



Haunted Memories

The search for Geoffrey's family mace leads you to a meeting with a famous thief. In exchange for the information she asks you to find a painting called Dawnsight. An easy task if you can withstand the haunted memories surrounding the painting.

A 4-hour adventure for 1st-4th level characters
Part 3 of the *Blight of Geoffrey* storyline



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Introduction

Welcome to *Haunted Memories*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Blight of Geoffrey*™ storyline season.

The adventure takes place in the old farmlands surrounding the town of Hulburg. This area is situated northeast of the Moonsea in the shadow of the Galena Mountains.

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

This adventure provides suggestions in making adjustments 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	Party	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, and 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

*"Deep into the darkness peering, long I stood there,
wondering, fearing, doubting, dreaming dreams no
mortal ever dared to dream before"*

-Edgar Allen Poe, *The Raven*

Adventure Background

Over fifty years ago the Lariman family built a farm a couple hours from Hulburg. The farm flourished by selling corn to the surrounding farms for their animals and to the people of Hulburg for food. Ceecil Lariman became a spokesman for the surrounding farms and often fought for their safety and respect to the surrounding communities.

Cecil was also an artist. Most of his paintings were of different events occurring at the surrounding farms. One day he felt the urge to create something different and painted a piece he called "Dawnsight". When he finished, he swore he could see the image of Lathander within the sun's rays.

Cecil took this image as a sign that he should spread the word of Lathander to the surrounding farms. He began converting his barn into a makeshift church complete with pews and pulpit.

The day after he began converting the barn, one of the field workers was planting the next year's corn harvest when he found a mysterious necklace made out of solid silver links. Dangling from the chain was a holy symbol that Cecil identified as belonging to the church of Cyric the god of murder. This holy symbol is the sole remnant of an old Cyric church that was on this property before the Spellplague. The necklace troubled Cecil so he removed the holy symbol from the chain and separated them. The chain was placed under some floor boards in the front hall and the holy symbol was locked in a chest in the attic.

On the day of his first sermon, something awful happened. More than thirty farmers were killed in an unholy attack from what the locals claim were ghosts. No one has returned to the site to figure out what happened.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Geoffrey Smith (JEFF-ree SMITH) Geoffrey is the head of the merchant house of the Smith's.

Kyanise Ell (KI-an-ees E-li): Kyanise is the Winged Panther and a childhood friend of Geoffrey.

Cecil Lariman (SEE-sil LAR-i-man): Cecil is Kyanise's grandfather who retired from adventuring to open a corn farm. Cecil found an old holy symbol belonging to the church of Cyric when he was tilling the fields. When he tried to hide it, an evil spirit from the old church possessed him.

Clovis Crane (CLO-vis CRANE): Clovis is a Skeptic in the Ghost Annihilators faction. When he heard rumors of a haunted farmhouse, he decided to investigate in hopes of ranking up within his faction. Clovis failed at trying to solve a puzzle and was turned ethereal and bound to one of the rooms in the house.

Adventure Overview

Geoffrey has asked the characters to meet with The Winged Panther to discern the location of his family's missing mace. The Winged Panther claims to know where it is, but want the party to do her a favor first.

Introduction. You Owe Me One (15 Minutes)

The party meets the Winged Panther in an old abandoned barn a couple hour walk from Hulburg.

Part 1. Children of the Corn (45 Minutes)

The party makes their way to the Winged Panther's grandparents' farm to retrieve an old piece of art called "Dawnsight". The party finds the corn fields surrounding the farmhouse overgrown, hampering their journey to the house. As they travel through the cornfield, the party discovers bizarre events that seem to have happened at the farm.

Part 2. This Old House (120 Minutes)

The party makes their way into the farmhouse where they continue to find clues as to what happened here sixty years ago. The party has a chance to meet a member of the Ghost Annihilators named Clovis Crane and encounter the creepy rooms of the old house. The party eventually finds information about the church in the barn and they find the Cyric holy symbol.

Part 3. Darkness in the Light (60 Minutes)

The party makes their way to the barn where they find "Dawnsight" and have to deal with the angry spirits of the old Cyric church.

Adventure Hooks

Lord's Alliance (Faction Assignment). The Lord's Alliance is especially interested in helping Geoffrey's family get their heirloom back. They have asked for you to meet with the Winged Panther to find out where it is.

Zhentarim (Faction Assignment). The Zhents are looking for more information about the Winged Panther. Recent stories of the thief have arisen and

the Zhent want to determine if the Winged Panther is a threat or a potential ally. You have been asked to attend a meeting with the winged panther to aid them and to gather information.

To Find the Mace. If a character has participated in *The Blight of Geoffrey* or *A Panther's Peril*, Geoffrey seeks them out and asks them to meet with the Winged Panther to find out where the mace is. The party is to find this information by any means possible.

Other Factions. The other factions have heard rumors and stories about the Winged Panther. They wish to figure out who the Winged Panther is. They have contacted Geoffrey and offered him your services in retrieving his family mace in return for any information about who the Winged Panther is.

Adventure Awaits!

To find more adventures produced by Mount Ogden Gaming Company, please visit our Author page on DMSGuild.com or our [webpage](#).

Introduction: You Owe Me One

Estimated Time: 15 Minutes

The cool, brisk air flows down the mountains into the city of Hulburg as you make your way to the dilapidated barn where you are to meet the Winged Panther. The quiet night is a welcome reprieve from the bustle of the city. In the shadow of a massive old oak tree, a partially collapsed barn greets you. The flicker of a fire and the smell of cooked pork causes you to salivate. You notice several other people enter into the building and hear happy voices inside. You walk in and see several adventurers sitting upon large logs around the fire, plates and mugs in hand. A tall person with a clean-shaven head wearing a porcelain mask greets you and offers you a plate of bacon and a mug of ale. "Sit down my friends, we have much to discuss but first, we eat!" She says in a soft voice.

Allow the players to go around the table and introduce themselves as well as what other characters would see when looking at them (What weapons are visible, what type of armor they are wearing, etc.)

"It has been brought to my attention that Geoffrey has hired you to find his family's long-lost mace. Isn't it funny? How our blood can drive us to do crazy things? I know the location of the heirloom, but first, I must ask a favor of you. You see, like Geoffrey, I too had a family that cared for me deeply. My grandparents used to run a farm outside the town of Hulburg, a couple hour's walk from here. My parents and I lived there until my ninth year when mom and dad decided to move us into the city. My grandfather was an amazing artist and one of his famous pieces of art is called "Dawnsight". It hung on their wall throughout most of my childhood. I'd like to get the painting back, and that is where you come in."

Give the players some time to ask questions if they wish. Here are some common questions that may spring up and her answers. If a question arises that isn't addressed, the Winged Panther refuses to set foot on her grandparent's property no matter what, she will not reveal her face beneath the porcelain mask, she also has no idea what caused the death of her grandparents.

"Why don't you just go to your grandparents' house and grab the painting yourself?"

- Something horrible befell my grandparents about ten years ago now. They were found dead and mutilated in their barn.
- The authorities were never able to solve the crime.
- Stories say the farmhouse became cursed and haunted and that is how my grandparents were killed.
- Bravery is a strong suit of mine, but I had a bad experience with some ghosts a few years back and it forever changed me. They are the only thing in the realm that scare me.

"Who are you?"

- I am an adventurer just like you. I often change the roles I play while adventuring.
- I have forsaken my real name as a punishment for the bad things I have done to survive.
- I hope to use the Dawnsight painting to restore my family's honor.

"Where is Geoffrey's family mace?"

