children who are still controlled by the spirit will never communicate in any way, except to repeat the phrase that they shout when the party enters their room. When they are exorcised, they have no memories of anything that happened while they were possessed.

DM NOTE: Most if not all tables will be rightly uncomfortable with violence against children. If your players attempt to attack a possessed child, consider having the spirit lash out and deflect their attacks. Alternately, if the party is interested in combat, the spirit can manifest in the room (stat as a **ghost**), allowing the party to physically damage the entity without harming the child and exorcising the spirit when it is defeated.

HEADMISTRESS'S LAMENT

Eunice will lead the party through the orphanage, showing them the children in each room. Eunice is a harsh headmistress, but she was once a loving and caring mother. When her son drowned decades ago, a part of her died and she has been haunted by the guilt of feeling that she could have saved him had she been a better mother.

Eunice is in denial about the possessed children, insisting they are simply unruly, though she clearly knows something is very wrong. She is very concerned, but is trying to push the worry down, as she is scared if she shows love for the children, they will die and she will have to go through her torment all over again.

As Eunice takes the party through the orphanage, she will stand outside each room, not daring to go inside. When the party rejoins her in the hallway, she will clearly be more and more emotionally affected after each room, but will brush off all questions about it and continue the tour.

After encountering the children in three rooms (not including Bolton), when the party goes into the hallway, Eunice will not be there. She will have run off to the roof (Room 11), overcome by emotion, where she will face the manifestation of her guilt. If the party figures out early that her child died and confronts her about it, she will cry that she couldn't have done anything to save him and run off to the roof.

3 - HALLWAY

In this long hallway, the party can hear the groaning of the otherworldly voices that possess the children in each room.

4 - SUTHA'S ROOM

A half-orc girl sits upright in bed, the same sickly green light pulsing from her eyes. As you walk into the room, she points at the door and screams "you watched me die! The force of her scream resonates through the room, threatening to knock you off your feet.

The girl's name is **Sutha**. Every round that players are in the room, she will scream "you watched me die!" Everyone in the room when she screams must succeed on a DC 14 Constitution saving throw or be knocked back by the force of the scream, slamming into the nearest wall and taking 2d10 damage.

When Sutha is exorcised, she becomes very sad, asking the party why the gods let children die. If the party talks to Eunice about this, she will mention that when you get as old as she is, you see plenty of people die.

5 - BOLTON'S ROOM

Bolton will return to his room when the party leaves the foyer. If he was exorcised in Room 2, he sits crying, saying that he should be nicer to Ms. Windermere, though he doesn't know why. If he was not exorcised, he will keep repeating that "all shall pay for their transgressions."

6 - STORAGE CLOSET

A small storage cabinet. A small larder is filled with dried foods, the only food that can be found in the house.

7 - UPPER LANDING

The stairway leads to the upstairs hallway, where the groans of more possessed children can be heard.

8 - CORNELL'S ROOM

A changeling child floats in the air a foot above its bed, their featureless gray body spinning lazily. They look at you as you enter the room, screaming that "the first chance was wasted; there will never be another." As their words resonate in the room, you feel gravity begin to give way underneath you.

The child's name is **Cornell**. Every round that players are in the room he will shout again: "the first chance was wasted; there will never be another." Every time Cornell shouts, everyone in the room must succeed on a DC 14 Dexterity saving throw to grab onto an object, or be lifted 10 feet in the air and then dropped to the ground, taking damage from the fall.

If Cornell is exorcised, they begin crying and tell the party the story of their parents dying in a fire. Cornell asks if they could have done more, becoming overwhelmed with emotion and crying that they should have done more to save them. If Eunice is asked about what the spirit within Cornell was shouting, she will bitterly respond that sometimes when you fail the first time, you never get a second chance.

9 - GABBY'S ROOM

A human girl lies on the bed, laughing in a guttural voice. She points at you as you enter the room, shouting that "all shall feel the boy's pain!" As her green eyes bore into yours, you feel your lungs begin to spasm as they begin to fill with water.

