



THE ROSE'S SPAWN



The Rose's Spawn is a Mini Quest of outlandish wealth, flirtatious undead, and oblivious servitude designed for 3-5 players.





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INTERACTIVE VERSION!**

If you're viewing this as a PDF, be sure to check out the free, interactive version of this adventure [HERE](#) where you can access additional features that will help you unlock adventure like a normal PDF never could! However, if you chose to view this as a PDF, be sure to use Adobe Acrobat and have both "Two Page View" and "Show Cover Page in Two Page View" selected for optimal viewing.

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WHO WE ARE

If you'll indulge us...

The sounds of silverware clinking against plates and students loathing their classwork create a constant drone throughout the university dining hall. The line for chicken alfredo is moving slowly like usual, and the grill area is advertising their new "Hawaiian island sandwich," which, based off a quick glance of the hall, shows very few takers. However, while scanning the room, you notice two students sitting in a corner booth cluttered with papers, laptops, and half-empty glasses of Diet Mountain Dew. Though you can't hear what they're talking about from this distance, they seem rather excited about something.

That is how we got started, and frankly, it's as close to your typical "you meet in a tavern" adventure hook as you can get in Utah. A place where taverns are... uncommon. The two students sitting at the corner booth were my good friend, Edward Borenstein, and me, Landon Guss. It was our senior year attending Utah State University's business school and I had just finished pitching my new business idea to Ed.

The idea was simple- I enjoyed playing Dungeons and Dragons®, but I was too busy to prepare my own adventures. The modules available at the local game store were exciting, but sitting around 200 pages each; they were intimidating and overwhelming to run. I aspired to start a business that published 5e adventures in monthly installments that maintained a consistent narrative, but were also easy to di-

gest and didn't throw an archmage's personal library worth of pages at you all at once.

When we sat down for lunch, I had no intention of recruiting a Chief Marketing Officer. I simply wanted to get Ed's input, but Edward believed so strongly in the idea that he offered to join the team right then and there. Together we created Quest Chests and began working on it in our spare time, going so far as to compete in a Human Resource Case Study competition and win \$500 to put towards our initial capital funds. Those were desperate times.

You smell the eggs and bacon before even arriving at the reception hall where the rest of the business school's honors program students are gathering to celebrate their upcoming graduation. Halfway through your meal, the dean stands and asks each student to share what they will be doing after graduation. The answers are inspiring. It seems that everyone is heading off for some incredible opportunity in San Francisco, New York City, or Washington D.C. This continues for some time until you see two familiar faces stand up. One of them says with a big smile on his face, "We'll be moving into my parent's basement so that we can continue working on our startup business." Some uncomfortable laughter followed by a handful of nervous claps fill the room, before the next student is up and talking about their job opportunity in South Korea. As the two young men sit back down, they appear entirely unphased by what has occurred.

This breakfast took place a few months after our mess hall meeting. By that point, nearly everyone in our program was aware of what kind of business we were aiming to start. Now quite frankly, we get it. Living in your parents' basement spending countless hours starting a tabletop role-playing business is, in the eyes of most people, literally one step up from living in your parents' basement spending countless hours playing Dungeons and Dragons. It's crazy and nerdy, but we love the game and we know that there are millions of people out there all over the world who love it as well.

For those of us who've had the wonderful experience of playing Dungeons and Dragons, we know it's a lot more than a simple game. It's a community that encourages people to express themselves however they'd like without being judged or criticized. It's a support group that helps many people deal with mental health issues or get through challenging times in their lives. It's a social experience that allows one to have genuine connections with others in a world of screens and anonymous profiles. But yes, it's also a game that plays well when paired with snacks, goofy voices, and close friends.

Because of that, Ed and I aren't bothered when people question or doubt what we're trying to create. We see how Dungeons and Dragons is becoming socially recognized as more than a board game played by weird people in basements. People everywhere are seeing what this game has to offer and want to be a part of it. That's why Quest Chests works to help everyone do one simple thing: unlock adventure.



LANDON GUSS



EDWARD BORENSTEIN

Follow Quest Chests as we continue to release new adventures on our website and check us out on social media!



OATH OF THE QUEST MASTER

Here do I swear, upon my dying saving throw, to uphold the values of a Quest Master.

BRAVERY

To be a Quest Master is to embrace the fears and uncertainty that accompany all leaders, but I will not falter in my role. I will not allow my self-doubts to discourage me from the path of adventure. Instead, I will face my fears head on and stride forward alongside my players into the unknown where legends are created and heroes forged.

HONOR

As a Quest Master, I will hold my personal honor dearer than all things. Every action I take will be just in its ruling and intended to enrich my players' gaming experience. I will not allow anger, impatience, or spite to enter my mind or dictate my decisions, and I will respect all who sit at my table.

MENTORSHIP

I lend my hand to those in need, and never pass on an opportunity to teach. By aiding in a challenge and passing my knowledge forward, I ensure the success of my Quest Party. I will never turn a blind eye to a problem nor pass my problems onto others. Instead, I will take it upon myself as a Quest Master to bring in council to better prepare me for the task at hand and be better prepared for the next encounter.

HUMILITY

I will acknowledge my imperfections as opportunities for growth and improvement. When I stumble, I will make amends to all those affected and move forward with the intent of never making the same mistake. In doing so I demonstrate an understanding that my status as Quest Master does not place me above anyone at my table.

FUN

I will seek to understand those elements of a tabletop role-playing game which my players value most. Once discovered, I will do everything in my power to create an engaging, rewarding, and entertaining experience for my players based upon those elements. Additionally, I will ensure that every player at my table has the opportunity to become the hero they set out to be.

This is my oath, and I arise a Quest Master.

UNLOCK ADVENTURE

The Rose's Spawn is a Mini Quest of outlandish wealth, flirtatious undead, and oblivious servitude which can be played in a single sitting or used as the foundation of an entire adventure! It is designed for use with the 5th edition of the world's greatest roleplaying game and its core rulebooks, but with some modest alterations, it can be used with other versions of the same system or with other game systems entirely. The combat encounters have been designed for a party of three to five level 5 characters, but encounter difficulties can easily be adjusted to meet your party's needs.

In this quest, the PCs will investigate the disappearance of Jo Wanderfoot and his adventuring party whose last known whereabouts was Rosaceae Manor, a mysterious and secluded estate hidden in the nearby countryside. Though the PCs do not know it, it was here that Jo's party was defeated and imprisoned by a vampire spawn named Master Rolus. Jo is the last survivor, having watched his friends slowly butchered and served up as Master Rolus' dinner over the past three weeks. Though it will not be easy, the PCs must explore the manor if they hope to find and rescue Jo. Magical defenses wait to attack any who would do the manor or its master harm, and shadows creep about within its walls, eager to drain the living of their vitality. Yet all of these threats pale in comparison to Master Rolus himself who will be eager to meet his uninvited "guests" over dinner.

