

TERROR AT SOWARD MANOR



Soward Manor has been abandoned for years, recently serving as a hiding place for bandits and criminals. Strange noises and lights bring the mansion back to the attention of Mulmaster. What is happening at Soward Manor, and how significant is the threat? The first adventure in the Pilgrim's Progress trilogy.

*A Four-Hour D&D Adventurers League Convention
Created Content Adventures for 5th- 10th level
characters brought to you by*



Written by SHAWN MERWIN
Adventure Code: CCC-CIC-10
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Development and Editing: Greg Marks and Melissa Holm

Produced by Cold Iron Conventions

Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Lysa Chen, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick

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Introduction

Welcome to *Terror at Soward Manor*, a Convention Created Content D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system. This is the first adventure in the Pilgrim's Progress trilogy.

This adventure is designed for **three to seven 5th – 10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

This adventure provides suggestions in adjusting for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, level, passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.).

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League; however, they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Adventure Primer

Adventure Background

During the devastation of the city of Mulmaster at the hands of the cults of Elemental Evil, Nelvon deJun, a high-ranking member of the Cloaks, found himself in a strange position. Already reeling from the kidnapping of his brother Larch by a family seeking revenge on the Cloaks, the inability of his beloved Cloaks to stop Mulmaster's destruction caused Nelvon to lose faith in that group.

When the devastation orbs brought down the city, Nelvon was at a secret prison where the Cloaks housed individuals deemed too dangerous to simply exile from Mulmaster. These people were no mere wizards refusing to bow to the Cloaks—they were innocents infused with wild magic that they had no idea how to harness and control.

Remorseful of his actions as a Cloak, and fearful that those in the prison would perish during the catastrophe wrought by the elemental cults, Nelvon freed the prisoners and, assisted by his brother Larch, led them safely out of the city.

Nelvon brought his charges to an abandoned Cloak safehouse called Soward Manor northeast of Mulmaster, a small manse on a cliff overlooking the Moonsea. He picked up a few other survivors on the trip—normal folks injured or terrified during the cataclysmic events in Mulmaster.

In the year since the devastation, Nelvon has secured his new home, ensured the safety of the magically enhanced individuals, and established a small community for those seeking refuge. He's used the magic at his disposal to set up traps and scary effects in and around the manor, hoping to dissuade anyone from disturbing his new home.

As the adventure (and trilogy) begins, the peace established at Soward Manor is about to be shattered. A Cloak named Lillah Whitewinter, obsessed with tracking down the escaped prisoners, finds a lead. She sends adventurers to the manor, untruthfully claiming that the place is haunted and needs to be investigated. She hopes they can confirm the escaped prisoners are there, and that the adventurers can deal with any dangerous situations.

This trilogy occurs before the events of the Red War.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Soward Manor (SOW-erd). This large estate on the cliffs overlooking the Moonsea west of Mulmaster once belonged to the strange and eccentric Soward family. When the family passed away, they left the estate to the Cloaks of Mulmaster. The Cloaks used it as a safehouse and holding area for prisoners until it fell out of use a few years ago.

Lillah Whitewinter (LIE-lah). A high-ranking member of the new Cloaks of Mulmaster, Lillah is an elf who has been tasked with hunting down dangerous individuals who escaped from the Cloaks when Mulmaster fell. She is obsessed with her job and uses all means at her disposal, including unscrupulous ones. Her face was marred by an explosion during the devastation, and she wears a low hood to cover her face whenever possible.

Nelvon deJun (NELL-vahn day-JOON). Nelvon is a human in his early 40s, with a long, dark mustache and close-cropped black hair, grey starting to creep in from the edges. Ambitious with an eye for detail, he was a true believer in the righteousness of the Cloaks before the devastation orbs brought the city down. Now he spends his time protecting his charges from persecution. He works to help others control their powers, even hoping to provide training that might allow them to use their powers productively. Nelvon was first encountered in *DDEX2-1 City of Danger*.

Larch deJun (LARCH de-JOON). Larch is a human in his mid-20s, thin and wiry with a mop of dark hair. He assists his brother Nelvon in keeping the community at Soward Manor functioning. He has trained to become a knight since being attacked by a family bent on revenge against his. Larch was first encountered in *DDEX2-1 City of Danger*.

Joleeanna Sprigwig (joe-lee-AH nah SPRIG-wig). A forest gnome conjurer who lives at Soward Manor and helps protect the people there. She pretends to be insane, claiming she is the Earthmother, a goddess of nature.

Freeanna Sprigwig (free-AH nah SPRIG-wig). A forest gnome bard, sister of Joleeanna, who lives at Soward Manor and helps protect the people there.

Adventure Overview

The adventure is broken down into three parts:

Introduction. A Simple Investigation. Lillah Whitewinter asks the adventurers to investigate Soward Manor, a purportedly haunted house on a clifftop estate outside of Mulmaster.

Part 1. Fight or Flight. At the manse, the adventurers first encounter a band of hobgoblin brigands also investigating the mansion. The brigands attack, and if the adventurers take prisoners, they can learn some interesting information about the mansion that the hobgoblins observed.

Part 2. Not-so-fun House. The mansion is large, and the current occupants have set traps and created illusions to dissuade investigations, along with other guards and magical impediments. Through careful exploration and perseverance, the adventurers can work their way to the basement, where they encounter Larch and his charges. The adventurers have options to attack, parley, or use some combination. The adventurers learn of the backstory of Nelvon deJun and the community at Soward Manor.

Part 3. Magic Hunt. After a resolution with the occupants of the manor, the adventurers can locate Nelvon, who fled with one of the magic-infused individuals. They witness her being taken, and clues at the scene reveal that the attacking force came from a base on Peril Island, a storied and dangerous area within the Moonsea.

After the fracas, the adventurers might be introduced to Lord Milben Von Finklestein and his husband Zor Peerless Von Finklestein who are helping fund this refuge. The adventurers must also decide what to tell Lillah Whitewinter.

Adventure Hooks

Story Hook. Cloak Lillah Whitewinter is a powerful figure in her organization, and she is rising quickly thanks to a strong personality and a fanatical following. Any player with a faction is told to approach her about important work for which she is looking for adventurers. Non-faction players also hear rumors that Lillah is looking for adventurers.

Do You Want to Know More?

This adventure is the tenth adventure associated with Mulmaster, Windy Valley, and the people with an interest in it. You can learn about other Cold Iron Conventions shows in Milwaukee & Chicago by going to <http://www.coldironconventions.com/>. All of these adventures brought to you by Cold Iron Conventions can be purchased at <http://www.dmsguild.com/>.

Introduction. A Simple Investigation

Estimated Duration: 15 minutes

Story Beat: The party is hired to look into a reputedly haunted manor.