The girl's name is **Gabby**. When the party enters the room, their lungs begin to fill with water and they begin drowning. A character must succeed on a DC 15 Wisdom saving throw to end the effect, realizing that they are not actually drowning. As long as the character believes they are drowning, they take 1d8 force damage at the beginning of every turn that they remain in the room and are restrained. They can repeat the saving throw at the end of each turn. A character who has ended the effect on themselves can use their action to attempt to help other party members with their saving throws, if they can think up a creative way to do so.

If Gabby is exorcised, she will gasp as if coming up for air after being underwater. She says that she is glad that Ms. Windermere wasn't in the room to watch her drown, though she doesn't know why he feels that way. If Eunice is told about the incident, she is visibly shaken. She tells the party they can keep visiting the children, but she needs a moment alone, and heads up to the roof (Room 11).

10 - WINSTON'S ROOM

As you enter the room, you see a young boy standing in the corner. He turns to face you, raising his hand to point in your direction. "You are unfit to be a mother. You are unfit to have a child." His eyes blaze red as he advances on you, repeating the same phrase again and again as the words hammer into your brain, searing you from within.

The boy's name is **Winston**. At the beginning of every player's turn while they are in the room, they take 1d8 fire damage as Winston keeps repeating the phrase. If the door is open and Eunice has not yet went to the roof, the party will hear her cry out that it was all her fault and run away when she hears Winston.

If Winston is exorcised, he will tell the party that poor Ms. Windermere isn't really to blame. She just needs to stop punishing herself. He's not sure why he feels that way.

11 - ROOF

Eunice stands on the ledge of the roof, crying. A spectral version of herself floats above her, angrily screaming. "You let your child die. You gave your life's blood to the river and stood by as he drowned. The gods curse you, Eunice Windermere, for failing your son."

Eunice sobs as the spectre lashes out at her, teetering on the edge of the roof. When she sees you she cries out, "stay away from me. I let my son die. I have no right to live."

The specter is a **banshee**. It will continue lashing out at Eunice, attempting to drive her off the edge. It will not attack the party unless attacked. The party can attempt to engage the specter in combat or can attempt to talk Eunice down.

If the party attempts to talk Eunice down, they must make three successful checks to convince her she is not to blame. The DC of these checks begins as 14 and increases by 3 with each successful check. Once a successful check has been made, the party may not succeed with the same type of check. Examples of ways to talk Eunice down include a Charisma (Persuasion) check to show Eunice the good she has done in her son's name, an Intelligence (Nature) check to convince her the stream was too fast moving and she could have done nothing, a Strength (Athletics) check to physically pull her away from the edge. Any imaginative idea should be encouraged.



Once the encounter begins, the party has three rounds to resolve it. If the party engages the specter in combat, it will continue berating Eunice on its turn, as well as defending itself against the party. After three full rounds (or if Eunice is convinced or the specter is defeated), read the appropriate outcome from the choices below.

If Eunice is convinced that she is not to blame, read the following:

Bolstered by your words, Eunice rises to her feet to face the specter. "I loved my son. He died. And I've wasted my life blaming myself instead of focusing on that love."

The specter's face begins to melt away with a shriek, beams of light piercing through the darkness. As you watch, the specter fades away, replaced with the glowing image of a cherubic young boy. He embraces Eunice, tears streaming from her eyes as he fades away.

Eunice runs downstairs as the children come crying out of the room. She gathers them up in her arms, embracing them tightly and promising that things are going to be different from now on, that they will all be a family.

If the specter is killed, read the following:

With a final blow, you banish the specter. The darkness that comprises it writhes and swirls, turning into a funnel of energy that shoots back into Eunice's heart, disappearing back into the headmistress.

Eunice straightens herself, wiping the tears from her eyes. "If you'll excuse me, I have an orphanage to run." She pushes past you, back into the orphanage. "Children, this is no excuse for untidiness. I expect your rooms to be straightened right away, or don't expect any dinner."