ABBREVIATIONS

The following abbreviations are used throughout this adventure:

- QM = Quest Master
- NPC = Non-Player Character
- PC = Player Character
- gp = Gold Piece
- sp = Silver Piece
- cp = Copper Piece

MAP

For your convenience, we have included the following methods of viewing the adventure map:

- Click on the "QM Map" icon located at the bottom of

every left page to view the map at any time.

- Click on any location's heading to view a "player safe" image of that specific location.
- Click [here](#) to download the map.

MUSIC AND SOUND EFFECTS

While every QM runs their sessions differently, we find that music can be one of the easiest ways to build immersion for your players. That's why we've built a playlist specifically tailored for this Mini Quest which you can access [here](#)!

In addition to a pre-built playlist, we have embedded sound effects within this adventure to take immersion to the next level!! Just click on any of the horn icons at the bottom of every right page to play the associated sound effect.

PRONUNCIATIONS

- Rosaceae Manor [ro-SA-ce-ae]
- Pétales Rosaceae [pe-TAL-ea • ro-SA-ce-ae]
- Joli [zhoo-LEE]
- Dalrik Sternbrow [DAL-rik]
- Sulnarr Dasekle [SUL-nar • dah-CY-cle]
- Aldrich Parker [AL-drick]
- Kensle Hildred [KEN-cil • HIL-dred]

All of these pronunciations can be viewed by clicking the "Pro" icon at the bottom of every left page.

QUEST MASTER TIPS

The following three icons appear throughout the adventure guide and can be clicked to receive valuable and timely advice pertaining to the three core elements of any tabletop roleplaying game: combat, exploration, and roleplaying.



RANDOM TABLES

The random table, arguably one of a QM's most valuable and coveted tools, offers guidance and salvation when all seems lost. That's why we've included random tables designed specifically for this Mini Quest. Click the "Random Tables" icon located at the bottom of every left page to view fun mini-encounters and random treasure tables that

will entertain your players without sidetracking the entire adventure or eating up precious game time.

TEXT CUES

When reading through this adventure:

- Click **bold teal text** to view the stat block for the given creature. Additionally, all stat blocks can be viewed by clicking the "Stat Blocks" icon located at the bottom of every left page.
- Click **bold orange text** to view details about specific rules, items, spells, and other adventure content.

Text that appears like this is to be read aloud to your players. However, due to certain conditions changing as the PCs progress through the adventure, such as monsters no longer being in their original locations, certain portions of read-aloud text can be omitted. [Omittable read-aloud text is set apart from the rest of the text by brackets such as this.]

INTRODUCTION

Jo rolled over on the cold, stone floor and watched the vampire wither away beside him. The creature's skin smoked and flaked off in ashen chunks around the metal stake which only moments before had pierced its heart.

"We did it," he muttered, transfixed on the creature's eyes which stared back into his for the briefest of moments before collapsing in on themselves like fat grapes left out in the sun. "We actually did it."

"Jo!" Dalrik shouted breaking the halfling from his trance. "We need help!"

Jo rushed to the side of his fellow adventurers who were huddled around the body of Aldrich Parker.

"Oh gods," Kensle gagged as she pulled the mangled helmet from Aldrich's head, a loud slurping sound filling the small room as she did so. "Is there anything we can do?" she pleaded, looking up at the others.

Grim expressions struggled to meet her gaze, and silence took

the room for several minutes.

"What have you done?" a voice asked sternly from the doorway.

The party spun about to see a horned spawn emerging from the shadows, hellfire burning in its eyes.

"What have you done to the mistress?"

Kensle was the first to react, lunging at the figure with her sword, but in a blur it sidestepped and caught her as she stumbled past. "Oh, my loves," it spoke, the words dripping provocatively off its tongue. "You seem tired. The fight must have been exhausting."

It swung Kensle around effortlessly and smashed her against the nearest wall. She crumpled to the floor and lay still.

"You've been very naughty haven't you?" it asked, advancing towards the party.

Dalrik took up his axe and swung at the spawn's head, but there was no strength left in his arms. It slapped the axe aside then embraced the dwarf.

"I'll lead," the spawn said as it began waltzing about the room, pulling Dalrik along with him.

"Let him go!" Sulnarr shouted.

The dragonborn charged, brining both fists high into the air, but the spawn was too quick. With one graceful pirouette it hurled Dalrik across the room and caught Sulnarr by the snout, bringing her head down with devastating force against its raised knee. As the dragonborn slumped to the floor, the spawn turned to Jo who was struggling to stand.

"What should we do now that we're all alone?" it asked, seductively biting its lower lip.

"I killed your mistress." Jo weezed, fighting to keep his balance. "You really think I can't kill yo-" his words were cut off as the spawn stepped forward and lifted him by his throat.

"Oh yes, I like you."

The spawn tightened its grip, pulled Jo's ear close to its mouth, and whispered, "That's why I'm going to save you for last."



BACKGROUND

Pétale Rosaceae was adopted into a life of wealth few could imagine and raised by fathers who never ceased to love their only child. When a tragic string of events saw Pétale infected with vampirism and both her fathers killed, she was left the sole heir to both the Rosaceae fortune and manor house. Yet neither comforted her aching, undead heart. The young vampire locked herself away within her manor, vowing never to step foot in the world which had mercilessly taken her fathers from her. To quench her thirst for human blood, Pétale turned the manor's staff into vampire spawns and ordered them to lure the homeless and penniless from the nearby city to Rosaceae Manor with promises of food and shelter. Once they arrived, Pétale stayed true to her word and treated her guests to a bountiful feast before gorging herself upon their flesh. Any that she was too full to devour immediately were locked away in the cellar and saved for future meals. For three centuries Pétale remained an unseen scourge upon the city, and Rosaceae Manor became a secret lost to the rest of the world.

It wasn't until Jo Wanderfoot, a halfling adventurer living in the city, happened upon one of Pétale's vampire spawn that her secret was revealed. Seeing an opportunity to finally win the approval of his father, the halfling and his adventuring party sought out Rosaceae Manor, slew nearly all of Pétale's minions, and dealt the killing blow to the vampire herself. However, weakened and drained from their battle, they were no match for Rolus, Pétale's most powerful vampire spawn, who returned from the city to find the adventurers standing over his fallen mistress. Rolus, no longer in thrall to Pétale, quickly overpowered the adventurers and locked them away in the cellar.

Several days ago, Sophi Wanderfoot approached the PCs and begged for their help in finding her husband who has been missing for over three weeks. Sophi explained that one evening after Jo had gotten into a heated argument with his father, she had returned home to find a letter from her husband. The note stated that Jo had discovered something big. Something that would win him the approval he so desperately needed from his father, and required that he go to a place called Rosaceae Manor to see it done. Now, after many days of investigating false leads and rumors regarding the mysterious manor, the adventurers find themselves at its front doors not knowing what they will find inside...

