

THE MONTONET CURSE

A gothic horror scene viewed through a crystal ball. The scene is dimly lit with a blue and orange color palette. In the center, a large, ornate wooden structure, possibly a ship's deck or a castle interior, is visible. A large, white, ghostly figure with a face is prominent on the right side. The background shows a dark, cavernous space with many small, glowing lights. The overall atmosphere is eerie and mysterious.

HOME BREW

A short gothic-horror adventure for the world's greatest roleplaying game!

THE MONTONET CURSE

BY LUCY WINTERS

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Disclaimer: Low blood pressure may indicate presence of vampires. Please keep silver, garlic, wooden stakes, and holy water on your person at all times while reading or playing this adventure.

FOREWORD

Welcome to *The Montonet Curse*, my first fully produced adventure! This book was written as part of my high school graduation project, and naturally reflects some of my.. youthful interests. To put it plainly, it's full of allusions to blood, vampires, and werewolves; all riveting but undeniably angsty elements. Still, I hope you enjoy the tale I've woven with them. I ought to make some note to my inspirations for this story, for to anyone familiar they'll be rather obvious. I have, of course, been heavily influenced by Hidetaka Miyazaki's *Bloodborne*, Bram Stoker's *Dracula*, and many other works of gothic fiction.

I've said 'part' of my project, because there is a companion piece to this book. I have published a comprehensive list of notes and annotations (the 'why' for everything written herein) separately from this book, which you can request by emailing me at noisegenerator.ttrpg@gmail.com. I also welcome any questions, comments, praises, or complaints you might have. As I said, this is my first refined adventure, and I look forward to improving on it in the future.

In the meantime, may you and your players enjoy this contrasting tale of an elegant party and a dark, sprawling manor. Best of luck!

Lucy Winters

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INTRODUCTION

The *Montonet Curse* is a short adventure designed to be run in one or two gameplay sessions. Characters should begin the adventure at level 13, and will conclude it by reaching level 15. For a slower-paced campaign, consider starting at either a level 13 or 14 and advancing only one level over the course of the adventure. The ideal party size is 4 characters. If your group is larger or smaller, you can adjust the adventure's difficulty by reducing or increasing the number of creatures present in a given encounter.

The Montonet Curse can be set in any setting you like. The locations named in this book are placeholders and do not appear in any officially licensed *Dungeons & Dragons* content, meaning you are free to use them in your own work or substitute them for your own locations or even those from other *Dungeons & Dragons* settings. The adventure takes place on a yacht on the Maraden River, sailing south from the city of Olkburn. The majority of the adventuring, however, is done within the confines of a magical snow globe containing a dark, sprawling manor.

BACKGROUND

Characters are invited to an elegant party aboard a local duchess' yacht, the *Eastern Rosaceae*, to last two days and one night. Once aboard, they may engage in festivities and interact with the other guests for the day, before being invited to speak with the duchess personally. They are quickly drawn into a quest to break a curse upon the duchess causing her terrible nightmares by entering a magical snow globe and defeating an evil echo of her, before making their daring escape as the miniature world comes crumbling apart. Following their success, they may enjoy the remainder of the voyage- if indeed there is any time left.

Structure. The adventure is split into three chapters, with the second comprising the bulk of the exploration and combat. The first chapter covers events up to entering the globe, including a detailed description of the events that transpire aboard the yacht. Chapter two leads adventurers through the manor, from their entrance into the globe to their defeat of the evil duchess and escape from the miniature world. Chapter three, the story's epilogue, provides rewards, an additional optional challenge, and a description of the yacht's arrival to its destination. It also offers an optional explanation for you, the Dungeon Master, explaining what might happen if characters fail in their quest.

THE DUCHESS

Duchess Illegra Montonet is a local power, known to be stern and stoic- not the type to host this kind of event. Montonet is a human female noble with long blonde hair and pale skin. She controls an estate along the Maraden River, just south of the city of Olkburn, and has significant influence over the port areas neighboring it.

THE NIGHTMARE ASSASSIN

As a consequence of political intrigue, a deadly curse has been placed upon the duchess, its power harbored in a magical snow globe. Fortunately, Montonet's quick and decisive action led to locating the assassin and handling the political side of things, but she still has the source of the curse on her hands. None of the duchess' resources are capable of handling the dangers present within, leading to her need to hire competent adventurers.

BLOODSENSE

BLOODIED

Bloodied is a new condition introduced in this adventure and used in a number of situations. It describes a creature being covered in blood, be it from its own wounds or from having blood splashed on it. Its primary effect is making a creature perceivable by bloodsense, a new sense introduced in this adventure.

Creatures become bloodied under any of the following conditions:

- Missing more than half of their hit points or
- Taking slashing damage or
- Being affected by certain abilities, such as the blood tick's *Bloodbag* feature

In the case of taking slashing damage, the bloodied condition lasts for a number of minutes equal to the amount of slashing damage taken. If slashing damage is taken from a new source while bloodied, only the longest current timer counts; the durations do not compound. For example, if a creature is hit by the an attack and takes 4 slashing damage, they can be perceived via bloodsense for 4 minutes. If they then immediately take an additional 3 slashing damage, they still only need to wait 4 minutes for the effect to end. If they take 3 slashing damage after 2 minutes have passed, however, the condition now lasts for 3 minutes, as the older duration has become less than the new one. The bloodied condition ends early if the blood is cleaned off.

Creatures without blood are immune to being bloodied from taking slashing damage or missing hit points, but can still be bloodied by some abilities. Those abilities will specify whether or not they bypass immunity.

BLOODSENSE

Bloodsense is a sense similar to blindsight. A creature with bloodsense can perceive bloodied creatures without relying on sight, within a specific radius.

Many creatures in this adventure have this sense, and some creatures from the *Monster Manual* have had this sense added to their features. Wherever a creature has been given bloodsense that does not have it by default, a special note will appear describing the radius and nature of the sense for that creature.

MODIFICATIONS

Many creatures already published in official *Dungeons & Dragons* material have bloodsense. The table below shows which creatures from the *Monster Manual* have bloodsense, and at what range.

Creature	Range
Blood Hawk	240 feet
Drider	120 feet
Ghast	120 feet
Ghoul	120 feet
Giant Wolf Spider	60 feet
All Gnolls	60 feet
Hell Hound	120 feet
Jackal	240 feet
Killer Whale	240 feet
Lion	120 feet
Lizard	60 feet
All Lizardfolk	60 feet
Mastiff	120 feet
Oni	240 feet
All Quaggoths	120 feet
All Sharks	1 mile
Stirge	120 feet
Swarm of Insects	60 feet
Swarm of Quippers	240 feet
All Vampires	240 feet
All Were-creatures	120 feet
All Wolves	60 feet



CHAPTER 1: FESTIVITIES ON THE RIVER

It's a bright and sunny day when characters arrive at the docks on the riverbank, a bustling hub of commerce and trade on which the city of Olkburn subsists. When the adventurers join the group of Montonet's guests, they see five other than themselves, each described in detail below. Also with them are four guards, though any number of these may be replaced with player characters. The duchess Montonet herself, as well as her butler, stand on her yacht at the top of the gangplank.

The yacht is a modest construction, a low, flat river vessel with two sails and three decks. The ship is decorated with ribbons and tables of food and drink have been set up across the main deck. Paper lanterns, darkened at present but to be lit at night, hang all over the vessel. More curiously, small balls of multicolored light flit about the decks, handling all sailors' duties with striking efficiency. These magical spheres represent unseen servants, and are conjured and controlled by Montonet's butler.

Due to her cursed exhaustion, Montonet appears to be very frail and weak in the sunlight, and can hardly keep herself standing. Despite her youth, she leans heavily on a cane at her side and there are deep bags under her eyes. Montonet currently has four levels of exhaustion, and all the symptoms thereof.

When the full party is assembled, the duchess' butler addresses them. He explains that the trip will last two days, that rooms will be provided for all, and that food and drink are freely available at any time. Guests are free to roam the ship as they like, except for uninvited entry into others' rooms or Montonet's own private study. Unfortunately, he says, the duchess herself will not be often available as she is terribly busy with political work. Once this speech has concluded, the butler will invite the guests aboard and Montonet will retire to her study. As each guest boards, the butler will shake their hand and introduce himself as Mr. Hans Meagre, the duchess' personal servant. Most notably, when Meagre shakes each party member's hand, he slips them a small note. The note is a simple invitation:

Meet me in my study at nightfall, once the other guests retire to their beds.

-Duchess I. Montonet

Once aboard, characters are free to explore the party for the rest of the day. The rest of this chapter is split into two parts: a list of activities and a list of guests. With each activity are the guests likely to appear there. The different activities involve tests of various ability scores and skills, in the form of games, contests, and even one special event: a duel.

THE EASTERN ROSACEAE

The duchess Montonet's ship has everything needed to throw a party of this scale. It has three decks, in addition to a raised section at the stern. The lowest deck is storage, filled with barrels of food and casks of wine, from which the tables on the main deck are replenished. The deck above that has small quarters for each guest, plus a larger room shared by the guards. Above that is the main deck, exposed to the air, which is dominated by three long tables. The tables are laden with food and drink on silver platters, and are periodically refilled by the unseen servants. The protruding section at the ship's stern is Montonet's own cabin, to which she retires early.

GUESTS

AARON THORNE

Aaron Thorne is a half-elf, a former monk, now local lord. Fabulously wealthy for his young age, Thorne is self-centered and egotistical but generally pleasant company. He excels in tests of dexterity and wisdom, though suffers in constitution and intelligence. He can be found at the games above, and otherwise spends his time hovering around Dmitri.

ROBERT HEFRON

Robert Hefron is a human, a retired duelist and pugilist turned drunkard. Also a former big-game hunter, he has a particular passion for honorable fights. Unfortunately, his drinking has made him slow and somewhat comical, though he retains his keen senses and inhuman strength. Hefron is aging, and spends most of the party drinking at the bar, until he issues his challenge.

ELEANORA DMITRI

Eleanora Dmitri is a drow beauty queen, graceful and refined. She gives off an elegant and untouchable air, and looks down on anyone she deems less beautiful than herself. However, as she relaxes, she turns to her other interest: practical jokes. Dmitri spends the first hour of the party observing the activities of others before beginning her game.