When the players are ready, read:

Following rumors about important and potentially lucrative work, you now stand in a wooded glen south of Mulmaster. You arrived at or before the appointed time, as did several other adventurers [the other characters]. You were expecting to meet a high elf named Lillah, but she is not present.

Give the players a chance to introduce their characters and roleplay for as long as you want them to. When you are ready to continue, read:

A cloaked figure appears out of thin air. She wears a thick red cloak and a Brotherhood of the Cloak pin, the hood pulled low to obscure her face. "You all appear to be capable and up to the challenge, based on what I have heard. So here is what I need. There is an abandoned manor on the Moonsea coast to the north and east of Mulmaster. Rumors say it's haunted. The job is simple: go to the manor, investigate it, and make sure there is nothing true about these rumors. Clear out any threats you find, and then meet me back here at Highsun on whatever day you finish. I will check in each day. Each of you will receive 100 gold coins when you complete your mission. You also can keep any treasure you find, as long as no other owners come forward. Do not destroy the house. Don't try to trick me, because I'll send people to the manor after you say you investigated it, and if you're lying to me, you'll be imprisoned by the Cloaks. Any questions."

Use the following bullet points to guide further conversation

- If they ask about the manor, Lillah tells them it once belonged to the eccentric Soward family, who were rumored to be involved in crime, strange rituals, and other terrible deeds. These claims were never proven.
- With a DC 10 Intelligence (History) check, or if they would normally know this information, the adventurers know that the Cloaks are a Mulmaster-based organization that oversees users of arcane magic. The Cloaks register all

arcane casters in the city, and those who do not register are sanctioned, either by a fine, imprisonment, both, or worse.

- If they ask for more payment, Lillah refuses. She tells them that other adventurers can be easily found.
- Lillah recognizes any character's that are members of the Cloaks and expects them to help out without question. If they do so, she will put in a good word for them.
- With a DC 15 Wisdom (Perception) check, a character can get a peek under Lillah's hood. She is a high elf, and her face is scarred from what looks like fire and possibly shrapnel. [She was caught in the blast of the devastation orbs in Mulmaster and barely survived.]
- With a DC 20 Wisdom (Insight) check, a character can get the feeling that Lillah is hiding information. If they make this check and question her further while succeeding on a DC 20 Charisma (Persuasion) check, she reveals one more piece of information. She also automatically tells adventurers who are members of the Cloaks in good standing: *"Soward Manor was, 5 years ago, a safehouse for the Cloaks, where we'd keep particularly dangerous people. It fell out of use, and we don't expect that the happenings there are related to the place's use as a safehouse back then. That said, we might use it again in the future, so we need to know what's going on."*
- Lillah won't, under any circumstances, tell the adventurers about her suspicions that Soward Manor is being used to house dangerous people with uncontrollable magical abilities.

If the adventurers are willing to take on the mission for Lillah, she gives them exact directions to Soward Manor. The trip is roughly 8 hours from their current location. Continue to **Part 1 Fight or Flight**.

Part 1. Fight or Flight

Estimated Duration: 45 minutes

Story Beat: The characters encounter a group of hobgoblin bandits who believe the manor isn't haunted but is instead infested with another bandit gang.

When the adventurers arrive at Soward Manor, they see a two-story building set about half a mile off the main road. The path from the road to the manor, which is set upon a cliff, is rocky and overgrown with weeds and bushes.

General Features

The path leading from the main road to Soward Manor is overgrown with trees, weeds, and bushes.

Terrain. All the terrain between the main road and the manor house is difficult terrain, with plenty of bushes and tall grass for hiding.

Weather. The sky, whether day or night, is cloudy and threatening rain.

Light. Enough sunlight is present to light the day brightly. It is dark at night.

Smells and Sounds. The wind brings cool, wet air from the Moonsea. The land smells of weeds, pollen, and damp earth.

The trip along the main road between Mulmaster and Soward Manor is uneventful, passing only a few merchants, coming from Fort Iron, who had no news. Now you stand on the path leading from the main road to Soward Manor. The manor house sits on a cliff overlooking the Moonsea, at least a half-mile from your current location.

The grounds between you and the house are an overgrown tangle of grass, weeds, bushes, and small trees. Even the path, which was once composed of cobblestones to expedite carriage travel, is an overgrown mess.

A **hobgoblin warlord** called Krohaul and his four **hobgoblin iron shadow** mercenaries hide in the tall grass just off the path. They were watching the house, but now they focus their attention on robbing the adventurers.

They know the location of the traps in the immediate vicinity, so they avoid them, while at the same time trying to maneuver the adventurers into them during combat.

Hidden Foes. Adventurers must succeed on a DC 15 Wisdom (Perception) check to spot the hidden foes. Those failing the check are surprised when the hobgoblins jump up and attack.

Tactics. One of the iron shadows can use *silent image* to make ghosts appear, hoping to distract

the adventures into attacking the illusions.

Adventurers interacting with the illusions must succeed on a DC 12 Intelligence (Investigation) check to reveal the magical nature of the illusions.

They can also use *expeditious retreat* to flee past trapped areas, forcing adventurers to pursue through the traps.

Traps. Several pit traps dot the area between the main road and the manor house. These traps are located both on and off the manor path.

Pit Trap

Simple trap (Levels 5-10, moderate threat)

These pits were dug and covered by the residents of Soward Manor as a way to catch food and keep away intruders.

Trigger. A character steps on a trapped area.

Effect. If the trap is sprung, the pit opens. Those affected must make a DC 15 Dexterity saving throw or fall into the 30-foot deep pit, taking 10 (3d6) bludgeoning damage.

Countermeasures. A successful DC 15 Wisdom (Perception) check reveals the trap. Climbing out of the pit requires a DC 10 Strength (Athletics) check on each round that the creature climbs.

Interrogation. Any of the hobgoblins, if questioned after a successful DC 15 Charisma (Intimidation) check, admit that they are a local bandit troupe. They heard that some other bandits might be using Soward Manor as a hideout, so they were going to investigate. They have only, so far, been able to watch the house for a few hours having spent most of their time locating the pit traps. They have seen no signs of movement in the area but have heard a few strange sounds and lights coming from the second floor of the manor house.

Treasure

Krohaul wears a belt pouch containing 120 gp and a diamond worth 200 gp. He also carries a dainty necklace with a silver crescent moon pendant that he found near the manor. (This is a trigger key to the portal in area L of part 2. The significance of this items will become apparent later.)

Each of the iron shadows carries 25 gp and a *potion of healing*.

Part 2. Not-so-fun House

Estimated Duration: 120 minutes

Story Beat: The characters discover the manor is not haunted or housing bandits, but is instead being used to hide magical refugees.