THE CAST

A story is only as good as the characters within it. That's why, in addition to the essential backstory and physical descriptions, each NPC's profile includes:

- A brief narrative piece which brings the character to life and depicts them only moments prior to the beginning of this very adventure. Click on each character's portrait to read and enjoy.
- A "Roleplaying" section describing how the character speaks, acts, and moves so you will know exactly how to portray them to your players. Of course, we encourage you to incorporate your own ideas into the characters or drop our ideas entirely and do what makes your session the most enjoyable.
- A "Goal" section clearly stating what the character is trying to achieve so you have no question as to how you can incorporate them into your adventure.
- A "Creator's Thoughts" section which includes our own ideas on how to make the character even more unique and memorable.

Armed with this information, you should feel completely comfortable jumping out of one role and into another at any point during your adventure.



Hobbes Derkenshire

BACKSTORY

Hobbes Derkenshire, one of Pétale's earliest dinner guests, was easily lured to the manor house due to his severe dementia. After arriving, he proceeded to get lost in the library for several minutes before being pulled back to the dining hall where he revealed his kind heart. Hobbes went around the table shaking hands and introducing himself to everyone, including Mistress Pétale, who admired his manners and etiquette. As Pétale proceeded to rip limbs from torsos and consume the blood of the other guests, Hobbes made a second round of the table and introduced himself to the corpses of those he had only moments ago shared a meal with.

Pétale was taken aback by Hobbes' apparent naivety to what was unfolding around him and determined that he would make an excellent addition to her staff. She turned Hobbes into a vampire spawn, an act Hobbes was completely oblivious to, and appointed him Head Butler of Rosaceae Manor. Hobbes worked tirelessly to ensure that the manor stayed spotless and well maintained year after year. Sadly, in spite of his undead nature, his dementia worsened. Pétale would often find him dusting a table as she went to her chamber to sleep only to find him dusting the same table upon her awakening.

Despite his deteriorating condition, Pétale never grew frustrated with Hobbes. He cared deeply for the manor and that was all she asked of him. When Jo and his allies burst through the front door, Hobbes was in his room pressing his surcoat and remained unaware of what was transpiring throughout the manor due to his bad hearing. When Hobbes was approached later that evening by a blood-drenched Rolus who proclaimed himself the new master of the house, Hobbes simply smiled and continued about his business as if nothing had changed, for in his mind, nothing had. To this day, Hobbes continues to work as the the only remaining vampire spawn other than Rolus, still completely unaware of his own undead nature.

PHYSICAL DESCRIPTION

Few mortals live to be as old as Hobbes Derkenshire was when he was brought to Rosaceae Manor, and his elderly features have continued to deepen, though at a much slower pace, in the years since his transformation. Hobbes' face is a single, bald mass of wrinkles and liver spots. Two

gentle, grey eyes peer out from behind squinted eyelids and massive, bushy eyebrows. His tiny, pointy nose sits just above an enormous smile that only someone as oblivious as Hobbes could have. While he once stood nearly 6 feet tall, Hobbes is now permanently left in a severely hunched state. He proudly dresses in the traditional, all black uniform of a Rosaceae Manor staff member which is comprised of a sleek doublet, jerkin, breeches, and shoes.

ROLEPLAYING

Those who speak to Hobbes Derkenshire rarely get more than a few words out before his attention wanders. When this happens, either the one speaking must regain Hobbes' attention or they must tolerate Hobbes' constant interjections which are usually "What?" or "Huh?" He speaks with a wheezy and ancient voice which makes it sound as if every word could be his last, which, if it weren't for his undead nature, would not be an exaggeration.

Though he is a vampire spawn and works for Master Rolus, Hobbes is far from a co-conspirator or an evil man. His worsened dementia, poor hearing, and good hearted nature simply cause Hobbes to interpret his actions and the events conspiring around him differently than everyone else does. Where the PCs might see Jo Wanderfoot as a poor halfling imprisoned by a vile monster, Hobbes may see Jo as a close friend that he has been taking care of for the past three weeks. Where the PCs might see Rolus as an abomination, Hobbes sees him as one of his oldest friends and a fantastic boss. Whatever it is that Hobbes believes he is seeing or doing doesn't always have to make sense, but you can be assured that it is always free of any evil intent.

GOAL

As the head butler, Hobbes Derkenshire has three responsibilities: take care of the guests, maintain the manor, and accommodate the wishes of Master Rolus. He will attempt to balance these three responsibilities throughout the adventure by routinely and unpredictably checking in on the PCs to see if they need anything, tending to menial chores around the manor while the PCs explore, and ensuring Master Rolus' sleep is not interrupted until his dinner is ready.

CREATOR'S NOTES

1. Have Hobbes show up in strange places. Whether he's waiting outside the room the PCs are investigating, just



around the next corner, or standing right behind the PCs while they think they're alone, having Hobbes constantly show up unexpectedly will have your PCs asking questions about the strange old man.

2. Have Hobbes on the ceiling at one point. Due to his vampiric nature, which he remains entirely unaware of, Hobbes is able to climb walls and hang upside down with no issue. It could be very entertaining to have the PCs walk into the foyer or common area and see Hobbes standing on the ceiling dusting cobwebs off a chandelier. Of course this will immediately reveal that Hobbes is not just any ordinary old man, so approach this idea with some caution.
3. Have him mistake the PCs for staff members. For nearly three hundred years, Hobbes had plenty of staff members to call upon to help him with his responsibilities. Now that they've all been killed at the hands of Jo Wanderfoot and his party, Hobbes may believe that the PCs are either their replacements (assuming he notices the other staff members are gone in the first place) or simply new hires. Hobbes could go fetch the PCs some uniforms and assign them some random chores throughout the manor.

You can access Hobbes's full profile at any point by clicking on the "H" icon located at the bottom of every left page.



Jo Wanderfoot

BACKSTORY

The Wanderfoot family have been adventurers for more generations than they can count, and Jo is the most recent halfling to inherit that destiny. Sadly, try as he might Jo has failed to find a dungeon deep enough or a treasure priceless enough to win the affections or approval of his vain and prideful father, Yarrin. The young Wanderfoot became obsessed with impressing his father at an early age. In time, this hunger for approval changed the once level-headed adventurer into a reckless and foolhardy halfling who took on challenges he had no business considering.

While wandering the city's streets after being humiliated once again by his father, Jo noticed a shady figure approach a homeless child in a nearby alleyway. Worried about the child's safety, Jo moved to intervene only to have his suspicions confirmed. The figure was one of Pétale's vampire spawn which lunged at Jo upon his approach, but the creature underestimated its pint-sized opponent's martial prowess. Jo subdued the monster with ease and, with a bit of encouragement from his blade, learned the whereabouts of its master. At that moment Jo saw the opportunity he had been searching for all his life. Surely slaying a vampire would be more than enough to gain his father's approval. It had to be.