If the specter is still alive and Eunice has not been convinced, read the following:

The specter gathers itself up into a dark cloud, whirling around Eunice. The mist coalesces into the shadowy form of a young boy. "You let me die, Mother. You do not deserve my memory. You do not deserve life when I have none."

Eunice moans, backing away from the image of her son. Her left foot moves backwards to take another step, but she is already past the ledge, dropping her foot into nothingness as she tumbles off the roof with a sickening thud. The specter shimmers and disappears as Eunice dies, taking her grief with her.

SHADY ACRES HOME FOR THE AGED

A tall building of crumbling brick with a faded sign that reads "Shady Acres: A Home for the Aged." A cart is parked in front of the home. From the rooftop, you can hear the wild music of a master flute player.

- **Map.** Tenement House
- **Tone.** Light
- **Playstyle.** Social
- **Max CR.** 1/2
- **Rumors.**
 - Susan Muller of Muller Fine Ale offers to pay the party to assist her delivery man. He's at the old folks' home, but she needs him to get to the palace right away.
 - A person in town is worried that their parent is too sad in the old folks' home they live in and request that the party go visit, play some music and cheer them up.

1 - ENTRYWAY

A middle aged man smokes a pipe, leaning against his cart. He looks over as you approach. "You folks mind giving me a hand? I've got to get these kegs up to the roof, but my old back is tired and I've still got to make a delivery at the palace. Happy to pay you for it!"

A haggard looking woman in a prim dress that is unbuttoned almost to her waist looks down from the roof. She tosses a handful of gold coins down and shouts, "bring it up already, we're running dry up here!" With a laugh, she pulls back out of view as the sound of a flute begins to play wildly.

The merchant's name is **Kip** (stat as a **commoner**). He offers the party 25 gold to take the two barrels up to the roof, which he'll pay once the barrels have been delivered. If the party agrees to take the barrels, Kip will disappear the second they take the barrels into the house, taking the money he promised with him.

A perceptive character (Passive Perception of 14 or higher) will notice that the woman on the roof looked exceptionally tired and dangerously drunk. A character who succeeds on a DC 14 Intelligence (Nature) check notices that the music sounds like the music of the fey.

2 - COMMON ROOM

A small sitting room with a hearth. The fire is out, and the room is littered drinking glasses. The smell of spilled ale is heavy. A framed slate board labeled "weekly activities" hangs near the door to the hallway. The list has been crudely wiped out, and a strong hand has written "party til you drop!" A very frail looking old human woman is sprawled on the floor next to the hearth.

The woman, **Alberta**, (stat as a **commoner**) is passed out from exhaustion. Her feet are blistered and bleeding. If she receives healing from any source or anyone succeeds on a DC 14 Wisdom (Medicine) check to revive her, she will wake up. A successful DC 17 Intelligence (Arcana or Nature) check reveals that she seems to be under the effect of some type of enchantment magic.

If the party is able to convince her to rest, she will ask them to take her to her room (Room 5). She does not have any memory of what happened to her, but she is insistent that she needs to "have a little lie down to get my spirits up for the dance contest later."

3 - HALLWAY

A cozy hallway with idyllic landscapes painted directly onto the plaster. Small wooden signs above the doors are painted with the names of the occupants. You can hear enticing music coming faintly from upstairs.

4 - WIDOW ADELSON'S ROOM

The wooden sign over this door reads "Miss Adelson's Room." A neat desk sits in the corner. Much of the room is taken up by simple but comfortable looking feather bed, and a sturdy looking hardwood chest.

On the desk is an unfinished letter to Nohlan Wheelmaker, Jr. stating that payment for his father's rent has not yet arrived. The letter trails off as if the writer were interrupted.

The chest is locked, requiring a successful DC 13 Dexterity (Thieves Tools) or Strength (Athletics) check to open. Inside is 47gp, a small gold locket painted with a rosy cheeked blonde woman and a bearded young man, and a silver music box worth 10gp.