DM's Note. Managing time in Part 2 can be tricky. The house's inhabitants do not want to fight. However, they fight to the death to defend themselves and each other.

The tone of this encounter is meant to be spooky. The first few downstairs rooms hold magic and traps rather than combats. Play this up rather than hurrying the adventurers along. Once you have exhausted the tricks and traps, introduce the adventurers to the inhabitants.

If you run short on time, put the inhabitants, particularly Larch deJun, in the characters' path. From there, the revelations of the truth behind the occupants can be handled relatively quickly, and you can move on to Part 3 for the finale.

Rests in the House? The adventurers can get away with taking one short rest in the house, but if the adventurers attempt a second short rest—or a long rest—the occupants act.

Nelvon sends Larch, Freeanna, the archers, and the spies to attempt to drive out the adventurers. This should then trigger a quick resolution.

Teleportation. Nelvon has secured the house and its basement against teleportation. Creatures can teleport within the house, but they cannot teleport into or out of the house.

A. The Front Porch

When the adventurers ascend the small hill and reach the front steps, read:

Stone steps lead to a wooden porch. The pine boards of the porch are warped and rotting. The sturdy double doors leading from the porch to the house are in excellent condition.

Entering the House. All of the windows of the house, on both the first and second floors, are boarded. Adventurers using extraordinary means (e.g. attacking the wall for tens of minutes, destructive magic, *passwall*, etc.) can go through the wall or boarded window.

The most obvious way into the house is the set of double doors. They, however, trigger the **force trap** on the stone stairs leading up the porch.

The Back Door. The manor house is on the very edge of a cliff overlooking the Moonsea. The land

around the edge of the house is loose and slippery, and it is dangerous to walk around. The back door is boarded up as well.

Attempting to access the back door, for example, requires a DC 10 Dexterity (Acrobatics) check. On a failed check, the person plummets 200 feet to the reefs and water below, doing 70 (20d6) bludgeoning damage.

If the characters search the beach below, they can find access to the caves (Part 3) with a successful DC 25 Wisdom (Perception) check.

Force Trap

Simple trap (Levels 5-10, dangerous threat)

The granite steps of the porch are etched with tiny runes that power this trap.

Trigger. A character reaches the top step leading to the porch without avoiding the trapped areas. The trap resets after one minute.

Effect. If the trap is sprung, an explosion of force hits everyone within 10 feet of the stairs. Creatures in the blast must succeed on a DC 15 Constitution saving throw or take 21 (6d6) force damage and gain 1 level of fatigue. Those who succeed take half damage and suffer no fatigue.

The force damage is accompanied by the illusion of a ghostly figure howling and thrashing around, then dissolving into nothing.

Countermeasures. A successful DC 20 Intelligence (Investigation) check reveals the runes that make the trap. The trap can then be avoided by staying to the far-left side of the steps and succeeding on a DC 15 Dexterity (Acrobatics) check. Each hour the runes shift to a new position, leaving a different safe path up the steps. They can also be removed by a *dispel magic* spell.

The Front Doors. The front doors are not locked, but they are closed. Unless the adventurers take care to oil the hinges before opening, the doors make a loud and piercing shriek when they open, alerting the occupants of the house to their presence.

Of course, if the adventurers trigger the force trap, the noise also alerts everyone.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter according to your group. These are not cumulative.

- **Very Weak or Weak:** Decrease the force trap's damage to 14 (4d6) force damage.
- **Strong:** Increase the force trap's damage to 33 (6d10) force damage.
- **Very Strong:** Increase the force trap's damage to 44 (8d10) force damage.



B. The Sitting Room

When the adventurers enter area B, read:

This large room contains furniture covered in cloth sheets. The place reeks of damp and mold. A grandfather clock ticks in the northeast corner. A shiny diamond is set into the clock face, where the hands meet in the center. Stairs lead up to a second floor.

The clock is cursed, haunted by a pair of **wraiths**. These creatures remain hidden within the grandfather clock unless the diamond in the face is disturbed. If it is touched or removed in any way, the wraiths emerge and attack. Abilities that detect undead are able to notice them, but they cannot be affected until summoned forth by touching the diamond.

The Clock. The clock is magical, powered by the small diamond in its face. Within the cabinet of the clock are two small skeletons of gnomes. They

attempted to rob the house several years ago, hid in the clock, but then died here.

If the wraiths are released, the clock becomes a center of necrotic energy. A creature that enters or starts its turn within 10 feet of the clock takes 7 (2d6) necrotic damage. With a DC 10 Intelligence (Religion) check as an action, the clock's necrotic aura can be reversed, doing the same amount of radiant damage to undead creatures within 10 feet. After the fight, the clock is ruined.

The diamond appears to be worth 10,000 gp, but 1 hour after it is removed, it turns to worthless glass.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter according to your group. These are not cumulative.

- **Very Weak or Weak:** No change.
- **Strong or Very Strong:** Add one **wraith** and increase the necrotic damage of the clock to 14 (4d6) necrotic damage.

C. The Den

When the adventurers enter area C, read:

This room contains a desk and rocking chair, as well as ruined paintings, moldy animal pelts, and a small bookcase. The rocking chair, situated behind the desk, is rocking under its own power.

The chair is being rocked by a modified version of an *unseen servant*. *Detect magic* or similar spells can spot the invisible manifestation.

Desk. Three of the desk drawers are unlocked and empty, but one of them is locked. It can be opened with a DC 10 Dexterity (Thieves' Tools) check, or it can be smashed open.

Inside the large drawer is a stuffed bobcat head, loaded on a spring to shoot out at the opener as the drawer is opened. It is also treated with a modified *fear* spell. Anyone within 10 feet of the drawer must succeed on a DC 15 Wisdom saving throw. Those who fail are frightened for 1 minute. During that time, they have the urge to get out of the house, running out the front door as quickly as they can and using the Dash action if possible. Note that they may trigger the front step **force trap** (see area A) in their panic to flee.

Treasure

Beneath the stuffed bobcat head is a glass vial, containing a *potion of water breathing* and a pouch containing 300 gp worth of opals.

D. The Sewing Room

When the adventurers enter area D, read:

This room contains chairs and tables holding several bolts of rotten and dirty cloth. Sewing baskets full of thread, needles, thimbles, and other tailoring implements are spread around the room. Several cloth dolls rest on shelves around the room. Many of the dolls have pins in them, and a larger doll with missing eyes has darts protruding from it.

Nothing of value is in the room. The darts and needles have been ensorcelled with a modified *telekinesis* spell.