He rushed home to pack his gear, barely taking any time to leave his wife a letter to inform her where he was going, then raced off to gather his fellow adventurers. Hours later they broke into Rosaceae Manor and proceeded to hack their way to Pétale's hidden chambers. After a bloody fight which left one of Jo's closest friends dead and the rest severely wounded, they stood victorious over Pétale's withering corpse. Unfortunately for Jo and his allies, Rolus, the strongest and most cunning of Pétale's spawn, returned to the manor at that very moment. Weakened from their battle, they were no match for Rolus who quickly beat them into unconsciousness. Jo awoke several hours later chained in the cellar where he has remained ever since.

PHYSICAL DESCRIPTION

After three weeks locked in the cellar, kept alive only by the small amount of water Rolus' staff provides him, Jo is a shadow of his former self. His bones are nearly visible beneath his skin, and his eyes are small, panicked spheres of white in deep pockets of grey. His hair, once golden and

pristine, is matted and springs out in all directions. A wide nose which complimented his once round face now looks entirely out of place between his withered cheeks. Jo's white trousers and yellow shirt are ruined from being stuck in a room full of blood and his own filth.

ROLEPLAYING

Prior to his capture, Jo was a strong, confident, and capable warrior. Sadly, three weeks of watching his friends be pulled from the cellar then returned with less of themselves than when they had been taken has caused Jo to lose his grip on reality. He often speaks in whispers so quiet they are practically inaudible, and he talks to his now dead party members as if they were standing right beside him.

When not speaking, Jo stands or lies absolutely still for fear of being discovered and takes long, uninterrupted pauses of silence to listen for any indication that Rolus or his staff members may be nearby. With no other source of comfort, Jo wraps his arms tightly around himself and rarely lets go.

GOAL

Jo's broken mind makes it very difficult for him to understand the true gravity of his situation or act upon any set plan. If freed by the PCs, Jo will insist that his friends, all of which are now dead, escape, and if confronted by Rolus, he will freeze in terror, unable to move until either Rolus is dead or Jo once again falls victim to the vampire spawn and his minions.

CREATOR'S NOTES

1. Have Jo believe the PCs are members of his former adventuring party. Call the PCs by the names of his deceased allies and reference adventures the PCs never went on. Have Jo ask them how they survived, and have him constantly apologize for getting them all into this mess.
2. Have Jo refuse to leave his cell until he knows Master Rolus and Hobbes Derkenshire are dead. This challenging request will create further opportunities for the PCs to problem solve and explore the manor.
3. Have Jo snap out of it and finally accept what has happened. This will not change his levels of exhaustion, but it will make him a more reliable and competent ally for the party to have moving forward.

You can access Jo's full profile at any point by clicking on the "J" icon located at the bottom of every left page.



Master Rolus

BACKSTORY

Taunted and ridiculed by the city's affluent youth, Rolus learned at a very young age that one would always be judged by their wealth and power rather than their character or actions. This was challenging for a penniless tiefling such as Rolus to accept as he slept alone on the streets, loathing the life he had no choice but to live. Every day he prayed for the chance to change his destiny. Rolus was given the opportunity when one of Pétale's spawn approached him late at night and offered him the opportunity to stay at Rosaceae Manor where he would enjoy warm meals and a comfortable bed. Rolus accepted without hesitation and eagerly accompanied the stranger to the manor.

Surprisingly, Pétale did not devour Rolus that night. As she towered over the terrified tiefling staring into his abyssal-black eyes, she saw herself as a child kneeling beside the blood-soaked corpses of her fathers. Pétale took pity on



Rolus and enslaved him as one of her vampire spawn, and where many would have seen this as a curse, Rolus saw it as the realization of his greatest desires. Here, as Pétale's faithful servant, was access to all the wealth, excess, and comfort he could ever want. Over the next two hundred years, he served Pétale faithfully, bringing countless victims to the manor for his mistress to consume.

Rolus' life of luxury was going splendidly up until two weeks ago when he returned to the manor to find his beloved master staked through the heart and surrounded by four bloodied strangers. The loss of his master was devastating, but Rolus found comfort in knowing that Rosaceae Manor and all its wealth was now his and his alone. With a frighteningly seductive smile, Rolus unleashed his rage upon the adventurers. He did not kill them though, for he was a spawn of sophistication and substance just as his mistress had taught him to be. He locked them in the cellar where all but Jo have met their bloody end at the hands of Rolus' cooking staff.

PHYSICAL DESCRIPTION

Rolus is a frighteningly seductive figure whose skin tone, now a ghostly red due to his lack of blood, only serves to highlight his striking features. A long, well-defined jawline accentuates his devilish smile and brilliant, white teeth. A thin, trimmed mustache rides upon his upper lip while eyes as black as the abyss peer out from beneath well-kept brows. His sleek, black hair, starting at the base of his two towering gazelle-like horns, is oiled and combed neatly every evening after he wakes. Small, silver rings pierce each ear, and a tailored, black surcoat compliments his white, fitted dress shirt and white trousers.

ROLEPLAYING

Rolus embodies the lavish, sensual, and expensive lifestyle he has been infatuated with since childhood. Every movement he makes and every word he speaks should be filled with theatrics and drama. Rolus speaks with a soft, **French accent** and boasts with a self-confidence that borders on narcissism. When speaking to his guests, Rolus extends his long arms out and dramatically flicks his wrist to gesture towards whatever priceless piece of art or tapestry he is showing off.

Rolus, still mourning the loss of Mistress Pétale, will be enraged to learn that adventurers have once again entered

Rosaceae Manor. However, Pétale was a strict enforcer of manners and etiquette as were her fathers, and this is something she ingrained into Rolus during his servitude. Because of this, he will come across as charming and welcoming, treating the PCs as his guests, and seeing that they are well taken care of. Despite this outward appearance, inside his cold, lifeless body a hatred burns that will not be extinguished until the intruders are either imprisoned or killed.

GOAL

Rolus looks forward to a calm, uninterrupted evening to enjoy the delicious stew his staff is preparing for him. Once he learns of the PCs presence, he will proceed to entertain his guests, in a way "playing with his food," before imprisoning them to use in future meals.

CREATOR'S NOTES

1. Have Rolus insist that the PCs let him give them a tour of the manor before dinner. This is where Rolus' vanity and narcissism can shine as he drags the PCs from room to room, bragging about his collections and treasures. Have him ask the PCs questions like, "How much do you think this piece cost?" or "How old do you think this sword is?" His answers are always absurd exaggerations in conceited attempts to impress his guests.
2. Have Rolus offer to buy the PCs equipment off of them. These items don't always have to be weapons or magical items. Rolus may be drawn to a pair of earrings, a fancy shirt, or any random trinket a PC possesses. He of course plans to take all of their equipment and reclaim his gold after they've been captured, but Rolus can't resist the chance to throw his wealth in the faces of his guests.
3. Have Rolus justify his actions by explaining that he and Mistress Pétale didn't eat just anyone. They picked those who they believed were suffering and put them out of their misery. In his eyes, they were doing them a service, and it is a service he plans to continue doing. As for Jo and his party, Rolus views them as murderers who must be punished.

