

THE HOARD HOUSE



Brave claustrophobic corridors of decay and riches in this adventure for the world's greatest roleplaying game

THE HOARD HOUSE

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INTRODUCTION

In the city of Baldur's Gate, there is a dilapidated and rumor-shadowed manor located in the Seatower neighborhood. It is owned by a pair of retired kobold adventurers: a sorcerer named Muks and his clutch-brother Roli, a devout cleric of Tiamat. Having arrived in the city two decades ago, they became wanton wastrels, spending their supposed "Dragon's Hoard" of wealth on anything that suited their fancy, over time turning their spacious home into a maze made of garbage and junk piled up high to the ceiling. Soon, baldurians began calling the place by its infamous name "the Hoard House." As the years went on, due to tragic misadventure, the brothers have become reclusive, with Roli being the only one ever seen outside their home and only at the dead of night.

For years, people have whispered about the wealth hidden within the cramped halls of the house and of the innumerable deadly traps set up by the paranoid kobolds to keep out possible thieves. As of recent, Roli hasn't been seen for neigh four tendays, resulting in much restlessness and gossip amongst some locals, especially those of a less law-abiding bent. Supposedly, several eager burglars entered the house but have not returned, and many further roguish types boast about trying their hand at stealing the manse's purported loot. Only a truly brave few would dare try to enter the fabled and scorned "Hoard House"...

ADVENTURE BACKGROUND

Muks and Roli were the last of their tribe which was destroyed by marauding orcs in the Sunset Mountains. With little resources and food at hand, the ambitious kobolds took up life as adventurers, joining up with a small party and making a name for themselves. This career was cut short when they fought the beholder Nagish within the depths of the Underdark. When the smoke cleared, the only things that remained on that battlefield were the brothers and the absurd hoard of treasure the tyrannical Nagish had kept for centuries.

With Muks and Roli gleefully taking the loot and unfazed by the loss of their companions, the pair set out to retire in luxury. Stories are told by the locals of Baldur's Gate of the day in the autumn of 1465 when the Kobolds arrived leading a long caravan of mules and hired porters, each carrying fat sacks of gold, jewels, and magnificent prizes. They settled in quickly, using a small but handsome portion of their fortune to build an expansive villa, taking on lives almost akin to the Patrairs of the wealthy Upper City.

Not used to having such wealth at their fingertips however, the brothers began to spend gold based on whatever fancy they had at the time; from common household items in bulk to supplies for their various new hobbies to strange art pieces to magic items and spellbooks. Muks took to studying art, inspired by what he witnessed at Upper City museums and concert halls. Roli meanwhile began to ferment a small cabal of acolytes, inviting them to his home for sermons and half-baked rituals dedicated to his goddess. It is these guests that would first witness the horror that had become the house and its literal passageways of junk.

These grim stories of Muks' and Roli's hoarding, coupled their eccentric behavior, made them both colorful and notorious figures amongst the city judgmental populous; morbid curiosities at best or little, vulgar vagabonds to be avoided at worst.

However, the kobold's lives would change forever when a speeding carriage ran over Muks one sunny afternoon, the accident leaving him crippled and unable to walk. Though they were wealthy and could afford the pay for healing services, Muks and Roli were highly paranoid creatures, trusting very few. Thoughts of conspiracy ran through their minds and eventually the pair would close themselves off from the outside world. Roli, devout in his faith, took to prayer and alchemy in order to try and find a cure for his brother's ailment.

It has been 5 years since then. Strange noises and horrid smells have been reported coming from the House as of late and many of the well-off city folk try to avoid the place whenever possible. All the while, prowlers watch with hungry eyes.

THE KOBOLD BROTHERS TODAY

Unbeknownst to anyone, Muks and Roli are dead. Muks, unable to move, relied on his brother to keep him clean and fed. 41 days before the adventure starts, Muks was laying in the den as Roli was going out to get food from the kitchen. It was here that Roli, in a hurry, accidentally activated one of his own traps, debris falling on top of him, killing him under its crushing weight. Muks, unable to move from his spot, could only sit and watch his now-dead brother, eventually perishing after 4 days without water. However, Roli's soul did not rest; his unwillingness to part with his brother and their treasure raised him as a vengeful spirit that now stalks the cluttered halls.

PREVIOUS BURGLARS

As of recent, several people have tried to rob the Hoard House. A female halfling by the name of Maida Scratchnails, an eager thief out to make a name for herself, tried to enter the manor from the roof. She was hoping to cut a hole into the attic but was not counting on a section of the roof to collapse in on her, sending her crashing down to her death onto the floor of the Dragon Eyrie (see area 20).

Another burglar, a male Bugbear named Gorgek, managed to get through the second-floor window into the Sitting Room. He snuck past the traps and was untroubled till he reached Muks' room (see area 21), opening the door to then lay eyes on a magic painting that sucked him into a pocket realm. He was not alone there, however, and he met his end at the claws and fangs of the vicious bear that resided inside the painting.