Darts and Needles. After the first minute, each round that a creature remains in the room, they are attacked by flying darts and needles. Creatures must succeed on a DC 15 Dexterity saving throw or take 13 (3d8) piercing damage. Those that

succeed take no damage. Attacking the darts and needles does nothing as the pieces continue to attack. Magic might be used to block the missiles or remove the magic that animates them. The attacks end when the creatures leave the room.

E. The Taxidermy Room

When the adventurers enter area E, read:

This room teems with the equipment necessary to perform taxidermy. Countless stuffed animals, mostly small and poorly made, line the shelves of the room.

Nothing of interest or value is in the room. However, all of the stuff animals have been treated with magic, making their heads or eyes move to follow creatures in the room.

F. The Parlor

When the adventurers enter area F, read:

Comfortable furniture, covered in cloths, form a semi-circle around the fireplace on the west wall of this room. Runes are etched into the bricks of the fireplace, which is large enough to step inside.

The only item of interest in the room is the fireplace, which has been treated with magic to become a **fireplace trap**.

Fireplace Trap

Simple trap (Levels 5-10, deadly threat)

The fireplace is etched with tiny magical runes. The runes appear at first glance to be triggers to activate the magical fireplace, providing heat and light. Hidden within the activation runes, however, is a magical teleportation trap.

Trigger. A character reads the runes to activate the magical fireplace without first deactivating the trap, or someone steps into or searches the fireplace without deactivating it.

Effect. If the trap is sprung, any creatures within or adjacent to the fireplace must succeed on a DC 20 Strength saving throw or sucked into the fireplace and shot out of the chimney, taking 28 (5d10) bludgeoning damage. On a successful saving throw, the target takes half damage and wedges themselves in the chimney.

Those who fail the saving throw are also shot 80 feet into the air, taking 28 (8d6) bludgeoning damage when they hit the ground outside the house, unless they can find a way to break their fall using magic.

Countermeasures. A successful DC 10 Intelligence (Arcana) check reveals that the runes on the fireplace light

a magical fire in the fireplace with the command word “Ignan.” However, a DC 25 Intelligence (Arcana) check is needed to notice the trap, which is triggered if the fireplace is activated without the deactivation command words “Non Aero” being spoken first.

A *dispel magic* against a 7th-level spell can also disable the runes.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak or Weak:** Reduce the saving throw DC to 15 and reduce the trap’s damage 22 (4d10) and 21 (6d6) respectively.
- **Strong or Very Strong:** No change.

G. The Exercise Room

When the adventurers enter area G, read:

This room is filled with wooden training weapons: blunt swords, light maces, blunted arrows, and more. A few real weapons—swords, arrows, spears, and flails—hang from the walls. Sparring dummies with multiple limbs are placed around the room. Four shields, each bearing an image of a charging boar, adorn one of the four walls of the room.

In the northwest corner of the room, a large sack, the size of a person and bound with rope, wriggles and flops.

This weapons room has been ensorcelled to be a dangerous **flying weapons trap**. They are otherwise worthless and the bag is empty.

Flying Weapons Trap

Complex trap (Levels 5-10, deadly threat)

This room is a death trap of magically animated weapons.

Trigger. When a character enters the room and disturbs the sack, or when four living creatures enter the room, the trap is triggered.

Effect. If the trap is sprung, the door closes and all of the weapons and sparring dummies in the room animate, become a whirling mass of destruction.

Door. The door to the room closes and locks, and can only be opened with a DC 20 Strength check, a DC 20 Dexterity (Thieves’ Tools) check, or magic that opens locks. Three successes are needed to open the door.

Weapons. On initiative count 20, the weapons whirl throughout the room, attacking each creature once. Creatures must succeed on a DC 15 Dexterity saving throw

or take 27 (5d10) bludgeoning/piercing/slashing damage, or half on a success.

Countermeasures. The runes that power the trap are hidden behind the shields. The runes, once exposed by removal of the shields (no action necessary), can be deactivated. A DC 15 Intelligence (Arcana) check, DC 15 Dexterity (Sleight of Hand), or DC 20 Strength (Athletics) check is needed to deactivate, sabotage, or smash the runes. When all four runes are deactivated, the trap ends.

A *dispel magic* against a 5th-level spell can also disable a rune.

Leaving the room does not stop the weapons. They chase adventurers throughout the first or second floor, or even outside the house.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak or Weak:** Reduce the trap’s damage to 16 (3d10).
- **Strong or Very Strong:** No change.

H. The Dining Room

When the adventurers enter area H, read:

Several well-made chairs surround a finely crafted oak table. Ruined cabinets line the walls, each filled with smashed plates, cups, and mugs.

This room contains nothing of interest except for a rolled-up parchment secured to the underside of the dining room table.

Treasure

This parchment was a famous painting, stolen by the Soward family from a college in Waterdeep, and secured here until the heat of the crime faded. They family died out before it could be sold or mounted. The painting is worth 1000 gp to the right collector. The painting can be found with a DC 15 Wisdom (Perception) check, or if an adventurer specifically mentions searching under the table.

I. The Kitchen

When the adventurers enter area I, read:

This kitchen sports slate or marble fixtures and walls, making sounds echo. A fireplace in the corner of this room is cold. The rest of the room contains various wood- and oil-powered appliances: ovens, stoves, lamps, and open spits. Stairs leading down into the basement end in a door. A back door leading out of the house is boarded up.

The door at the bottom of the stairway leads to nowhere, having been blocked when the other entrances to the basement were created (see area L and part 3). The door is, however, trapped.

Kitchen Trap

Simple trap (Levels 5-10, deadly threat)

The door at the bottom of the stairs is locked. It is also magically trapped. If the trap is sprung, all of the appliances in the kitchen belch forth fire.

Trigger. A character attempts to open or unlock the door at the bottom of the stairs without first disabling the trap.

Effect. If the trap is sprung, any creatures in the kitchen or on the stairs are bathed in fire from the appliances.

Creatures in the area must succeed on DC 20 Dexterity saving throw or take 55 (10d10) fire damage. On a successful saving throw, the target takes half.

Countermeasures. A successful DC 15 Wisdom (Perception) check reveals runes on the door and stairs. A DC 15 Intelligence (Arcana) check is needed link the runes to the appliances, thus identifying the trap. The runes can be activated with a DC 15 Intelligence (Arcana) check or DC 15 Dexterity (Sleight of Hand) check. If the check fails by 4 or more, the trap is triggered.

The runes can be deactivated with a *dispel magic* spell against a 7th-level spell.

The Door. When the door is opened, there is a blank wall behind it. The cellar room that used to be behind this door has been filled with dirt and rocks.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak or Weak:** Reduce the saving throw DC to 15 and reduce the trap's damage 33 (6d10).
- **Strong or Very Strong:** No change.

