

BLOODY MAD

A 15-20 HOUR ADVENTURE FOR 4-5 5TH LEVEL CHARACTERS

BY: GOBLIN SCRAWL GAMES



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GOBLIN SCRAWL GAMES

BLOODY MAD

Bloody Mad is an 5th edition adventure intended for 4-5 characters of 5th to 7th level, optimized for a party of four characters with an average party level of 5. The characters should advance to 7th level by the end of the adventure. *Bloody Mad* takes place in a small village near a forest in the shadow of a large mountain range. While the adventure is designed to be placed in the Forgotten Realms or Ravenloft, you can place it in almost any campaign setting.

BACKGROUND

The village of Scharokhova is a simple place; its people mostly farmers and lumberjacks. The Petrova family has lived in the manor overlooking the town for as long as anyone can remember. The current master of the manor is Gorak Petrova, the last of the Petrova line.

Gorak enjoyed his life as a local celebrity, and he played the part well. He would often come to town, visit the local tavern, and buy food and drinks for everyone. The people loved him.

That all changed a few months ago when a strange, hooded man with a thick accent came to town. Gorak, trying to live up to his eccentric benefactor image, invited the man to stay at his manor. Unfortunately for him, that stranger was actually a renegade illithid.

Using his own experimental technique, he made Gorak his thrall and took up residence in the caves under the mansion. He's continued to run his experiments from the caves, while he uses his new thrall's resources to gather supplies and more people to experiment on.

The town now lives in fear of the residents of Petrova Manor. Rumors abound that the stranger that came to visit was a vampire, and that Gorak is now his spawn. The illithid, Qhor, knows about these rumors, and he orders Gorak to behave in a way to encourage them. The townsfolk are desperate to end the terror that has descended upon them since Qhor came to town.

PART 1

Scharokhova

The village of Scharokhova has fallen on hard times. While it has always been a dreary sort of place, lately it has become downright depressing and quite a bit more dangerous. Fog blankets the entire valley and thick grey clouds perpetually hide the sun.

While wolves were always present in the area, they have become far more numerous and aggressive in the past months. The people not only fear for their livestock, but for their own safety if they venture too far from the town after dark. In the village itself, rats and bats have been spotted in ever-increasing numbers. And some of the foul creatures have grown to unnaturally large sizes.

Gas lamps burn both day and night in an attempt to beat back the darkness and the fog, but with little success. Many of the homes and businesses have barricaded windows to keep the encroaching beasts and vermin out.

Other than the tavern, all the businesses appear to be closed, their doors and windows boarded up. The tavern itself has only remained in business thanks to the large stores of wine and beer contained in their cellars, stores that are now being threatened by the vermin that seem intent on spoiling everything they can reach.

During the daytime, people can be seen walking through the streets, or tending to their own meager little gardens, averting their gaze from anyone that isn't a resident. At night, the streets are empty, with everyone withdrawing to their homes to attempt to sleep through another dreadful night.

As soon as the sun sets, wolves begin howling in the distance, seeming to come from all directions. Bats take flight, emboldened by the darkness, and have even begun attacking anyone who dares set foot outside during the night. And rats, some as large as a dog, scurry from wherever they hide during the day, scavenging whatever they can, and attempting to befoul the gardens the villagers so desperately try to nurture.

PERILS OF SCHAROKHOVA.

Rats. Rats are overrunning the town, ruining food stores and destroying what little the townsfolk have planted and grown themselves.

Bats. Bats are roosting in the old temple belfry. They come out at night and harass and attack the townsfolk. Something larger seems to drive their aggression.

Wolves. Wolves harry and herd anyone that attempts to leave town. They outright attack anyone foolish enough to resist. Whenever the wolves appear, there is an unearthly howl heard deeper in the woods that seems to guide the wolves' actions.

Fog. The fog recently descended on the town, and blanketed the entire valley. Strange forms can be seen in the fog, and it seems to sap the resolve of anyone that ventures too far from town, unless they move toward Petrova Manor, of course.

The fog extends for a mile in every direction from the town, and has the following effects:

- All areas within the fog, other than the town itself and the road leading to Petrova Manor are considered difficult terrain. It would take about an hour of travel to make it out of the fog.
- After every 10 minutes in the fog a character must succeed on a DC 15 Wisdom saving throw or wander in a random direction for the next 10 minutes, unless they are headed toward town or Petrova Manor.

d4	Direction
1	North
2	South
3	East
4	West

- After every 20 minutes in the fog, a character must succeed on a DC 15 Charisma saving throw or become **frightened** and unable to travel any further from the village.



LOCATIONS IN SCHAROKHOVA

THE BLACK CROSSBOW

Inn and Tavern

The Black Crossbow is the last business in town that is still open, their once hearty menu reduced to little more than gruel and watered down wine and beer. The proprietor, Anghelov Bachev (true neutral human **commoner**), is fighting a losing battle against the rats infesting his cellar and eating or ruining what food he has left.

THE CHAPARRAL

Temple

The Chaparral is a temple dedicated to a god of nature and the forest. A single priestess lovingly maintained the building until recently meeting her untimely demise at the fangs of the wolves that now encircle the village. After her passing, bats have overrun the belfry, and other, more dangerous creatures, have taken up residence within. The townsfolk are afraid to even enter their once beloved temple.

SCHAROKHOVA BASICS

Population. 510

Leaders. Mayor Branimir Vanko (lawful neutral human **commoner**) is the elected leader of the town and is an honorable man. He's been the mayor for years, and is well known by all and respected. He was close friends with Gorak's father, and fears for what might have happened to Gorak. Sheriff Kalya Manoleva (lawful good half-elf **scout**) heads the town militia and knows that she is out of her depth with the current situation.

Militia. There are 30 members of the town militia (use the **guard** stat block).

ARRIVING IN SCHAROKHOVA

You can have the characters come to Scharokhova in any way you choose. Perhaps they were hired to bring supplies to town after previous caravans failed to return. Or maybe they were returning from a just completed adventure when the weather forced them to seek shelter in the mist shrouded little village.

RATTING THROUGH

As the characters are eating at the tavern, they can overhear Anghelov bemoaning the rat problem in the town. At the rate they are ruining his food stores, he thinks they have only two or three weeks before they run out. He keeps boarding up the cellar windows, but the rats continue to chew through the wood. He's tracked the rats back to an abandoned barn on the outskirts of town. There were far too many for him to deal with on his own, and some of them were huge. He'll offer the characters free room and board for as long as they are in town if they can eliminate these rats for him.

The party can easily find the barn at the western end of town. It's a large building, 20 feet wide and 50 feet long and is made of old, heavily weathered wood. A thick layer of straw, stinking of rat urine and feces, covers the floor of the barn.

Encounter. 1 **giant rat** and 1 **swarm of cranium rats** hide in the hay, and will attack the first creature to enter the barn.

If the characters are able to take care of the rat problem, Anghelov will be very grateful. He'll buy a round of drinks for everyone in the tavern, and will only slightly water them down.

This will also attract the attention of Mayor Vanko, who approaches the players hoping to enlist their aid in other matters.

BATS IN THE BELFRY

Shortly after the party has finished their celebratory drink, Mayor Vanko pulls a chair up to their table and introduces himself. Vanko is a middle aged man, but looks much older. His face is wrinkled, and his eyes are sunken and cloudy. The mayor will thank them for taking care of their rat problem, and asks if he can trouble them for their assistance once again, this time, with the town's bat problem.

