



FINAL RESTING PLACE

By JONATHAN DUPREE

A SHORT ADVENTURE FOR 5TH LEVEL
WATERDEEP

BACKGROUND

Ehkart Karnos was probably the meanest, greediest, and most miserly of all the gnomes who have ever lived in Waterdeep. Ehkart was a gemcutter of incredible skill and artistry, an exceedingly wealthy gnome, and a major shareholder in the Kühr emerald mine north of Mirabar at the base of the Spine of the World Mountains. Yet he was still incredibly mean. True he had a large house, a mansion even, in a nice part of town, but he dressed in rags and his fellow Guild members used to estimate that his total expenditure per year probably never exceeded much more than a single gold piece!

Two months ago, Ehkart failed to turn up at the Guild hall where he was due to return a large emerald that he was putting the finishing touches to. A delegation from the Guild subsequently broke into the house to find Ehkart had disappeared without a trace. By order of a black-robed magistrate, the house was boarded up until either Ehkart or the deeds of ownership to the building were found.

In fact, Ehkart is still in the building and very much alive although totally insane. Ehkart's intense fear of thieves has been amplified by the emerald he has been working on. His paranoia has caused him to retreat into his secret room in the attic to mount a round-the-clock guard of his riches. Ehkart now sits in this room endlessly counting and recounting his fortune and gibbering quietly to his emerald.

A week ago, Zibber and Dophdar, a pair of gnome twins, broke into the house and took up residence in the cellar. Lured by the fact that Ehkart's fortune had not been recovered and believing that it was probably still concealed somewhere in the house, they have spent the past nights searching the house, fruitlessly so far. To cover their activities they have used their powers of illusion to create the impression that the building is haunted.

OVERVIEW

Final Resting Place is a very simple adventure involving a quest into a manor house with the fear of undead, trickster gnomes, traps, and potentially a few social encounters if the heroes aren't really looking for a fight. It is site-based, taking place in Karnos Manor.

ADVENTURE HOOK

You can work with the players to help them find their own reasons for investigating Karnos Manor, or you can use one of the following adventure hooks. In all cases, the party is advised by their employers to begin their investigations at Karnos Manor.

Guild's Investigation. The party is contacted by members of the Jewelers' Guild and offered 150 gp each to investigate the mysterious disappearance of Ehkart Karnos, a member of the Guild. This amount will be tripled if the emerald he was to return is brought back to the Guild.

Documentation Necessary. A representative of the Scriveners', Scribes', & Clerks' Guild offers the PCs 500 gp to find and recover the deeds of ownership of a house in the city of Waterdeep. The owner is presumed deceased and the house has not been officially searched. As the City Watch and Jewelers' Guild are in a dispute regarding who should be allowed to search the house and rumors of it being haunted have slowed anyone from doing so, this guild has decided to hire outside hands to find the documents.

Death and Taxes. Agents of the Waterdeep Revenue Service offer the PCs 250 gp to determine whether Ehkart Karnos still lives or has indeed passed on. Either way, no formal death certificate has yet been issued and there are still taxes to be paid.

THE TWINS

Zibber and Dophdar are fraternal twins, both 3'5" tall and weighing 38 lbs. Since birth, they have done everything together and will often joke in friendly conversation that no one can tell them apart even though they look nothing alike (unless they use illusions to fix that matter). The twins will use their spells to scare people off rather than hurt them. In fact, they do everything they can to avoid actual combat and will surrender if either of them is hurt.

THE EMERALD

The gemstone has made Ehkart's greedy nature magnify since he was given it for crafting to its utmost potential. He has worked it to perfection and finds it to be his most prized possession. Him and his trove of treasure sit in the panic room in the houses's roof (see area 15).



KARNOS MANOR

Karnos Manor is located at the very end of Gem Street under the shadow of Waterdeep Castle in the Castle Ward.

GENERAL FEATURES

Unless it is specifically noted in one of the sections below, the rooms of the house have the following descriptions:

Ceilings. The ceilings in this house are higher than houses of newer construction, standing some 10 feet high throughout the house. The only rooms that do not have such high ceilings are the rooms in the attic.

Windows. Nearly all windows in the house are built at odd angles, with only a few narrow windows set in the tower being vertical. The house was designed at instruction from Ekhkard, who thought assailants who would fly in through a window with a magical cloak or witch's broom would be obstructed by the angles of the windows. Additionally, all windows on the first floor have been boarded up from the inside.