J. The Pantry

When the adventurers enter area J, read:

This room is a pantry. It contains jars, buckets, boxes, casks, barrels, and other food and liquid containers.

If the adventurers investigate the containers, some contain food and drink that is old and rotten. Other containers, however, contain fresh supplies. A DC 12 Intelligence (Investigation) check realizes that this indicates someone is restocking it.

Treasure

One of the casks is marked **Pemlo's Lambic – Old '97**. It is a fine lambic brew from another world that the Soward family purchased on a trip to Sigil. It is worth 500 gp.

K. The Guest Room

When the adventurers enter area K, read:

This room is bare of furnishings, although piles of debris are scattered throughout the room.

The room is used by a family of opossum as a home. They are welcomed by the residents, for they can talk to the gnomes and act as sentries.

Creatures. If the adventurers search the debris piles, they find they are actually opossum nests. The opossums (a mother and three young) flee when they are exposed, unless the adventurers use magic or succeed on a DC 15 Wisdom (Animal Handling) check to calm them.

If the adventurers have a way to communicate with the opossums, the creatures can describe that two-legged creatures frequently come in and out of the house. They describe the two gnomes (the Sprigwig sisters) who talk to them and give them food. The level of helpful information the opossums give depends on how much guidance you think the adventurers need.

L. The Activity Room

When the adventurers enter area L, read:

This room contains implements of play and distraction. A table holds playing cards, a dragon chess board, dominoes, a three-dragon ante deck, and other games. Two dartboards with colorful darts hang on the south wall. A bar to assist dancers is attached to the wall. Charts also line the wall, each showing the dance steps to several popular—and some out of date—dances.

The entire north wall is covered with mirrors. Some of them are normal, while others are shaped to distort the image of the viewer, like at a traveling carnival.

The Mirror. The only way into the basement from within the manor house is through the **mirror portal** in this room. In order to activate the portal for 1 minute, a person needs to have a trigger key (a small silver crescent moon) and know the correct incantation ritual.

The ritual was hard to remember for some of the residents, so Nelvon hid the steps and words for it among the dance step charts on the wall. With a DC 10 Intelligence (Arcana) check, an adventurer can recognize one of the dance charts is actually not a dance but the verbal and somatic components that trigger the ritual; however, the person performing the ritual needs some sort of focus. According to the ritual on the wall, the character believes it will be small and silver. (Joleeanna Sprigwig in area M carries a trigger key in the form of a necklace, and the hobgoblins in part 1 found one as well.)

The ritual hidden in the dance chart can also be automatically noticed by any character with a background that would give knowledge of dancing: entertainers, performers, nobles, etc.

Adventurers stepping through the portal arrive in the basement (see Part 3). Using the portal sounds an alarm that warns when someone is coming and delays the arrival of the teleport, giving anyone in the basement 2 rounds to prepare.

M. The Master Bedroom

When the adventurers enter area M, read:

A large four-poster bed, massive desk, exquisite wardrobe, and smaller dressers decorate the room. Lying on the bed, wide awake and humming a tune, is a mangy-looking gnome. She smiles at you and says, "Visitors! I didn't hear the doorbell."

She whistles, prompting several small creatures to emerge from beneath the bed: a couple of parakeets, a ferret, three cats, a skunk, and an iguana. "I am the Earthmother, defender of nature. These are my children. And so are you!"

There was, of course, no doorbell....

The gnome is Joleeanna Sprigwig, a **conjurer** who lives with the community here and acts as a distraction when people get into the manor.

The Bluff. She is a great liar and actress, and her job here is to keep the intruders out of the cellar. Her first tactic is to convince the adventurers she is an insane yet harmless squatter who thinks she is a goddess called the

Earthmother, an avatar of Chauntea the nature goddess worshipped in the Moonshae Isles.

Once she does that, she attempts, using any lies required, to get the adventurers out of the house and away from the people she protects. She does not attack the adventurers unless she is forced to defend herself, and even then, she tries to escape rather than defeat them.

The Necklace. Joleeanna wears a small silver crescent moon pendant on a chain. If the adventurers comment on the necklace, she says it is her holy symbol. It is really a trigger key for a mirror portal in area M.

Adjusting Joleeanna Sprigwig

Make the following adjustments to the conjurer stat block to represent Joleeanna:

- Increase Charisma to 16 (+3).
- Add Deception (+6) as a trained skill.
- Add Gnome Cunning: Joleeanna has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.
- Add Darkvision: Joleeanna can see in dim light within 60 feet of her as if it were bright light, and in darkness as if it were dim light. She can't discern color in darkness, only shades of gray.
- Add Natural Illusionist: Joleeanna knows the *minor illusion* cantrip. Intelligence is her spellcasting ability for it.
- Add Speak with Small Beasts: Through sounds and gestures, Joleeanna can communicate simple ideas with Small or smaller beasts. Forest gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.
- Replace *cloudkill* with *teleport* at 5th level and replace *stoneskin* with *polymorph* at 4th level.

Roleplaying Joleeanna

Depending on how the adventurers treat Joleeanna, there is a chance she might trust them to be good people who would keep the secret of the community at Soward Manor. For example, if there are paladins and clerics of good deities who display their holy symbols prominently, she might decide to trust them. If so, she drops the façade of being a crazed gnome hermit. If so, she offers to take the adventurers to see Nelvon. If any character openly displays a pin of the Brotherhood of the Cloaks, she does not under any circumstances.

If the adventurers show no signs of being people who she can trust to protect the secrets of Soward Manor, Joleeanna does her best to get rid of the adventures. She might tell them that the secret of

Soward Manor is actually buried in the forests to the south of Mulmaster—even drawing them a map to get them out of the manor. You can play out the deception, even going as far as to send the adventures on a wild chase. Just narrate it quickly and get them back to the house afterward, probably quite angry. Mark off gold (10 gp each) spent for food and expenses as they chase false leads.

In the end, the adventurers might attack Joleeanna. If this happens, she teleports to the basement to warn Nelvon of the intrusion. As she does, though, she accidentally drops her necklace, which gives the adventurers a key they need to get to the basement.

Part 3. Magic Hunt

Estimated Duration: 45 minutes

Story Beat: This part of the adventure takes place after the adventurers find the portal and access the basement. The adventurers can fight or parlay with the defenders of the community, then they witness the kidnapping of one of the community members.

Larch, the Protector

The easiest way into the basement is through the portal (area L). There is also a long tunnel that leads to a beach exit, which is used by the occupants of Soward Manor in an emergency, or to access the Moonsea for fishing or hunting. If the characters search the beach below, they can find it with a successful DC 25 Wisdom (Perception) check.