- You will get the answer to this question when you return the painting to me.
- Speaking of family, if you bring any additional information to me on what could have caused the death of my grandparents, I will pay you an extra 200 gold each!

"What is our time table?"

- Due to certain upcoming events, I need the painting by 7 bells tomorrow morning. As I have an important appointment in the city that requires it.
- I am sorry to send you off in the middle of the night, but I hope the reward is worth it for you.

The Winged Panther offers the party a basic **healing potion** and an **antitoxin** to take with them on their journey.

When the party is ready, they make the hour walk to the farmhouse.

The characters have eight hours to complete the adventure for the most favorable ending. Different events within the story may take time away from this total. Use the time tracking sheet in **DM Appendix 2** to keep track of how long the module lasts. If the characters don't get to The Winged Panther by seven bells, she is gone and will not continue to help them.

At any point in time, a character may use inspiration to cause an activity to take 15 less minutes. (Except during short rests)

For each short rest a party takes during this adventure, fill in 60 minutes on the time track!

Part 1. Children of the Corn

Estimated Duration: 45 Minutes

The full moon glares down on you, lighting the landscape in a ghostly aura. As you crest a small hill, the farmhouse sticks out of an overgrowth of corn plants. Next to the house is a massive barn with a grain silo attached. A white fog edged with bluish tints caresses the corn stalks and surrounds the house. The farmhouse is clearly in disrepair with holes in its roof and boarded up windows. The only way to get to the house is through the nearly very tall corn plants.

This module is set up as a series of encounters for you to choose from. If the characters are roleplaying like mad through one of the encounters, let them take the full time on it! If the players are trying to move quickly, feel free to use multiple encounters to fill the time.

There is no map for the fields intentionally. You are empowered to create the cornfield however you like, or you can theater of the mind the field if you prefer. The most important thing to remember is to give the characters a chance to shine. If time is an issue, you may only use one or two encounters. If not, feel free to use them all!

General Features

Terrain. Twelve-foot-tall corn plants loom over the area. Different from most corn farms there is no order to where the plants are located.

Light. The bright moon provides dim light refracting through the fog however, the shadows of the corn plants provide some areas of complete darkness.

Smells and Sounds. The scents of dried vegetation with a lingering scent of cow manure. The occasional sound of leaves rustling and an owl hooting.

The Fields

Choose and run whichever encounters you'd like, these do not need to be run in the order they are printed.

F1. Something in the Mist

As the characters are making their way to the house, the fog enveloping the corn field starts to get a bit thicker. Have the characters attempt a successful DC12 **Wisdom (Perception)** check to hear a rustling noise to the right of the path they are currently walking. If the players wish to follow the noise, allow them to. Characters following the noise

who succeed on a DC 12 **Wisdom (Survival)** checks see human sized footprints beneath a few corn plants. Following the footprints for a minute brings the party to a giant hole in the ground. Characters with a **Passive Perception** score of 14 or less who must a successful DC 13 **Dexterity saving throw** or fall into the pit taking 3 (1D6) falling damage and landing prone.

Characters who didn't fall in realize that the hole looks to be a burial plot. As these characters notice this, the characters lying prone in the hole notice they are laying on 5 skeletal bodies. When the characters stand up, the hands of the corpses start crawling and trying to scratch them. The hands are **10 Crawling Claws** that attack the party using only their slashing damage until they are destroyed.

Adjusting this Encounter

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

- **Very Weak:** Remove 4 **Crawling Claws**
- **Weak:** Remove 2 **Crawling Claws**
- **Strong:** Add 1 **Skeleton**
- **Very Strong:** Add 2 **Skeletons**

Once the claws are defeated, the characters can search this burial pit. If they do, they find a **silver dagger** and 4 **silver crossbow bolts** that look to have pierced through the hearts of the skeletons.

If the characters chose to follow the rustling noises, fill in 30 minutes on the time track.

Treasure

A silver dagger and 4 silver crossbow bolts.

F2. Lost

Because of the height of the corn, the house can't be seen until the characters are right up on it, however, the grain silo next to the barn is tall enough to be seen. The characters should decide to use it as a beacon to help them get through the field. This encounter provides a chance to get the characters completely lost and waste some time.

The fog has risen a bit, allowing the characters to see more of their immediate surroundings, however, it now covers the grain silo, obscuring it from view. Read the following:

As you are walking toward the house, the fog begins to lift. As it does, you look around and notice just how thickly the corn has filled in the field. The sense of claustrophobia fills your guts. Your stomach lurches even more as you look up to the sky and notice you can no longer see the stars nor the silo you were using as a guide.

Have the party attempt a group DC 15 **Wisdom (Survival)** check. If **more** than half the table succeeds (rounding down), the award the party **100 xp** and move on to the next encounter.

If the party fails the group check, they become lost. Have the characters attempt a DC 13 **Wisdom saving throw**. If they fail, a character starts hyperventilating and is panicked. They then run sixty feet in a random direction.

Characters who are not panicked can then attempt a DC 13 **Intelligence (Investigation)** check to find a character who was panicked. Once they find the character, they may take one action.

If the panicked characters are found, they can then attempt a DC 13 **Wisdom saving throw** with advantage. If they haven't been found, they make this saving throw as normal. In either case, unless they are restrained by another character, they run off again.

Continue this process up to four times, or until no party members are panicked. After this time, the fog dissipates a bit and the party can again see the grain silo.

Each round of characters running away adds 15 minutes to the time track.

F3. Burning Question

As you continue towards the farmhouse, the sounds of screams echo behind you. Then, before you can turn to look, you get the acrid scent of smoke and burnt flesh. When you turn around, you see a massive wave of fire racing towards you!

The characters have six seconds to either run or stand their ground. If a character chooses to stand their ground, they take 3 (1d6) fire damage when the wall moves into them. They then take an additional 3 (1d6) fire if they start their turn while in the flames.

Use a battle grid to keep track of the race. The fire starts 100 feet away from the players. Each square equals 10 feet.

While the fire is chasing them, the characters have several options open to them. The fire moves **10 squares a turn**. Allow each player to take an action and then move the fire. If a character has spells and/or feats that allow them to ignore difficult terrain such as the mobility feat or longstrider, allow them to make all checks with advantage.

Actions:

- Move 3 squares and do nothing
- Dash - A character may attempt to move **6 squares**. If they do, they must attempt a DC 13 **Strength (Athletics)** or **Dexterity (Acrobatics)** check. If they fail, they move only **3 squares** and are knocked prone.
- Move **3 squares** and cast a spell.
- Run - A character can attempt to run, allowing them to move **9 squares**. If they do, they must attempt a DC 16 **Strength (Athletics)** or **Dexterity (Acrobatics)** check. If they fail, they move **3 squares** and are **immobilized** until the end of their next turn.
- Move and dive for cover - A character may move **3 squares** and fall prone, if they do, the fire damage they take is reduced to 1 per turn.
- If a character starts their turn and they are prone, they may get up and move **2 squares**. A character can also cast a spell if they take this action.
- If a character starts their turn and they are **prone**, they may crawl **1 square** and the fire damage they take is reduced to 1 this turn.
- If a character starts their turn and they are **immobilized**, they may cast a spell.

After 4 rounds of chasing them, the fire disappears completely. When the characters look around it is like nothing ever happened. It is almost like the fire was a vision of something that happened in the past, or perhaps the future.