COUNT RED CHIFFON

Count Red Chiffon is a high elf and a stuck-up, intolerable noble who wears almost entirely crimson. His insufferable personality drives away all, but he sometimes has interesting news from his lands that makes it worth engaging in conversation with him. He can also be immensely intimidating, and has a certain pride that makes him a worthy ally despite his personality. His constitution is unmatched, as well. He suffers in intelligence and wisdom, however, as a result of a poor education and dull senses. During the party, he tries to interact with as many people as possible, to varying degrees of success.

WICCAM VIRTRUDE

Wiccam Virtrude is a halfling, a silent and reclusive master violinist. She spends the majority of the party sitting silently near the prow of the ship, watching the water and shore. She moves to eat occasionally, but speaks to no one unless persuaded.

GUARDS

The four guards are human, and none of them are required to be in the adventure. If any character's hook into the story is being a guard on the ship, then feel free to replace a guard of your choice with that character.

MARIA ROCKINGHAM

Maria is a tall, muscular woman wearing heavy armor. She is generally jovial, and knows a handful of jokes that she tells at any opportunity. She does her job well, however, and can be stern and stoic when necessary.

JOHANNA SMITHERS

Smithers is a former farmhand, and has a near-encyclopedic knowledge of horses. She has a somewhat unprofessional air about her when she's at work, but is a competent fighter.

WILLIAM HEARE

Heare is an aspiring knight, seeking to earn renown. He hopes some great catastrophe will befall something he is guarding one day, so that he might prove his heroism.

TODD THE INSUFFERABLE

A charlatan as much as a guard, Todd earned his moniker due to his tendency to aggressively try to sell his 'mystery potions'. Said potions have no effect.

THE GAMES

For the first day of the party, run the adventurers through the following games. You can exhibit the games in any order, but it's recommended to save Hefron's duel for last. Try to include as many games as possible, only excluding those that none of the characters are likely to participate in.

KNIFE-THROWING

Aaron Thorne and Count Chiffon will participate in this game, which arises when Chiffon starts admiring the knife at Thorne's side. The goal is to throw knives at a mark on the ship's mast, which Chiffon will draw with a piece of red chalk. The mark has an AC of 20, and the mast has an AC of 15. There are 24 knives available to throw. Characters may take turns with the guests to throw knives; once all knives are depleted, the game is over and the scores are tallied. A hit on the mark is worth 3 points, hitting the mast is worth 1 point, and a critical hit is worth 5 points. Whoever has the highest score at the end is declared the winner, earning three gold pieces from the other participants.

Chiffon has +7 to hit with his throws, and Thorne has +8.

GAMBLING

Aaron Thorne, Count Chiffon, and Robert Hefron will participate in gambling, with dice and cards that have been provided for this purpose. Each participant must make an Intelligence (playing cards) or Intelligence (dice set) check. Whoever has the highest check is the winner. However, a participant may also make a Dexterity (Sleight of Hand) check to attempt to cheat at the game. If the result of the check is higher than the highest Intelligence check, that participant wins. However, if the result is lower, they will not only lose the game, but also owe double their bet and forfeit their right to play again.

Thorne, Chiffon, and Hefron have +4, +5, and +7 respectively to Intelligence (playing cards) and Intelligence (dice set) checks, and +7, +2, and +7 respectively to Dexterity (Sleight of Hand) checks.

WEIGHT-LIFTING

Robert Hefron and Count Chiffon will participate in this game, as well as the guard Maria if she is present. The two (or three) of them find weights in Hefron's quarters, apparently left there by the previous occupant. The test is simply how many Strength (Athletics) checks each participant can make in a row, starting from a DC of 8 and increasing by one after each passed check. Whoever makes the most checks is considered the winner. Hefron, Chiffon, and Maria have a +5, +3, and +6 bonus to Strength (Athletics) checks respectively.

FISHING

Dmitri, Chiffon, and Hefron will participate in fishing. The idea is proposed by Chiffon himself, who finds five fishing rods in storage on the yacht. Whoever fishes the most interesting item wins the contest; to determine the result of fishing, roll a percentile die. Consult the table below for the result of fishing. Whichever participant rolls highest wins the contest. Characters can optionally add their Wisdom modifier to their roll. Dmitri's Wisdom modifier is +2, Chiffon's is +2, and Hefron's is +5.

d100	Result
0-10	Nothing
11-25	Some seaweed, junk, or trash
26-65	An ordinary river fish
66-94	A rare or beautiful fish
95-100	A special treasure as seen on the table below

If a character rolls a treasure, roll on the following table to determine the item fished.

d10

Treasure

0	A trident of fish command
1	A ring of water walking
2	Mariner's armor
3	A medallion containing a stone of good luck
4	A tentacle rod
5	A cloak of the manta ray
6	A clam containing a pearl of power
7	A gem-encrusted bowl of commanding water elementals
8	An unstoppered decanter of endless water
9	An ornate glass bottle containing a folding boat

A CHARMING CONTEST

At some point during the party, Eleanora Dmitri proposes a contest to one of the characters (perhaps the most charismatic), with the intention of proving herself the most attractive. Her idea is to vie for the affections of one of the other guests, with the first to be successful being the victor. She is confident, of course, she'll win.

The target of the contest can be chosen by the character the contest is proposed to, of three options given by Dmitri. The options and the DC for a Charisma (Persuasion) check to win the guest over are listed in the table below.

Guest	DC
Aaron Thorne	15
Count Chiffon	20
Wiccam Virtrude	30

Dmitri's Charisma is 18, so her Charisma (Persuasion) modifier is +10. Dmitri goes first in the contest. If she successfully makes her check, the participating character has the option to make a Charisma (Persuasion) check to divert the target's attention. The DC for the check is 5 higher than the original target for that guest. If successful, the character wins. If Dmitri fails her initial check, the competing character makes theirs. If none of the checks are successful, the contest is ruled a tie.

If Dmitri wins the contest, she will smugly assert her superiority before leaving both the target guest and competing character behind. If the character wins, Dmitri will quickly leave in a huff. If there is a tie, Dmitri is equally dissatisfied.

THE DUEL

After a few hours have passed and characters are well situated into the party, the atmosphere is broken by a sudden shouting. Robert Hefron, the magnanimous fighter and hunter, issues a drunken challenge to the assembly: that he can best any one of them in a fair duel. He stumbles about, repeating his claim, before (provided no one volunteers) eventually pointing to a specific party member to call out specifically. Consider selecting a dextrous adventurer, such as a bard or a rogue, to be targeted. If no such character exists, prioritize melee fighters over ranged characters or spellcasters.

Hefron manages to explain his terms despite his drunken stupor. He wants a fair fight, with one weapon each and no magic. The first to score a single hit on the other wins, and attacks should be made without the intent to deal damage. The winner will receive 10 gp from the loser. Hefron has an AC of 26 and a to-hit bonus of +11. Roll initiative (Hefron has a +2 bonus) and conduct the duel as if it were a normal battle. Whoever hits first is the winner, and no damage is dealt.

If Hefron loses, however, he will grow indignant and demand a rematch. If the character agrees once more, roll Hefron's initiative and attack roll in secret. 'Fudge' your dice rolls to make sure Hefron goes first, and that he scores a critical hit, then roll his full damage: 20 (2d8+11) piercing damage with his rapier.

Hefron will profusely apologize for the damage, give the affected party member 20 gp, and retire to his room.

THE MEETING WITH THE DUCHESS

When the games conclude, and night falls, characters are expected to meet outside Montonet's door. The ship is still well-lit by lanterns, and Virtrude is playing by the bow, but takes no notice of the adventurers.

The duchess herself lets them in hastily, collapsing into her chair. The study is sparsely furnished, containing only a desk with a chair behind it, a bed, and a bookcase. Candles on the desk provide dim light to the space. Also on the desk is a stack of papers, a quill and ink-bottle, and a vial of diamond dust (hinting at the attempted use of *greater restoration* to alleviate the duchess' condition).

Montonet explains her situation. As introduced in the first section of this adventure, Montonet has been targeted by a curse as a result of political strife. While the source of opposition has been rooted out by the duchess' resources, the curse itself still lingers and threatens to end her life in the next 24 hours. Therefore, Montonet implores the adventurers, they must end the curse before that deadline. Mechanically, Montonet currently has 4 levels of exhaustion. If the curse is not lifted tonight, she will be unable to move the following day, and expire the day after that.

She motions to the snow globe on her desk and explains further. The globe is the source of the curse, and projects nightmares into her sleep that prevent her from resting properly. In the nightmares, she struggles through a dark, cold manor filled with horrifying beasts and spirits, all the while being taunted by a mirrored, evil version of herself. The duchess' advisors believe that this figure is the center of the curse, and that defeating it inside the nightmare will stop it.

As for the snow globe, the duchess explains that it was recovered from the castle of her enemy. When the surface of the globe is touched, it pulls those that make contact with the surface into its miniature world, which matches the duchess' nightmares perfectly. She has sent scouts through, but the world seems extremely dangerous. This, she says, is the reason for contacting the adventurers.

And so, she asks them this: would they be willing to save her life by entering the globe, finding the shadow version of herself, and defeating it? Should adventurers accept, she will instruct them to make themselves ready and then touch the glass sphere. If they refuse, she simply sighs and leans back in her chair, resigned to try other avenues desperately in her last few hours.

As characters lay their hands on the surface of the globe, they find it frigid to the touch. The globe's magic begins to work immediately, and the duchess watches gravely as characters are drawn into it. From an outside perspective, the characters seem to transform into snow sculptures of themselves before being blown away and dissipating, but the adventurers themselves will perceive things differently.

Your vision begins to cloud, a white fog enveloping your surroundings. Snow flurries fill the air and the temperature drops rapidly, until your vision is completely obscured by white and you're chilled to the bone. Howling winds and frigid air are the only sensations for a moment, and then the storm begins to abate. You blink and clear your vision, and take in your surroundings- a full-scale, true-to-life version of the scenery seen before in the globe.

In the event that characters refuse to go along with the duchess' request, you may need to explain to them outside of the game that this is the hook into the adventure, and that if they refuse, the game cannot proceed.