A large number of bats have taken up residence in the belfry of the town temple. At first, the town paid them no mind, as bats aren't uncommon in the area. But then they started finding livestock drained of blood and covered in small puncture wounds. Shortly after that, the bats started attacking people. Now, once night falls, everyone seeks shelter indoors. They have been able to protect a few goats and some chickens that they rely on for milk and eggs. He fears the bats will find a way to kill those last few animals, further complicating the town's struggle.

THE CHAPARRAL

This temple was once dedicated to the worship of a minor god of the forest (If you are playing in The Forgotten Realms, this would be Shiallia) but the priestess was killed by wolves trying to help some of the townsfolk flee the doomed village. Since her death, the temple has sat abandoned.

1. THE NAVE

The main area of the church is a large open area. Other than the balcony running along the north and south walls, the room is open all the way to the roof, which is 40 feet high in the middle. A large altar and a statue of the forest god stand at the east. The windows are all solidly boarded up. Stone fountains flank all the entrances, all of them still partially full of water.

One of the balcony supports has collapsed, crushing a couple of the pews near it, and one of the chandeliers has fallen in the middle of the main aisle. There are several large holes in the roof, allowing some light in. Regardless of the time of day, the area is dimly lit.

Encounter. 3 **gargoyles**. The gargoyles are hiding motionless in the shadows near the roof. If discovered, they will attack immediately. Otherwise they will wait until the party is vulnerable, like if they split up, before attacking. If anyone approaches the door to the belltower, they will also attack.

Treasure. The fountains hold enough holy water to fill 2 vials.

2. VESTRY

This square room contains various ceremonial items and garments. There is a wardrobe full of robes and sashes, and a small cabinet with various bowls, chalices, and small boxes all made from different kinds of wood, worn to a fine patina. While these items are all well made, and highly cherished by the church's faithful, they hold no real value.

A narrow set of circular stairs leads up from this room to the second floor of the church.

3. CHURCH OFFICE

This room is a mirror image of area 2. The stairwell in this room is partially collapsed and chocked with stone debris. In the northeast corner of the room, there is a patch of grass, with a small evergreen tree growing there. In the ceiling above the tree, a small half sphere emits a bright light, illuminating and almost perfectly highlighting the ideal triangular shape of the small tree.

There is a giant hole in the ceiling in the northwest corner of the room. The church bell rests on the floor just below the hole, having fallen from the bell tower, through the floor, and crushing the small desk that is the only furniture in this otherwise stark room.

Treasure. The half sphere above the tree is actually a *driftglobe*, the command words for which are written on a sheet of paper in a drawer of the crushed desk.

4. BALCONY

The second story of the church is little more than a walkway around the nave with a low railing around the edge that overlooks the nave. There is a short portion of railing that has collapsed, in the north section of the balcony. There are several low stone benches along the outside wall on both the north and south side.

The ceiling of the large landing to the north is partially open to the belfry above. A rickety old ladder leads up through a trapdoor in the ceiling and into the belfry.

5. BELFRY

The belfry is a 20 foot square room, open in the middle with a 5 foot walkway around the outside edge and a trapdoor in the floor with a ladder leading to the floor below.

The outside wall is only about 2 feet tall, and offers an excellent view of the town, the surrounding forest, and Petrova Manor overlooking it all. The bell is missing, having fallen through the floor on the second story, and crashing to the ground below.

Encounter. 2 **giant bats** and 1 **swarm of bats** will attack the first person to stick their head through the trap door. They will not pursue the characters, but will fight to the death defending the belfry. Additionally, 2 **manticores** roost on the roof of the church. They will be attracted by the sound of fighting, and fly up to the belfry, joining the fight starting on the second round.





WOLVES IN THE FOG

Sheriff Manoleva will eventually approach the characters and ask for a moment of their time. She will tell them that while the town militia is full of brave and stout men, they are no match for the wolves that now roam the forest just outside of town.

Townfolk have been trying to leave their doomed village since the mists descended and the beasts and vermin started acting strange. But the fog, it addles the mind, making it almost impossible to find your way through. And then, the wolves came. You can hear them every night, howling in the distance.

Now, whenever anyone wanders into the forest, the wolves come out, snarling, growling, and threatening to attack until the person turns back. The sheriff needs those wolves gone, and she thinks the party can do just that.

THE PACK

A few minutes after entering the fog and attempting to leave the forest, the first of the wolves will emerge. The characters will catch glimpses of them darting through the mists. They will hear them growling and barking from just beyond their sight.

If the party doesn't turn back, the wolves will attack.

Encounter. 4 **wolves** come charging out of the mists, followed almost immediately by 2 **dire wolves**. During the course of the fight, the party will continue to hear howling in the distance. The more they hurt the wolves, the louder and closer and more frequent the howling becomes.

THE SHADOW PACK

If the party heads back to town, the howling will continue, but no more attacks will come. If, however, they continue to try to leave the village, the sounds of wolves will continue to get closer and closer. Characters will hear growling from right behind them, but when they turn to check, nothing will be there. They'll feel something large brush against the backs of their legs, but see nothing. These encounters will become more and more frequent unless the characters turn back.

Encounter. After a couple of minutes harassing the party, 1 **shadow wolf alpha** (use the **shadow mastiff alpha** stat block) and 3 **shadow wolves** (use the **shadow mastiff** stat block) will attack. The alpha will start the fight by using its *Terrifying Howl* ability, and then the other shadow wolves will attack.

CONCLUSION

With the rats, the bats, and the wolves out of the way, only the fog remains. The characters will have experienced the fog and should know that the chances of escaping on their own is unlikely. The mayor and the townsfolk are grateful for what the party has done, but they still can't leave the town, and the perpetual gloom still prevents them from growing enough crops to survive long term.

Eliminating the three bestial menaces that were plaguing Scharokhova should provide enough experience for characters to **advance from 5th to 6th level**.

PART 2

Petrova Manor

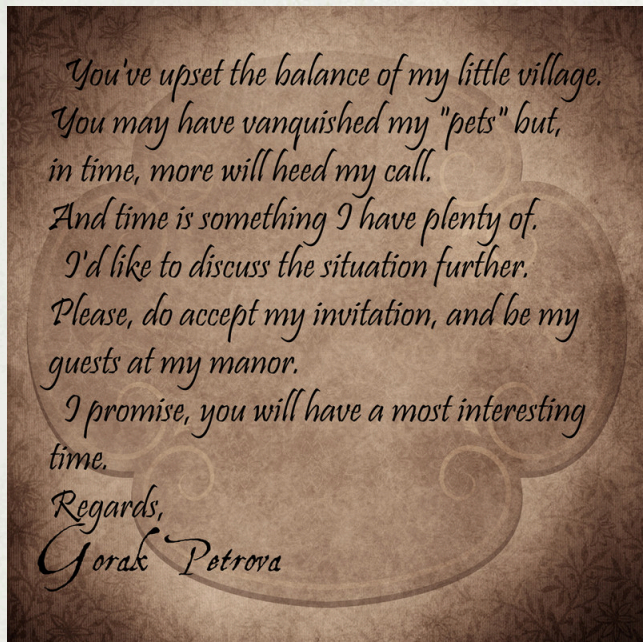
It doesn't take long for a solution to present itself. At dusk, a coach will emerge from the mists on the road to Petrova Manor. The carriage is made of black painted wood, and pulled by two huge, jet black draft horses. The coach's windows are covered with deep purple curtains making it impossible to see within.

The coachman is dressed all in black with a large top hat shadowing his face. He'll pull up in front of the party, and motion for them to get into the coach.