F4. If You Only Had a Brain

As you continue deeper into the field you find a path more well-traveled than the path you have been following to this point. Ahead the path splits around a disheveled looking scarecrow. The left arm has fallen off and is nowhere to be seen. The right arm is extended out to the right. A dark feathered bird is startled by your arrival and quickly flies off the scarecrow's shoulder with a haunting squawk.

A DC12 **Intelligence (Investigation)** check will tell the characters that the left arm was removed recently. A DC12 **Wisdom (Survival)** check will tell

the characters that there is a single pair of tracks going down the path on the right.

If the characters choose to destroy the scarecrow it is an ordinary scarecrow made of hay and burlap.

Whether the characters choose left or right read the following:

The path seems less traveled the closer you get to the farmhouse. You pass by various offshoots of the path to the left and to the right have been long over grown to the point where you aren't sure if they are paths or just poorly grown rows of crop. The path then opens again to another split with a similar bedraggled scarecrow in the middle. This time the right arm is missing and the left one extends outward pointing to another overgrown path.

A DC 12 **Intelligence (Investigation)** check will tell the characters that the right arm was removed recently. A DC 12 **Wisdom (Survival)** check will tell the characters that there are two pairs of tracks going down the path on the left.

If the characters go to the right move along to the next encounter and add no time to the time track. If they get curious and go left, read or paraphrase the following:

The trail grows harder and harder to follow. Just at the moment when it seems like the path has almost disappeared and that you may have picked the wrong path, a clearing appears ahead. Moving a last bit of overgrowth reveals two more scarecrows hanging over the clearing. They are 5 feet off the ground. The arms are arranged in such a way that they are pointing at each other.

If the characters see the clearing and scarecrows and decide to turn around, read the following:

After following the trail denoted by the arms missing from the scarecrows, you feel like the farmhouse is just ahead. The paths between the rows of corn start to widen.

If the characters spend time investigating, give them some time to interact with the scarecrows (which are made out of straw). When you feel ready, read the following:

You sense movement through the crops coming from the path in which you entered this clearing. An unsettling clacking of wood and metal approach quickly as the wind starts to pick up revealing two more scarecrows moving through the overgrowth. Their fingers cut their path like scythes and a faint glow comes from the burlap sack representing their face.

At this time **2 Scarecrows** enter behind the characters, If the party was attacking or investigate the two scarecrows on the posts, they are Surprised. Characters with a **Passive Perception** score of 15 or higher are not surprised.

Adjusting the encounter:

Very Weak: Remove 1 **Scarecrow**

Weak: The **Scarecrows** have 29 HP

Strong: Add 1 **Swarm of Ravens**

Very Strong: Add 2 **Swarms of Ravens**

After combat ends add 30 minutes to the time track.

F5. Been Something They Ate....

The house's roof barely peeks of the corn as you notice a smaller, slanted roof about thirty feet to your left. Though you can't see this small building through the gnarled corn plants, the building's roof would make you think this could be possibly some kind of shed.

If the party wishes to explore the "shed", they can push through the corn plants into a small twenty-foot diameter clearing. In the middle of the clearing is a small building that has a swaying door with a moon-shaped window carved into it. Characters can immediately identify this building to be an outhouse. A DC 12 **Intelligence (Investigation)** shows that there are human sized bones lying on the bench the hole is carved into. A DC 12 **Wisdom (Perception)** check reveals a silver twinkle comes from within the hole in the bench.

If the party wishes to explore further they may however, when the first party member walks into the outhouse, it attacks them as it is truly a **mimic**. Also, a **Swarm of Ravens** swoop in from the darkness. The party is surprised unless they have a way to negate the condition.

Adjusting the encounter:

Very Weak: Remove the **Swarm of Ravens**

Weak: The **Mimic** has 46 HP

Strong: Add 1 **Swarm of Ravens**

Very Strong: Add 2 **Swarms of Ravens**

Once the combat is over, the party can attempt DC 12 **Wisdom (Medicine)** checks to learn that the bones are human. If a player wishes to go into the privy to see what was shining inside, they find a silver dagger that appears to be thrust into the ribcage of a human skeleton.

If the party decided to explore the outhouse, fill in 15 minutes on the time track.

Treasure

A silver dagger.

Part 2: This Old House

Estimated Duration: 120 Minutes

The dirty white paint hangs from the walls of the dilapidated building. A cursory glance of the windows and door reveal that they are boarded up from the inside of the house.

Allow the characters to break into the house any way they wish. Breaking requires the characters to succeed on a DC 17 **Strength (Athletics)** check. The wood also has an AC of 10, 30 hit points, and a damage threshold of 5 if the party instead wishes to damage their way in. If the party chooses the door, proceed to Front Hall otherwise, choose another encounter for the room they enter.

This part of the module is set up as a series of encounters for you to choose from. If the characters are roleplaying like mad through one of the encounters, let them take the full time on it! If the players are trying to move quickly, feel free to use multiple encounters to fill the time.

There is no map for the house intentionally. You are empowered to create the floorplan however you like, or you can use theater of the mind if you prefer.

The biggest thing to remember is to give the characters a chance to shine. If time is an issue, you may only use one or two encounters. If not, feel free to use them all! **Any encounter marked as MUST DO should be run at some point in the module** as these encounters reveal pieces of the overarching story.

Floor 1 Encounters

OH1. Front Hall - MUST DO

The dark hallway stretches before you as the boards creak beneath your feet. Dust falls from the dangling cobwebs as you walk in. A massive staircase loops around to a landing with a closed door at the top. A total of three closed doors are apparent on the first floor, one at the end of the front hall and another on either wall of the hall.

There is dim light in the hallway coming from the door behind the party. Every step creaks as the characters walk. The first party member in heavy armor who walks up the hallway crashes through a floorboard, getting their foot stuck. If there is nobody wearing heavy armor, randomly choose a character to break through. A DC 12 **Strength**

(Athletics) check allows them to break free. While their foot is in the floor, the character feels something rub against their shin.

Once the character is free, if the party searches the hole, they only see darkness. The hole is only about a foot deep and two feet wide. If a character shines light into it, they see a necklace made out of wide silver links. A DC 10 **Intelligence (Religion)** check reveals that this kind of necklace is common for clergy members of many religions.

Once a character has picked up the necklace, it binds to them and any attempt to discard it or drop it fails until the pendant in the attic is freed.

OH2. The Dining Room

The door creaks open revealing an old dining room. The massive oak table and chairs are tipped over and stacked against the window. Dust covers everything in the room and hangs thickly in the air.

Old oil paintings depicting various farm scenes such as seeding the fields and harvesting of the corn adorn the wall to the right of the door.

None of these paintings appear to reference the dawn in any way. Allow the characters to explore the room, aside from the fortification, there isn't much else in this room however, once the characters have made that observation, have the characters attempt a DC 13 **Wisdom (Perception)** check. If they succeed, they notice two footprints in the corner of the room where there were none prior.

The footprints point toward each other. One looks like a boot print, the other looks like a bare foot. A DC 17 **Intelligence (Investigation)** check reveals five tiny dots in the dust at the front of the bare foot print one in front of each toe. A DC 10 **Intelligence (Nature or Medicine)** check reveals these types of footprints usually mean that whatever caused them had claws.

If the party notices and decides to investigate the footprints, fill in 15 minutes on the time track.

OH3. The Kitchen

The door opens up to reveal a massive kitchen. Open cabinets line the three of the walls while a giant fireplace nearly twenty feet long spans the far wall. A faint chilly breeze emanates from the fireplace, blowing the ash and dust across the tiled floor.