CHAPTER 2: THE WORLD IN THE GLOBE

This chapter is the bulk of the adventure, a harrowing journey through the sprawling manor estate within the globe. Beginning in its courtyard, adventurers will travel through its many corridors and halls, fighting a number of enemies along the way, and eventually reaching their first of two major battles: the duchess' "pet" werewolf. Prior to this encounter, they have the opportunity to venture into the manor's sewers and discover a secret alchemical laboratory, where they can find a cure for lycanthropy and make an ally of the werewolf. Otherwise, however, they will have to defeat it before progressing onwards to the third floor of the manor. After a short journey, they'll reach the shadow Montonet's lair and duel her to the death. Upon her defeat, the world within the globe will begin to crumble, and characters will have to escape by any means possible.

Each of the following sections is a description of an area of the manor. A full map of can be found in Appendix D. Keep this map at hand to refer to as characters make their way through the manor.

1. COURTYARD

The adventurers arrive in a gate leading to a large courtyard, with a circular stone fountain in the center. The architecture of every structure in view is grey and gothic, with gargoyles adorning the walls and rough flagstones paving the ground. A thin layer of snow covers everything in sight. Hemming it in on two sides are stone walls, behind the adventurers and to their right, and to the left and straight ahead are walls of the manor. The manor itself is four storeys tall at its highest, and the manor entrance is on the wall to the left, an imposing set of wooden double-doors. The walls have sparsely-spaced windows with red light shining behind them, and the tallest turret of the manor is clearly visible with its high-peaked point far above. Low, scraggly bushes cling to the outside edges of the courtyard, hemming into a sort of round shape. There are decrepit, collapsing wooden stables against the right wall, with three stalls.

If characters look back the way they came from, they see nothing but an impassable storm of sleet whirling chaotically beyond the entrance.

The fountain itself is filled with ice, tinted red, and has icicles hanging from its three tiers. There are 2d4 silver coins at the bottom, though frozen over.

Roaming the courtyard in a somewhat lethargic manner are 1d4 giant ticks, and the second stall has a pair of crow-beasts nesting in it. See Appendix A for the statistics and descriptions of both of these creatures.

The door to the manor is obscenely heavy, requiring a DC 22 Strength check to open despite being unlocked. Alternatively, characters can break it down. The door has 35 hit points and a damage threshold of 10. Small windows on either side of the door offer another alternative, though these are too small for Medium creatures to fit through normally.

2. FOYER

The great doors creak open, revealing a large entry hall with a thick red carpet leading to a grand staircase at the far end of the hall. Torches in sconces line the walls, providing bright light to the room.

Dutifully patrolling the room are four hell hounds. At the top of the staircase is a banshee, facing away from the entrance. The banshee is invisible until characters set foot on the stairs.

3. FIRST FLOOR HALLS

These two hallways are made of smooth stone, with a thick red carpet running down their length. There are suits of armor lining the walls, spaced 10 feet apart. Between them are various tapestries, paintings, and racks of decorative weapons. Narrow windows peer out in some places over the courtyard or into the snowstorm behind and around the manor.

Roll a d4 for each suit of armor adventurers pass by or investigate. On a roll of 1 or 2, the armor is mundane. On a 3, the suit springs to life as hostile animated armor. On a 4, the armor crumbles and a spirit bursts out, using the statistics of a will-o'-wisp.

In the numbered hall, flanking the narrower conjoining passage, are two helmed horrors disguised as ordinary suits of armor, which become animated when the passage is approached.

The secret door leading into this area from area 9 cannot be identified or opened from this side. The double-doors leading to area 5 are barred from the other side by a steel halberd run through the handles. Forcing it open requires a successful DC 30 Strength (Athletics) check.

4. SEWER ENTRANCE

This room is lit only by slit-windows near the top of the room. There are manacles hanging from the walls on every side, with skeletons hanging from them. There are also two skeletons lying in a pile under two sets of manacles, which come to life to attack when the room is entered.

In the centre of the room is a circular grate with a rusted and corroded metal padlock. This grate is the entrance to the sewer sections (See Chapter 2.5), which offers a way to cure Mille Javrosh of his lycanthropy. Make sure to describe the nature of the padlock with the same vocabulary as the key in area 6, so that players realize that the two are connected.

One of the skeletons has a *scroll of feather fall* rolled up and stuffed into its head.

5. ALCHEMIST'S LAST STAND

This room was evidently once a sitting room, but the furniture has been knocked over and scattered around the room, and as mentioned in the description of area 3 a steel halberd has been used to bar the double-doors leading in. The room has no windows, but a long tapestry depicts the story of Bram Stoker's *Dracula* in abstractions along the long wall. The secret passage marked as area 7 has an entrance here, disguised behind a large painting of a man standing on a cliff and overlooking a mountain range.

Littered around the room are bloodless corpses with long fangs, with festering pustules covering their bodies. These corpses get denser closer to the door leading to the closet, area 6. The corpses are vampire thralls, which swarmed the Alchemist explained in greater detail in Chapter 2.5. None of the corpses are still alive. Touching any corpse will cause it to explode, spewing a thick green slime in a 5-foot sphere. Creatures within range must make a DC 14 Dexterity saving throw or take 3d6 acid damage.

The door leading to area 6 is slightly ajar.

6. ALCHEMIST CLOSET

This area is a small closet containing only the body of the Alchemist. The body is covered in green pustules, and has the same effect as the corpses in area 5. Lying next to the body is a brown, crystallized fluid with shards of broken glass in it and a smashed instrument with a silver needle and wooden handle. Clutched in the body's hand is a rusted, corroded key which fits the sewer grate in area 4.

7. SECRET PASSAGE

This passage can be entered by solving the puzzle in area 10, or moving the painting covering its entrance in area 5. The passage is dark and empty.

8. STAIRWELL AND UNDER-STAIR

On the western side of this room are the stairs up to the second floor of the manor. Next to the stairs is a small room containing an unlocked chest, inside of which is a *blood-drinker's shield* (See Appendix B).

9. JOINING HALL

This hallway is choked with wooden mannequins, which creak and seem to move on their own in the flickering torchlight from the hall outside, but in fact are all inanimate. Characters must make a DC 12 Wisdom saving throw when they pass through the hallway or become frightened of the hallway for 1 minute. The end of the hall opens behind a tapestry in area 3.

10. COLOR-MIRROR PUZZLE

This room has a large white banner strung up on the western wall, where the entrance to area 7 is marked. Chained in the northeastern corner of the room is a blood tick (See Appendix A). There is a table on the southern side of the room with a jar of dead yellow beetles, a bouquet of blue flowers, and some copper dust in an inkwell atop it. A mortar and pestle is also placed on the table, alongside a pitcher of water. In the alcove at the north end of this room is a mirror on a stand. In the mirror's reflection, the banner is a dark purple color.

When describing the reflection in the mirror, describe the entire room again with the only difference being the color of the banner.

The solution to this puzzle is to use the blood from the tick to splash the banner, making it red, and then grind the blue flowers and mix it with the water to make a blue liquid. Splashing this on top of the blood will dye the banner purple, and then the outline of a door will appear in black. The handle, made of cloth, protrudes outwards and the door can be opened.

11. TWIN ROOMS

These two rooms have identical contents: a sofa in the outer corner, a low table in the center, and a large painting on the northern wall. Upon entering either room, both doors slam shut and refuse to open, growths of stone holding them shut.

Sitting on each sofa is a gargoyle. When both gargoyles are defeated, the doors will reopen. However, if either gargoyle starts its turn while the other has been reduced to 0 hit points, it can use an action to cause the other to regain all of its hit points. Thus, both gargoyles must be defeated in quick succession to escape. Players can tell the condition of a gargoyle by its condition: describe the gargoyles crumbling and cracking as they lose hit points, to help players judge when they should time their attacks.

12. DARK ROOM

This room is pitch-black, and contains various instruments of torture. In the middle of the room is a stretching rack, and there are several iron maidens scattered about. If a humanoid creature moves within 5 feet of an iron maiden, it opens with the sound of wrenching steel and attempts to suck the creature in. The creature must succeed on a DC 14 Strength saving throw or be pulled into the iron maiden, which slams shut and deals 2d6 piercing damage to the creature before opening and spitting it back out. A creature that takes damage in this way is bloodied for 10 minutes.

There are also 2d4 phase spiders in the room. They have spun webs that cover many of the objects in the room, making the whole room difficult terrain.

13: SECOND-FLOOR ROOMS

These rooms are described in order from left to right, top to bottom.

KITCHEN

The northwesternmost room is a kitchen, with a bare flagstone floor and large counter in the middle of the room. Additional counters line the edges of the room, and racks of herbs, spices, and dried meats adorn the walls. A large pantry in the southwestern corner contains one week of rations, as well as assorted ingredients corresponding to almost any color.

The secret entrance marked on the map in this room is blocked by a roaring blue fire under a cauldron. The fire cannot be extinguished, but changes color depending on what is added to the pot. If players are struggling to understand the puzzle, allow a green herb to fall from a rack above into the pot, and let them see the color of the fire change in response.

The solution to opening the secret door is to add something transparent to the cauldron (other than water, which simply evaporates and has no effect), causing the fire to vanish.

BEDROOM

The northeastern room is a small bedroom, containing two small beds and a mirror. There are 2 crow-beasts under each bed.

SMALL LIBRARY

The eastern room is a small library is a dense maze of bookshelves, roaming through which are 4 ghosts.

ART ROOM

The southwestern room is dominated by several sofas and cushioned chairs, as well as a stool with an easel next to it. The paper on the easel is covered in splotches of red paint. Sitting on the stool is a poltergeist.

SECOND BEDROOM

The southeastern room is another bedroom, this one slightly larger. It has only one bed, but better furnishings than the others. There is a *moon-touched greatsword* with a silvered edge on a rack over the door.

14. SECRET STOREROOM

This room is mostly full of useless stored ingredients for the kitchen, but there is a mimic in the back of the room disguised as a treasure chest. When defeated, the mimic melts into a puddle and reveals a *potion of supreme healing*.

15. ANTECHAMBER AND HALLS

The hallway leading into this room is long and bare. The room itself seems to serve as an armory, and both entrances can be barred. There are racks of steel instruments in the room. The instruments are mostly long poles with semicircular prongs on the end, but there are conventional weapons as well, all non-magical.

The hallway leading out of this room is lit only by small windows, and is empty except for old bloodstains covering the floor, increasing in frequency the further down the hall they are.

16. MILLE JAVROSH'S CHAMBER

This long hall, supported by pillars, is the cell of Montonet's pet werewolf Mille Javrosh. When characters first enter the room, Javrosh is chained in the alcove at the far end, but will burst out of his chains upon their stepping further in.