Finally, less than a tenday ago, a pack of troglodytes traveling from the Underdark managed to find the secret sewer entrance into the house's cellar. They went up to explore the first floor only to be met with the vengeful ghost of Roli.

In the ensuing brawl, he killed one of their number, the rest fleeing back into the cellar. They have been waiting down there since, consuming the larder and getting drunk off of the varied wines and ales left untouched for years.

COMMON KNOWLEDGE

Any Baldurian has heard of Muks and Roli to some extent, but especially those from the neighborhood of Seatower. They, and any Player Character who has lived in the city for even just a few tendays, would know the following:

- Who Muks and Roli are and the basic points of their backstory to the present day.
- Rumors about Roli leading a small cult to Tiamat with unnamed followers
- The state of the Hoard House as a maze of clutter filled with deathtraps
- That there may be some of the kobold's fortune left inside the house, secure and protected.

RUNNING THE ADVENTURE

The *Hoard House* is an adventure designed for a group of four to six 1st-level player characters.

To run this adventure, you need the fifth edition *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

The *Monster Manual* and *Volo's Guide to Monsters* contain stat blocks for the creatures found in this adventure. You don't need the latter reference to run this adventure, as all the necessary stat blocks from *Volo's Guide to Monsters* are included in appendix C.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in the *Monster Manual*. If a stat block appears in appendix C, the adventure's text tells you so.

Similarly, most of the magic items in this adventure are described in the *Dungeon Master's Guide* and *Xanathar's Guide to Everything*, but you don't need the latter reference to run this adventure, as all the necessary information on the magic items from *Xanathar's Guide to Everything* are included in appendix B.

Spells and nonmagical equipment mentioned in the adventure are described in the *Player's Handbook*.

PLACING THE ADVENTURE

The Hoard House is written to take place in Baldur's Gate, a city in the Forgotten Realms setting. However, a DM can easily change details in the adventure around to have it take place in an urban environment of any setting of their choosing.



ADVENTURE HOOKS

There are innumerable ways to set up *The Hoard House* for your players, either as a one-off adventure or as part of a greater campaign. Below are several examples of how you could get your players involved with the house.

A BAND OF THIEVES

The party is a group of thieves and near-do-wells intent on stealing the treasure of the Hoard House for themselves. Alternatively, they could be members of the Guild sent by their boss to rob the place, with them keeping a sizable portion of what they steal.

WORKING FOR THE FIST

Complaints of bad smells and strange noises coming from the House have reached the ears of the Flaming Fist, with some fearing that the Muks and Roli may have finally died within the caustic confines of their own home. Getting in and navigating the manor would be a hassle, so the Fist is seeking others to do the work for them. Captain Elisa Cendric (a LN nonbinary half-elf **Veteran**) has called upon the party to find some way into the building and investigate to see if the brothers are still kicking. They are willing to give 100gp to the party upon completion of the task.

FINDING AN ITEM

An individual has come to the party, asking them to enter into the House and retrieve an item of importance that is buried somewhere within. The means by how the party should do this job and their payment depends on the sensibilities of the one hiring them. Perhaps this individual is a friend or family member of one of the adventuring companions Muks and Roli worked with. Or perhaps the individual is one of these companions raised back from the dead. In that case, the item could be a piece of gear that once belonged to that lost adventurer. What this item is is up to the DM. Perhaps it is the *immovable rod* in area 3 or the *shield of expression* in area 11 for example.

LOOT AS FUTURE HOOKS

With the ridiculous amount of junk in the Hoard House, a DM could have an item found within lead the party toward future adventures. Perhaps it is something random the players took or the item was something the DM intentionally put in to be taken. On that note, if a DM has put in an item for a future adventure hook, they should make sure the item is in a spot where the players will easily find it. Perhaps it's part of the treasure within the shrine vault in area 20 for example.

ENTERING THE HOUSE

Muks and Roli, with great effort, have locked down their home so, hopefully, no intruders could get inside. Casing the outside of the manor or doing some investigation could find one, if not multiple, ways of entry into the place.

GATHERING INFORMATION

It might be wise to give the PC's time to research into the Hoard House before they try to get inside. How much the PC's know could mean life or death. If a character wishes to ask people about the House and comb through rumors, have them make a DC 13 Charisma (Persuasion) check. Alternatively, if a character wishes to gather information from public records or from historians around the city, have them make a DC 13 Intelligence (History) check. On a success, they learn something, with the amount of additional information gained on top of this depending on how high the character rolled to succeed either check. To see what they learned, consult the Information Gained table.