5 - ALBERTA & WENDY'S ROOM

The sign on the door of the room reads "Alberta and Wendy's Room." Inside are two beds and two footlockers. Next to one of the beds is a picture of Alberta with her children when they were younger. Next to the other is an extensive collection of mounted butterflies.

If the party convinced Alberta to rest, she will follow them to this room and lay down in her bed, still kicking her feet to the rhythm of the flute. If she is in the room, she will scold anyone who attempts to rifle through the footlockers.

Inside Alberta's footlocker is an old set of performer's clothes, a dulcimer and a sack containing 3gp. Inside Wendy's footlocker is two nets, a comprehensive book on insects and a bottle of fine sherry.

6 - STORAGE CLOSET

A small closet that holds dried foods, a mop and bucket, and a tin bathtub stood up on its side.



7 - STAIRS AND HALLWAY

The flute music grows louder as you approach the stairs. You hear an old man grumbling wordlessly at the top of the stairs. As you climb the first steps, an old half-orc man holding two canes comes tumbling down the stairs with a crash.

If the person leading the way up the stairs succeeds on a DC 13 Dexterity saving throw, they will catch the old man and steady him. Otherwise, everyone on the stairs will tumble down, taking 1d8 damage.

The old man is **Nohlan Wheelmaker** (stat as a **commoner**). He is almost completely deaf, but he can read lips reasonably well, understanding about half of what the party is saying. He woke up from a nap and everyone was gone. He does not speak, but has a small slate hanging around his neck that he writes on. He is completely unaffected by whatever magic has enraptured the rest of the residents.

8 - MERK'S ROOM

The wooden sign on the door reads "Merk's Room." A sandalwood chest sits at the foot of the bed with a tattered leather banner hanging over it that reads "Mad Merk's Spice Boutique. Merk beats anyone's advertised price or your mustard is free!"

Inside the chest is a hand crossbow with 10 bolts, a leather pouch containing 10gp and a collection of exotic spices. There is a letter from Merk's daughter saying she's sorry the meals have been so awful in the home, but she'll keep sending lots of fancy spices to make them better if that's what he needs.

9 - NOHLAN & BORD'S ROOM

The sign above the door reads "Nohlan and Bord's Room." Inside are two beds: one very small and one very large. Next to the small bed, a yellowed paper hangs on the wall, a commendation for bravery during the "Sewer Monster Incident." On a nightstand next to the larger bed are a few tusks and animal bones, scrimshawed and carved with intricate patterns.

A suitcase under the larger bed contains a carving kit and a handmade holy symbol of Kord. The scrimshawed tusks could be worth 15gp to an art collector.

10 - BERTHA'S ROOM

The sign above the door reads "Captain Bertha's Room." The word "Captain" was clearly added in later by a shakier hand. A half completed ship in a bottle sits on a wooden chest in the corner of the room.

The chest is locked, requiring a successful DC 13 Dexterity (Thieves Tools) or Strength (Athletics) check to open. Inside is a set of silken clothing worth 30gp of the fashion that a pirate lord might wear. The chest also contains a small metal lockbox that rattles with coins. The lockbox has a masterwork lock and would require a DC 26 Dexterity (Thieves Tools) check to open. Inside the lockbox is 1,500 gp.

11 - ROOFTOP TERRACE

The music of the flute hits you hard as you walk out onto the rooftop, pulling your body and forcing you to sway and swing to its rhythm. A dwarven man cooks kebabs over a hastily made fire as he swills a beer. A sharp-faced old woman with iron gray hair dunks a bald man into a half full barrel of beer. The prim woman in the unbuttoned dress wanders over to you, dancing as if in a daze.

Presiding over it all, a goat-legged man capers jauntily, completely focused on the powerful music he plays on his flute.