The battle with Javrosh now commences. However, if characters have the lycanthropy cure from the sewers, they can use it here. Once used, Javrosh will instantly freeze as if paralyzed before dropping to the ground, convulsing and slowly transforming back into his natural form, an emaciated human dressed in rags. He will be unconscious for at least 4 hours, and knows nothing of use to the characters.

Otherwise, see Mille Javrosh's page in Appendix A for his statistics and an explanation of how to play as him. Upon his defeat, he will transform back into his human form, quite dead, leaving behind *Javrosh's manacles* (See Appendix B).

There are barred windows lining the room. The bars on the window connecting to area 17 (at the eastern end of the room, in Javrosh's alcove) have been wrenched off and the window is now easily stepped through.

17. ROOFTOPS

This passage marks a journey over the roof of the manor, with the wind howling and blowing snow across the roof. The blizzard makes traversing this area difficult terrain, and heavily obscures vision. There are six abhorrent crow-beasts along the route. At the end of the path is a steel ladder running up the side of the manor, leading to a window on the western side of area 18.

18. SMALL STOREROOM

This storeroom has one open, shuttered window, blowing cold air into the cluttered room. Barrels, crates, burlap sacks, and ceramic pots take up most of the space.

19. OBSTRUCTED HALLWAY

The western side of this hallway is lined with five suits of armor, which spring into motion as animated armor when adventurers enter the hall. The hallway has also collapsed here, blocking passage down it. There is an open window leading out onto the roof once more, where seven crow-beasts nest. The rooftop path leads to another open window, allowing characters to enter the eastern side of the hall, which also has four animated armors.

20. TRAPPED CLOSET

The floor of this empty closet gives way under the lightest touch, dropping into the alcove in Javrosh's chamber on the floor below. The fall is 20 feet.

21. DINING ROOM

This room has a dining-table surrounded by a number of chairs in it, and a chandelier illuminating the room warmly. There are three helmed horrors standing near the doors in the room.

The door connecting this room to area 22 is sentient and magical. It has a magic mouth on it, which will deliver the following riddle:

"If I speak the secret word, I'll open for good;
Shall I speak it? I could, I should, I-"

The door will then speak intelligently. It is immune to being charmed, and will try to avoid saying the word 'would' (in that context), as it saying so would cause it to open. Its reason for doing so it cites as follows: were it to open, it would no longer be able to see, as its face would then be pressed into the wall.

The door cannot see.

22. MUSIC ROOM

This room is filled with instruments on stands, and a grand piano dominates the center. As with the previous area, it is brightly lit by a chandelier hanging from the ceiling.

There are three symbols above the door leading to area 23: a skull and crossbones on a backdrop of gold, a green, leafy ball on a backdrop of black and white, and a cage on a backdrop of silver.

To open the door, the following instruments must be played simultaneously:

- Any golden instrument, such as a trombone, trumpet, or saxophone, playing 'D - E - A - D'
- 'C - A - B - B - A - G - E' on the piano
- 'C - A - G - E' on the silver flute

When the last note ends, the door will open. If players are struggling with the puzzle, show that the symbols above the door start to line up when the solution is approached: for example, if characters play the right notes on the wrong instrument, or not play simultaneously.

23. TROPHY ROOM

The walls of this room are adorned with the heads of various beasts. In a glass case in the center of the room is *Arrigan's silver carbine* (See Appendix B). When opened, the heads of the beasts on the walls begin to shriek, howl, and roar, but are not dangerous and quiet down after a few moments.

24. FINAL CORRIDOR

This hallway leads to the final fight with the evil Montonet. For every 30 feet traveled down the hallway, characters must succeed on a DC 14 Charisma save or be frightened of going any further. Characters can repeat the saving throw with advantage if given encouragement by one another. A frightened character can still encourage another. When adventurers reach the end of the hallway and turn towards the entrance to Montonet's lair, they suddenly become acutely aware that the end of their quest lies ahead. They can safely take a short rest here without fear of being attacked.

25. SHADOW MONTONET'S LAIR

Beyond the door lies the evil Montonet's private library. The room is square, 120 feet on each side, and all the furniture has been pushed to the edges of the room- tables, chairs, and bookshelves piled high on either side. The ceiling is 60 feet high above. At the far end of the room is a single wooden chair, placed in front of a large stained-glass window taking up almost the entirety of the far wall. The window is mostly shades of dark blue and purple, giving the impression of a night sky, there is a single red circular piece of glass in the center, through which shines the full moon from outside. The absence of any other light sources bathes the room in an eerie red light.

Seated in the chair across the room is a woman's body, dressed in elegant nobles' clothes and with a long sabre and a curious curved wooden instrument crossed over her lap.

The woman is, of course, the shadow duchess Montonet herself. She will not show any signs of life until approached or attacked. If any character gets within 5 feet of her, they must make a DC 20 Strength saving throw or be immediately grappled by the duchess. She will then say the first line of her speech below and use her *Bite* ability before pushing the affected character 5 feet away from her and rising, delivering the rest of the speech and beginning the fight.

"Obdurate heroes, thus blinded.

How readily is avarice masked? This is no honorable deed, thy pillaging of my ancestral home.

A duel, then, for thy lady, and mine own recompense."

If Montonet's body is attacked from range instead, she will catch any projectile fired at her and then proceed as normal. If attacked with magic, she will instead vanish into a cloud of mist and reappear standing in front of the chair. In either case, the fight begins as usual. Finally, if a character succeeds on the Strength saving throw mentioned above, she will simply push the affected character 5 feet away from her and proceed.

Consult Shadow Montonet's page at the end of Appendix A for her statistics and how to conduct the battle with her. When she is reduced to 0 hit points, explain the scene of her staggering back and dropping her weapons, panting and lowering her head.

"Ahhh...

...a long night, and death at last for all. "

With that closing remark, she crumples to the ground. At that moment, the floor begins to tremble and dust and debris starts to rain from the ceiling. The moon in the stained-glass window cracks roughly in half, hinting towards it as a method of escape, and the manor starts to crumble. Characters must now escape as fast as possible, or face death in the miniature world.

THE ESCAPE

As soon as the Shadow Montonet is killed, a timer begins for adventurers to flee. In order to escape, all characters have to do is pass through the storm whirling around the manor and find the outer glass of the globe. Unfortunately for them, the manor is collapsing all around them and it's a long way to the exit. The two main options are to backtrack through the entire manor or crash through the stained-glass window and plummet four stories to the ground below.

Should adventurers opt for the first option, roll a d4 and consult the following table for every minute that passes in-game.

d4	Event
1	1d4-1 crow-beasts and 1d4-1 rat-beasts run past, fleeing the crumbling manor
2	Rubble nearby crashes to the ground, prompting a DC 20 Dexterity saving throw to evade or take 15 (2d8+6) bludgeoning damage
3-4	Nothing

During the flight, describe the mansion coming apart, pieces of it breaking off and sliding to the ground. Enormous holes open in the wall, through which moonlight floods, and ceilings fall behind adventurers as they flee.

If, instead, adventurers choose the faster option to escape, the stained-glass window breaks easily when smashed through by any method. However, a fall to the ground may prove fatal to adventurers weakened by their prior battles. It is a 120-foot drop to the ground from the window, and the ground below is rocky and jagged. Double all fall damage if characters plunge unaided from the window. Spells such as *feather fall* or teleportation magic may trivialize an escape in this manner, and climbing down with a rope, ladder, or even down the wall with bare hands is also possible, though difficult.

Regardless of how characters reach the ground, the storm through the front gate beckons. Once they vanish into it, they are safe, and have completed their mission.

2.5: THE SEWERS

The sewer area of the manor is an optional section accessed through a manhole cover on the ground floor of the mansion. The walls are rounded, like the interior of pipes, and made of a dark-brown stone. A narrow stream of grimy sewage runs along the centre of the floor of every tunnel, and a thin green haze fills the air.

A creature that ingests any of the sewage is poisoned for 1d4+1 hours. There are no sources of light in the tunnels. The tunnels are mostly occupied by slaadi, rat-beasts and giant ticks (See Appendix A), and the ultimate goal is to reach the alchemical laboratory near the center of the maze, where a cure for lycanthropy can be found.

1. MANHOLE COVER

This is where adventurers emerge into the sewers. A rusted ladder leads down to the floor. Light streaming through the manhole from above creates dim light in a 10-foot radius around the entrance.

When characters return here to leave the sewers, there are three black puddings under the sewage pooled around the ladder, which reveal themselves when any creature gets within 5 feet of them.

2. SLAAD CONGRESS

Tucked in this small alcove, and roaming the area nearby, are 1d4+1 blue slaadi and 1 red slaad. Tucked into the back of the alcove is a small collection of things gathered by the slaadi: 3d6 silver coins, a tarnished silver belt-buckle, and a rusted dagger.

3. GIANT TICK TUNNEL

Down the entire length of this tunnel wander 3d8 giant ticks.

4. UNIDENTIFIABLE BODY

In this corner, guarded by a rat-beast, is a corpse. The body is largely blackened and disintegrated by the toxic slime, but 2d6 silver coins can be recovered as well as a small leather pouch containing a *bead of nourishment* and a *bead of refreshment*.

5. LOW SPOTS

These two spots show the tunnel passing under another section. In the lowest part, the toxic sludge underfoot has pooled and is thick. The area is difficult terrain, and any creature that starts its turn here takes 2d4 poison damage.

6. CISTERN

Here, the tunnel opens into a large circular cistern. A walkway runs around the outer edge, but the center drops off into the depths. The pit is hundreds of feet deep and the bottom is flooded with toxic sludge and has no exits. The ceiling is also 60 feet high here, and a group of 1d6+2 abhorrent crow-beasts (See Appendix A) fly in circles over the pit, shrieking.

7. ALCHEMICAL LABORATORY

This area, the ultimate goal of the excursion to the sewers, is a long-abandoned alchemical laboratory. A desk against the western wall is covered in smashed bottles and curious instruments, long fallen into disrepair. In a chest against the southern wall is a black case, containing the following items in slots shaped to them:

- A vial of yellow solution. This vial is a cure for lycanthropy, enough for one dose. The dose can be used on the lycanthrope Mille Javrosh, located on the second floor of the manor, as hinted at by the note described below. A detailed explanation of the cure's effects on Javrosh is provided in the description of his encounter.
- An instrument for the administering of the solution. The instrument looks like a small pistol, with a glass tube that can be unscrewed to load with fluid, and a large needle extending from the end. Depressing the trigger causes fluid to flow from the tube out the needle. Administering fluid to an unwilling requires making a melee weapon attack with the instrument, and the instrument cannot be used on a creature immune to piercing damage. The needle itself is silvered.
- A small journal, detailed below.