You can access Master Rolus' full profile at any point by clicking on the "R" icon located at the bottom of every left page.

THE QUEST

GENERAL FEATURES

Sound: As has been the practice since Pétale inherited Rosaceae Manor three hundred years ago, fanciful ballroom music magically plays throughout the entire manor. This adventure's playlist (which can be accessed here) is designed to replicate this music.

Smell: The scent of blossoming roses mixes with the smells of fresh vegetables, exotic spices, and the bubbling stew coming from the kitchen to create an intoxicating aroma which wafts throughout the entire manor.

Windows: After her transformation, Pétale had all of the windows in the manor replaced with thick stained glass so that even during the day the manor is only in **Dim Light**. The windows are sealed shut and cannot be opened. Heavy curtains are pulled across all of the windows during the day and are drawn back at night.

Light: Magical candles placed within chandeliers and candelabras resembling tangled rose vines cast the interior of Rosaceae Manor in a soft, warm, red glow. Unless stated otherwise, the rooms of this manor are in **Dim Light**.

Paranormal Activity: While the death of Mistress Pétale has caused the more dramatic effects to fade, Rosaceae Manor remains a strange and unnatural place. Because of this, the following effects are still present:

- Apparitions dance in and out of the corners of one's vision only to disappear when they are sought out.
- Rose petals flutter out from closed doors, cabinets, and drawers when opened, only to quickly fade away.
- The beleaguered whispers of broken souls can be heard begging for spare change, clothes, and food.
- Invisible thorns draw blood from vulnerable flesh and snag on loose clothing or equipment.
- Doors slowly creak open, objects rattle violently then stand still, and chandeliers swing seemingly on their own.

WHERE IS MASTER ROLUS?

Master Rolus and his pet hellhound, Joli, are napping in his chambers (Locations 5 and 6) until dinner is ready. Because of this, it is unlikely that either of them would hear the PCs unless combat breaks out in the west wing of the manor or the PCs make an excessive amount of noise. Keep in mind that Rolus' dinner is nearly ready when the PCs arrive which means he could be woken at any time by his skeletal staff or Hobbes Derkenshire. It is up to you as the QM to determine when this happens. However, since Mistress Pétale's death, Rolus has instructed the remaining staff to wake him immediately should they believe he is in danger. Unfortunately for Rolus, the only staff members remaining are skeletons and Hobbes Derkenshire which, frankly, are not the most reliable lot.

ADVENTURE HOOKS

Mini Quests are perfect for filling an evening with a fun, no-pressure "one-shot" that doesn't require any prior setup or plot development. If you plan to run The Rose's Spawn in this fashion, proceed to the "The Adventure Begins" section to get things started! However, if you plan to insert The Rose's Spawn into an existing campaign, we have created the following adventure hooks to help you weave this adventure into your narrative without sacrificing continuity:

1. **While resting at one of the city's taverns, the party notices a halfling woman drinking alone and crying in a corner booth...**
2. **While passing one of the city's many guard stations, a halfling woman leaves sobbing and runs into the party...**
3. **While traveling through the city, the party notices a Missing Persons sign for a halfling named Jo Wanderfoot that offers a 2,000 gp reward for anyone able to find him...**

THE ADVENTURE BEGINS

Read the following when you and your players are ready to begin the adventure:

It has been four days since Sophi Wanderfoot approached you within the city and begged for your aid in finding her missing husband, Jo, and his fellow adventurers: Aldrich Parker, Dalrik Sternbrow, Kensle





Hildred, and Sulnarr Dasekle. According to her, she had come home to find a letter from Jo who wrote that he'd discovered something big, but it required he leave right away for some place called Rosaceae Manor. Jo promised he would return within two days, but that was three weeks ago. Sophi offered you 2,000 gp if you could discover what happened to her husband, however, locating Rosaceae Manor proved far more difficult than you had anticipated. Several days of investigation turned up a single lead: Rosaceae Manor could be found by following a long forgotten trail somewhere off the main road. After hours of searching, you manage to find what you believe to be the right trail though it is completely overgrown with vegetation making it incredibly difficult to follow. At several points the trail simply disappears, but eventually, as the sun begins to set, you find yourselves standing before a massive, single-story estate. A gravel path runs between two lush, vibrant rose gardens and up to the front entrance made up of two heavy, wooden doors.

1. FOYER

This decadent hall is the focal point of Rosaceae Manor and allows access to both its eastern and western wings.

As you enter the manor, you find yourself in an open foyer. A finely crafted rug runs its length upon which sit three oak tables showcasing various books, artifacts, and small treasures. Tapestries hang from the eastern wall, each depicting the same frighteningly beautiful woman strolling through rose gardens. Two massive suits of plate armor flank the front doors. Their black armor is etched and filled with intricate, golden designs of rose vines, and both glow a faint red. At your approach, they each extend an arm holding silver trays atop which sit small, dark chocolates shaped like roses.

The room is occupied by **Hobbes Derkenshire** who is busy tidying up the manor before dinner and 2 **animated infernal armors** which flank the front entrance.

For Hobbes Derkenshire:

- Due to his dementia, Hobbes will not immediately perceive the PCs as threats to Master Rolus.
- Hobbes does not remember the name Jo Wanderfoot

- though he does remember a small man coming to visit a few weeks ago. He believes Master Rolus may be able to better answer their questions, but Hobbes will not want to wake the master until dinner is ready to be served.
- Hobbes will do everything in his power to make the PCs feel at home in the manor including offering them to join the master for dinner where he can answer any of their questions.
 - Hobbes keeps four keys on his person at all times: one master key for all doors in the manor, one for the small chest in his personal quarters (Location 12), one for the cellar hatch (Location 7), and one for Jo Wanderfoot's cell and shackles (Location 8).

For the animated infernal armors:

- Rolus purchased the animated infernal armors after Pétale's death to improve security.
- The armors obey the commands of both Master Rolus and Hobbes Derkenshire.
- The armors have been instructed to do three things: 1) offer each guest who enters Rosaceae Manor a single chocolate from their silver trays, 2) prevent anyone from leaving without Master Rolus' permission, and 3) attack anyone who harms the manor house, its staff, or Master Rolus.



2. HISTORICAL ROOM

This room was designed to house the many artifacts, books, and artworks which recount the history of Rosaceae Manor and its former mistress.

Finely woven tapestries and decorative paintings, all of which seem to depict Rosaceae Manor and its inhabitants in some fashion, adorn the crowded walls of this baroque style room. Small placards next to each artwork state the artist as well as the year of its creation, and rows of parchment and leather bound books lie neatly on two sturdy wood tables in the room's center.