The cabinets of this room are empty aside from some dishes. Allow the party to attempt a DC 12 **Wisdom (Survival)** or **Intelligence (Nature)** check. Any characters with a storm path for their class (i.e. storm sorcerer, tempest cleric, etc.) make the check with advantage. If they succeed, they notice that the air coming from the fireplace is much colder than the air outside.

If a character chooses to explore the fireplace further, allow them to attempt a DC 12 **Intelligence (Investigation)** check. If they succeed, they see something shiny and gem-like wedged between two bricks in the chimney. The chimney can be climbed with a DC 10 **Strength (Athletics)** check. About 15 feet up there is a blue sapphire stuck in the wall. If it is removed, **two shadows** shoot out of the hole the gem was blocking. The character in the chimney must succeed on a DC 12 **Strength saving throw** or lose their grip and fall, taking 3 (1d6) damage and landing prone. Then roll initiative.

Adjusting the encounter

Very Weak: Replace the 2 **Shadows** with 4 **Smoke Mephits**

Weak: Remove 1 **Shadow**

Strong: Add 1 **Shadow**

Very Strong: Add 2 **Shadows**

Treasure

A blue sapphire worth 50gp.

If the party investigates the chimney and removes the gem to start combat, fill in 15 minutes on the time track.

OH4. The Sitting Room

The room beyond the door is massive and filled with comfortable looking furniture that is covered in a thin layer of dust. The windows are boarded up from the inside and a crystal chandelier dangles above the room. The door has a deadbolt lock built into it, which can be locked from the inside.

This room has nothing in it of interest. Keen eyed adventurers will note that the room is well defended and a comfortable place for a short rest. If the party decided to take a short rest, they must attempt a group DC 12 **Constitution saving throw**. If at least half of the party fail the saving throw, the party falls unconscious, waking an hour after their short rest is completed. This causes their short rest to take 2 hours instead of 1.

If the party takes a short rest, fill in 60 minutes on the time track, if they fall asleep, fill in an additional 60 minutes on the time track.

Floor 2 Encounters

Once the party is ready, they may head upstairs. Once they do, please use Floor 2 Encounters. When they do, read the following:

A long hallway greets you at the top of the stairs. Many doors line the walls of the hallway which seems longer than you remember the house being.

For the purposes of this adventure there are as many rooms as there are encounters however, you do not need to run all of the encounters. Once you have been doing part 2 for **100 minutes**, proceed to **The Attic MUST DO** encounter as it will lead the party to the barn. **DO NOT** run **The Attic** until you are ready to start part 3!

OH5. The Ghost Annihilator - MUST DO

The room on the other side of the door is a gallery of paintings. Sconces below five paintings light up as you enter. The paintings are of different adventurers. Above the paintings is a plaque that reads "The Crimson Capes". As you proceed to look at the paintings, a ghostly figure appears in front of the window. The ghost makes no move towards you but appears to make a pleading gesture.

The paintings show each of the characters in formal garb wearing blood colored capes. Close inspection of the paintings reveal small metal hooks jutting out where the character's weapons should be. Another set of metal hooks stick out from the bottom edge of the frame where a nameplate would go. Each painting has a person's name painted across the bottom. From left to right they are a human named Ceicil Lariman, a gnome named Lilly Plindernod, an

elf named Bastion Edgewalker, a halfling named Cassandra Nolomon, and a dwarf named Grandor Greatmail. On the floor beneath the paintings, there are five tiles with different weapons drawn on them, and five different nameplates with classes on them. These tiles can all be hung on the hooks. Cut up **Player Handout #2** and give the pieces to the characters.

The ghost is actually a former adventurer who has been turned ethereal and bound to the room. This happened because he failed to figure out the puzzle. The ghost can't speak but can make knocking noises against the wall. Allow the party to ask questions of him.

Directly underneath where the ghost is floating is a book called "The Crusade of the Crimson Capes".

The puzzle:

Opening the book, the party realizes it is actually a journal with notes about these legendary characters however, the notes are incomplete and disconnected. Players can figure out the following information: Give the players **Player Handout #3**.

The Correct answers are:

Painting 1 - Ceicil Lariman - Paladin - Longsword
Painting 2 - Lilly Plindernod - Wizard - Dagger
Painting 3 - Bastion Edgewalker - Rogue - Whip
Painting 4 - Cassandra Nolomon - Cleric - Maul
Painting 5 - Grandor Greatmail - Fighter - Flail

If the players get even one of the answers wrong, a random member of the party gets turned ethereal and can no longer help with the puzzle aside from knocking on the table to communicate. The name plates all fall to the floor and the team must start over. Once the party solves the puzzle, the ghost reverts back to his corporeal self along with any party members who were also ethereal.

Smart players may ask Clovis what he guessed, and he can answer with knocks. Here is what Clovis had as answers when he was changed:

Ceicil: Paladin - Flail
Lilly: Wizard - Longsword
Grandor: Fighter - Dagger
Bastion: Rogue - Whip
Cassandra: Cleric - Maul

Once the players have released the ghost, he reveals himself to be Clovis Crane, a low-ranking member of a faction known as the Ghost Annihilators. He gives the party the following information:

- He came to the house about two weeks ago as his first assignment for the Ghost Annihilators.
- He was sent here to investigate the rumors of a haunting.
- He had several encounters in the corn field with some scarecrows and a wall of fire.
- This room was the 5th or 6th that he explored.
- Clovis hasn't discovered much about what happened here but is convinced it is paranormal or demonic in nature.
- He offers to tag a long and help the party figure out what is going on here

Clovis Crane is a **thug** and will fight with the party until the end of this adventure if they wish. He is quite open and honest about his hatred for undead.

OH6. The Library

Floor to ceiling bookshelves line the walls of the room beyond this door. The bookshelves in front of the wall on the right of the room only go up half the wall. Above these bookshelves hang five paintings that all look the same. A cursory glance at the paintings reveals they depict a scene of farmers cultivating a corn field.

Characters may choose to investigate the bookshelves or the paintings. A DC 10 **Intelligence (Investigation)** check reveals the following:
Bookcases:

- The book cases are organized by content and then publication date.
- All of the bookcases are fastened to the walls.
- A table next to one of the bookcases has a journal on it.
- The journal is a log of the years and how big the corn harvest were, as well as how much the corn sold for and who it sold to. On the latest year entry, the log simply says "Then they came!" scratched across the entire page.

Paintings:

- The paintings appear to be slightly different. The farmers appear to be in slightly different poses and the amount of corn cut increases from left to right.
- Looking from left to right quickly gives the paintings the illusion of a moving picture.
- The paintings are all called "The Next Harvest"
- With a DC 13 **Intelligence (Investigation)** or **Wisdom (Perception)** check, the party notices the corn in the pictures are cut into the loose

pattern of numbers. The party should repeat this check for each painting.

- From left to right, the paintings are numbered: 3, 2, 5, 1, 4.

The paintings are not attached to the wall. Keen-eyed characters will notice the pictures are not in number order. This may cause them to rearrange the pictures according to the numbers. Make sure to have the party explain which pictures are moving where. Once the pictures are lined up, nothing happens. The characters may take the pictures off again. If they don't turn the pictures over, a character with a **Passive Perception** score of 13 or greater notice something written on the back of the painting. Here are the words the paintings have on their backs:

- 3 - Page
- 2 - Cults
- 5 - Help!
- 1 - Moonsea
- 4 - 19

When arranged in number order, the paintings spell out **Moonsea Cults Page 19 Help!**

There is a copy of Moonsea Cults on the bookcase and if the characters look for it, they can find it. When they turn to page 19, they find an entry about the Cult of Cyric.