INFORMATION GAINED

Check Total	What is Learned
13 or higher	Roli has been seen in the past exiting his home from a second-floor window on the side of the manor. It is the only visible entrance inside not blocked by piles of garbage.
14 or higher	The identities of the two thieves (the halfling Maida and the bugbear Gorgek) who supposedly both individually entered the manor but never returned. The character is not told how these thieves entered the house, however.
15 or Higher	There is supposedly a hatch leading into the sewers that Muks and Roli had installed in case they had to flee their home secretly.
18 or Higher	The deed to the Hoard House, along with its blueprints, are kept in a secure vault at the Counting House in the Steeps.
20 or Higher	The identity of one of the "acolytes" that was a part of Roli's short-lived cult.

If a character learns the identity of one of Roli's former acolytes and wishes to confront this individual, this encounter should be full of roleplay. Who this person is and how they act in this situation is up to the DM.

The nature of the cult that Roli led was, in reality, very mundane and was mostly a way for the cleric to get some extra coin. There were no blasphemous rituals or blood sacrifices, but rather lengthy sermons on Tiamat's glory complete with magical light shows made to spook Roli's audience into donating to "the church". Most of those that had attended were bored nobles or rich folk that were seeking some form of excitement and most left the cult disappointed.

Besides knowing what took place during the cult's meetings, the individual could give a vague description of the layout of the house from 5 years ago, especially regarding area 20. However, they would not know where the kobold's fortune is or where any traps were.

GETTING IN

The front door of the Hoard House that leads into area 1 is near impossible to open. The double doors open inwardly and are blocked by a 10-foot thick mound of junk. Most of the windows are barred to stop children from throwing rocks at them and are also blocked from the inside by more refuse. The only accessible entrance from the street is via the window on the second floor that leads into area 12. If the party is unaware of this window, a character inspecting the outside of the manor can make a DC 11 Wisdom (Perception) check, spotting it on a success. To climb up to the window, a character must succeed on a DC 10 Strength (Athletics) check.

If the PC's wish to enter through the sewers and have knowledge of the secret sewer entrance, underneath the house there is a rusty 10-foot high ladder leading to a small hatch that opens up into area 23.

Finally, if a PC were to find their way onto the roof, the character finds the hole left by Maida Scratchnails' fall that leads into area 20.



THE HOARD HOUSE

When a character first enters into the house either through an outside entrance or from the cellar, read or paraphrase the following describing text:

When you enter into the room, a stale, nauseous miasma permeates the air, reeking of decay and mold. Through the darkness, you can see, all around you, a mismatched morass of random items and knick-knacks that coat the floor and reach all the way to the high ceiling, making the chamber a claustrophobic and messy nightmare to look upon.

GENERAL FEATURES

The locations in the Hoard House written here and shown on maps 1-5 have the following characteristics in common unless otherwise noted.

Atmosphere. The rooms stink of something between a rotting corpse, spoiled food, and rampant dust. If the party were to stay in the house for a decent amount of time (such as for the length of a long rest for example) have each character make a DC 10 Constitution saving throw. On a failure, that character becomes poisoned for 1 hour, resisting the effect on a success.

Lighting. Most of the rooms in the house are pitch black as the kobolds had little need for lights unless they were expecting guests who didn't have darkvision.

Construction. The house, besides its cellar, is constructed with wood. Each room has a height of about 12 feet.



Garbage. The blacked-out parts of maps 1-4 all count as artificial walls of garbage, each reaching all the way to the ceiling. Sections of these garbage walls that show as transparent represent arched tunnels through the junk that can be walked through like any other passage.

The visible garbage coating the floor on the maps consists of uneven heaps ranging from 3-7 feet in height. When moving in a square with this low garbage covering it, that square counts as being difficult terrain.