Doors. All the doors are unlocked unless specifically locked by the twins, who each have a copy of the house's master key.

Light. The entire house is completely dark. On the second floor and the highest room in the tower may have lights from the street outside or from the star above pouring in through the windows.

Sound. The age of this house and its emptiness seem to magnify sound and there is a bit of an echo in the larger rooms. Unless creatures are specifically moving quietly, it is entirely possible for them to be heard in adjacent rooms to the ones they are in, even if that means they're above or below the ones who might hear them.

0. EXTERIOR

An old house set at the end of the street amidst other homes that appear lived in. This strange house boasts a tower and has twisted dead plants all about it.

Karnos Manor has a number of points of entry. If the PCs attained a key from the Jewelers' Guild or rights to enter the Manor from the City Watch, they can use the front door. If they mean to break into the house, they can do so by going over the stone walls into either the Kitchen or Ornamental Garden (area 5 and 6 respectively).

The exterior doors to either garden are boarded up from the inside and the gardens hold perils of their own (see area descriptions). An old tree stands outside the stone walls on the north end of the house and the branches reach close to the window of the guest bedroom (area 11) on the second floor.

All of the windows have been set with a *glyph of warding* set to burst out from the window if the door latches on the outside or inside are used. An Intelligence (Investigation) check DC 14 is required to find the spell markings and an Intelligence (Arcana) check DC 20 is required to muddle the spell's markings safely so the spell does not trigger.

Otherwise, all creatures within 15 feet of the window must make a Dexterity saving throw DC 14 or take 22 (5d8) fire damage and half as much on a successful saving throw.

1. MAIN ENTRANCE HALL

The first room in the manor rests behind the front entrance.

You enter into a once grand foyer. It is devoid of furniture and covered in a thick layer of dust. Cracked leaded-glass windows loom above the hall and the stairs that lead up to a gallery above. Two doors stand opposite the main entry doors, and just near the stairs on the east wall is another door.

The main entrance hall is watched by Zibber (see area 9) during the night while his brother Dophdar searches the house. If Zibber spots intruders, he casts *minor illusion*, creating the sound of clanking chains and ghostly wailing from the direction of the study (area 4). This spell serves a dual purpose, first to divert or distract the intruders and second to alert Dophdar.

If a PC has passive perception of 18 or higher, he would have heard movement on the landing above after the ghostly sounds come from the study. The east-most door on the south wall is to the study (area 4) and the west-most door leads to a small hallway (1a) that leads to the dining hall (area 3).

1A. HALLWAY

This hallway branches off from the main entrance.

In this small hallway, the eastern wall has a number of brass hooks, one with an old leather coat hanging from it. The western wall has a window which has been boarded up from the inside. The southern and northern walls have doors.

The leather coat has a value of 20 gp and has 3 sp in its inside pocket. The door north leads to the main entrance hall (area 1). The passage south leads to the dining hall (area 3).

2. KITCHEN

The kitchen is connected to the main entrance and the dining hall on the south side of the house.

You enter into what must have been a kitchen. Smooth stone tile, chipped and broken up from negligence and age, covers the floor. Old rusted cooking utensils lie discarded in the hearth. Cupboards and cabinets are all left open and the old and useless contents have been set out on the counters. There is a door to the north and a boarded up door to the east.

The kitchen shows signs that it has been searched. A character trained in Survival can attempt a Wisdom (Survival) check. On a result greater than 13, they would learn that a number of individuals trafficked this room a month and half ago came through this place. If the result of the check is 17 or higher, they would see that a set of small feet and hands have searched this chamber since that time in much more recent history. An Intelligence (Investigation) check DC 15 will reveal a trapdoor set underneath one of the tiles of the kitchen's floor marked on the map by the red "T" square. The trapdoor leads down into the cellar (area 7).

3. DINING HALL

The dining hall occupies the majority of the southern half of the house's first floor.

This long hall of a room might have once served as a room to entertain guests or for hosting dinner parties. The floor is just bare boards, rotted and dark with moisture in some areas. The windows are covered with tattered, faded drapes. The floor near the windows is making strange sloshing noise.

The shaded area of the floor marked with a red "T" is rotten and will collapse if any creatures of Medium size or larger treads on it. The drop leads down to the sewer access (area 8, any space in this area should serve) and is a 10-foot drop. Inside the floor are two **ochre jellies** that will enter the dining hall or descend down into the sewer outlet if a creature falls through.