If the party attempts to solve the painting puzzle, fill in 15 minutes on the time track.

OH7. The Nest

The door to this room requires you to put some force into opening. Once it opens, you see a room completely covered with this spider webs. Several smaller cocoons surround a large one in the corner. The walls of this room are completely covered in spider webs and you are unable to see if there is anything hanging on them.

When the party enters the room, they are attacked by a **giant spider** and **2 swarms of spiders**.

Adjusting the encounter

Very Weak: Remove 1 **Swarm of Spiders** and 1 **Giant Spider**

Weak: Replace the **Giant Spider** with a **Swarm of Spiders**

Strong: Replace 1 **Swarm of spiders** with a **Giant Spider**

Very Strong: Add 1 **Giant Spider**

Inside the smaller cocoons, the party finds the decaying bodies of small animals like bats, rats, and

even a cat. Inside the large cocoon, there is a corpse of a human wearing a breastplate. The armor is etched with a sunrise across the chest. The man has a backpack with an herbalism kit and a healer's kit inside. There is also a note asking Lucian Steelheart to investigate the reports of a recently rediscovered church of Lathander that no one has heard from for the last ten years. He is also carrying 100 gold coins, and a *Scroll of Cure Wounds* cast at a 2nd level.

Treasure

Breastplate, 2nd level *Scroll of Cure Wounds*, 100 gp, healer's kit, herbalism kit

If the party investigates the cocoons and removes all the webs from the walls, fill in 30 minutes on the time track.

OH8. The Master Suite

This massive room has the remnants of a large bed, an armoire, a desk, and a chest of drawers. A set of double doors are covered over with wooden boards. The right wall, directly across from the double doors is covered from floor to ceiling with mirrors.

It is entirely possible that the party will not notice anything in this room. If they decide to remove the boards from the double doors, they see a balcony that overlooks the corn field. The tops of the corn plants move as if something is walking through them.

If the party chooses to, they can attempt a DC 13 **Intelligence (Investigation)** or **Wisdom (Perception)** check. If they succeed, the party notices something is different about the mirror than the room it is reflecting. If a character exceeds the DC, they learn one additional thing that is different for each point they beat the DC by. Multiple characters can attempt the check to gain more differences. In all, there are seven ways the mirror is reflecting a different image.

A character can expend one use of the lucky feat to learn one of the differences if they didn't find them all.

The differences are:

- The top 2 drawers of the chest of drawers are pulled out half way.
- The desk has a book opened up on it.
- The double doors are wide open.

- The armoire has a cloak hanging in it.
- The candle on the nightstand next to the bed has been lit.
- The bed sheets have a human-sized bulge under them.
- A pair of boots stand on the floor to the left of the double doors.

If the party wishes, they can make the room look like how it does in the mirror. If they make all seven things match, a board on the wall falls off, crashing to the floor. Inside this hole in the wall, the party finds a sack with 100 gp in it and two folded pieces of parchment. One parchment is a *Scroll of Heroism* the other parchment is a letter from Ceecil to his granddaughter Ellie. Give the party **Player Handout #4**.

If the party sets up the room to match the mirror, fill in 30 minutes on the time track.

Treasure

100 gp, *Scroll of Heroism*

OH9: The Ballroom

The door opens to a large seventy-foot-long room with a stage at the end. A parquet floor indicates that dances use to be held here. On one wall is a fireplace, while on the wall directly across from the fireplace has three paintings on it.

The central painting is of an older lady wearing a blue dress and a white apron. The piece is entitled "Eloise". To the woman's left and right are two enormous painting of oxen. The one to the left is entitled "Wilson" and the one on the right is entitled "Eugene". If a party member wishes to investigate the paintings, they notice that the eyes on the Eloise painting seems to follow them around. If anyone touches any of the paintings, combat begins.

If a party member wishes to explore the stage area, they hear faint music and see faint, translucent images of people dancing and a band performing on the stage.

The Eloise painting is a **Guardian Portrait** and the oxen paintings are **2 Smother Paintings** (uses smother rug stats but gain hover 20 ft).

Adjusting the encounter:

Very Weak: Remove 1 **Smother Painting** and the **guardian Portrait** can only use its spells 2 times a day.

Weak: Remove 1 **Smother Painting**

Strong: Add 1 **Guardian Portrait** (that looks like a farmhand)
Very Strong: Add 1 **Guardian Portrait** (that looks like a farmhand) and add 1 **Smother Painting** (That looks like another bull)

If the party investigates the paintings and start combat, fill in 15 minutes on the time track.

OH10. The Study

The door opens quietly. Inside you see a large chair in the center of the room. Behind the chair hangs a painting at the back of the room showing a demon with a large grin. It looks as if the demon is offering you to take a seat. Stacks of books sit beside the chair. Despite everything in the room being ruined by age and covered in dust, the chair is well upholstered in a crimson colored crushed velvet material, it looks as good as new.

The books in the stack have nothing written on the spines or covers. If the characters know abyssal or infernal they recognize that though it is using the infernal alphabet, the words look wrong and are not pronounceable. Towards the bottom of the stack there are words written in common at random. They can pick out the following words; Mind, Skull, Pain, Gold, Lies, Murder. The bottom of the stack has been too damaged to make out. If comprehend languages is cast, it will reveal that though the words in the book look as if they are written in Abyssal it is gibberish.

If a character uses detect magic a faint glow of divination magic comes out of the chair.

If a character sits on the chair you may come up with a vision specific to the character. If not, you may roll 1D4 or choose from the table below.

1. Your eyes forcefully close. When you open them, you feel a freezing wind pass by you. All you can see is the inside of a cave. You are surrounded by ice. When you blink you are back where you started.
2. As you blink time seems to reverse. Your party is gone the stack of books beside you are new. You cannot speak. Your hand has a quill in it and you are compelled to write but the words don't come to you. You scribble anyway. You spend hours filling the book with nonsense. When you slam the book closed and place it on the stack. As you reach for the next book your quill is gone. Your party is back in front of you. Only seconds have passed.

3. You feel your chest sink and you grimace from pain. When you open your eyes, you see a man in front of you in religious vestments. He forcefully wafts a censer at you. Your arms and legs have been restrained to the chair. Each wave of smoke burns as it comes into contact with you. A second person comes into view wearing robes and holding a large bowl of water. They shout in an unfamiliar language in unison. As the bowl is poured onto your head. The water burns like lava. The pain becomes too much and as you close your eyes it stops. When you open them you feel yourself return to your body.
4. As you make contact with the chair you turn to look at the rest of your party. Their faces appear to fade away revealing their skulls but they don't seem to be in any pain. Purple flames shoot out from their necks surrounding their skulls. Anything said to you from the rest of the party sounds like guttural noises and grunts. (This remains in effect until they stand up from the chair.)

Fill in 15 minutes on the time track for each player that sits in the chair.

OH11. The Nursery

The room before you has many white pieces of cloth dangling from the ceiling. The faint moonlight causes long shadows around the room. A large crib rests behind a piece of cloth along the right wall.

Once the characters all enter the room, they start to hear a faint crying coming from the crib. If the characters want to investigate it, they find a baby lying face down on some blankets.

When they reach towards it, the baby rolls over and the characters realize it is a doll. The doll's hand falls off revealing a knife which swats at them. The doll uses a dash action to run away and hide behind the cloth. The characters then see the shadows of 3 dolls behind one of the sheets. Skin these enemies as possessed dolls with glowing eyes. These dolls are **3 Quadrones**. Have the players roll initiative.