The coachman will not speak, and will keep his face shielded should anyone approach him. If the characters manage to get a view of the coachman's face, they will see that it's the face of a corpse. Not a reanimated zombie, but more like a dead body being controlled as a puppet.

If the characters attack the coachman, he does not fight back. Any attacks against him will automatically hit, and he will collapse after the first attack is made. The next morning, the coach is nowhere to be found. Every night, right at dusk, the coach will return.

If the characters get in the coach, they find a letter simply addressed to "The Strangers." The letter reads the following:



Any character succeeding on a DC 15 Intelligence (Investigation) will be able to tell that the handwriting of the note itself and that of Gorak's signature near the bottom do not match, as if written by different people

RUNNING PETROVA MANOR

The characters will be free to roam the mansion as they see fit. Gorak will not interfere unless they attempt to enter his bedroom. If he catches them trying to break into his bedroom he will summon his butler to *convince* them to stop.

Shortly after they arrive, whether they decide to wash up or explore, a dinner bell can be heard throughout the mansion. If they head to the dining room, Gorak will be waiting there for them. If they do not come to dinner, Gorak will send his butler to find them and inform them that dinner is served.

During dinner, Gorak will say he isn't feeling well, and retire to his chambers for the night. He will in fact be heading through the secret door in his fireplace to descend to the caverns below to assist Qhor with his experiments.

If the characters decide to stay the night, Gorak has had the guest rooms made up for them. In the middle of the night, the constructs in the guest rooms will attempt to attack and subdue the party. Should they fight off the attackers, they will find Gorak's butler standing guard outside Gorak's bedroom.

If they manage to get past the butler and into Gorak's bedroom, he will not be there, having taken the secret stairs down to the caves below the mansion. The characters should find clues that lead them to finding the secret passageway.

GENERAL FEATURES

Unless otherwise noted, all rooms in the manor share the following features.

WALLS, CEILINGS, AND FLOORS

The exterior walls of the manor are made of stone blocks held together with mortar. The interior walls are plaster, most covered in patterned wallpaper in dark grays and purples. The floors are hardwood, old, but very well maintained.

DOORS

The interior doors are all simple wooden doors on brass hinges (AC 15, 18 hp, immunity to poison and psychic damage). Other than the door to Gorak's bedroom, the doors are unlocked.

WINDOWS

All the windows in the manor are painted over with black paint to block out light. They are also boarded over, preventing them from opening. It is possible for a character to break open a boarded window (AC 15, 12 hp, immunity to poison and psychic damage).

ILLUMINATION

As all the windows are boarded up and painted over, the manor is unlit by any natural light. The only light comes from the candles and gas lamps throughout the house.

SHADOWS

The shadows cast by the candlelight seem far too gaunt and stretch much further than they should. Characters will often catch glimpses of their own shadows from the corner of their eye, appearing to move of their own accord.



ROLEPLAYING GORAK

Gorak will be the epitome of friendliness and hospitality. He will make no outward signs of aggression, as he invites the party to be his honored guests. Any attempt to determine if Gorak is being dishonest or untrustworthy will fail. Even though he is the thrall of Qhor, his instructions are to make these guests as comfortable as possible, hoping they will let their guard down so Qhor can capture them and turn the characters into his own powerful thralls.

More information about Gorak and his master Qhor can be found in Appendix A.

GROUND FLOOR

1. COURTYARD

A dirt and gravel path leads from town, winding up through the hills where a cobblestone driveway leads north from the path. Cliffs flank both sides of the driveway, as it leads under an archway supporting a two story enclosed stone walkway. The walkway connects the two massive stone towers that form the east and west corners of the manor. Once through the archway, the driveway is open to the sky. The walls of the manor rise up on all four sides around the small courtyard, causing the area to have a claustrophobic feel.

As the characters arrive, read or paraphrase the following to the characters.

As the coach pulls into the courtyard, you feel as if the world is closing in on you as the walls of the manor house rise 30 feet above you on all sides. The coach comes to a stop, and you can hear the horse stomping and snorting. The doors to the east fling open, and a gaunt, pale, male half-elf dressed in fine clothes stands in the open doorway. Behind him, a giant of a man, dressed in fine butler's clothes that fit far too tightly, stands silently, his face expressionless. The half-elf smiles broadly, and motions for his guests to come inside.

The half-elf at the door is none other than Gorak Petrova, the master of the house, who comes to meet his guests. The man behind him is actually a flesh golem. Stitched together from the remnants of Qhor's meals, he exists solely to protect Gorak and Qhor.

Gorak will invite the characters in for a fine meal, and a comfortable place to spend a few days. He will insist that he has nothing to do with the troubles in the town, and the characters shouldn't listen to the rumors spread by the superstitious townsfolk. If shown the note, he will deny having written it, and a successful DC 10 Wisdom (Insight) check will confirm that he is telling the truth.

He will tell the characters they are free to go anywhere they choose in the manor, save his bedroom. He will also advise them to steer clear of the stables, as the horses are easily spooked, and he would prefer that neither they, nor his guests, are injured. He will also caution them that the greenhouse is in a "ghostly state" ever since his gardener left, and that they should probably avoid it as well.

If attacked, Gorak will attempt to flee. He will not fight back.

Encounter. Should the characters attack Gorak, his **flesh golem** butler will move to defend him while Gorak dashes up to his room, through the secret door there and into the caverns below.

2. STABLES

There are four stable doors set in the wall to the west. Two of the doors stand open, presumably for the draft horses that pulled the coach. The other two doors remain shut, but the sounds of horses can be heard from behind them.

Encounter. Should the characters approach the stable doors, they will burst open and 2 **warhorse skeletons** will rush out and attack.

3. TACK ROOM

This small room holds various tools and supplies for tending to the horses. There is a pitchfork, a couple of buckets, a shelf with saddles on it, and several sacks of feed here.

4. ENTRANCE HALL

The floor of this area is covered with a fine stone tile. This area is dominated by the two giant staircases that curve upwards to the main floor of the manor. There is a large, blood red rug that covers most of the floor at the base of the stairs.

5. WINE CELLAR

This cool, dark room houses the wine and beer they serve at the manor. There are several large barrels of ale, and a large shelf holding several dozen bottles of very fine wine.

FIRST FLOOR

1. LANDING

Stairs wind both up and down from this landing. A comfortable settee sits against one wall, and a cushy armchair sits opposite it. To the north, a massive living room can be seen. Through an archway to the south, there appears to be a dining room. Gorak will reiterate that the party is free to roam the manor house as they please, but suggests they head upstairs to the guest bathroom, to wash up from their coach ride while he has his butler prepare them a meal.

2. DINING ROOM

A large table, with room enough to sit eight people, is in the center of the room. There are candlesticks on the table, providing dim light throughout the chamber.

If the characters join Gorak here for a meal, his "butler" will prepare and serve them an excellent meal, along with one of the fine wines from Gorak's cellars. Gorak will neither eat nor drink, and if questioned about it, will claim that he has been suffering from some stomach discomfort, and currently has no appetite.

Gorak is an excellent host, and will make small talk with his guests, answering any questions they have to the best of his ability. At a lull in the conversation, he will say he isn't feeling well, and retire to his bedroom.

3. BUTLER'S PANTRY

This large room is more of a hallway from the kitchen to the dining room. There are several cabinets holding plates, bowls, serving dishes, silverware, mugs, and glasses. While it is all finely made, none of it is particularly valuable.