The journal is missing most of its pages, and many more are corroded by acid. However, amidst the undecipherable scribbles of alchemist's sigils and shorthands are the following notes in Common:

ALCHEMIST'S NOTES

"Montonet has charged me with the creation of a new strain of lycanthropy. Says she will hurt me very badly if I do not. I will comply."

"Progress on strain of lycanthropy going well. Met with host today. Man named Mille Javrosh. Frightened and confused. I am sympathetic, but not enough to risk my own safety."

"Strain is complete. Beast-blood serum will cause irreversible transformation. Beast will be much stronger than typical werewolf or beast, but not contagious. Montonet says she is looking forward to her new pet. My reservations mount."

"Refused to administer serum. Montonet attacked, the winged beasts protected me. This gratefulness to their creator warrants further examination, but not now. Fled to sewers, locked grate."

"New project going well. Is cure for strain. Should work fast, permanently reverse transformation. May leave subject incapacitated for some time after administering, but will recover. Can be injected anywhere."

"Serum is complete. Have also designed injector. Instructions for use: unscrew tube, pour in solution, reattach tube. Drive needle into flesh, pull trigger. I will try to go above and administer tomorrow. Leaving extra here, along with this journal. As insurance. If you are finding journal, please help Javrosh. Believe he is in much pain. Thank you."

This is the end of the journal. The alchemist's fate is explained in the description of area 14 on the manor's second floor.

The rest of the objects in the alchemical laboratory are useless.

8. COMPLEX INTERSECTION

This maze-like area composed of narrow and wide tunnels has a pile of crates in the center, the bottoms soaked through and corroded by toxic sludge. Inside the crates are 1d6 days of rations. There are also 4 black puddings hidden in the sewage, roaming this area.

9. TWISTED TUNNEL.

The sewer walls here are deformed and roughly hewed. In the tunnel extending eastward is a charred body with a corroded pickaxe and a pearl necklace in a pouch around its neck.

10. DEAD END

This tunnel dead-ends at a grate, through which only darkness can be seen. There seems to be no way through, and indeed behind the grate the tunnel only continues another 10 feet before terminating.

11. TERRITORIAL SCUFFLE

There are 2 rat-beasts fighting one another here. Neither will attack characters unless directly provoked until one dies.

12. SEWAGE MOUNDS

In each dead end in this area, sewage is piled up and thick. Any creature that gets within 5 feet of the end of these tunnels must succeed on a DC 14 Constitution saving throw or be poisoned for 10 minutes.

13. UNEXPECTED RICHES

Roll 1d4. On a roll of 4, each of these tunnels contain 1 rat-beast at the end. Otherwise, the tunnel corresponding to the number rolled (from left to right) has 1d4+1 platinum coins sunken into the sewage at the end. The rest of the tunnels contain 1 rat-beast each.

14. LABORATORY GUARD

There is a highly aggressive abhorrent crow-beast here, defending the alchemical laboratory. This particular crow-beast gains the following ability:

Reckless Attack. The crow-beast makes three attacks with its talons. It has advantage on all three attack rolls. Attacks against the crow-beast have advantage until the start of its next turn.

It uses the ability in place of its Multiattack.

15. DISCARDED DRAGON HEAD

The severed head of an adult green dragon is rotting at the end of this tunnel. Embedded in the dragon's head is a *dragon slayer scimitar*.

16. CROW-BEAST'S NEST

Tucked in this narrow tunnel is a nest made of rusted metal, with three eggs and a crow-beast in it. The eggs will hatch into infant abhorrent crow-beasts after 1d6+1 days if kept warm and dry for that duration.

17. SKYLIGHTS

Light streams in from somewhere high above, and snow falls gently down, making small piles on the ground. This section of the sewers extends beyond the manor walls, meaning that the grates above are in the snowstorm around the edge of the miniature world.

CHAPTER 3: THE LAST GAME

When characters finally pass through the storm, they feel a peculiar cold sensation throughout their bodies and are completely blinded by white. From the outside, Montonet can see gusts of snow blow out from the globe and form into the adventurers, finally coming alive as their original bodies once more. Montonet

profusely thanks the adventurers for their help, and apologises that she cannot do more for them right now. She promises to reward them properly after she rests. She then retires immediately to bed, instructing her butler to see to anything the characters might need.

Characters will be in need of rest, so the butler suggests as much. They should have a long rest, and wake up with a few hours left until the end of the party. Making their way onto the deck, they see the rest of the guests crowded at the prow, looking overboard and seeming quite excited.

Aaron Thorne is leaning over the edge of the ship, dangling something in the water. Chasing behind it are several large, brown tentacles. The exact threat Thorne has attracted is never revealed, but can be assumed to be some kind of monster. Thorne's bait is an infant purple worm, dragged along by a piece of fishing line. Hefron is chastising Thorne, attempting to persuade him to stop without success. When he sees the characters enter the scene, he turns to them and begs them to stop Thorne, citing a fear of the monster sinking the ship.

Thorne can only be persuaded to stop by a successful DC 25 Charisma (Persuasion) check. If persuasion is not attempted immediately, or if the check is failed, a battle begins as the monster rears its tentacles over the ship. For each round, 1d6 tentacles emerge from the water to attack the party guests. Each tentacle has an AC of 18, 24 hit points, an attack bonus of +8, and deals 1d12+5 bludgeoning damage on a hit. Hefron, the guards, Virtrude, and Thorne join the battle. Consult the table below for their statistics.

	Atk.				
Character	AC	HP	Bonus	Damage	Initiative
Tentacle	18	24	+8	1d12+5 bludgeoning	N/A (all tentacles attack at the start of each round)
Robert Hefron	26	60	+11	2d8+11 piercing	+2
Wiccam Virtrude	16	34	+3	1d4+3 slashing	+3
Aaron Thorne	22	74	+9	3d4+6 bludgeoning	+5

The guards each use the statistics of a guard. Virtrude can play a melody that restores 1d10+3 hit points to all allies as an action. If any guest is reduced to 0 hit points, they are rendered unconscious but stable. After 3 rounds have passed or 12 tentacles are defeated, the monster retreats and Thorne is thoroughly berated. Any unconscious guests are carried by guards to their rooms to rest.

DISEMBARKING

The remainder of the voyage is four uneventful hours. The ship reaches its destination in the afternoon, arriving at a quaint port near the ocean. The duchess is received by a small party of maidservants, and the passengers disembark one at a time, taking with them anything they like from the party. When the adventurers leave, the duchess speaks with them personally. She has had a restful sleep during the voyage, and is feeling much better, though she will need many more hours to return to her ordinary state. She thanks the characters profusely, offering them modest rewards from her coffers in the form of gold, replacement (non-magical) equipment, and provisions.

OPTIONAL EXPLANATION: IN THE EVENT OF FAILURE

Should adventurers fail to defeat the shadow duchess and escape the globe, Montonet's fate is sealed. She lacks access to any magic that could save her from her present state, and will waste away the following day. The consequences of this are left uncertain; if you are running this adventure as part of a longer campaign, you'll need to decide now who the assassins are and how the land changes with Montonet's death.

APPENDIX A: MONSTERS

GIANT TICK

A giant tick is just that: an enormous, swollen, translucent-grey insect with a tiny head and legs and a hog-sized sac of blood. They are blind except for their bloodsense, and have no other senses, meaning they will only attack creatures that are bloodied. Because of this, their appearances in this adventure tend to be in places where they only pose a threat if attacked first, or if characters are already wounded from previous fights. For example, their first appearance is roaming in the courtyard. Here, they will not attack creatures unless one is 'popped' and their *Bloodbag* ability activates. Only then will the ticks in the area swarm the affected character. The giant tick has extremely low intelligence, so have them blindly rush in and use their *Ensnaring Strike* to grapple a target, then use *Suck Blood* immediately.

GIANT TICK

Medium aberration, unaligned

Armor Class 14

Hit Points 24 (4d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	4 (-3)	10 (+0)	6 (-3)

Damage Vulnerabilities piercing, fire

Condition Immunities charmed, frightened

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

Languages —

Challenge 4 (2,300 XP)

Bloodbag. If the tick is reduced to 0 hit points from any source except fire, it explodes, bloodying creatures within 5 feet and bypassing immunity to bloodied.

Actions

Ensnaring Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 17 (3d4+10) slashing damage and the target must make a DC 14 Strength saving throw or be grappled by the tick.

Suck Blood. +6 to hit, reach 5 ft., one creature grappled by the tick. *Hit:* 15 (3d8+2) piercing damage and the tick regains hit points equal to the damage dealt.

CROW-BEAST

A crow-beast is a giant crow that has been deformed and corrupted by exposure to beast-blood, a substance common to lycanthropes and other beast hybrids. Crow-beasts have four vestigial wings and often an irregular number of eyes (roll 1d4 if the number is needed). They are roughly the size of a dog, but low to the ground and can easily hide in tall grasses or debris. Crow-beasts are largely sedentary and have extremely poor vision, but will react with extreme hostility if approached. Crow-beasts in this adventure are usually hidden somewhere where they will surprise characters, but pose little threat once identified.

CROW-BEAST

Small monstrosity, unaligned

Armor Class 13

Hit Points 23 (6d6+2)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	6 (-3)	10 (+0)	6 (-3)

Senses (blind beyond 5 ft.), passive Perception 10

Languages —

Challenge 4 (2,300 XP)

Ambusher. In the first round of combat, the crow-beast has advantage on attack rolls against any creature it surprised.

Actions

Multiattack. The crow-beast makes three attacks with its talons.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) slashing damage.

RAT-BEAST

A rat-beast, in the same vein as a crow-beast, is a deformed giant rat. In this case, however, the rat has been granted increased capabilities. A number of extra limbs have sprouted from the rat's back, taking the form of twisted and undersized legs. Some rat-beasts have multiple heads, and each head has at least three eyes, usually placed in unnatural locations. Their lower jaw is missing, causing their teeth to hang out. Rat-beasts hunt primarily by their sense of smell, and are carnivorous. They use their Spew Bile attack to deter predators, and hunt with their claws and bite.