4. STUDY

This small room is just off the Main Entrance Hall.

The walls of this room are lined with empty shelves. An old desk sits against the east wall, all but one of its drawers pulled open. The west wall hosts an empty fireplace with a soot- and ash-covered hearth.

The closed drawer of the desk has a silver keyhole set in it. If a PC examines the drawer for traps, an Intelligence (Investigation) check DC 15 reveals that arcane runes are lightly carved in the keyhole and seem to denote some sort of magical trap. An Intelligence (Arcana) check DC 13 would identify that the runes are for a *glyph of warding* explosive rune set to detonate if the drawer is opened without the use of the key. An Intelligence (Arcana) check DC 20 is required to muddle the spell's markings safely so the spell does not trigger. If a character trained in the use of thieves' tools

THE LETTER IN THE STUDY

If the letter in the study is removed without being lost in the fire trap, it details an exchange from the Kühr emerald mine that details the emerald leant to him is actually a gem that is owned by his mine and therefore rightly belongs to EHKARD Karnos. This is important if the players used the "Guild's Investigation" adventure hook or if they come into possession of the deed to the stock of the emerald mine and intend to legally keep the emerald.

Who sent the letter could be important. If you are running this as a side quest for **Waterdeep: Dragon Heist**, it could be Ulkoria Stonemarrow who was friends with EHKARD who found out of the treachery and still looks out for EHKARD despite his madness. If this is the case, she was definitely the one that installed the explosive runes on the manor windows and the desk.

wishes to open the drawer with those tools, they can make a Dexterity check adding proficiency. The DC to unlock the drawer without triggering the trap is 20. Otherwise, all creatures within 20 feet of the desk must make a Dexterity saving throw DC 14 or take 22 (5d8) fire damage and half as much on a successful saving throw. The contents of the drawer are destroyed if the trap is triggered.

Treasure. 2 potions of healing, 1 scroll of identify, 1 letter

5. KITCHEN GARDEN

Off the side of the house is a garden, accessible from outside or from the kitchen.

This area appears to be an atrium with plants that have grown wild from neglect. Ivies and brambles grow up the surrounding ten-foot high stone walls and all alongside the house. It appears there was once an entryway with wrought iron gate, but it is completely grown over and is hardly visible within the foliage.

Lurking inside the Kitchen Garden is a **shambling mound**. It remains dormant during daylight hours but will protect its domain if anyone enters it.

6. ORNAMENTAL GARDEN

The backyard of the house was once a nice garden.

The garden on the backend of the house has suffered many years of neglect. The ten-foot high stone walls are covered with ivies and brambles. The shadow of a large dead tree looms over the garden from outside the stone wall to the north.

The garden is infested with a total of thirteen **needle blights**. If any living creature looms in this area for long, they will attempt to swarm the creature. If the characters case the house, they may see the nature of the spikey plants in the backyard when a stray animal such as a rat or pidgeon lands there. The well in this area has been filled with sludge.

7. CELLAR

Access to the cellar is in the kitchen.

This basement-level chamber appears to be a storage room for the kitchen above. The room is lined with large empty and crates barrels. Several barrels and boxes have been moved to cover one specific wall of the chamber. The hearth in this room shows clear signs that it has been used recently. Near the fireplace are two small bedrolls and two small traveling packs.

This is where Zibber and Dophdar have hidden their belongings away and where they lay their heads to go to sleep. The south wall of the room has boxes of food and barrels of water and pale ale, seemingly moved in from the sewer access. After moving in through the sewers, the twins came to find out that a gelatinous cube had moved in behind them, so they have barred the doors.

Besides food and bedding, no real valuables are kept here because they keep those on themselves. The amount of food in the boxes is enough to keep two people well-fed for about 10 days with empty boxes that must have once contained a month or so worth of food.

8. SEWER ACCESS

If the PCs break down the boards that have been put in place to seal the sewer doors, they can enter into the sewer access.

This chamber smells foul of refuse and grime. The wall to the north houses a large metal pipe that has vile liquid dripping from it into the channel that flows south from the house.