The basement is one large room supported by pillars. It covers most of the area under the house, except for a small area under the kitchen that was filled in. In the basement, Nelvon and Larch have set up living quarters that are comfortable if sparse. They only use the rest of the house when necessary, retreating here when intruders are spotted.

Accessing the Basement

When the portal into the basement is used, the travelers appear through a mirror at the far western end of the basement. A sound tells people in the basement that someone is approaching, giving them 2 rounds to make preparations.

If the adventurers teleport in, Nelvon grabs the most powerful and dangerous of his charges, Florah Krayne, and exits quickly through the tunnel, which is covered with a tarp on the eastern basement wall. Other occupants of the community either hide (non-combatants) or prepare to defend the basement (the defenders).

Defenders. With Nelvon and Florah fleeing, the rest of the defenders of the community prepare for a fight. Larch deJun, a **knight**, is backed up by **bard** Freeanna Sprigwig, two **spies**, and 4 **archers**. If she knows the characters are breaching the sanctum and she is alive, Joleeanna Sprigwig, a **conjurer**, may follow behind them.

A Quick Resolution? If Joleeanna is with the adventurers, she can order the defenders to stand down, defusing a potentially disastrous situation. If she escaped from them and feels they are dangerous, she awaits their arrival with the other defenders.

If combat does start, the defenders attack hesitantly but forcefully, shouting at the characters things like, “*We will not let you hurt these innocents people*” and “*The evil Cloaks cannot continue to torture and imprison the innocent.*” Give the adventurers plenty of chances to cease hostilities.

If there are obvious Cloaks in the party and the party does not cease hostilities, the defenders target that character above all others, hoping to reason with the rest of the party once their Cloak master is incapacitated.

The Explanation

Assuming the adventurers do not kill all the combatants, Larch or one of the Sprigwigs can explain the situation. You can summarize the information from the Adventure Background.

- This community is comprised of people who fled Mulmaster during the *devastation orb* catastrophe.
- The community is harboring individuals suffused with wild magic. Some of them might pose a danger if sent into populated areas.
- The Cloaks, if they got access to these people, would capture them and imprison them—and quite possibly kill them. The deJun brothers and the Sprigwig sisters refuse to let that happen.

Even if the adventurers kill all the combatants, the non-combatants surrender and come out of hiding. One of them can relay the information that Larch or one of the Sprigwig sisters would otherwise have provided.

Following Nelvon

After the adventurers learn what is happening here, survivors can tell the adventurers that Nelvon took one of the community members, a young woman named Florah, through to tunnel to escape. They suggest the adventurers use the tunnel to find and talk with them.

The tunnel runs several hundred yards beneath the house and steeply down toward the rocky shore of the Moonsea.

Nelvon, Defeated

When the adventurers arrive at the end of the tunnel, they witness Florah Krayne being kidnapped and Nelvon deJun being struck down.



Emerging from the tunnel, a violent situation plays out before you. As the surf crashes against the rocky beach, many figures struggle. A girl dressed in peasant clothes and wreathed in an aura of magical energy is grabbed by a dwarf with an eye patch. The dwarf drops a pearl to the ground, and they both disappear.

At the same time, a human dressed in robes falls beneath the greataxes of a pair of wild-looking humans. Other threatening figures move toward you.

Nelvon is knocked unconscious as Florah Krayne is taken by the enemy, teleported away.

Four **berserkers** and four **swashbucklers** have stayed behind to deal with the adventurers. They go after their enemies with everything they have.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter according to your group. These are not cumulative.

- **Very Weak** Remove two **berserkers** and one **swashbuckler**.
- **Weak:** Remove one **berserker** and one **swashbuckler**.
- **Strong:** Add one **berserker** and one **swashbuckler**.
- **Very Strong:** Add two **berserkers** and two **swashbucklers**.

Development

If the adventurers defeat the enemies, they can rouse Nelvon, who was knocked unconscious.

Any prisoners the adventurers take can be forced, with a DC 20 Charisma (Intimidation) check, to admit that they are members of the *Satin Scourge*, a pirate outfit under the command of Captain Fillis Farview, the dwarf who stole the young human woman a few seconds ago. They arrived on the *Dapper Chap*, one of the ships in the *Scourge's* fleet, but it dropped them off in longboats and left. They were to return via teleportation.

Nelvon notes the young woman, Florah Krayne, was the most powerful and unstable member of the community. The wild magic was strong within her, and he was just starting to make progress with training her to control her magic.

As the situation is wrapped up, the survivors from the Soward Manor community and the adventurers are visited by Lord Milben Von Finklestein, his husband Zor Peerless Von Finklestein, and several retainers. The pair are powerful figures in Mulmaster, and they provide funding to the deJun and Sprigwig siblings.

They pay to perform a ritual of finding to locate Florah. After some struggles and hazy results, they realize he is somewhere in the middle of the Moonsea. Possibly on an island, or on a ship. They ask that the adventurers, if they do locate her, to help retrieve her.

Treasure

At this point, the adventurers must decide what to do about Lillah Whitewinter. The surviving community members, including the Von Finklesteins, beg the adventurers not to turn them in or tell Lillah of their presence.

The Von Finklesteins offer to double the reward offered by Lillah if the adventurers return to her and tell her that they found only some brigands, which the adventurers cleared out. Nelvon offers to throw in his *bracers of defense* if the adventurers agree to lie and help retrieve Florah.

The adventurers can do this easily, as Lillah is ready to believe the lie, then claim the reward (100 gp per character) from her and return to the Von Finklesteins in Mulmaster to collect the 200 gp per character from them.

If the characters tell the truth, she asks them to work undercover with the Von Finklesteins and recover Florah, but then return her to the Cloaks.

The series continues with *CCC-CIC-A2 Death at Peril Island*.

Rewards

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience

Total up all combat experience earned for defeated foes and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

Combat Awards

Name of Foe	XP Per Foe
Hobgoblin Warlord	200
Hobgoblin Iron Shadow	100
Wraith	50
Knight	700
Bard	450
Spy	200
Archer	700
Berserker	450
Swashbuckler	700

Non-Combat Awards

Task or Accomplishment	XP Per Character
Survive/Avoid the Pit Traps	300
Survive/Avoid the Force Trap	300
Survive/Avoid the Fireplace Trap	400
Survive the Flying Weapons Trap	1000
Survive/Avoid the Kitchen Trap	400
Refrain from Killing Any of the Members of the Community	500

The **minimum** total award for each character participating in this adventure is 4500 **experience points**.

The **maximum** total award for each character participating in this adventure is 6000 **experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
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Krohaul's Pouch	320
Iron Shadows Loot	100
Opals in the Den	300
Stolen Painting	1000
Pemlo's Lambic	500
Lillah's Reward	100/person
Von Finklestein Reward	200/person

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Bracers of Defense

Wondrous item, rare (requires attunement)

This item can be found in the *Dungeon Master's Guide*.