RAT-BEAST

Large monstrosity, chaotic evil

Armor Class 16
Hit Points 39 (6d10+6)
Speed 30 ft.

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

Skills Perception +7
Senses passive Perception 17
Languages —
Challenge 8 (3,900 XP)

Keen Smell. The rat-beast has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The rat-beast makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 17 (2d10+6) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 19 (3d8+6) slashing damage.

Spew Bile. *Ranged Weapon Attack:* +7 to hit, reach 30ft., one target. *Hit:* 34 (6d8+7) poison damage.

ABHORRENT CROW-BEAST

The evolution of a typical crow-beast, this mutated form is far more deadly. Among other things, it is capable of flight and possesses many developed eyes. Highly territorial creatures, these crow-beasts will tear to shreds any invaders to their nests in carnivorous packs. These beasts are also significantly more intelligent than their brethren, and are occasionally capable of using simple tools. They tend to keep their distance, making use of their ability to fly past creatures without provoking opportunity attacks.

ABHORRENT CROW-BEAST

Medium monstrosity, neutral evil

Armor Class 15
Hit Points 29 (6d8+2)
Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	12 (+1)	12 (+1)	6 (-3)

Senses passive Perception 11
Languages —
Challenge 4 (2,300 XP)

Flyby. The crow-beast doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Multiattack. The crow-beast makes three attacks with its talons.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 19 (3d8+6) slashing damage.

MILLE JAVROSH

Javrosh is the evil Montonet's "pet", an extremely dangerous lycanthrope with almost entirely beast-blood coursing through his veins. Javrosh is dangerous to fight up-close, capable of dealing huge amounts of damage in a single hit, but is relatively weak at range. When playing as Javrosh, describe his slow, lumbering gait and devastating attacks.

Additionally, Javrosh can be easily pacified by administering the lycanthropy cure found in the manor's sewers. If pierced by any vessel carrying the cure, or if he ingests it, he will immediately transform back into his human form and cower on the ground, refusing to speak or interact with anyone. The following stat block describes only Javrosh's beast form.

Javrosh appears as a large, hulking, dark-grey-haired wolflike beast with glowing red eyes and chains hanging from his arms, legs, and neck. He has long, feral claws and razor-sharp teeth that drip with mucus.

MILLE JAVROSH, THE BEAST

Large monstrosity, chaotic neutral

Armor Class 16
Hit Points 200 (20d10+80)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+2)	18 (+4)	4 (-3)	16 (+3)	16 (+3)

Saving Throws Str +10, Con +9, Cha +8
Skills Perception +13, Athletics +15
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Condition Immunities charmed, frightened
Senses darkvision 120 ft., bloodsense 240 ft., passive Perception 23
Languages Common (can't speak in wolf form)
Challenge 13 (10,000 XP)

Bloody Frenzy. Javrosh has advantage on attack rolls against bloodied creatures.

Legendary Resistance (1/Day). When Javrosh fails a saving throw, he can choose to succeed instead.

Regeneration. Javrosh regains 10 hit points at the start of each of its turns. If Javrosh takes damage from a silver weapon, this trait doesn't function at the start of Javrosh's next turn. Javrosh dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. Javrosh makes two attacks: one with his bite and one with his claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit* 33 (4d8+15) piercing damage plus 14 (4d6) necrotic damage. If the target is a humanoid, it must succeed on a DC 17 Constitution saving throw or take on a beast-blood curse (See Appendix C).

Claws. *Melee Weapon Attack:* +9 to hit, reach 5ft, one target. *Hit* 29 (4d6+15) slashing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Legendary Actions

Javrosh can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Javrosh regains spent legendary actions at the start of his turn.

Swipe. Javrosh makes one Claws attack.

Biting Assault. Javrosh makes one Bite attack. If the attack misses, Javrosh moves 5 feet towards the creature and the creature moves 5 feet in the same direction, then Javrosh makes another Bite attack. Continue making attacks and moving until either Javrosh reaches a wall (in which case the final attack automatically hits), or Javrosh has moved up to twice his speed.

SHADOW MONTONET

The evil Montonet is a quick, light, and incredibly deadly opponent. Don't be afraid to use all of her legendary actions, attacks, and reactions every turn. Keep her mobile, darting around the spacious arena using her *Quickstep* feature and movement legendary abilities. Montonet likes to keep pressure on specific characters, rather than spreading her attacks around between the three of them. For a particularly deadly battle, have her use her *Bite* on unconscious characters, bringing them ever closer to death.

When Montonet goes below half of her hit point maximum, have her prioritize using her *Bite* and transforming using *Bloody Strength* into her second phase. Use *green-flame blade* with every possible attack, and make as many attacks as possible. Rather than prioritizing movement, have her rush down targets and attack them relentlessly until reduced to 0 hit points. The battle with Montonet should have intense pacing and force players to think critically about their own and their opponent's next move, while reacting to the current one. Only a well-prepared and clever party should be able to defeat her in an all-out battle. Use everything at your disposal!

SHADOW MONTONET

Medium undead, chaotic evil

Armor Class 18

Hit Points 144 (17d8 + 68)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	16 (+3)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Dex +10, Wis +8, Cha +10

Skills Perception +8, Stealth +10, Acrobatics +10, Athletics +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities charmed

Senses blindsense 240 ft., darkvision 120 ft., passive Perception 18

Languages Common

Challenge 15 (13,000)

Legendary Resistance (2/Day). If Montonet fails a saving throw, she can choose to succeed instead.

Regeneration. Montonet regains 20 hit points at the start of her turn if she has at least 1 hit point and isn't in sunlight or running water. If Montonet takes radiant damage or damage from holy water, this trait doesn't function at the start of Montonet's next turn.

Undead Fortitude. If damage reduces Montonet to 0 hit points, she must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, she drops to 1 hit point instead.

Quickstep. When an attack misses Montonet, she can choose to move up to 5 feet in any direction without provoking opportunity attacks.

Stake to the Heart. If a piercing weapon made of wood is driven into Montonet's heart while she is incapacitated, Montonet is paralyzed until the stake is removed.

Sunlight Hypersensitivity. Montonet takes 20 radiant damage when she starts her turn in sunlight. While in sunlight, she has disadvantage on attack rolls and ability checks.

Turn Resistance. Montonet has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. Montonet makes three attacks with her sword. She can replace one of these attacks with a pistol shot.

Pistol. Ranged Weapon Attack: +9 to hit, range 30/60, one target. *Hit* 17 (3d8+4) piercing damage. If the target is a creature within 5 feet of Montonet that has hit her with an attack since the end of her last turn, the target must make a DC 18 Constitution saving throw or be stunned until the end of their next turn.

Sword. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. *Hit:* 14 (3d6 + 4) slashing damage.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Montonet, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Montonet regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Bloody Strength. If Montonet has hit with her Bite ability within the last minute, she can empower herself for one minute. Montonet bites into her arm and lets her blood run down the edge of her sword, imbuing it with deadly power. Montonet's speed increases by 20 feet, and she gains one additional legendary action per round. Additionally, she gains the ability to cast the *shadow blade*, *spiritual weapon* and *searing smite* spells at 5th level, at will. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks).

Reactions

Dodge. If Montonet is hit by a melee attack, she can choose to force the attacker to roll again and take the lower of the two rolls, potentially causing the attack to miss her.

Punishing Shot. If a creature within range that Montonet can see regains hit points, she can make a pistol attack against it.

Legendary Actions

Montonet can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Montonet regains spent legendary actions at the start of her turn.

Move. Montonet moves up to her speed without provoking opportunity attacks.

Quick Shot. Montonet makes a pistol attack with disadvantage.

Quick Slash. Montonet makes two sword attacks.

Bite. (Costs 3 Actions) Montonet grapples one creature and makes a bite attack against them.

APPENDIX B: MAGIC ITEMS

ARRIGAN'S STERLING CARBINE

Weapon (musket), legendary

This silver musket exclusively fires silver bullets. The weapon has a normal range of 100 feet and a long range of 300 feet, and it has the two-handed property. You have a +3 bonus to attack and damage rolls with this weapon. It deals 4d6 piercing damage and 4d6 radiant damage on a hit.

The musket has three charges. As a bonus action, you can empower the musket, gaining the following effects:

- Your next attack with the musket deals an extra 3d8 radiant damage on a hit. Additionally, the target must succeed on a Constitution saving throw (DC 5 + the attack's damage). A creature blinded by this feature can make another Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.
- You can choose to take a -5 penalty to the attack roll on your next attack. If the attack hits, it deals an additional 10 radiant damage.
- You cannot make another attack with this weapon until the start of your next turn.

JAVROSH'S MANACLES

Wondrous item, rare

These heavy iron shackles can be clamped around your wrists, limiting some of your abilities while bolstering others. You suffer disadvantage on Dexterity and Charisma saving throws, but advantage on Wisdom and Strength saving throws. Additionally, the chains coming off the shackles can be used as whips during your regular turn. You can attack with the chains as a bonus action, which deals 1d6 bludgeoning damage. You add your Strength modifier to attack and damage rolls with these chains. They also add 1d4 bludgeoning damage to your Attacks of Opportunity.

BLOOD-DRINKER'S SHIELD

Armor (shield), rare

This shield has silver fangs carved into its surface. Whenever you deal damage that causes a creature to become bloodied, or attack a bloodied creature, while holding this shield in one hand, you deal 2d4 piercing damage to the creature and gain temporary hit points equal to half the damage dealt. This ends the bloodied condition on the creature as the shield absorbs the blood (unless the creature is bloodied due to missing half or more of its hit points).

APPENDIX C: CHARACTER OPTIONS

This section outlines character options that come with this adventure. They can be used outside the scope of the adventure, but some rely on mechanics or events introduced herein such as bloodsense or beast-blood. The section labelled 'beast-blood curses' gives an explanation of that mechanic. You can offer these character options to existing characters or use them when making new characters. These options are not exclusive to use in this adventure, but fit thematically with it.