If the PCs entered from the cellar (area 7), they will have had to pull away the barricade to enter. That barricade was put in place by the gnome twins to keep out the sewer-dwelling **gelatinous cube** that has made this section of the city sewers its home. The room has a number of exits for the cube, north deeper into the sewers itself or south down the open channel. If a PC falls into the sewer outlet from the dining hall (area 3), they are deposited on or around the bridge that goes over the channel. The gelatinous cube will slide away if the ochre jellies and PCs enter through the ceiling, but will return as the fighting comes to a close in hopes of eating the loser of the fight. Any creature entering the room with Passive perception 15 or higher is aware that the gelatinous cube is present.

9. GALLERY

The main entrance hall (area 1) extends upward to a gallery.

This gallery overlooks the main entrance hall and the stairs leading up to the second floor of the house. Cracked leaded-glass windows look down from above the entry. Two doors are immediately visible upon coming up from the stairs, and another two doors are around the window panes on the other side of the landing. The exterior windows on this floor have not been boarded up like those on the first level.

This is where **Zibber** typically maintains a watch, keeping an eye on the rooms and entryways he can see from above and listening for movement within the house beneath him. Zibber will only keep this watch if **Dophdar** is searching the house, but both know to move together to either of the bedchambers (see below) if either spots something and use the *minor illusion* cantrip to make ghost sounds.

The door to the east leads to the storage room (area 10). The door to the northwest leads to a hollowed out tower room. This room is not pictured on the map seen below. The twins won't hide there because it's a dead end. The door on the south wall at the stairs leads to the guest bedroom (area 11). There are two doors on the other side of the landing that stand next to one another. The eastern door leads to the servant's room (area 12) and the western door leads through a small hallway that leads to the master bedroom (area 13).

Tactics. Zibber might find it necessary to cast a stronger illusion spell (such as *major image* to scare the PCs with a "ghost" or to cast *invisibility* to ease escape to the bedrooms). He will cast *minor illusion* to alert his brother first.

10. STORAGE ROOM

Once used as a closet for the servants implements and then as a storage for old things by the master of the house.

This room appears to be an old storeroom for linens and drapery. The crates within are filled with moldering bed linens and the smell of the room has an earthy musk.

The items in this room are absolutely useless and have been ruined by neglect and the elements. Zibber or **Dophdar** could use this room as a last resort hiding spot, but would prefer to go to either the guest bedroom (area 11) or master bedroom (area 12) if they're forced to hide.

11. GUEST BEDROOM

One of two main bedrooms of the house.

*This room is completely empty and covered with a heavy amount of dust. The frame of an old bed is the only thing in this room.

This bedroom serves an excellent retreat for the gnomes if they have to escape. This chamber is connected to the master bedroom.

12. SERVANT'S ROOM

This room, in actuality, served as the master bedroom while the owner of the house remained outside his panic room.

Upon entering this small bedroom, you see a stark contrast in this room from many of the other rooms in the manor. The room is crammed full of wrecked furniture and materials that look like they been pulled from trash heaps. Dozens of stacks of old gazettes and handouts are stacked about the trash as well. A rough horse hair mattress lies by the fireplace in the east wall.

All of the items present here are the trash and livings of a horder after having been searched through. A successful Wisdom (Survival) check DC 14 reveals that the chamber has been completely searched and whoever has done this has gone over it a number of different times. An Intelligence (Investigation) check DC 17 reveals the secret attic (area 14)'s secret entrance (red trap symbol on map). This room is where **Dophdar** can be found, searching diligently through all the materials present.

13. MASTER BEDROOM

This room is empty except for an old musky bed covered with a heavy amount of dust. A window is set in the south wall with a pleasant view of the river. The shadow of an old tree can be seen out of the window. By the size of this room, one might consider this a master bedroom.

The tree just outside the back door (see area 6) is close enough to the windows that someone could climb up the tree.

and enter the building through the window. As mentioned in area 0, all the windows have a *glyph of warding* trap.

If Zibber or Dophdar is forced to retreat, this room is the preferred location to escape to, unless the guest bedroom (area 11) is closer. They will then lock the door behind them and possibly move between the bedrooms, locking doors behind them.

14. SECRET ATTIC

Entering into the attic from the secret ceiling access in area 12 leads to a strange and overly defensive chamber.

This attic space has a vaulted ceiling all the way down to the east and west floors. In the center of this space is a blackened steel cube that runs from floor to ceiling. On the north wall of the strange cube is a fireplace.

A Wisdom (Perception) check DC 18 makes a PC aware of a number of small holes in the steel walls and a pair of mad-looking eyes watching the PCs through them. The watcher within is Ehkard Karnos and he retreats to hiding if he is spotted. Looking through the holes reveals little to nothing besides an eerie green glow.