4. KITCHEN

This large kitchen is where Gorak's **flesh golem** butler spends all of his time when not attending to Gorak's needs. If a character manages to sneak into the room without the golem noticing, they will typically discover him standing near the center island, motionless. As soon as he notices anyone watching, he will go about mundane tasks, such as cleaning dishes whether they are dirty or not.

Encounter. Should the characters make any threatening actions, the **flesh golem** will attack.

Treasure. *Gith Chopper* See Appendix B for a full description of this item.

5. GREENHOUSE

The greenhouse is in a sorry state. Little more than dead vines and shrubs remain. The glass roof has been completely covered with thick black paint, preventing even the meager light of the sun from touching the room. A large pair of hedge trimmers rests on the center table.

Encounter. If the characters enter the greenhouse unaccompanied by either Gorak or his butler, 4 **vine blights** and 6 **twig blights** show themselves and attack.

Treasure. The hedge trimmers are actually a pair of enchanted blades called *Lopper*. See Appendix B for a full description of this item.



6. PARLOR

This room is absolutely massive. There are several large, overstuffed chairs here, as well small side tables and candles. The northern wall is dominated by huge fireplace, 25 feet wide, flanked by solid oaken doors on either side.

There is a pipe organ against the eastern wall, and several small statues on pedestals depicting all manner of beasts and monstrosities.

There is a door on the east wall that leads to Gorak's personal office. There is also a set of leaded glass double doors on the western side of the southern wall that the characters can see through to the greenhouse beyond.

7. OFFICE

This well appointed, if somewhat spartan, room looks like it gets little to no use. There is a thick layer of dust over everything. A successful DC 15 Intelligence (Investigation) check will uncover that there are footprints in the dust on the floor made by someone wearing a long dress or robes based on the way the dust is disturbed.

If the characters look in the desk, they will find a stack of the same stationary as the note they received, with nothing but Gorak's signature on them.

8. BALCONY

The balcony overlooks the village of Scharokhova to the north. Little can be seen of it other than the lights of the gas lamps muted by the dense fog. Two stone statues of winged creatures perch on small ledges against the house on either side of the balcony.

Encounter. Should anyone linger on the balcony for more than a minute or two, the 2 **gargoyles** will fly down from their perch and attack. They will be joined by a manticores at the start of the second round of combat, flying down from its nest on the roof to attack.



SECOND FLOOR

1. GUEST ROOMS

These 2 rooms are decorated in almost exact mirror images of one another. Both have a large ornate bed atop finely made rugs. Each room also has a comfortable chair or two, a side table with a candle burning on it, and a small, empty, chest of drawers. Additionally, each has two suits of armor standing in the corners, their tabards emblazoned with the Petrova Family crest: a black crow on a blood red field trimmed in black.



Encounter. Should the characters spend the night, 2 **rugs of smothering** and 4 **animated armors** will attack and attempt to subdue the characters. Should they succeed, move to **Part 3 - Caverns**.

2. GUEST BATHROOM

This simple bathroom has a wooden tub in one corner and a thick, plush rug on the floor. There is a bench to one side with clean towels laid out, and an empty water jug next to the tub.

3. MASTER BEDROOM

Gorak's bedroom is a study in decadence. From the massive four-poster bed draped in rich purple silk bedding to the velvet settee in front of the giant fireplace, the entire room reeks of excess.

Two heavy oak doors flanking the fireplace to the north lead out to a balcony with a glorious view of the valley and town below. The gargoyles and manticore will not attack anyone on this balcony, assuming they are there with Gorak's blessing.

Regardless of what time of day the characters visit this room, Gorak will not be here, and his bed will appear to be unslept in.

There is a secret door in the pillar beside the fireplace that contains a narrow spiral staircase leading down into the caves below the manor.

If the characters descend those stairs, move on to **Chapter 3 - Caverns**

4. MASTER BATHROOM

Gorak's personal bathroom is opulently appointed. The floor is marble tiled, in shades of white and deep purple. There is a small vanity with a mirror above it against one wall, the mirror shattered and covered with a large cloth. In one corner there is a large copper bathtub and a small table with towels and washcloths arranged decoratively on top.

Treasure. There is a water jug next to the bathtub that is a *Bathing Jug*. See Appendix B for a full description of this item.

PART 3

Caverns

The caverns below Petrova Manor have been here long before the Petrova clan built their mansion. Granny Olga (see Appendix A for more details on Granny Olga) has lived in those cave for as long as she can remember, and her memory is quite long. It is in these caves that Granny Olga mixes the natural mineral water from an underground hot spring, her own special magic potions, and the distilled psionic energy of the mind flayer Qhor to create the mystical fog that blankets the valley below.

Here, Olga, Qhor, and their minions and thralls attempt to remain hidden from the village and the characters until they can finish bringing about the destruction of Scharokhova, and the fall of the House of Petrova.

The characters can enter this area one of two ways. Either they were subdued by the constructs in the guest rooms and awaken in **area 5 - Prison**, or they found the secret stairs, and start in **area 1 - Entrance**. Should they be captured in the prison, Gorak, in a rare moment of lucidity, will pile their gear just outside the prison gate, and unlock the door before the characters come to.

GENERAL FEATURES

Unless otherwise noted, all areas of the cavern share the following features.

WALLS, CEILINGS, AND FLOORS

The caverns are naturally formed from the granite of the mountain that the manor clings to. The floors are uneven and slick, but not dangerously so. The ceilings vary in height from 8 to 20 feet in various parts of the caves.

ILLUMINATION

The caves are unlit, and in total darkness.

SHADOWS

Much like the manor above, shadows cast in the caverns do not behave themselves, only they are far more overt than they were above. Characters' shadows will dance and cavort on the floors and walls, oft-times detaching from the creature casting them to perform some act of violence to another shadow, and motioning to the characters to join in on the fun.

INSECTS

Insects of various types including spiders, beetles, and centipedes scurry about the walls, floors, and ceilings in great numbers. They show no fear of the characters, but also pose no true danger.

1. ENTRANCE

The narrow spiral stairs wind down some 50 feet before opening into a massive cavern, split down the middle by a gaping chasm. Anyone peering over the edge of the chasm will see that its bottom is quickly lost to darkness, giving no indication of how deep it goes. A bridge, no more than 5 feet wide, and 25 feet long spans the chasm. An opening in the eastern wall of the cave on the far side of the bridge is the only apparent exit other than the stairs.

Trap. A tripwire, no thicker than a hair, lies across the middle of the bridge (marked by a red line on the map). Being so thin, the tripwire is difficult to spot, requiring a successful DC 20 Wisdom (Perception) check. If spotted, it can easily be avoided. Should anyone cross the tripwire without noticing it, **7 spears** will fly out of the southern wall towards the bridge. Each spear makes a ranged attack with a +8 bonus against a random target within 10 feet of the character triggering the trap (vision is irrelevant to this attack roll). (If there are no targets in the area, the spears don't hit anything.) A target that is hit takes 3 (1d6) piercing damage.

2. GUARDROOM

This small cave is empty save for a few naturally formed columns and stalagmites.

Encounter. 1 **grimlock veteran** and 2 **grimlock berserkers** hide behind the natural obstacles in this room. They will attempt to surprise the characters as they walk through the room.



3. GRANNY'S CHAMBERS

In these caves, Granny Olga and her bugbear minions mix and deploy their fear inducing fog. Four large cauldrons filled with a foul smelling purplish liquid simmer atop small fires. Beyond the cauldron, 4 small pools of the noxious liquid bubble and sputter, seemingly of their own accord, spewing out an inordinate amount of fog that seeps through gaps and cracks in the cave wall to descend the mountain, blanketing the valley below.