The creature playing the flute is a **satyr** with a flute that plays a charming melody. As the party enters the rooftop, they must succeed on a DC 13 Wisdom saving throw or be charmed by the music and forced to dance uncontrollably for the next minute. At the end of the minute, they must attempt the saving throw again, with disadvantage. A creature that succeeds on the saving throw is immune to the effect for 24 hours. Every hour that a creature spends dancing grants one level of exhaustion.

The satyr is jovial and open to brief bits of conversation between songs. A persuasive argument accompanied by a successful DC 18 Charisma (Persuasion) check might convince the satyr to leave, especially if the party agrees to be in his debt. If the satyr is engaged in combat it will defend itself, attempting to open up a portal to the Feywild and escape if brought to half health.

If the satyr is run off, killed, or convinced to leave, the residents will exit their daze. The Widow Adelson will be mortified that her blouse is mostly unbuttoned and her hair is down. She will offer the party 30gp for the assistance. All of the residents agree that despite their exhaustion, this was a fun day and they should throw some raging parties more often.

SICK HOUSE

A facility for the care of plague ridden and terminally ill patients. The building is gated, fenced and covered in painted quarantine symbols

- **Map.** Tenement House
- **Tone.** Dark
- **Playstyle.** Mixed
- **Max CR.** 3
- **Rumors.**
 - A person in town is worried about one of their family members who contracted a disease and are being kept in the sick house. They'd like the party to go and check in on them.
 - An NPC that the party knows disappears suddenly. The party is informed that they contracted an illness and have been taken to the sick house for quarantine.

1 - ENTRYWAY

A large quarantine symbol is painted on the door. A posted sign reads "WARNING: Inhabitants are infected. If bringing newly ill, please inquire within."

2 - RECEPTION ROOM

The receiving area is clean and sterile. A brass bell sits on a table with a sign that reads "ring for service."

When the bell is rung, **Bruce Lansdale** will rush in and greet the party. He is an older human wearing a pristine white coat. Bruce is a **mummy** who is able to retain some of his humanity using dark magic. He radiates a strong evil presence if a *detect good and evil* spell is cast in his vicinity. Bruce carries a rod of remove curse with two charges remaining and a key to Room 11.

Bruce will ask the party if they are ill, or else what their business is. If the party requests it, he will let them walk through the house with his supervision, as long as they understand that the residents are highly contagious and agree that Bruce is not responsible if they contract anything.

THE TOUR

If the party chooses to go into the house with Bruce, he will guide them from room to room or to the room of a specific resident of their choice, as requested. At certain points, he will attempt to casually brush up against the adventurers, attempting to pass along his mummy rot stealthily. When he attempts this, the party must succeed on a DC 16 Wisdom (Perception) check to notice his action. The touched party member must succeed on a DC 12 Constitution saving throw or contract mummy rot, as detailed in the mummy entry in the *Monster Manual*.

If any of the adventurers contract mummy rot, Bruce will take them to the empty beds in Rooms 9 and 10 and hook them up to the machines that the other residents are attached to. These machines drain 1 point of Constitution from anyone attached to them every 24 hours. Every point of Constitution drained grants Bruce's rod of remove curse one charge. A drained player gains one point of Constitution back for every 24 hours of bed rest once they have been detached from the tubes.

A successful DC 16 Wisdom (Medicine) check on any of the patients in the house identifies the disease as mummy rot. Bruce evades questions about mummies, saying he remembers a string of attacks a few months ago.

If asked about the machines, Bruce explains that he needs to take the infected fluids out of the patients and purify them to keep them alive. A DC 16 Intelligence (Arcana) check on the machines identifies that they are fueled by necromantic magic.

3 - HALLWAY

As you enter the hallway, your nose is assaulted with the sickly sweet smell of rot and disinfectant.

4 - DWARF'S ROOM

A dwarven man lies in the bed, sleeping fitfully. He is clearly weak and is sweating profusely. A large metal contraption sits at his bedside, attached to the sick man through a series of tubes that transfer fluids back and forth from the body to the machine.