For the paintings and tapestries:

- A successful DC 5 Investigation of the placards reveals that many pieces date back over three hundred years.
- A successful DC 5 Investigation check reveals that the same beautiful and ghostly pale woman (Pétale Rosaceae) appears in practically every painting.
- A successful DC 10 Investigation check reveals that the same devilishly handsome tiefling (Master Rolus) appears in many of the paintings made in the past 200 years.

Paintings:

1. "Rosaceae Manor: Construction" 325 year old painting. Crews of dwarves, humans, and elves continue the construction of a building which looks very similar to Rosaceae Manor.
2. "New Addition" 320 year old painting. Two men stand close to each other looking down at the swaddled child one of them holds in his arms.
3. "The Rosaceas" 310 year old painting. Two well dressed men sit on a bench within a rose garden. Standing behind them is a beautiful young woman.
4. "The Wilting Petal" 300 year old painting. A young, pale woman kneels beside two bloody, mangled men.
5. "The Staff" 298 year old painting. A pale, powerful looking woman stands in front of several rows of stiff looking individuals in black suits. To her left is an elderly man who looks identical to Hobbes Derkenshire.
6. "The Rose's Spawn" 170 year old painting. A devilishly handsome tiefling dressed in a black suit stands beside a pale, beautiful woman sitting in a lavish chair.

For the books:

- Pétale liked to have each of her "dinner guests" log their names in these books, so she could look back and recount her favorite meals. A successful DC 5 Investigation check reveals names dating back three hundred years.



3. WEAPONS HALL

Pétale and Rolus have slain many great heroes since Rosa-

ceae Manor was built nearly three centuries ago, and the trophies they've collected from these murders are proudly displayed throughout this small hall.

The faintest moonlight shines through stained glass windows upon the four heavy tables which line the walls of this stone floored hall. Polished weapons and shields of all types are displayed atop beautifully woven tablecloths. Three suits of armor from various points in history, their cold steel glistening in the moonlight, stand amidst the tables. Against the southern wall is a massive tapestry depicting two handsome men as they walk through a rose garden each holding the hand of a smiling little girl.

The room is occupied by 2 **rugs of smothering** disguised as the tablecloths resting on top of the northernmost tables as well as 3 **animated armors**.

For the tapestry:

- A placard mounted next to the tapestry states it was made 315 years ago and is titled "An afternoon in the Rosaceae garden."

For the rugs of smothering:

- The rugs of smothering will immediately attack anyone who lifts an item from the tablecloths.

For the animated armors:

- The animated armors will immediately attack anyone who lifts an item from the tablecloths.

Treasure:

- 3 magical weapons (**Battleaxe**)(**Greatclub**)(**Longsword**) rest atop the tables.
- A silver shield, studded with rubies and forged to resemble a single blossoming rose, rests atop one of the tables.



4. GUEST ROOMS

Though it has been centuries since any guests stayed at Rosaceae Manor and lived to see the next dawn, these rooms remain just as clean and presentable as the rest of

the manor. The Guest Rooms are in **Darkness**.

A bed fit for a queen presses against the northern wall of this spacious, unlit bedroom. A large wooden dresser rests against the southern wall, and small paintings of various types of roses hang from the walls.

Each room is occupied by 3 **shadows** who are **hiding** underneath the bed and within the wardrobe.

For the shadows:

- The shadows will try to **surprise** an isolated PC.
- If there is no opportunity to surprise an isolated PC, the shadows will try to surprise the party.
- If combat breaks out in one of the guest rooms, any remaining shadows in the other room will immediately come and attack any living creatures.



5. THE MASTER BEDROOM

Unequaled in its lavish decor, Rolus' chamber is the crown jewel of Rosaceae Manor. The door to this room is locked but can be unlocked with the key in Hobbes Derkenshire's possession or with a successful DC 20 **Sleight of Hand** check. The Master Bedroom is in **Darkness**.

An overpowering aroma of roses, perfumes, and incense billow out from this elegant and gaudy bedroom. A cozy fire flickers in the stone fireplace masoned to resemble an arched terrace overgrown with rose bushes, and a massive, masterfully carved wardrobe stands along the eastern wall. Several packs and various types of adventuring gear are piled on top of a desk against the southern wall, and a bed fit for a king thrusts out from the opposite wall buried beneath heaps of decorative pillows and blankets. [Sprawled out atop the bed is a massive hound. An orange light burns from within its chest and shines through its black, well-groomed fur. Waves of heat ripple off its body with each of its heavy breaths.]

The room is occupied by Master Rolus' pet hellhound, **Joli**, who is sleeping on the bed suffering the **Unconscious** condition.



For Joli:

- Joli is a spoiled and pampered hellhound who spends all of her time sleeping and eating. Because of this, she does not benefit from a hellhound's Keen Hearing and Smell ability.
- If Joli becomes aware of the PCs, she will immediately begin barking to alert Master Rolus of the intruders.
- Joli will only attack if given permission by Master Rolus, in self-defense, or if the PCs try to flee the manor. Otherwise, Joli will follow the PCs until Master Rolus arrives.



For the Secret Door:

- A successful DC 10 Investigation check of the room reveals faint scratch marks on the floor beneath the wardrobe's legs.
- Any PC with a passive Perception of 15 or higher automatically notice these scratch marks.
- If the wardrobe is moved, the PCs will find the hidden door to Rolus' Secret Chamber (Location 6).

Treasure:

- Rolus has been slowly sorting through Jo and his allies' gear which is piled up on his desk. Though all of the weapons have been taken to the weapons hall (Location

3), the pile contains the following: 1 **Burglar's Pack**, 3 **Explorer's Packs**, 1 **Diplomat's Pack**, and 1 map of an island you don't recognize.

6. SECRET CHAMBER

Ever since Rolus took over as master of Rosaceae Manor, he has been sleeping in this secret chamber atop a massive pile of coin. This Secret Chamber is in **Darkness**.

The floor of this plain, rectangular chamber is completely covered in layers of gold, silver, and copper coin. Resting atop this mountain of wealth is a coffin nearly ten feet long. Sparkling rubies carved to resemble roses and thorns are set into veins of gold which wind and weave their way like vines across the coffin.

This room is occupied by **Master Rolus** who is napping inside his coffin before dinner.

For Master Rolus:

- If woken and alerted to the PCs presence, Rolus will calmly approach the party and invite them to join him for dinner. There he hopes to enjoy some social interaction with someone other than Hobbes Derkenshire before capturing the PCs and throwing them in the cellar.
- If the PCs refuse, Rolus will use **Joli** and the **animated infernal armors** to "convince" the PCs to accept.
- Rolus will only engage in combat if the PCs kill Joli or Hobbes Derkenshire as he prefers to let his minions do his dirty work.
- Once engaged in combat, Rolus will fight to the death to protect his life of wealth and luxury.
- The magical rapier Rolus uses belonged to Pétale and is called **Douleur**.