Beyond the cauldron chamber, there is another small cave that serves as Olga's bedroom. The cave is dominated by a massive four-poster bed that is far too large to have fit through any of the entrances to this cave. At the foot of the bed is an oversized rocking chair, with a basket next to it full of sickly green yarn and a partially knitted shawl. A curio cabinet next to the rocking chair is filled with many bizarre knick knacks, including jars with various body parts, tiny skulls, and an entire mummified pixie.

Beyond the bed, a narrow tunnel leads out of the cave to a steep and treacherous path down the mountain, eventually ending in the forest, not far from the path between the manor and Gorak's mansion.

Encounter. Granny Olga (a **night hag**) and 2 **bugbear** minions will attack the characters as they enter the chamber. Olga could sense the characters approach in her lair, and the monsters are ready for the party when they get there. The bugbears will fight to the death to protect Olga, but if she is in any true threat of being defeated, she will attempt to flee, using her *etherealness* ability to facilitate her escape.

Treasure. One of Olga's "knitting needles" is actually a *wand of secrets*. Inside the curio cabinet, hidden among the various bits and bobs, are 2 *potions of greater healing*.

4. SLEEPING CAVE

This cave reeks of rotten meat and unwashed bodies. Four ratty, lice ridden mats clutter the ground, tossed carelessly on the floor. Bones of various animals, mostly various birds and small game, are strewn about, several with bits of maggoty meat still clinging to them.

5. PRISON

The entrance to this large cave is low and narrow, with a thick iron gate covering it. Inside, there is hay strewn about the floor, along with a large pile of it near the entrance. Qhor likes to allow his captives to sit in here, their fear and hopelessness swelling up, making their brains all the more tasty to his discerning palate.

6. ILLITHID QUARTERS

Here, Qhor waits for the party along with Gorak and 2 of his grimlock guards. When the party enters, Qhor will grab Gorak by the back of his neck, and lift his shaking body off the ground, using him to negotiate for his life. He will try to convince the party to let him leave unscathed, and he will spare Gorak's life.

If the party agrees to let Qhor leave, he will calmly walk past them, carrying Gorak with him, and his grimlock thralls following closely behind him. He will walk to Granny's chamber, hoping the party hasn't already dealt with her, so that they can dispatch these interlopers together. If Granny isn't in her chamber, Qhor will get to the end of Olga's escape tunnel, drop Gorak's body to the ground, and jump from the cliff side, levitating safely into the forest below.

Should anyone make a threatening move, or straight out attack Qhor, his thralls will fly into a rage and attack as Qhor flings Gorak forcefully against a wall, where his head hits with a sickening, wet crack. Make it clear to the party that Gorak is not dead, but is definitely dying. They will have 3 rounds to attempt to stabilize him.

Encounter. If the party initiates combat, Qhor (a **mind flayer**) and his 2 **grimlock** thralls will fight to the death.

CONCLUSION

With Granny no longer feeding the fog-creating pools her vile concoction, the mist and gloom covering Scharokhova will quickly start to lift. By the time the characters make it back to town, the sun will already be peeking through the clouds. The townsfolk's spirits will be lifted greatly by the sunlight returning after being hidden from them for so long.

The mayor and sheriff will be overjoyed when they see the party returning, and will buy them a drink and a meal while they listen to them recount the tales of what they found in the manor.

Should Gorak survive the ordeal, his mind will be freed from Qhor's control, and he will be his old self again, although he will remember all the terrible things Qhor and Olga made him do while controlling him ("All too horrible, I can't even bring myself to say any of it out loud.") He'll be so ashamed of the atrocities he's committed that he can no longer face the villagers. He'll tell the party that the manor house is theirs if they want it, as he intends to get as far away from Scharokhova as he can manage, and try to start his life over.

If Gorak met his untimely end before the characters could save him, the mayor will be sad, but understanding. His gladness will be tempered by his grief at losing a friend. He will offer the characters the manor as a reward for saving the village ("You deserve that and more for everything you've done for us.")

Should the characters explore the chasm in the caverns below the manor, they'll find that it is several hundred feet deep, and several tunnels branch out from it near the bottom, possibly leading to future adventures.

If Olga or Qhor managed to escape, there is now a villain or two out in the world that has a bone to pick with them. Olga, in particular, will long remember that the party cost her her revenge, and she has been known to hold a grudge.

The characters should all advance to 7th level at the conclusion of the adventure and, if they choose, now have a headquarters from which to strike out on further adventures.

APPENDIX A: MONSTERS AND NPCs

GORAK PETROVA

Lawful evil half-elf noble

Gorak is a thin, handsome, well-dressed half-elf gentleman. He has pale, nearly white skin, black hair, and piercing blue eyes. He speaks with a very heavy, stereotypical Eastern European accent.

Word in the village of Scharokhova is that Gorak used to be a friendly fellow. Then, a strange man came to town. Gorak offered him a room in his mansion for the night, and Gorak hasn't been the same since. No one sees Gorak during the day anymore. He used to enjoy having a hearty meal at the local tavern, and while he still spends time there, he now sits in the corner alone, and orders no food or drink.

The strange visitor, Qhor, was actually a renegade mind flayer that fled the Underdark after it broke free from the control of its colony's elder brain. Gorak became the first subject of Qhor's experiments. Should Gorak be freed from Qhor's control, his alignment becomes neutral good.

GRANNY OLGA

Neutral evil night hag Grandmother

Granny Olga is an ancient and, amongst other hags, very well respected night hag. More than a century ago, she was bested in a deal by one of Gorak's ancestors, which is how Gorak's family acquired the money and land to build their manor, and live a life of relative luxury ever since. And Granny Olga can hold a grudge.

She's lived in the caves below Petrova Manor since before there was a Petrova Manor. She's been causing misfortune for the Petrova family whenever she could, as revenge for getting the raw end of the deal so many years ago. Recently, when she sensed the illithid Qhor in the forest near Scharokhova, she decided to approach him with a new arrangement.

She would combine her magics with Qhor's psionics, and together they would use Gorak, the last of the Petrova line, to destroy the village he loved. And once that was done, they would free him from his stupor, so he could look upon the damage that he caused, before feasting upon his mind and soul.

Granny Olga has been patient, and now the time is right for her revenge!

QHOR

Lawful evil mind flayer renegade

Qhor is a rogue illithid that escaped the control of the elder brain that led his colony during a gith attack. He fled the Underdark, reveling in his newfound freedom.

He stumbled upon the village of Scharokhova, discovered the caverns below Petrova Manor, and decided they would suit his needs.

Qhor has been conducting several unorthodox experiments. He's created a chemical compound capable of causing paranoid hallucinations. Qhor has also broken with the traditional illithid thinking that non-humanoids aren't worth making thralls. Cranium rats have always fascinated him and he has begun experimenting on other beasts and monstrosities.

He's also been attempting to create thralls without the power of a colony behind him. Gorak was his first success in that regard.



ANIMATED ARMOR

Medium construct, unaligned

Armor Class 18 (natural armor)

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.

BUGBEAR

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

DIRE WOLF

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf'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:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

FLESH GOLEM

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 5 (1,800 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

GARGOYLE

Medium elemental, chaotic evil

Armor Class 15 (Natural Armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

Damage Immunities Poison

Condition Immunities Exhaustion, Petrified, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Terran

Challenge 2 (450 XP)

Proficiency Bonus +2

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

Actions

Multiattack. The gargoyle makes two attacks: one with its bite and one with its claws.