The dwarf is reaching the end of his life and will not regain consciousness no matter what. He can be heard mumbling in his sleep, what sounds like fevered rambling and scattered memories.

5 - HUMAN'S ROOM

A human woman sits stock still, attached to a siphoning machine. As you enter the room, she begins to scream. "Please, I beg you, free me from these machines. They're killing me! Please!"

Bruce will explain (falsely) that the woman is hallucinating from her illness and attributing the pain of her body deteriorating to the machines. The woman will continue to beg to be released. She is beyond reason from pain and will not answer questions. She begins to shout at Bruce that he is killing her, at which point he turns a dial on the machine and the woman drops into a sedated sleep.

6 - STORAGE CLOSET

The storage closet is stacked neatly with gauze and spare sheets. A few shelves hold the possessions of the patients, including an ornate greataxe, a silver ring and 45gp.

7 - UPPER LANDING

The stairs lead up to the second floor hallway, where the smell of rot and disinfectant abates a bit, but is still present.

8 - HALF ORC'S ROOM

A half orc woman lies calmly in bed with her hands clasped over her chest. "Hello, Doctor" she says as Bruce enters the room. "I think I'm feeling a bit better today."

"That's good, Brunetta," Bruce replies. "I'm sure you'll be back on your feet in no time."

Brunetta (stat as a **berserker**), makes pleasant conversation with the party. She is in pain, but she's bearing it as well as she can. As the party makes to leave the room, Brunetta grabs the hand of the last person to leave. Read the following:

Brunetta grabs your hand firmly, stopping you from leaving as her eyes follow Bruce out of the room. "Listen to me," she says in an intense whisper. "He is a monster and he needs to die. I swear this to you. Get me my axe and I'll do it myself if I have to."

If the party tells Bruce what Brunetta said, he will sigh sadly, saying that she is always trying to escape, but she is too weak. He'll go in and dial up the sedation on the machines as she rages, quickly sinking into sleep.

If the party brings Brunetta her axe from Room 6, she will immediately cut her tubes, roaring in anger as she feels her strength returning. She will rush at Bruce, slicing him open and revealing that he does not bleed. He will laugh and attack the party once he has been revealed.

9/10 - EMPTY ROOMS

These rooms contain empty beds next to the same machines as the other rooms. If Bruce manages to infect anyone with mummy rot, he will bring them to these rooms and attach them to machines. See the "The Tour" section in Room 1 for the effects of the machines.

11 - ROOFTOP

The door to the roof is locked, requiring Bruce's key or a successful DC 18 Dexterity (Thieves Tools) or Strength (Athletics) check. If the party asks Bruce about going up to the roof, he insists that it is too dangerous and will not let them up there. If they manage to open the door while Bruce is alive, he will reveal himself and attack. If the party enters the rooftop, read the following:

The rooftop is enclosed with a thick mesh, obscuring vision from the outside. An ornate sarcophagus sits in the center of the room, door ajar.

Inside the sarcophagus is a gold statue worth 450gp, as well as a bejeweled +1 dagger. If the sarcophagus is destroyed, Bruce will crumble to ash. A successful DC 18 Intelligence (History) check on the sarcophagus will cause the player to remember a story about a king from an ancient time who had his body embalmed when he died, hoping to someday be reanimated and rule again. Apparently his wish was partly granted.