The fire place is sealed with steel doors that are locked. If a PC examines the doors for traps, an Intelligence (Investigation) check DC 15 reveals that arcane runes are lightly carved around the keyhole and seem to denote some sort of magical trap. An Intelligence (Arcana) check DC 13 would identify that the runes are for a *glyph of warding* explosive rune set to detonate if the drawer is opened without the use of the key. An Intelligence (Arcana) check DC 20 is required to muddle the spell's markings safely so the spell does not trigger. If a character trained in the use of thieves' tools wishes to open the doors with those tools, they can

make a Dexterity check adding proficiency. The DC to unlock the doors without triggering the trap is 20. Otherwise, all creatures within 20 feet of the door must make a Dexterity saving throw DC 14 or take 22 (5d8) fire damage and half as much on a successful saving throw. This explosion goes around corners. The keys found on Zibber

15. PANIC ROOM

Opening the fireplace doors breaks the main physical barrier into Ehkard's sanctuary.

Inside the steel chamber is a paranoid-looking gnome. Never the most presentable of persons at the best times, Ehkard is completely covered from head to toe in thick dust and cobwebs, with wild hair that is thickly matted. In fact, this gnome looks as if he could quite easily spent several weeks in a coffin. His fingernails appear to have grown extremely long and look dangerous. In one hand, he holds a bright green emerald which appears to glow with an eldritch light. With mad eyes and a feral rotted-toothed snarl, the gnome screams "Thieves!" as he lunges at you with his gnarly clawed hand

Ehkard should have cast *mage armor*, *mirror image*, and *stoneskin* by the time the intruders open the doors. He will either lead off with a *lightning bolt* or *cone of cold* right out through the doorway. He won't leave the panic room and will do his best to close and lock the door, possibly yelling for them to leave. If his initial outburst is successful in keeping the intruders out of his panic room and he closes the door, he may talk with them through the tiny holes in the walls. He is insanely paranoid and believes his twins are trying to steal his gem. No matter how much effort is put into trying to convince Ehkard out, only a Charisma (Persuasion) check DC 25 will sway him. He is made with paranoia and with greed.

If there are ever two or more creatures standing on the spaces marked with the red trap symbol, the floor falls out beneath them and they fall through the house all the way to the similarly marked space in the cellar (area 7). The fireplaces below are set in a way to allow the smoke to go through the walls of the panic room, so setting a fire below will not fill the panic room. If the trap is tripped, any active fireplaces rain their contents below. A falling creature can make a Dexterity saving throw DC 17. On a failure, they fall 30 feet and take 3d6 bludgeoning damage (+1d12 fire damage for each lit fireplace if any) and are prone in area 6.

Ehkard is hard to detain and will do everything he can to stay alive and keep his things. The most lawful way of handling this is to just leave the house. The house's owner is in it and is simply keeping to himself. There's obviously a chance the PCs fight Ehkard and kill him. If this ends up being the case, be sure to penalize the the PCs if the murder is very obviously the result of their actions or a cover-up attempt is made and fails.

Treasure. 1 emerald worth 1,000 gp, 1 *ioun stone* of sustenance, 200 platinum pieces (pp), 788 gold pieces (gp), 1,502 silver pieces (sp), gem stones worth 1,000 gp.



CONCLUSION

Either Ehkard is reported as alive and hiding in his home or he is found dead at a more recent time than initially expected. This could lead into conflicts with law enforcement. That or they can be seen as honorable and just people for having saved the old gnome. Perhaps conversations with members of law enforcement or the local guilds can help coax Ehkard Karnos out of his attic and to some form of assistance or treatment. It's really up to the PCs based on your actions and you, the DM, to decide how you want their actions to effect their future activities in the city of Waterdeep.