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

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

GIANT BAT

Large beast, unaligned

Armor Class 13

Hit Points 22 (4d10)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

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

GIANT RAT

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

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

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

Actions

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

GRIMLOCK

Medium humanoid (grimlock), neutral evil

Armor Class 11
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	9 (-1)	8 (-1)	6 (-2)

Skills Athletics +5, Perception +3, Stealth +3
Condition Immunities blinded
Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 13
Languages Undercommon
Challenge 1/4 (50 XP)

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

Keen Hearing and Smell. The grimlock has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Stone Camouflage. The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

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

GRIMLOCK BERSERKER

Medium humanoid (grimlock), chaotic evil

Armor Class 13 (hide)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	7 (-2)

Skills Stealth +3
Condition Immunities blinded
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages Undercommon
Challenge 2 (450 XP)

Blind Senses. the grimlock veteran can't use its blindsight while deafened and unable to smell.

Keen Hearing and Smell. the grimlock veteran has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Stone Camouflage. the grimlock veteran has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

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

Actions

Maul. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

GRIMLOCK VETERAN

Medium humanoid (grimlock), neutral evil

Armor Class 13 (hide)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	8 (-1)

Skills Athletics +6, Stealth +3
Condition Immunities blinded
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages Undercommon
Challenge 3 (700 XP)

Blind Senses. the grimlock veteran can't use its blindsight while deafened and unable to smell.

Keen Hearing and Smell. the grimlock veteran has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Stone Camouflage. the grimlock veteran has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The grimlock makes two warhammer attacks. If it has a spiked bone club drawn, it can also make a spiked bone club attack.

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage if used with two hands to make a melee attack.

Spiked Bone Club. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

MANTICORE

Large monstrosity, lawful evil

Armor Class 14 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 3 (700 XP)

Tail Spike Regrowth. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

Actions

Multiattack. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

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

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Tail Spike. *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

MIND FLAYER

Medium aberration, lawful evil

Armor Class 15 (Breastplate)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

Saving Throws INT +7, WIS +6, CHA +6

Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

Senses Darkvision 120 ft., Passive Perception 16

Languages Deep Speech, Telepathy 120 ft., Undercommon

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Magic Resistance. The mind flayer has advantage on saving throws against spells and other magical effects.

Innate Spellcasting (Psionics). The mind flayer's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*

1/day each: *dominate monster*, *plane shift* (self only)

Actions

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5–6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

NIGHT HAG

Medium fiend, neutral evil

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +7, Insight +6, Perception +6, Stealth +6

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 5 (1,800 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *detect magic*, *magic missile*

2/day each: *plane shift* (self only), *ray of enfeeblement*, *sleep*

Magic Resistance. The hag has advantage on saving throws against spells and other magical effects.

Actions

Claws (Hag Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a *heartstone* in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's *soul bag*. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic.

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 MASTIFF

Medium monstrosity, neutral evil

Armor Class 12
Hit Points 33 (6d8 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	5 (-3)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +6
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks while in Dim Light or Darkness
Senses Darkvision 60 ft., Passive Perception 13
Languages --
Challenge 2 (450 XP)
Proficiency Bonus +2

Ethereal Awareness. The shadow mastiff can see ethereal creatures and objects.

Keen Hearing and Smell. The shadow mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Shadow Blend. While in dim light or darkness, the shadow mastiff can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the shadow mastiff uses a bonus action to end it or until the shadow mastiff attacks, is in bright light, or is incapacitated.

Sunlight Weakness. While in bright light created by sunlight, the shadow mastiff has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

SHADOW MASTIFF ALPHA

Medium monstrosity, neutral evil

Armor Class 12
Hit Points 42 (6d8 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	6 (-2)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +6
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks while in Dim Light or Darkness
Senses Darkvision 60 ft., Passive Perception 13
Languages --
Challenge 2 (450 XP)
Proficiency Bonus +2

Ethereal Awareness. The shadow mastiff can see ethereal creatures and objects.

Keen Hearing and Smell. The shadow mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Shadow Blend. While in dim light or darkness, the shadow mastiff can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the shadow mastiff uses a bonus action to end it or until the shadow mastiff attacks, is in bright light, or is incapacitated.

Sunlight Weakness. While in bright light created by sunlight, the shadow mastiff has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Terrifying Howl. The shadow mastiff howls. Any beast or humanoid within 300 feet of the mastiff and able to hear its howl must succeed on a DC 11 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to any shadow mastiff's Terrifying Howl for the next 24 hours.

SWARM OF CRANIUM RATS

Medium swarm of Tiny beasts, lawful evil

Armor Class 12
Hit Points 36 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	15 (+2)	11 (+0)	14 (+2)

Damage Resistances Bludgeoning, Piercing, Slashing
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Darkvision 30 ft., Passive Perception 10
Languages Telepathy 30 ft.
Challenge 5 (1,800 XP)
Proficiency Bonus +3

Illumination. As a bonus action, the swarm can shed dim light from its brains in a 5-foot radius, increase the illumination to bright light in a 5- to 20-foot radius (and dim light for an additional number of feet equal to the chosen radius), or extinguish the light.

Innate Spellcasting (Psionics). The swarm's innate spellcasting ability is Intelligence (spell save DC 13). As long as it has more than half of its hit points remaining, the swarm can innately cast the following spells, requiring no components:

At will: *command*, *comprehend languages*, *detect thoughts*

1/day each: *confusion*, *dominate monster*

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

Telepathic Shroud. The swarm is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

SWARM OF BATS

Medium swarm of Tiny beasts, unaligned

Armor Class 12
Hit Points 22 (5d8)
Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 60 ft., passive Perception 11
Languages —
Challenge 1/4 (50 XP)

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

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

Actions

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

TWIG BLIGHT

Small plant, neutral evil

Armor Class 13 Natural Armor
Hit Points 4 (1d6 + 1)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	4 (-3)	8 (-1)	3 (-4)

Skills Stealth +3
Damage Vulnerabilities Fire
Condition Immunities Blinded, Deafened
Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 9
Languages understands Common but can't speak
Challenge 1/8 (25 XP)
Proficiency Bonus +2

False Appearance. While the blight remains motionless, it is indistinguishable from a dead shrub.

Actions

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

WARHORSE SKELETON

Large undead, lawful evil

Armor Class 13 (barding scraps)
Hit Points 22 (3d10 + 6)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	2 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 1/2 (100 XP)

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

VINE BLIGHT

Medium plant, neutral evil

Armor Class 12 (Natural Armor)

Hit Points 26 (4d8 + 8)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	5 (-3)	10 (+0)	3 (-4)

Skills Stealth +1

Condition Immunities Blinded, Deafened

Senses Blindsight 60 ft. (blind beyond this radius),
Passive Perception 10

Languages understands Common but can't speak

Challenge 1/2 (100 XP)

Proficiency Bonus +2

False Appearance. While the blight remains motionless, it is indistinguishable from a tangle of vines.

Actions

Constrict. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, and a Large or smaller target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the blight can't constrict another target.

Entangling Plants (Recharge 5–6). Grasping roots and vines sprout in a 15-foot radius centered on the blight, withering away after 1 minute. For the duration, that area is difficult terrain for nonplant creatures. In addition, each creature of the blight's choice in that area when the plants appear must succeed on a DC 12 Strength saving throw or become restrained. A creature can use its action to make a DC 12 Strength check, freeing itself or another entangled creature within reach on a success.