Adjusting the encounter

Very Weak: Remove **Quadrone**

Weak: Replace 1 **Quadrone** with 1 **Tridrone**

Strong: Add 1 **Quadrone**

Very Strong: Add 1 **Pentadrone**

The dolls attack until slain. Each doll has a small ruby worth 25 gold each buried in their chest.

Possessed Dolls

The possessed dolls use the stat blocks of Tridrone, Quadrone, and Pentadrone, but with the following changes.

- Alignment changes to chaotic evil
- Type changes from construct to fiend
- Language changes from Modron to Infernal

Fill in 15 minutes on the time track.

Treasure

25 gp ruby for each enemy.

OH12. The Attic - MUST DO

The stairs groan and creak as you ascend to a dark room. It feels like wisps of spider web streak across your face as the dust-laden attic opens up in front of you. The utter darkness makes the room feel more like a tomb than an attic.

The room is about 70 feet long and 35 feet wide. It is completely dark and almost completely empty. On the far side of the room sits a simple chest. The chest is locked but can be opened with a successful DC 12 **Dexterity (Thieves' Tools)** check while using a set of thieves' tools. Otherwise, the box has an AC 5, 20hp and a damage threshold of 5.

When they see the chest, the character holding the silver chain from downstairs must succeed on a DC 15 **Wisdom saving throw**. If they fail, they must immediately begin attacking the chest either with weapons or by throwing it around the room. The character will ignore all interactions from their party. They will continue to try and open it until it breaks or until they are restrained by the party.

Inside the box is a silver pendant about the size of a hand. A DC 12 **Intelligence (Religion)** check reveals that it is the symbol of the church of Cyric. There is also a note in the box that reads: (Give out **Player Handout #5**).

"AppareNtly there used to Be a church of Cyric on these gRounds. When the threAts began, I separatEd hIs symbol from its cHain. Then thiNgs only got worse. Luckily DawnsighT is safe!"

Party members should notice right away there are capital letters in places where they shouldn't be. The letters are: NBRAEIHNT

These letters can be rearranged to say:
IN THE BARN.

This should prompt the characters to leave and head to the barn. If they decide to do so, getting out of the house is easy as when they come down the basement stairs, the door opens to the downstairs hallway. Proceed to **Part 3: Darkness in the Light** if the party is ready, otherwise, they may search more rooms if they wish.

Fill in 15 minutes on the time track.

Part 3: The Darkness in the Light

Estimated Duration: 120 Minutes

The bitter chill of the night gnaws at your exposed skin as you cross in front of the house toward the barn. The barn itself rises twenty feet taller than the house and the front doors are boarded up by heavy-looking logs. A weather worn sun etched into the wood rises above the door as if were an imaginary horizon.

A DC 12 **Intelligence (Religion)** check reveals this sun rising is one of the symbols used to represent Lathander the Morninglord.

The logs boarding up the barn each weigh close to three hundred pounds. There are four of them in total. There are plenty of chains and pulleys around hanging off the barn and house. Even with these tools to help, a DC 13 group **Strength (Athletics)** check is required to pull each log off.

Fill in 15 minutes on the time track.

When they finally get the doors open, read the following:

Behind the double door is a small room with basins on both sides. Another set of double doors opens into what looks like an old church. Makeshift pews made out of bales of straw are lined up in front of a raised pulpit. A makeshift altar made out of boards stands at the front of the room and mounted to the front of it a beautiful painting of a farm with a glowing white light that seems to go on forever into the back of the painting. You can almost see a faint face hidden within the white glow. This must be Dawnsight.

If a character washes their hands with holy water and say a prayer to Lathander, they gain the benefit of a Protection from Good and Evil spell until the end of the module.

As the party enters the main room and head towards the painting, they are all assaulted by a visual memory. This memory acts out like an overlay of the room before them. They see the church as it is now and a faint image of the church it was before in their minds. Read the following:

Your senses are turned upside down as you see the image of people sitting on wooden pews and a line of people along the right wall, waiting to visit the priest on the parapet. The altar is black as night and a red sticky substance oozes down the side. The abyssal tongue the priest speaks in shakes your very soul. A young girl no more than sixteen walks up onto the parapet and lies across the altar in a trance-like state. The priest raises a massive longsword with a holy symbol of Cyric as a hilt over his head and says, "With your sacrifice, he will grow in strength and protect his children."

As the vision subsides, it takes you a moment before you see the man still stands behind the altar as a spectral figure. The man wears spectral armor and wields a ghostly sword. The spirit looks just like the man in the painting of Ceecil Lariman from the Crimson Capes painting in the farm house. He looks at the altar and says

"Finally, Dawnsight will be destroyed and this land will be ours again!" Then for a moment his face contorts he says "You must kill it! It is the only way I'll ever be free!"

Roll initiative. The spectral priest is a **Phantom Warrior**. A **Poltergeist** lies across the altar as well.

Adjusting the encounter

Very Weak: Remove the **Poltergeist**

Weak: Replace **Poltergeist** with a **Specter**

Strong: Add 1 **Ghost**

Very Strong: Add 1 **Ghost** and a **Specter**

The poltergeist will attempt to fling the Dawnsight painting across the room to try and destroy it. The Phantom Warrior wields a longsword of vengeance Giving it +6 to hit total and dealing (8) 1d8 + 4 damage. Cecil is lawful evil and speaks and understands common and infernal.

The phantom warrior will use his transfer damage ability to ensure he is the last ghost standing.

When the phantom warrior is defeated, its sword drops to the ground and its essence is drawn into the blade, causing it to glow faintly with a green light until it fades away seconds later.

A DC 13 **Intelligence (Investigation)** check reveals a hidden compartment at the base of the altar. In the drawer there is a total of 100 gold pieces worth of coins and simple jewelry.

Fill in 15 minutes on the time track. If the party searches and finds the drawer in the altar, fill in an addition 15 minutes on the time track.

Treasure

100 gp, Longsword of Vengeance

The Winged Panther

If the characters retrieve the Dawnsight painting but they took longer than 10 hours doing so, read the following:

As you make your way back to the barn where you first met the Winged Panther, the red dawn sky is broken by majestic yellow light as the sun returns to the sky. You look at the Dawnsight painting and clearly understand Ceecil's inspiration for the piece. You look up from the painting and the barn is empty. All that remains is a snuffed-out fire pit and a note. The note reads "Sorry I had to step out. Clearly you weren't up to the task. I guess I'll have to do this by myself. Good luck with your future endeavors. Hopefully they will end better than this one did."

The players receive the **Art Curator Story Reward**.

If the characters retrieve the Dawnsight painting and the time track isn't completely filled, read the following:

As you make your way back to the barn where you first met the Winged Panther, the red dawn sky is broken by majestic yellow light as the sun returns to the sky. You look at the Dawnsight painting and clearly understand Ceecil's inspiration for the piece. The smell of bacon permeates your nostrils as you hear the crackling fire within the decrepit barn.

The winged panther sits on a stump cooking over a fire pit. She looks up at you and says, "Welcome back my friends, I hope that wasn't too taxing on you mentally or physically."

As she eyes the Dawnsight painting a huge smirk spreads across her face. "Thank you so much for bringing this back to my family. So, let me tell you where Geoffrey's mace is."

If the party wishes to tell her about their experiences they had at the farm house, the Winged Panther listens intently but shows no emotion. If the party wishes to show the Winged Panther the letter from Ceecil or asks her if her name is Ellie, she simply replies, "Ellie? I've never heard that name before." She then becomes transfixed with the painting and tells the party she must go as she is presenting the painting to her family in Hulburg soon.