ZIBBER/DOPHDAR

Small humanoid (gnome), chaotic neutral

Armor Class 12 (15 with mage armor)

Hit Points 38(7d8 + 7)

Speed 25ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	12 (+1)

Senses passive Perception 10

Languages Common, Gnomish

Challenge 3 (700 XP)

Spellcasting. Zibber/Dophdar is a 7th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Zibber/Dophdar has the following wizard spells prepared:

Cantrips (at will) *dancing lights, mage hand, minor illusion, poison spray*

- 1st level (4 slots) *color spray*,[^] *disguise self*,[^] *mage armor*, *magic missile*
 - 2nd level (3 slots) *invisibility*,[^] *mirror image*,[^] *phantasmal force*[^]
 - 3rd level (3 slots) *major image*,[^] *phantom steed*[^]
 - 4th level (1 slot): *phantasmal killer*[^]
- [^]Illusion spell of 1st level or higher

Displacement (Recharges after the Illusionist Casts an Illusion Spell of 1st Level or Higher). As a bonus action, Zibber/Dophdar projects an illusion that makes him appear to be standing in a place a few inches from his actual location, causing any creature to have disadvantage on attack rolls against him. The effect ends if Zibber/Dophdar takes damage, is incapacitated, or his speed becomes 0.

Actions

Dagger (Melee). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: (1d4 + 2) bludgeoning damage.

Dagger (Ranged). *Ranged Weapon Attack:* +3 to hit, reach 20/60 ft., one target. Hit: (1d4 + 2) piercing damage.

EHKARD KARNOS

Small humanoid (gnome), chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 25ft

STR	DEX	CON	INT	WIS	CHA
9 (1)	14 (+2)	11 (+0)	17 (+3)	15 (+2)	8 (1)

Condition Immunities drunk, groovy, weak kneed

Senses passive Perception 3

Languages None

Challenge 6 (2,300 XP)

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

Cantrips (at will) *fire bolt, mage Hand, prestidigitation, true strike*

- 1st level (4 slots) *detect magic, mage armor, magic missile, shield*
- 2nd level (3 slots) *mirror image, shatter, web*
- 3rd level (3 slots): *counterspell, lightning bolt*
- 4th level (3 slots) *ice storm, stoneskin*
- 5th level (1 slot): *cone of cold*