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

APPENDIX B: MAGIC ITEMS

GITH CHOPPER

Weapon (hand axe), uncommon

A large meat cleaver that functions as a *hand axe +1*. It glows with a very faint purple light, providing dim light in a 5 foot radius, whenever a gith is within 120 feet of it.

The handle of the cleaver is made of wood that is carved to look like intertwined tentacles, that feel like they shift and wriggle in the hand of anyone wielding it.

LOPPER

Weapon (sickle), uncommon

This item looks like a mundane set of hedge trimmers. Closer inspection reveals that the blades can be separated from one another, and the long handled, slightly serrated blades can be wielded as sickles. These weapons each function as *sickle +1* and do double damage to any plant hit by them. The blades can be separated or combined as a free action.

BATHING JUG

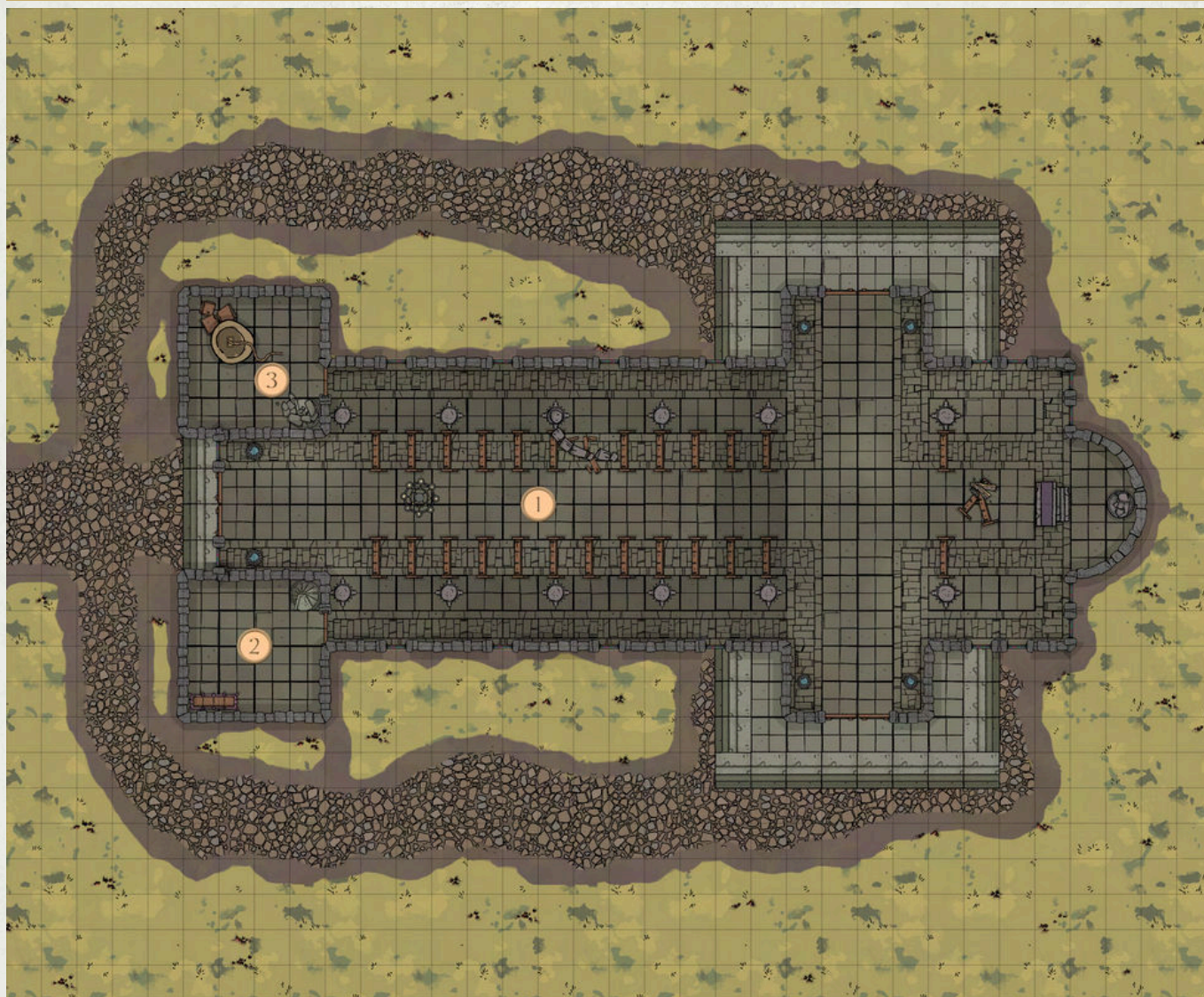
Wondrous Item, common

This heavy clay jug is large enough to hold 1 gallon of liquid, and is decorated with scenes of ornate baths painted on its outside surface. The jug is always warm to the touch. If you tip the jug, a stream of water, the perfect temperature for a bath comes out. If any liquid is put into the jug, it will be quickly heated to this same temperature. Once the jug produces 50 gallons of water, it cannot be used in this manner again until the next day.