FEATS

WHIP-AND-CHAIN VAMPIRE KILLER

You are learned in the weapons used by vampire hunters of old. You gain the following benefits:

- You gain proficiency with whips and flails
- Whenever you make an attack with a whip or flail, its range increases by 5 feet
- You learn three maneuvers from those available to the Battle Master archetype in the fighter class: Disarming Strike, Grappling Strike, and Trip Attack. When one of these maneuvers requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). You can only use the maneuvers gained from this feat when you are wielding a whip or flail and no other weapons
- You gain three superiority dice, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest

BEAST-BLOOD CURSES

Beast-blood curses are an analogue to feats (or compare to the Dark Gifts introduced in *Van Richten's Guide to Ravenloft*) that give characters minor benefits with parallel drawbacks. They tend to be thematically similar to some of the transformative abilities of creatures like lycanthropes or vampires.

Beast-blood curses can be lifted with the *remove curse* or *greater restoration* spells.

WOLFSBLOOD CURSE

You have been afflicted with curse brought on by beast-blood, and have inherited bestial traits as a result. You gain the following traits:

- Your unarmed strikes deal 1d6 slashing damage, instead of their normal damage
- You gain proficiency in Athletics
- You have bloodsense out to a range of 240 feet

- If you are missing half or more of your hit points, you have advantage on attack rolls and disadvantage on saving throws

PURE-BLOOD CURSE

You have been afflicted with an extremely minor form of vampirism, by gaining access to vampire blood without being turned. You gain the following traits:

- You have darkvision and bloodsense out to a range of 60 feet
- Your canine teeth sharpen and lengthen, making your bite a natural weapon, which counts as a simple melee weapon with which you are proficient. You add your Constitution modifier to the attack and damage rolls when you attack with this bite. It deals 1d4 piercing damage on a hit. If you hit a bloodied creature with this attack, you regain hit points equal to the damage dealt
- While in sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight

RACE: REVISED HUMAN

While some may consider humans to be a generic and unremarkable race, their determination is unrivaled. They have a number of qualities that make them extremely tenacious and capable of overcoming any challenge.

Ability Scores. Increase any two ability scores of your choice by 1, or one score by 2.

Size. Your size is Medium.

Speed. You have a speed of 30 feet.

Age. Humans reach adulthood in their late teens and live less than a century.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Languages. You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Skills. You can proficiency in two skill of your choice.

Human Determination. You have an indefatigable spirit, which shines forth in your darkest moments. When you are reduced to 0 hit points, you can immediately make a death saving throw. On a success, you are reduced to 1 hit point instead and remain conscious. You then cannot lose hit points until the end of your next turn. Once you use this feature, you can't do so again until you finish a long rest.

SPELLS

FREEZING FOG

2nd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small piece of cotton)

Duration: Concentration, up to 1 hour

You create a 20-foot-radius sphere of frigid fog centred on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 2d6 cold damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radius of the fog increases by 20 feet and the damage increases by 1d6 for each slot level above 2nd.

ARCANE LAUDANUM

4th-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S, M (a drop of pure water)

Duration: 10 minutes

For the duration, you have advantage on Wisdom, Intelligence, and Charisma saving throws.

SEEKER OF BLOOD

5th-level enchantment (ritual)

Casting Time: 1 action

Range: Self

Components: S, M (a drop of beast-blood)

Duration: 8 hours

You enhance your senses, at a despairing cost. You gain bloodsense out to a range of 240 feet, have advantage on attack rolls against bloodied creatures, and deal an 1d8 slashing damage to bloodied creatures. You regain health equal to the extra damage dealt.

However, if you become bloodied, attack rolls made against you by creatures with bloodsense have advantage, and deal an extra 2d8 slashing damage to you.

BLOODY SLASH

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You make a slashing motion in the air with your finger in the direction of a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d12 slashing damage and is bloodied, overcoming immunity to that condition.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

PARRIS' PERFECT PHANTASMAGORIA

9th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (an entire sheep, which the spell consumes)

Duration: Concentration, up to 1 hour

Choose a creature within range that you can see. The target must make an Intelligence saving throw. On a failed save, you gain complete control over the senses of the target. Your illusions can extend to any perception of the target, including sound, temperature, or any other stimuli. If an effect you create would cause the target to take damage, the illusion can deal up to 14d6 psychic damage to the target each round on your turn. The target perceives the damage as the appropriate type.

The extent of the target's interaction with illusions you create is also under your control. If you so choose, an illusion could be solid for the target. You can alter the illusion at any time so long as you maintain your concentration on this spell (no action required).

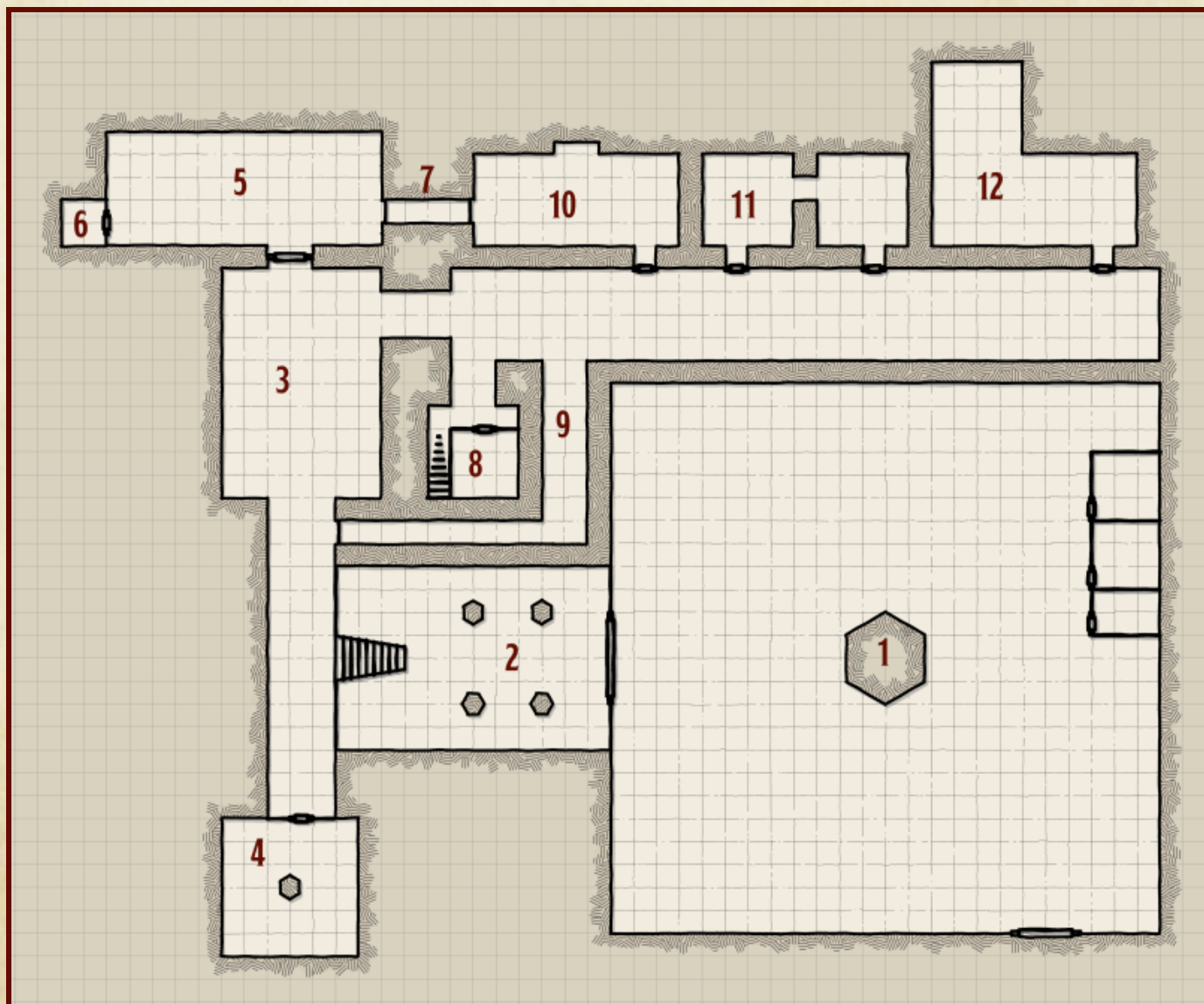
If the target is made aware of the illusion, it can use its action to attempt to break free by making an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the creature realizes the effect is an illusion. You can continue to project images and sounds to the creature, but can no longer cause the target to take damage or alter a sense that is not sight and sound.

You can use an action on your turn to extend to the illusion to another creature within 30 feet of a target of this spell. You can have a maximum of 9 creatures affected in this way, and each creature can perceive independent illusions.