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
Crawling Claw	10
Skeleton	50
Scarecrow	200
Swarm of Ravens	50
Shadow	100
Giant Spider	200
Swarm of Spiders	100
Tridrone	100
Quadrone	200
Pentadrone	450
Ghost	1,100
Phantom Warrior	700
Poltergeist	200

Non-Combat Awards

Task or Accomplishment	XP Per Character
Lost Successes	100

The **minimum** total award for each character participating in this adventure is 900 **experience points**.

The **maximum** total award for each character participating in this adventure is 1200 **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
Blue Sapphire	50
Spider Nest	100

Master Suite	100
Nursery	25 per enemy
The Barn	100

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.

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

Longsword of Vengeance

Weapon, uncommon (requires attunement)

This item can be found in **Player Handout 6**.

Scroll of Cure Wounds

Scroll, uncommon

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

Scroll of Heroism

Scroll, uncommon

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

Scroll of Healing

Potion, uncommon

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

Antitoxin

Potion, uncommon

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

Story Awards

During the course of this adventure, the characters may earn the following story award:

Art Curator. You have taken the Dawnsight as you did not return to the Winged Panther on time. More information can be found in **Player Handout 7**.

Renown

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

Members of Lord's Alliance: Bring the painting back to the Winged Panther within 8 hours (excluding travel time) to earn **one additional renown point**.

Members of Zhentarim that learn the Winged Panther's name from the note in the master bedroom earn **one additional renown point**.

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:

Lord Geoffrey of the Smiths: Geoffrey is the head of the merchant house of the Smith's. He is a proud but caring man who makes sure his workers are taken care of. He has been losing money due to the blight and is at risk of losing his seat on the Merchant Council.

Kyanise Ell: Kyanise was a childhood friend of Geoffrey. They shared many adventures and a brief romance. She has a secret identity as the Winged Panther and seeks out great and hidden treasures. She feels slighted after Geoffrey recently refused to go with her to recover a memento from her grandmother.

Cecil Lariman: Cecil is Kyanise's grandfather who retired from adventuring to open a corn farm. Cecil found an old holy symbol belonging to the church of Cyric when he was tilling the fields. When he tried to hide it, an evil spirit from the old church possessed him.

Clovis Crane: Clovis is a Skeptic in the Ghost Annihilators faction. When he heard rumors of a haunted farmhouse, he decided to investigate in hopes of ranking up within his faction. Clovis failed at trying to solve a puzzle and was turned ethereal and bound to one of the rooms in the house.

Appendix. Monster/NPC Statistics

Crawling Claw

Tiny undead, neutral evil

Armor Class 12

Hit Points 2 (1d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Damage Immunities poison

Condition Immunities charmed, exhausted, poisoned

Senses blindsight 30ft. (blind beyond this radius), passive Perception 10

Languages Common understands but can't speak

Challenge 0 (10 XP)

Turn Immunity. The claw is immune to the effects that turn undead

Actions

Claw. *Melee weapon attack:* +3 to hit, reach 5 ft. one target. *Hit:* 3 (1d4 + 1) bludgeoning or slashing damage (claw's choice).

Skeleton

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1/4 (50 XP)

Actions

Shortsword. *Melee weapon attack:* +4 to hit, reach 5 ft. one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged weapon attack:* +4 to hit, reach 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Scarecrow

Medium construct, chaotic evil

Armor Class 11

Hit Points 36 (8d8)

Speed 30 ft.

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

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages of its creator but can't speak

Challenge 1 (200 XP)

False Appearance. While the scarecrow remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow.

Actions

Multiattack. The scarecrow makes two claw attacks.

Claw. *Melee weapon attack:* +3 to hit, reach 5 ft. one target. *Hit:* 6 (2d4 + 1) slashing damage. If the target is a creature, it must succeed on a DC 11 Wisdom saving throw or be frightened until the end of the scarecrow's next turn.

Terrifying Glare. The scarecrow targets one creature it can see within 30 feet of it. If the target can see the scarecrow, the target must succeed on a DC 11 Wisdom saving throw or be magically frightened until the end of the scarecrow's next turn. The frightened target is paralyzed.

Swarm of Ravens

Medium beast, unaligned

Armor Class 12

Hit Points 24 (7d8 - 7)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing

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

Senses passive Perception 15

Languages -

Challenge 1/4 (50 XP)

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

Actions

Beaks. *Melee weapon attack:* +4 to hit, reach 5 ft. one target. *Hit:* 7 (2d6) piercing damage or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Smoke Mephit

Small elemental, neutral evil

Armor Class 12

Hit Points 22 (5d6 + 5)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	11 (+0)

Skills Perception +2, Stealth +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Auran, Ignan

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it leaves behind a cloud of smoke that fills a 5-foot-radius sphere centered on its space. The sphere is heavily obscured. Wind disperses the cloud, which otherwise lasts for 1 minute.

Innate Spellcasting (1/Day). The mephit can cast dancing lights, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee weapon attack:* +4 to hit, reach 5 ft. one target. *Hit:* 4 (1d4 + 2) slashing damage.

Cinder Breath (Recharge 6). The mephit exhales a 15-foot cone of smoldering ash. Each creature in the area must succeed on a DC 10 Dexterity saving throw or be blinded until the end of the mephit's next turn.

Shadow

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4 (+6 in dim light or darkness)

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 1/2 (100 XP)

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

Shadow Stealth While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Strength Drain. *Melee weapon attack:* +4 to hit, reach 5 ft. one target. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if its strength is 0. Otherwise, the reduction lasts until the character completes a short or a long rest. If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Giant Spider

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft, climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses blindsight 10ft., darkvision 60 ft., passive Perception 10

Languages -

Challenge 1 (200 XP)

Spider Climb The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense When in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee weapon attack:* +5 to hit, reach 5 ft. one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target's must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage, immunity to bludgeoning, poison, and psychic damage).

Swarm of Spiders

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft, climb 20 ft.

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

Damage Resistances bludgeoning, piercing, slashing

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

Senses blindsight 10ft., passive Perception 8

Languages -

Challenge 1/2 (100 XP)

Spider Climb The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense When in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker The spider ignores movement restrictions caused by webbing.

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

Actions

Bite. *Melee weapon attack:* +5 to hit, reach 5 ft. one target. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage in the swarm is at half its hit points or fewer.

Devil Doll (Tridrone)

Medium construct, lawful neutral

Armor Class 15 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	9 (-1)	10 (+0)	9 (-1)

Senses truesight 120 ft., passive Perception 10

Languages - Modron

Challenge 1/2 (100 XP)

Axiomatic Mind. The Tridrone can't be compelled to act in a manner contrary to its nature or its instructions.

Disintegration. If the Tridrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it is carrying,

Actions

Multiattack. The Tridrone makes three fist attacks or three javelin attacks.

Fist. *Melee weapon attack:* +3 to hit, reach 5 ft. one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Javelin. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage.

Devil Doll (Quadrone)

Medium construct, lawful neutral

Armor Class 16 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., fly 30 ft.

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

Senses truesight 120 ft., passive Perception 10

Languages - Modron

Challenge 1 (200 XP)

Axiomatic Mind. The Quadrone can't be compelled to act in a manner contrary to its nature or its instructions.

Disintegration. If the Quadrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it is carrying,

Actions

Multiattack. The Quadrone makes two fist attacks or four shortbow attacks.