Treasure:

- Though the majority of Rosaceae Manor's wealth is safely locked away in a black market bank vault hidden within the city, Rolus had 8,000 gp, 17,000 sp, and 24,000 cp brought in to fill his sleeping chambers.



7. STORAGE CLOSET

This closet holds the supplies and tools used by the staff to maintain the manor. A locked hatch leads to the cellar where Jo Wanderfoot is being held. The Storage Closet is in **Darkness**.

A metal hatch is built into the floor of this closet, closed with a large, metal padlock. Crates, jars, boxes, cleaning supplies, and other household tools are piled high against the walls. [A single skeleton dressed in a black uniform stands motionless in the closet's center and stares at the metal hatch.]

This room is occupied by 1 **skeleton** who stands motionless, staring at the cellar hatch.

For the skeleton:

- The skeleton obeys the orders of both Master Rolus and Hobbes Derkenshire.
- This skeleton has been tasked to watch the hatch and alert Master Rolus if anyone other than himself or Hobbes Derkenshire opens it.
- Unless the PCs directly harm the skeleton or attempt to open the hatch, the skeleton will not attack or pay them any attention.

For the cellar hatch:

- The hatch is locked and can either be opened with the key in Hobbes Derkenshire's possession or with a successful DC 20 **Sleight of Hand** check.
- The hatch leads down to the cellar (Location 8).



8. CELLAR

After her transformation, Pétale had the cellar turned into a prison to store any of her "dinner guests" she was too full to eat. The Cellar is in **Darkness**.

A sturdy ladder descends into the cold, rancid cellar, and trails of blood pool outside three of the six cells lining the walls. All of the cells are empty except for

one which holds a small, filthy halfling. He lies completely motionless with a set of metal shackles clamped around both his ankles.

This room is occupied by **Jo Wanderfoot** who is trapped in southeastern cell.

For Jo Wanderfoot:

- Jo has been held in this cellar for three weeks.
- Jo's cell door and shackles are locked but can be unlocked with either the key in Hobbes Derkenshire's possession or with a successful DC 20 **Sleight of Hand** check.



9. COMMON AREA

This large, open common area was used by Pétale's guests to mingle and socialize before dinner.

Three enormous, recently polished tables, each carved in the likeness of an arbor overgrown with roses, are spread throughout this massive hall. Four heavy chairs are neatly tucked under each, and a single red rug spans the room's entire length.



10. DINING HALL

It was in this room that Pétale exchanged pleasantries with her dinner guests only moments before devouring them.

A colossal table runs the length of this extravagant dining hall, and at its head sits a lavish throne. Towering behind it is an enormous stone fireplace within which a fire snaps and pops. Its dim, flickering light hits the back of the throne and casts a narrow shadow down the entire table and up most of the southern wall. Placed before the throne is a single red tablecloth where a crystal goblet along with a set of fine china, cutlery, and silverware have been placed.



Treasure:

- The goblet, china, cutlery, and silverware are valued at 100 gp in total.



11. KITCHEN

The kitchen is manned by skeletons who work day and night to prepare the absurdly lavish meals their master requires throughout the day. Kensle Hildred's mangled body can be found here, as she was used in preparing tonight's dinner.

Tables overflowing with cooking utensils, sacks of flour, exotic spices, metal bowls, and boxes filled to the brim with fresh fruits and vegetables line the walls of this well-equipped kitchen. The gutted, butchered corpse of a female elf lies across the kitchen island table, and a massive, metal cauldron bubbles over glowing embers in the northwest corner. An intoxicating aroma of cooked meats and fresh basil hangs in the air. [Six skeletons, all dressed in the same poorly fitted, black uniform, shamle about dicing potatoes, cutting meats, and cleaning cooking utensils.]

The room is occupied by 6 **skeletons** busily making the final preparations for Rolus' dinner - a thick, savory stew made with the marinated remains of Kensle Hildred.

For the skeletons:

- The skeletons will pay little attention to the PCs unless they interfere with their ability to continue cooking.
- If the PCs disturb the skeletons, they will attempt to **shove** the PCs out of the kitchen.
- If the PCs refuse to leave the kitchen, the skeletons will take up butcher's knives and attack.



For the kitchen:

- A successful DC 10 Investigation check of the kitchen reveals a schedule for the previous and upcoming meals.

- On this schedule are the names of Jo Wanderfoot and his party members, along with specific limbs and organs.
- Jo Wanderfoot's name and his left leg are listed for the first time tomorrow morning.
- The other adventurers' names are crossed off on previous dates leading up to this evening where Kensle Hildred's name appears for the last time along with her legs.

12. HOBBS DERKENSHERE'S QUARTERS

Being the head butler of Rosaceae Manor, Hobbes Derkenshire enjoys the luxury of his own private quarters. Although he spends nearly every waking hour tending to the countless responsibilities which accompany his role, Hobbes does enjoy the occasional rest in his secluded chamber.

A generously sized bed rests in the northern corner of this small bedroom, its linens and comforter tucked neatly under the mattress. A fanciful wardrobe stands against the wall opposite the bed, and an empty stone fireplace is built into the wall between the two. A wooden desk on the western wall holds several books and a small chest.

Treasure:

- The chest can be unlocked with the key in Hobbes Derkenshire's possession or with a successful DC 15 **Sleight of Hand** check.
- Hobbes keeps a spare master key for the manor in the locked chest along with 60 gp, 82 sp, and a pair of rose-shaped, platinum cufflinks worth 50 gp.



13. STAFF QUARTERS

Pétale quickly lost the need for any living staff members after her transformation into a vampire, and up until three weeks ago, these staff quarters housed her vampire spawn slaves. The Staff Quarters are in **Darkness**.

Two beds, both beautifully made with crisply tucked sheets, have been pressed into either side of this

narrow chamber. A wardrobe stands at the foot of each bed facing into the room, and a single desk rests under a small stained glass window on the eastern wall.

For the wardrobes:

- Each wardrobe contains 3 complete Rosaceae Manor staff uniforms.



14. LIBRARY

The Rosaceae Library hides countless dark and wicked secrets within its antique shelves which draw the malevolent, restless spirits of Pétale's victims. The Library is in **Darkness**.

The familiar scent of aged parchment and leather hangs in the still, tense air of this dark library. Ceiling-high shelves, overflowing with scrolls and books of all types, line the outer walls and form a small maze of sorts in the room's center. Ominous shadows sway and glide across the room as the rose bushes twitch and thrash against the stained glass windows outside.

The room is occupied by 3 **shadows hiding** amidst the shelves and 1 **poltergeist** sitting at the northeast desk.

For the shadows:

- The shadows will try and **surprise** an isolated PC.
- If there is no opportunity to surprise an isolated PC, the shadows will attempt to surprise the party.