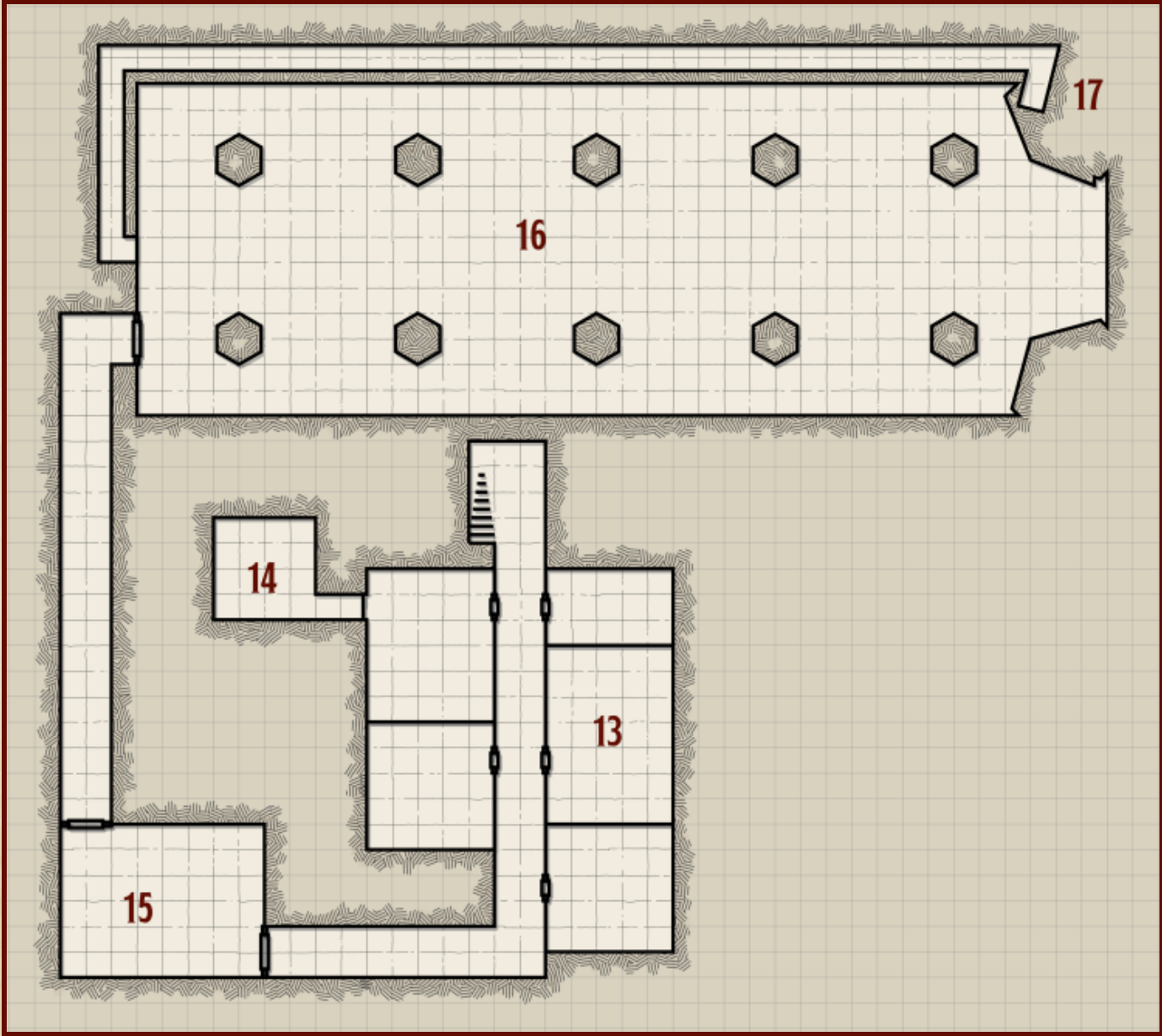
APPENDIX D: MAPS

These are the maps referenced by the sections above. The scale and compass are the same for each map: up on the map is north, and a single square is 5 feet long. The numbers on the map match to the numbered sections in chapters 2 and 2.5. Most details are absent from the map, they simply exist to show the size and shape of rooms and hallways.

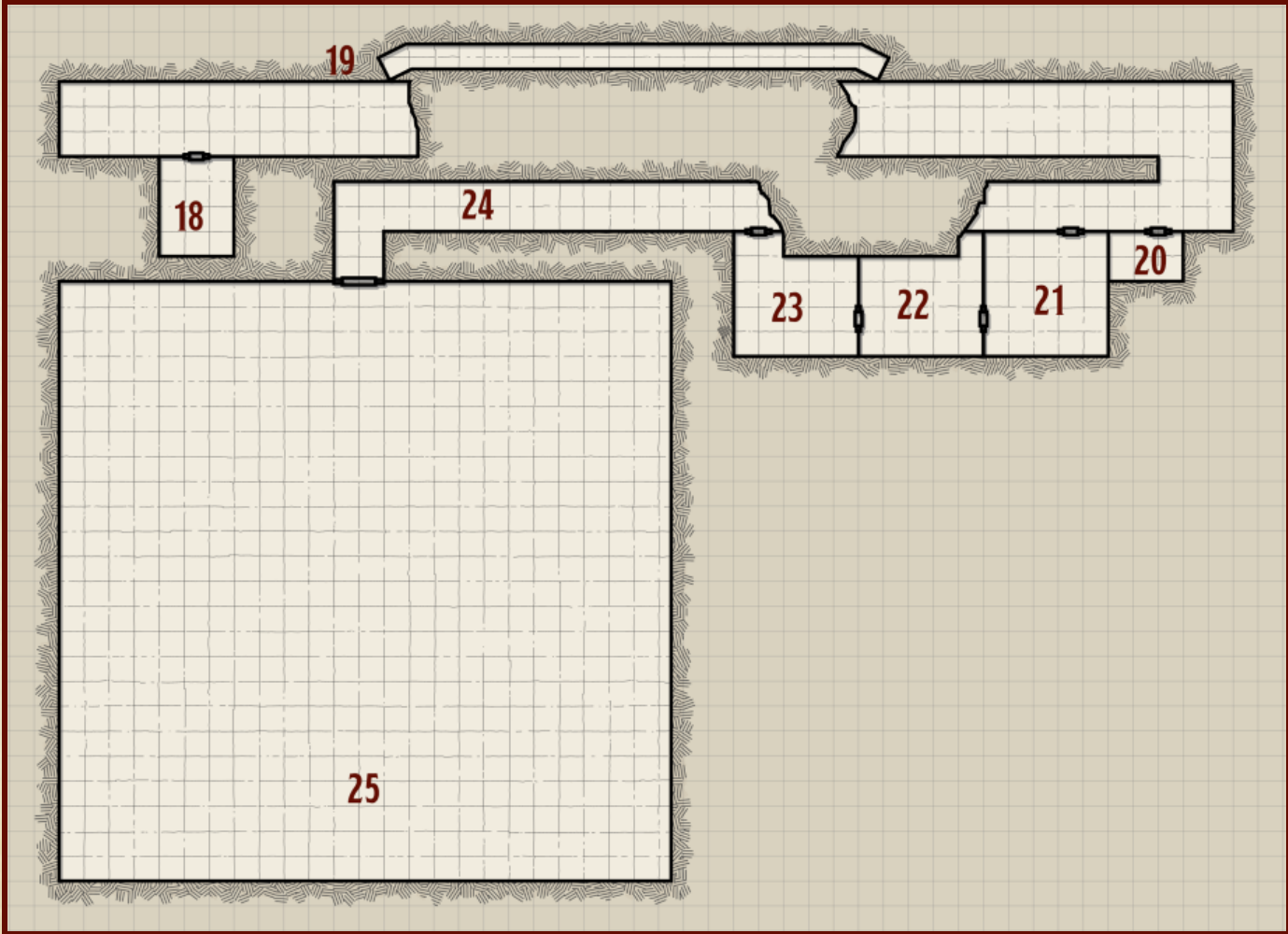
MANOR, FIRST FLOOR



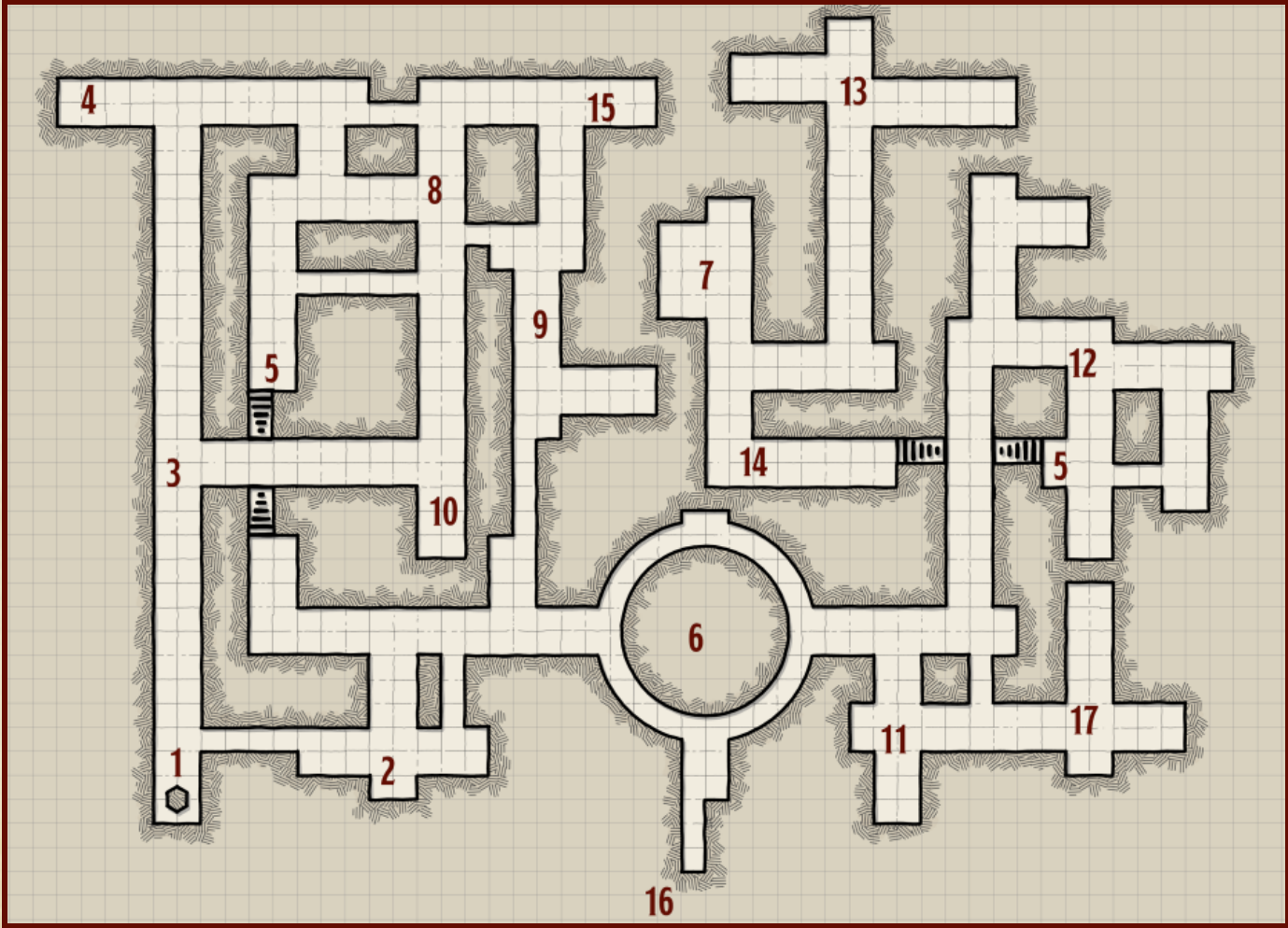
MANOR, SECOND FLOOR



MANOR, THIRD FLOOR



MANOR, SEWERS



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A *Dungeons & Dragons* adventure for characters of levels 13-15.

For use with the fifth edition *Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide*.

Created with