Fist. *Melee weapon attack:* +3 to hit, reach 5 ft. one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Devil Doll (Pentadrone)

Large construct, lawful neutral

Armor Class 16 (natural armor)

Hit Points 32 (5d10 + 5)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	13 (+1)

Skills Perception +4

Senses truesight 120 ft., passive Perception 10

Languages - Modron

Challenge 2 (450 XP)

Axiomatic Mind. The Pentadrone can't be compelled to act in a manner contrary to its nature or its instructions.

Disintegration. If the Pentadrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it is carrying,

Actions

Multiattack. The Pentadrone makes five arm attacks.

Arm. *Melee weapon attack:* +4 to hit, reach 5 ft. one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Paralysis Gas (Recharge 5-6). *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage. The Pentadrone exhales a 30-foot cone of gas. Each creature in that area must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success

Poltergeist

Medium undead, chaotic evil

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

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

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

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 2 (450 XP)

Invisible. The poltergeist is invisible

Incorporeal Movement. The poltergeist 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 poltergeist has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Forceful Slam. *Melee weapon attack:* +4 to hit, reach 5 ft. one target. *Hit:* 10 (3d6) force damage.

Telekinetic Thrust. The poltergeist targets a creature or unattended object within 30 feet of it. A creature must be medium or smaller to be affected by this magic, and an object can weigh up to 150 pounds.

If the target is a creature, the poltergeist makes a Charisma check contested by the character's Strength check. If the poltergeist wins the contest, it hurls the target up to 30 feet in any direction, including upward. If the target comes into contact with a hard surface or heavy object, the target takes 1d6 damage for each 10 feet moved.

If the target is an object that isn't being worn or carried, the poltergeist hurls it up to 30 feet in any direction. The poltergeist can use the object as a ranged weapon, attacking one creature along the object's path (+4 to hit) and dealing 5 (2d4) bludgeoning damage on a hit.

Cecil Lariman (Phantom Warrior)

Medium undead, any alignment

Armor Class 16

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	8 (-1)	10 (+0)	15 (+2)

Skills Perception +2, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages any languages it knew in life

Challenge 3 (700 XP)

Ethereal Sight. The phantom warrior can see 60 feet into the Ethereal Plane when it is on the material plane and vice versa.

Incorporeal Movement. The poltergeist 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.

Spectral Armor and Shield. The phantom warrior's ac accounts for its spectral armor and shield.

Actions

Multiattack. The Phantom Warrior makes two spectral longsword attacks.

Spectral Longsword *Melee weapon attack:* +5 to hit, reach 5 ft. one target. *Hit:* 7 (1d8 + 3) force damage.

Etherealness. The phantom warrior enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane when it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Ghost

Medium undead, any

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

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

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The phantom warrior can see 60 feet into the Ethereal Plane when it is on the material plane and vice versa.

Incorporeal Movement. The poltergeist 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.

Actions

Withering Touch. *Melee weapon attack:* +5 to hit, reach 5 ft. one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The phantom warrior enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane when it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horridifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself with a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horridifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except one that turns undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed

and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *banishment*, *dispel magic* etc. When the possession ends, the ghost reappears in an unoccupied space within the 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Player Handout #1 - The Time Track

4 Hours	8 Hours
45	45
30	30
15	15
3 Hours	7 Hours
45	45
30	30
15	15
2 Hours	6 Hours
45	45
30	30
15	15
1 Hour	5 Hours
45	45
30	30
15	15

Player Handout #2 - Crimson Capes Nameplates

Wizard	Flail
Cleric	Longsword
Rogue	Maul
Fighter	Whip
Paladin	Dagger

Player Handout #3 - Crimson Capes Notebook Entries

- *Both Ceicil and Cassandra got their powers from the god Lathander*
- *Neither Grandor nor Bastion could cast spells*
- *Bastion preferred to not get next to his enemies when he attacked*
- *Grandor, Ceicil, and Cassandra all had matching full plate armor*
- *Lilly rarely used her weapon as she preferred to use cantrips to damage her opponents*
- *Ceicil's oath was to protect those who cannot protect themselves*
- *Cassandra preferred to deal as much weapon damage as possible whereas Grandor preferred to use a shield*
- *Lilly wasn't proficient with martial weapons*

Player Handout #4 - Letter to Ellie

Dearest Ellie,

I must act quickly as the windows of clarity are growing fewer and further between. I do hope that this letter makes it to you in good time. I need your help.

My mind is not mine. It is as though I am watching someone else, no, something else controlling my body. It all began with that cursed necklace. I did my best to separate it and hide the pieces, but then things just got worse.

Lathander lights the path to my freedom from this torment. Beneath his light of dawn, all evil shall be cleansed from this land.

The evil in us all can only be found in the darkness of dusk. The pendant must be united with the chain and all will be repaired. Only then can Cyric's land be purged of the light.

I murdered them all. In the church. I need your help!

Love,

Grandpa Teicil

Player Handout #5 - Note in the Box

AppareNtly there used to Be a church of Cyrle on these gRounds. When the threAts began, I separatEd his symbol from its cttain. Then thiNGs only got worse. Luckily DawnsighT is safe!

Player Handout 6. Magic Item

During the course of this adventure, the characters may find the following permanent magic item:

Longsword of Vengeance

Weapon, uncommon (requires attunement)

The pommel of this sword is carved to look like a skull wreathed in purple flames. You hear faint, mumbling voices when you are attuned to the sword. The sword carries a hidden message but you have no idea how to find it.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Curse. This sword is cursed and possessed by Ceecil Lariman. When you attune the item, the curse spreads to you. As long as you remain cursed, you are unwilling to part with the sword, keeping it on your person at all times. While attuned to this weapon, you have disadvantage on attacks made with weapons other than this one.

In additions, while the sword is on your person, you must succeed on a DC 15 Wisdom saving throw whenever you take damage in combat. On a failed save, you must attack the creature that damaged you until you drop to 0 hit points or it does, or until you can't reach the creature to make a melee attack against it.

You can break the curse in the usual ways. Alternatively, casting *banishment* on the sword forces the vengeful spirit to leave it. The sword then becomes a +1 weapon with no other properties.

This item can be found in the *Dungeon Master's Guide* page 206.

Player Handout 7. Story Awards

During the course of this adventure, the characters may earn the following story awards:

Art Curator. You have taken the Dawnsight as you did not return to the Winged Panther on time. In several days you go to look at the painting and it is missing. A note remains where the painting was. It reads: *"Thank you so much for helping my family. Sadly I really need this painting more than you. Safe travels dear friend. -P"*

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[CCC-SALT01-02 Moor Trouble](#)
[CCC-SALT01-03 Broken Halls of Goldahroud](#)
[CCC-SRCC-01-01 Trouble in the Old City](#)
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[Surprise!](#)
[CCC-ANIME01-02 Let's Find the Sword, GO!](#)
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[CCC-MACE01-02 A Panther's Peril](#)

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CCC-SRCC-01-04 A Little Drop of Poison
CCC-SRCC-01-05 The Snake Pit
CCC-GSGC01-01 Iron Vultures of Glisten
CCC-GSGC01-02 The Fall of the Feathered Wolf
CCC-MIND01-01 Lost in Thought
CCC-MIND01-02 Mind Trip
CCC-MIND01-03 Dream Walkers
CCC-SKULL01-01 A Murder Most Foul
CCC-SKULL01-02 Not All Who Are Lost Should Be Found
CCC-SKULL01-03 Who Pulls the Strings
CCC-MACE01-03 Haunted Memories
CCC-MACE01-04 The Delve
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CCC-SALT02-02 The Power of the Halls
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