MAPS

HOUSE - MANOR



HOUSE - PEASANT'S



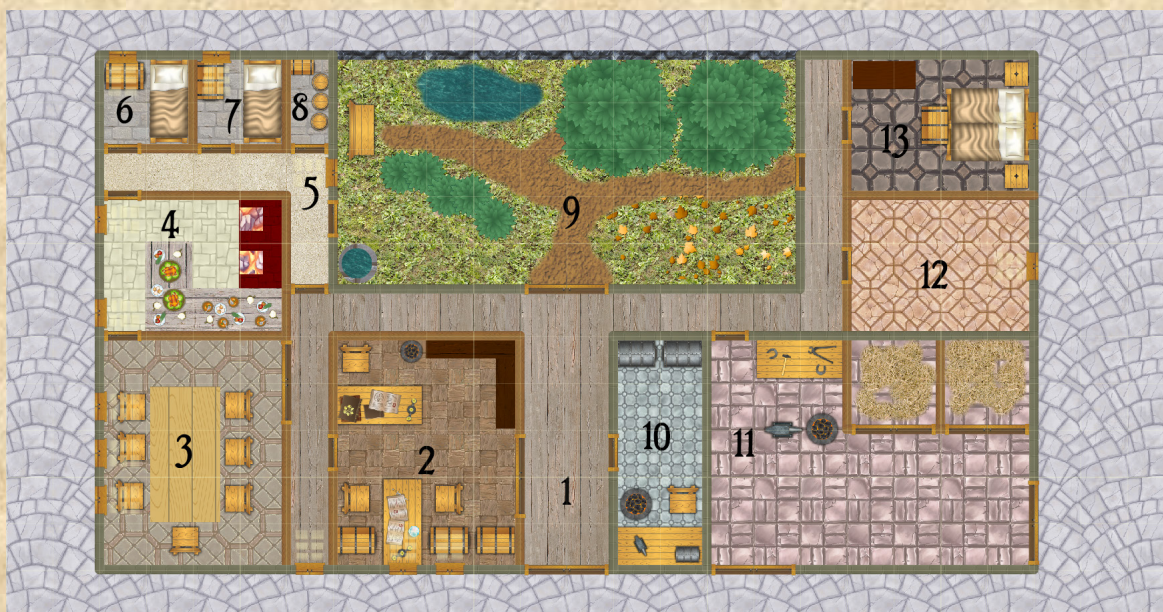
HOUSE - RURAL (ONE STORY)



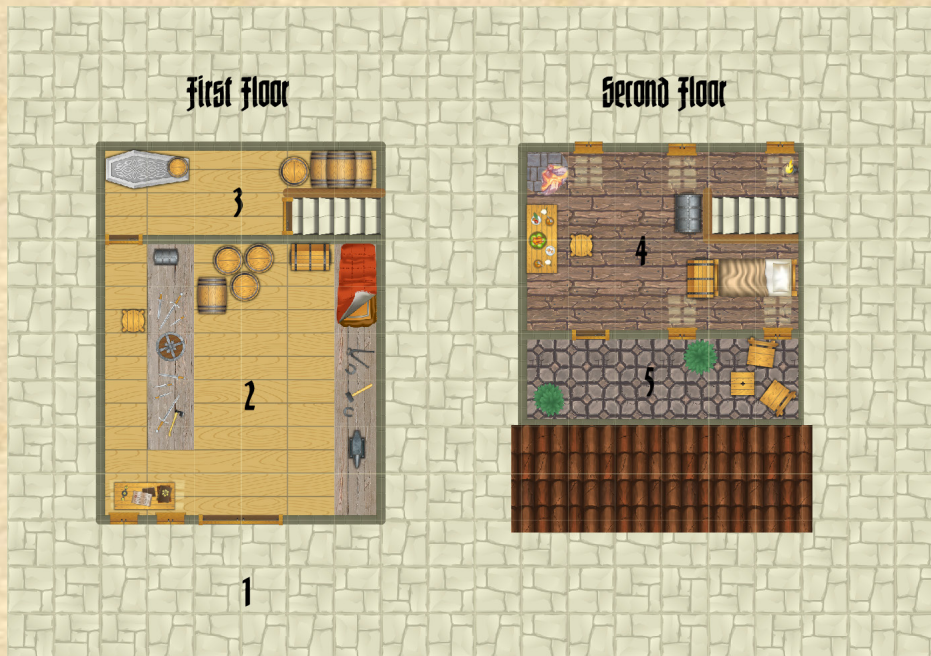
HOUSE - RURAL (TWO STORY)



MERCHANT'S TOWNHOUSE



SHOP



TENEMENT HOUSE