Potion of Water Breathing

Potion, uncommon

This item can be found in the *Dungeon Master's Guide*.

4 Potions of Healing

Potion, common

This item can be found in the *Player's Handbook*.

Story Award

As long as the characters do not kill any members of the Soward Manor community and agree to help retrieve Florah Krayne, they receive the following story award:

Protector of the Gifted: You have made an ally of deJun and the Von Finklestein families, and they remain your ally as long as you vow to protect the innocent gifted people of Mulmaster and the surrounding areas. If you gain further favor with them, it might pay greater dividends.

Renown

Each character receives **one renown** with their faction at the conclusion of this adventure.

This adventure counts as a Mulmaster adventure for members of the Brotherhood of the Cloaks.

DM Reward

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Lillah Whitewinter (LIE-lah). A high-ranking member of the new Cloaks of Mulmaster, Lillah is an elf who has been tasked with hunting down dangerous individuals who escaped from the Cloaks when Mulmaster fell. She is obsessed with her job and uses all means at her disposal, including unscrupulous ones. Her face was marred by an explosion during the devastation, and she wears a low hood to cover her face whenever possible.

Nelvon deJun (NELL-vahn day-JOON). Nelvon is a human in his early 40s, with a long, dark mustache and close-cropped black hair, grey starting to creep in from the edges. Ambitious with an eye for detail, he was a true believer in the righteousness of the Cloaks before the devastation orcs brought the city down. Now he spends his time protecting his charges from persecution. He works to help others control their powers, even hoping to provide training that might allow them to use their powers productively.

Larch deJun (LARCH de-JOON). Larch is a human in his mid-20s, thin and wiry with a mop of dark hair. He assists his brother Nelvon in keeping the community at Soward Manor functioning. He has trained to become a knight since being attacked by a family bent on revenge against his.

Joleeanna Sprigwig (joe-lee-AH nah SPRIG-wig). A forest gnome conjurer who lives at Soward Manor and helps protect the people there. She pretends to be insane, claiming she is the Earthmother, a goddess of nature.

Freeanna Sprigwig (free-AH nah SPRIG-wig). A forest gnome bard, sister of Joleeanna, who lives at Soward Manor and helps protect the people there.

Appendix. Monster/NPC Stats

Hobgoblin Iron Shadow

Medium humanoid (goblinoid), lawful evil

Armor Class 15

Hit Points 32 (5d8 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	14 (+2)	15 (+2)	11 (+0)

Skills Acrobatics +5, Athletics +4, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 2 (450 XP)

Spellcasting. The hobgoblin is an 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The enchanter has the following wizard spells prepared: Cantrips (at will): *minor illusion*, *prestidigitation*, *true strike*

1st level (3 slots): *charm person*, *disguise self*, *expeditious retreat*, *silent image*

Unarmored Defense. While the hobgoblin is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The hobgoblin makes four attack, each of which can be an unarmed strike or a dart attack. It can also use Shadow Jaunt once, either before or after one of its attacks.

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

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

Shadow Jaunt. The hobgoblin magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Both the space it is leaving and its destination must be in dim light or darkness.

Hobgoblin Warlord

Medium humanoid (goblinoid), lawful evil

Armor Class 20 (plate, shield)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	14 (+2)	11 (+0)	15 (+2)

Saving Throws Int +5, Wis +3, Cha +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 6 (2,300 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Multiattack. The hobgoblin makes three melee attacks. Alternatively, it can make two ranged attacks with its javelins.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

Wraith

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1800 XP)

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

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

Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Conjurer

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Condition Immunities blinded

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The conjurer has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *mage hand*, *poison spray*, *prestidigitation*

1st level (4 slots): *mage armor*, *magic missile*, *unseen servant*

2nd level (3 slots): *cloud of daggers*, *misty step*, *web*

3rd level (3 slots): *fireball*, *stinking cloud*

4th level (3 slots): *Evard's black tentacles*, *stoneskin*

5th level (2 slots): *cloudkill*, *conjure elemental*

Benign Transportation (Recharges after the Conjurer Casts a Conjunction Spell of 1st Level or Higher). As a bonus action, the conjurer teleports up to 30 feet to an unoccupied space that it can see. If it instead chooses a space within range that is occupied by a willing Small or Medium creature, they both teleport, swapping places.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Knight

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

Actions

Multiattack. The knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

Reactions

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

Bard

Medium humanoid (elf), neutral evil

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +4, Wis +3

Skills Acrobatics +4, Perception +5, Performance +6

Senses passive Perception 15

Languages Common

Challenge 2 (450 XP)

Spellcasting. The bard is a 4th level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following spells prepared:
Cantrips (at will): *friends, mage hand, vicious mockery*
1st level (4 slots): *charm person, healing word, heroism, thunderwave*
2nd level (3 slots): *invisibility, shatter*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Taunt (2/Day). The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 4) piercing damage.

Archer

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 75 (10d8+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Perception +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 3 (700 XP)

Archer's Eye (3/Day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Actions

Multiattack. The archer makes two attacks with its longbow.

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

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Spy

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Berserker

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (–1)	11 (+0)	9 (–1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Swashbuckler

Medium humanoid, any non-lawful alignment

Armor Class 17 (leather armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Skills Acrobatics +8, Athletics +5, Persuasion +6

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Lightfooted. The swashbuckler can take the Dash or Disengage action as a bonus action on each of its turns.

Suave Defense. While the swashbuckler is wearing light or no armor and wielding no shield, its AC includes its Charisma mod.