For the poltergeist:

- The poltergeist is the spirit of Aldrich Parker who died instantly when Pétale burst from her coffin with astonishing speed and crushed his skull between her hands.
- In life, Aldrich spent every waking hour pouring over books in the city's library. Now, his detached spirit sits and furiously tears through pages it can no longer read.
- Aldrich will immediately attack any PCs who disturb him.



Treasure:

- A pocket-sized book titled "Aldrich's Journal of Misadventures" rests on the southeast table. Rolus has been quite entertained by it the past several nights.
- A successful DC 15 Investigation check reveals 1 spell scroll from the following table on a shelf:

Spell Scrolls:

1. **Cure Wounds**
2. **Detect Thoughts**
3. **Prayer of Healing**
4. **Greater Restoration**



WHAT'S NEXT?

If you and your players enjoyed The Rose's Spawn, keep the story going! There are plenty of other adventures to be had and mysteries to be solved. Consider the following hooks to keep your players engaged and fill future sessions:

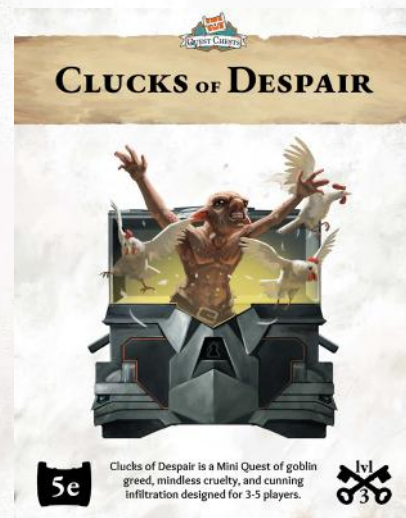
- What does Jo know about the map his party was in possession of and the mysterious island it depicts?
- Several of Pétale's spawns were in the city when she was killed. What are they doing now that they have regained their free will?
- Rosaceae Manor is without a mistress or master for the first time in three hundred yeras. What will become of it?
- As the PCs leave the manor, they see a single book lying on the floor opened to a specific page. Who placed it here and what is written on that page?
- Jo's father has disowned him after hearing of his recent failure. Will Jo retire from adventuring or will he ask the PCs to help him redeem himself?



DON'T MISS OUT!!!

We hope you enjoyed running this Mini Quest with your players, because we enjoyed making it. We'd love to hear your feedback and thoughts [here](#) on this adventure as well as how we can improve the content and structure of future products.

If you haven't already, check out our [other free Mini Quests](#), and look for Mini Quests: Volume 1 on Kickstarter 11/27/2018!



Lastly, be sure to have you and your players subscribe to our [newsletter](#) to receive valuable gaming advice tailored to your specific role at the table.

APPENDIX A

ANIMATED ARMOR

Medium construct, neutral

Armor Class 18 (plate)
Hit Points 33 (6d8 + 6)
Speed 25 ft.

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

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 1 (200 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

ACTIONS

Multiattack. The armor makes two melee attacks.

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

ANIMATED INFERNAL ARMOR

Medium construct, neutral

Armor Class 18 (plate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons.
Damage Immunities force, necrotic, poison
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14
Languages understands Common but can't speak
Challenge 3 (700 XP)

Magic Resistance. The animated infernal armor has advantage on saving throws against spells and other magical effects.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

ACTIONS

Multiattack. The animated infernal armor makes two longward attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 30 slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Animated Infernal Armor. Far more powerful and intelligent than the lesser animated armor, Animated Infernal Armor is imbued with magical defenses against most damages and spells while still retaining the ability to appear as a normal suit of armor.

JO WANDERFOOT

Small humanoid (halfling), lawful good

Armor Class 17 (splint)
Hit Points 58 (9d8 + 18)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+1)	13 (+1)	14 (+2)	15 (+2)

Skills Nature +3, Sleight of Hand +5, Stealth +5
Senses passive Perception 12
Languages Common, Halfling
Challenge 3 (700 XP)

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave. You have advantage on saving throws against being frightened.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

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

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

HOBBS DERKENSHERE

Medium undead, neutral evil

Armor Class 15 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	9 (-1)	9 (-1)	15 (+2)

Skills Stealth +4
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks.
Senses darkvision 60 ft., passive Perception 9
Languages Common
Challenge 3 (700 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:
Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. *Hit:* 6 (2d4 + 2) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 11).

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 5 (1d6 + 2) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire 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.

JOLI

Medium fiend, lawful evil

Armor Class 15 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 15
Languages understands Infernal but can't speak it
Challenge 3 (700 XP)

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

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

MASTER ROLLUS

Medium undead, neutral evil

Armor Class 15 (natural armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	16 (+3)

Saving Throws Dex +6, Wis +3
Skills Perception +3, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks.
Senses darkvision 60 ft., passive Perception 9
Languages Common, Infernal
Challenge 5 (1,800 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:
Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

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

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire 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.

POLTERGEIST

Medium undead, chaotic evil

Armor Class 12
Hit Points 22 (5d8)
Speed 0 ft., fly 50 ft. (hover)

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

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages understands all languages it knew in life but can't speak
Challenge 1 (200 XP)

Incorporeal Movement. The 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.

Incorporeal Movement. The poltergeist is invisible.

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 creature. *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 target's Strength check. If the poltergeist wins the contest, the poltergeist hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 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.

RUG OF SMOTHERING

Large Construct, unaligned

Armor Class 12
Hit Points 33 (6d10)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 2 (450 XP)

Antimagic Susceptibility. The rug is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the rug must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Damage Transfer. While it is grappling a creature, the rug takes only half the damage dealt to it, and the creature grappled by the rug takes the other half.

False Appearance. While the rug remains motionless, it is indistinguishable from a normal rug.

ACTIONS

Smother. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.

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 attacks
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 creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.
If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

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 Common but can't speak
Challenge 1/4 (50 XP)

ACTIONS

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

APPENDIX B

CELESTIAL MIGHT

Weapon (longsword), uncommon (+1)

Constellations have been etched into this longsword's obsidian blade with silver. The constellations have a faint glow and change to match whatever sky the wielder is standing under.

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

COMET, SMASHER OF SOULS

Weapon (greatclub), uncommon (+1)

This greatclub, believed to be a gift sent straight from the gods, was pulled from the rubble of a large rock which crashed down from the heavens many generations ago.

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

DOULEUR

Weapon (rapier), uncommon (+1)

[DU-lure] Meaning "grieve" in a distant language, Pétale commissioned this rapier be made shortly after the death of her fathers. The hilt is made of gold and resembles a wilting rose.

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

MOON CLEAVER

Weapon (battleaxe), uncommon (+1)

The blade of this mighty axe has been etched to resemble a crescent moon, and its handle is made from stone believed to have fallen from the moon itself.

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

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