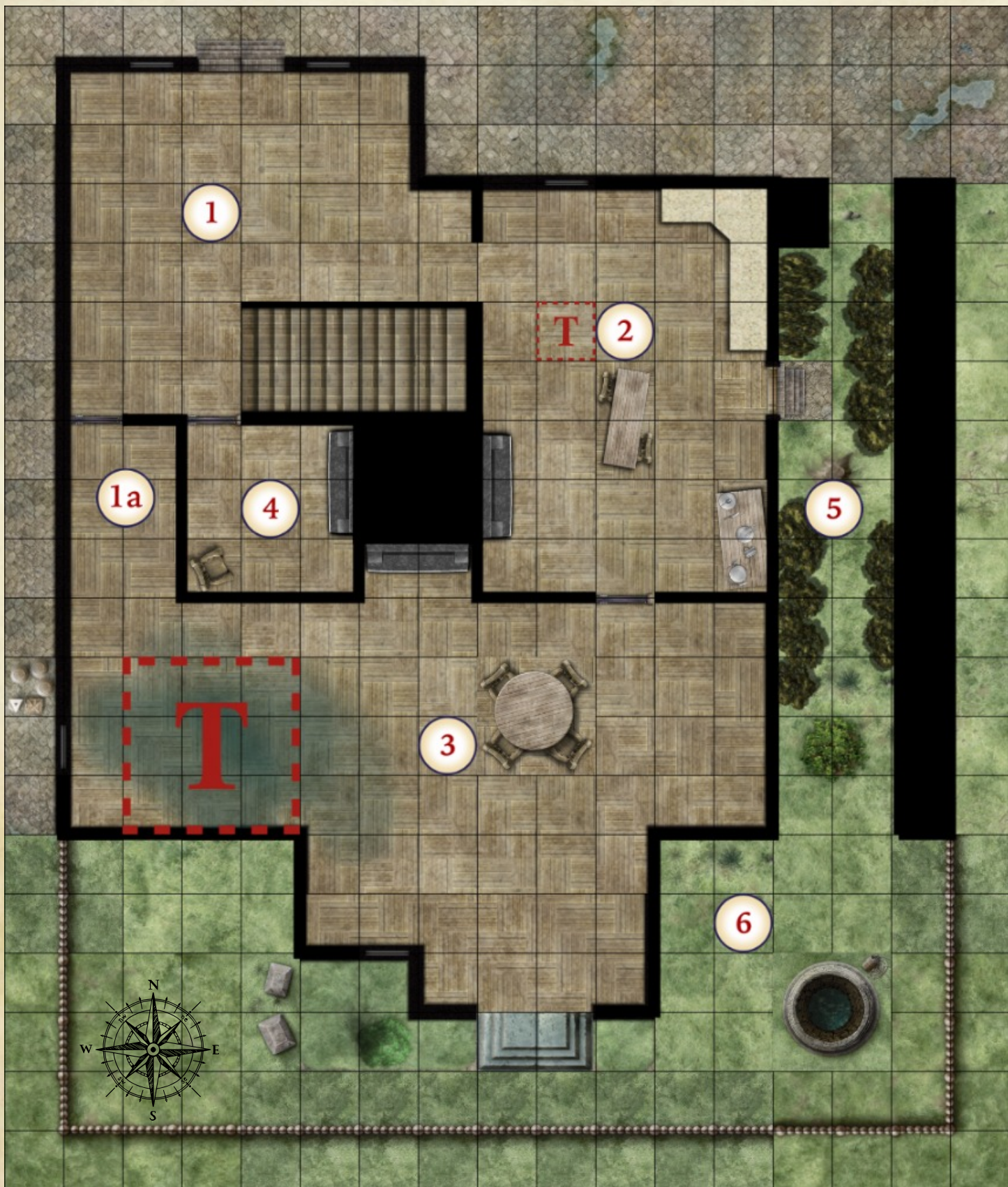
Actions

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

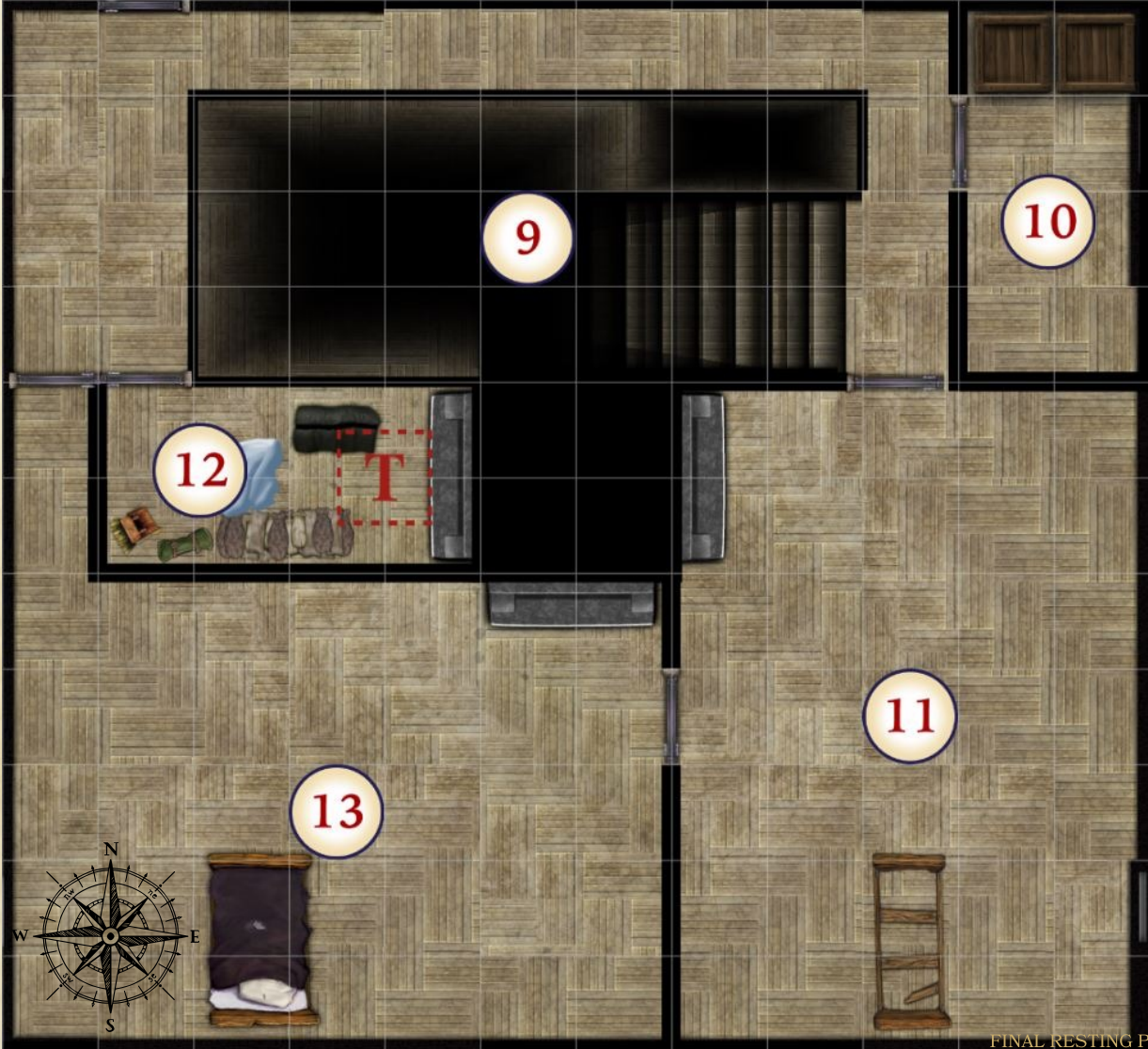
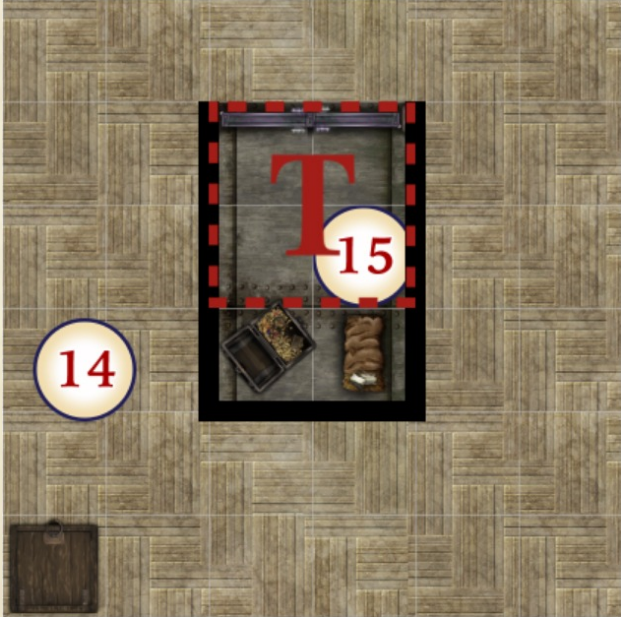
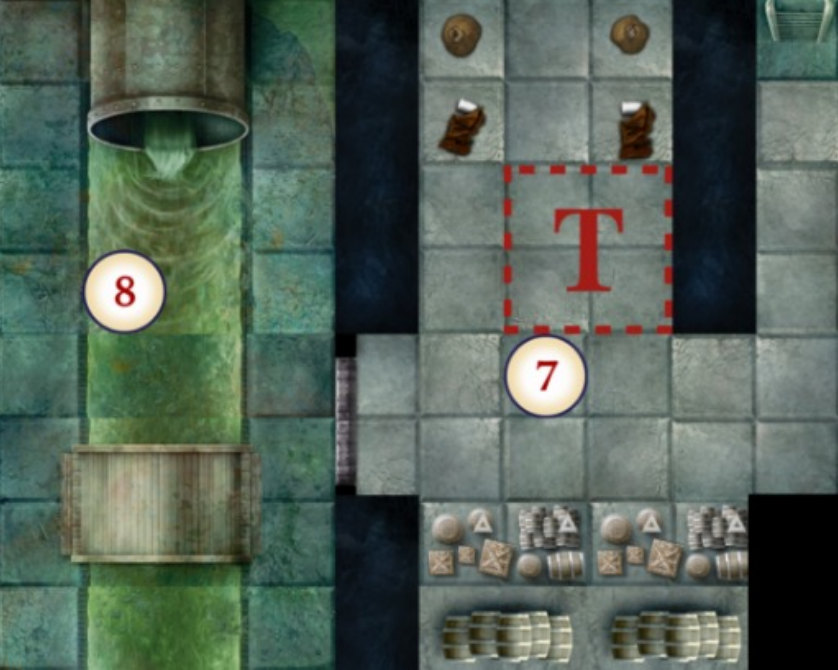
Dagger (Ranged): *Ranged Weapon Attack* +5 to hit, range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage

Fire Bolt: *Ranged Spell Attack:* +6 to hit, range 120 ft., one target Hit 10 (2d10) fire damage A flammable object hit by this spell ignites if it isn't being worn or carried

KARNOS MANOR EXTERIOR AND 1ST FLOOR



KARNOS MANOR BASEMENT, 2ND FLOOR, AND ATTIC



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ON THE COVER

The house at the end of Gem Street, the haunted Karnos Manor.