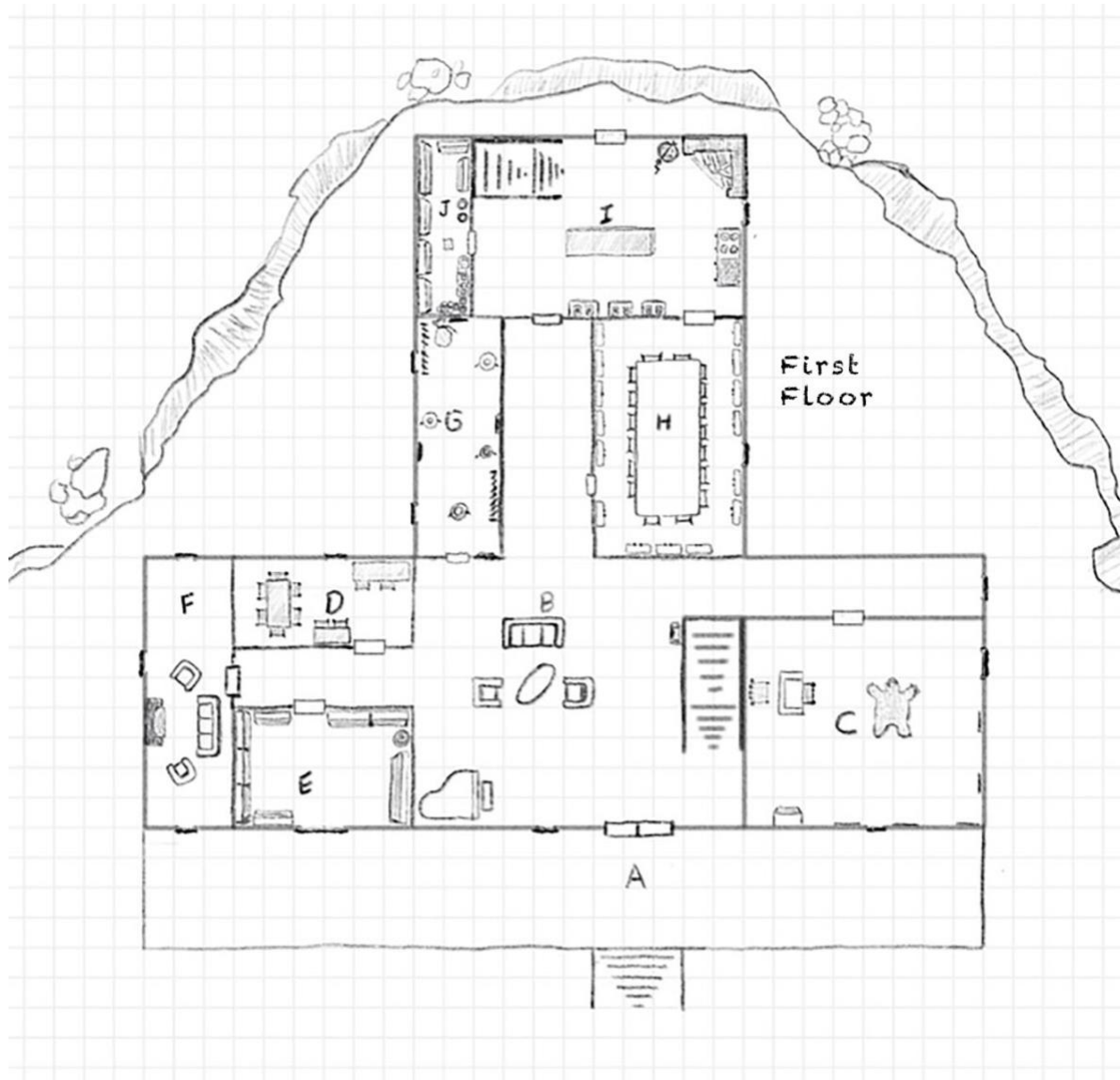
Actions

Multiattack. The swashbuckler makes three attacks: one with a dagger and two with its rapier.

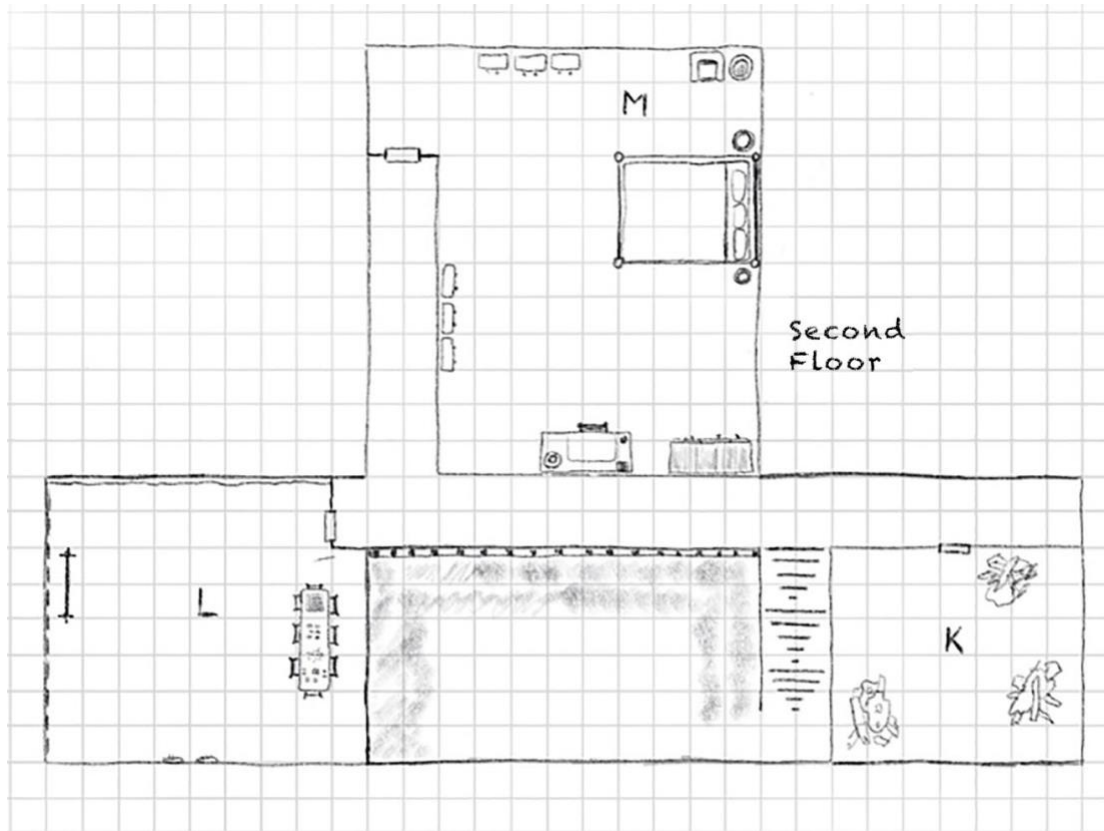
Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Appendix. Soward Manor Map (Ground Floor)



Appendix. Soward Manor Map (Second Floor)



Appendix. Rewards

Story Award

Protector of the Gifted: You have made an ally of the deJun and the Von Finklestein families, and they remain your ally as long as you vow to protect the innocent gifted people of Mulmaster and the surrounding areas. If you gain further favor with them, it might pay greater dividends.

Magic Items

Bracers of Defense

Wondrous item, rare (requires attunement)

This item can be found in the *Dungeon Master's Guide*. While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield.

Potion of Water Breathing

Potion, uncommon

This item can be found in the *Dungeon Master's Guide*. You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

4 Potions of Healing

Potion, common

This item can be found in the *Player's Handbook*.



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