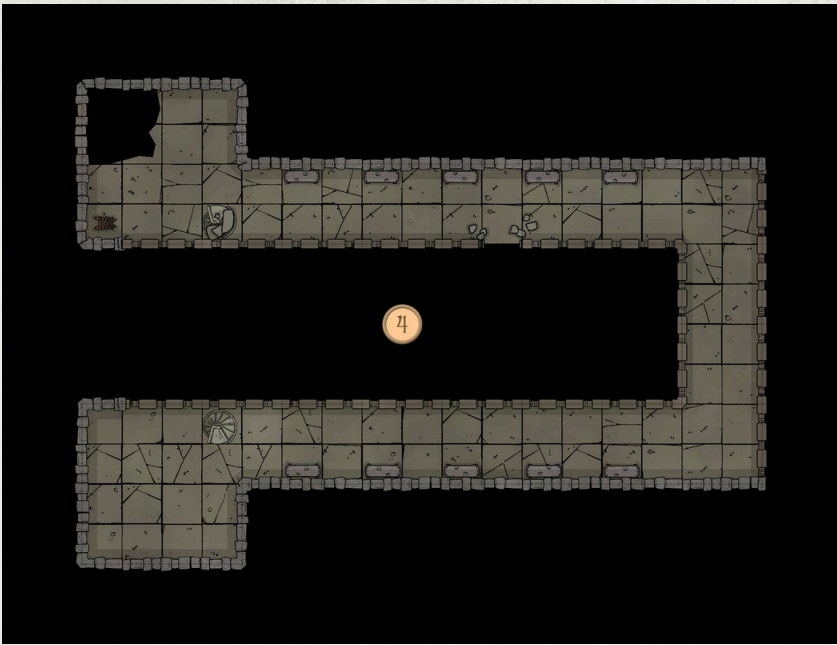
APPENDIX C: MAPS

THE OLD CHURCH

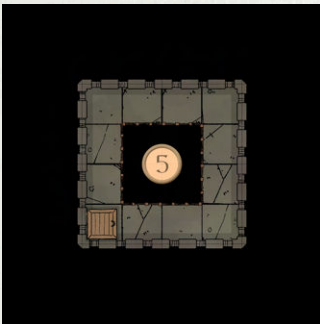
GROUND FLOOR



BALCONY

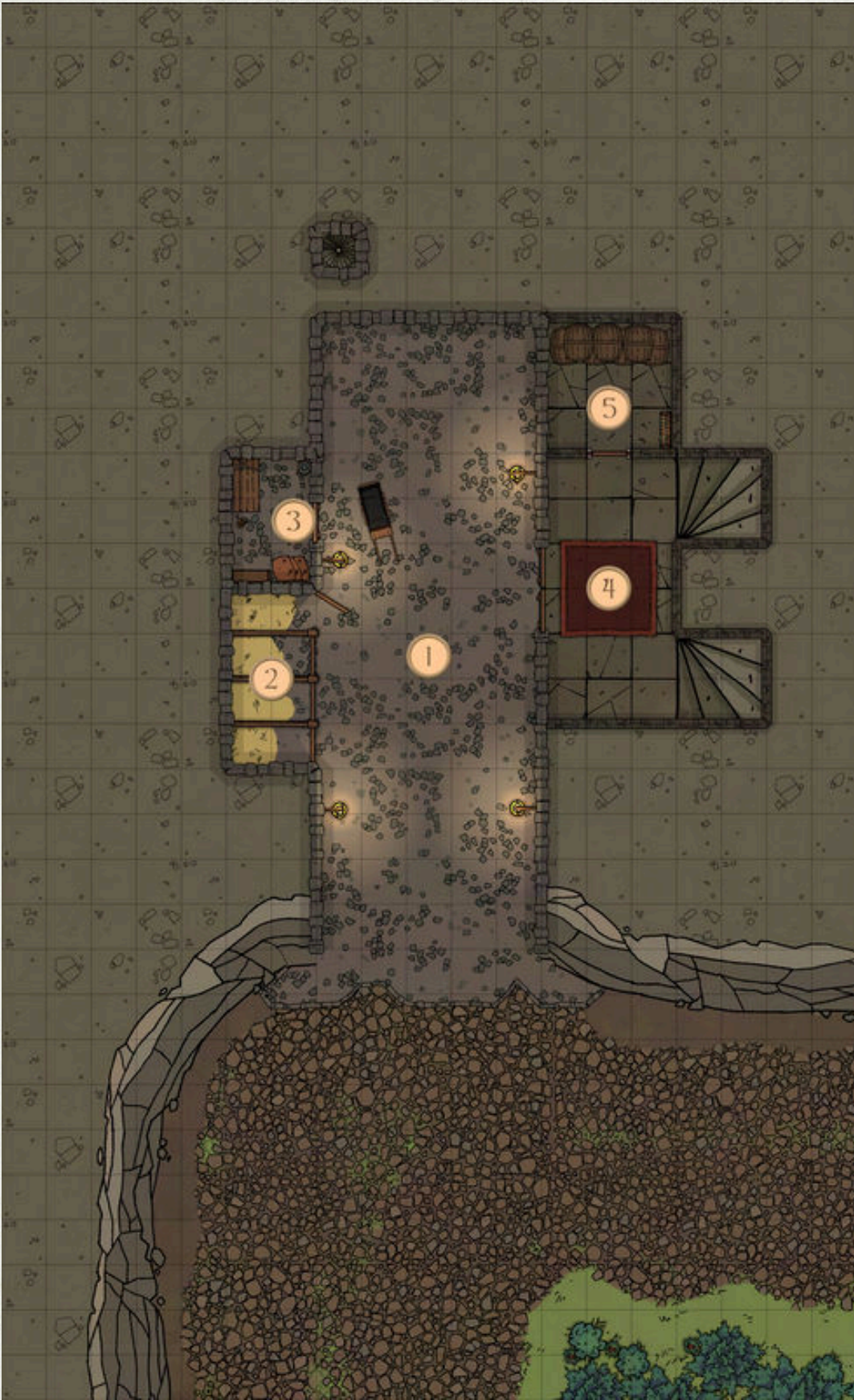


BELL TOWER



PETROVA MANOR

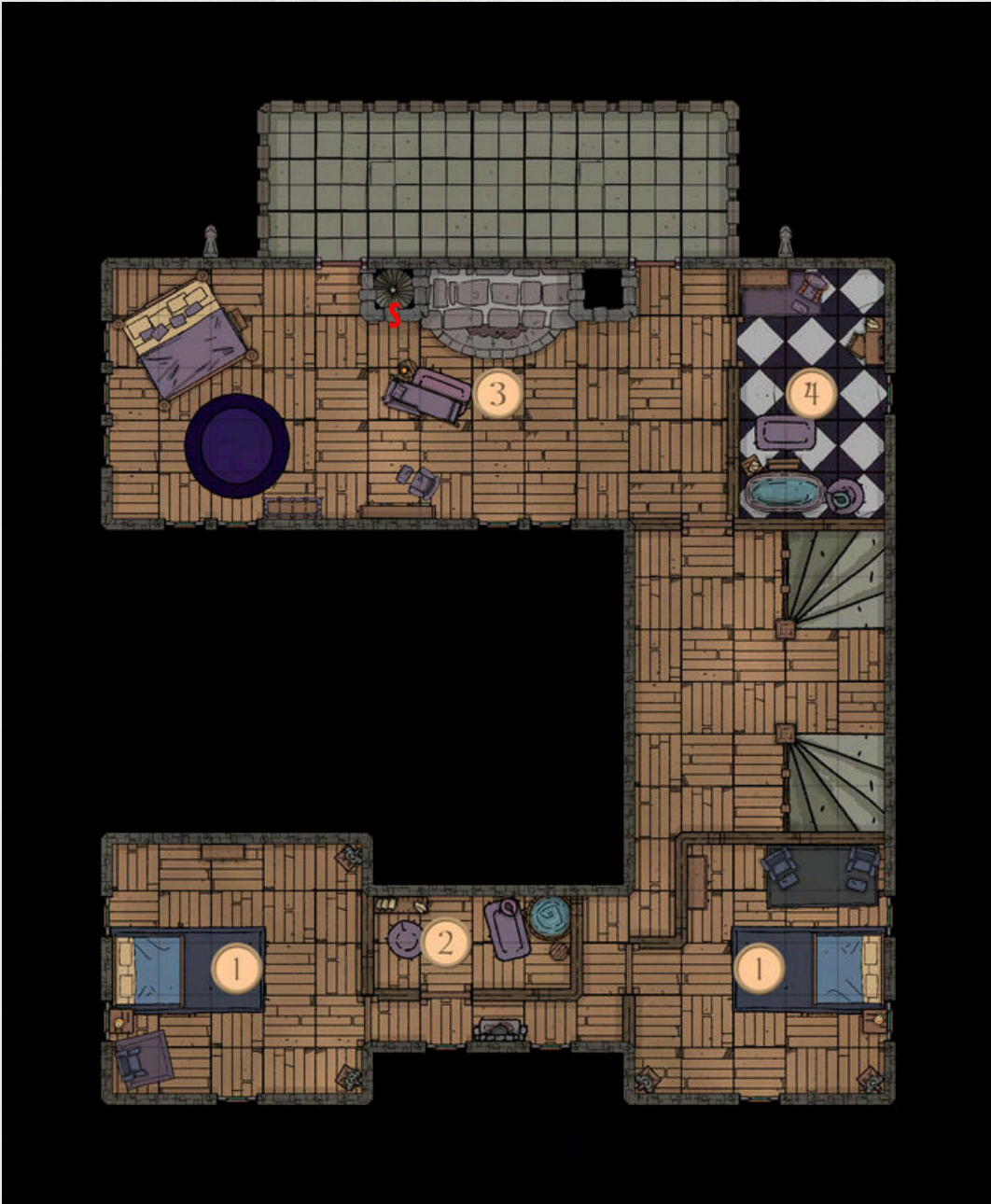
GROUND FLOOR



FIRST FLOOR



SECOND FLOOR



CAVERNS