INTERACTING WITH THE GARBAGE

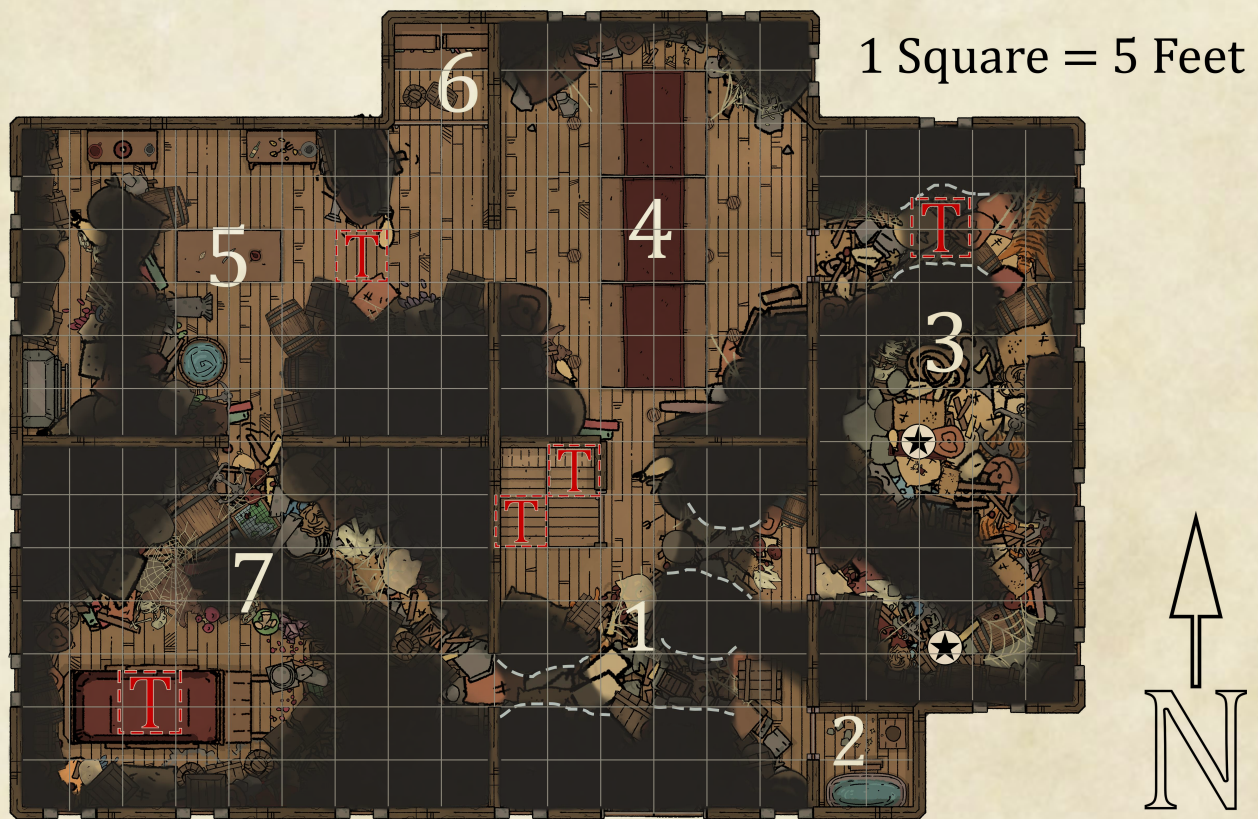
Falling Junk. The walls of garbage in the house are unstable and could easily be toppled over. If a significant amount of force strikes a 5-foot square section of garbage wall (such as a creature violently slamming into it or is hit by the area of effect of a thunderwave spell for example) then that garbage will fall forward into an adjacent, empty 5-foot square of space. Any creature in the area of the collapse must make a DC 12 Dexterity saving throw, with that creature taking 1d6 bludgeoning damage and becoming prone and restrained on a failure as the junk falls on top of them. On success, the creature takes half damage and is not knocked prone or restrained. A creature who failed the saving throw can make a DC 10 Strength check, becoming unrestrained on a success. The area the wall collapsed into becomes difficult terrain.

Searching for Items. If a character is interested in searching the junk on the floor or in the garbage walls for interesting items, have that character make a DC 5 Dexterity (Sleight of Hand) check. On a success, roll on the Junk Pile Objects table (see appendix A) for the item the character found. If the character failed the check, they still get an item, but the nearest most square of high garbage collapses on top of them (see Falling Junk above).

Excavating walls. The walls made of garbage can be dug out. If a character wishes to clear a 5-foot square section of high garbage, they can spend 15 minutes and make a DC 13 check using either Dexterity (Sleight of Hand) or Strength (Athletics). On a success, the square is cleared of garbage. If they fail the check, it will cause the high garbage to collapse on them (see Falling Junk above).

ROAMING ROLI

Every 30 minutes the party is in the house, either resting or taking their time in a room, roll a d8. On a roll of 1 Roli, as a **Specter**, shows up in the room with them, attacking the PC's on sight. He will pursue the fleeing party all around the house and will fight until destroyed.



Map 1: First Floor

FIRST FLOOR LOCATIONS

1. FOYER

In the northwest corner of this room, a wide set of stairs leads upward. On the side of the stairs is a door. The mounds of items are so thick in places that archways of trash create cavernous passages.

The stairway leads up into area 8 whilst the door on the side of the stairs leads down into area 23.

Locked Door. If the party tries to push open the door that leads into area 3, they will find it unable to open. The door opens inward and is, in fact, blocked by an *immovable rod* that Roli had placed so intruders would have to take the long way around into the den. It would force the invaders into the junk collapse trap in area 3 as well as create a singular chokepoint that would make it easier for the kobolds to defend themselves.

Stairway Trap. Portions of each of the steps on the stairway have been hollowed out and had their interiors lined with sharp spikes. A successful DC 12 Wisdom (Perception) check reveals that the sections of steps that do have spikes underneath bend significantly to even slight pressure; showing those sections are indeed hollow. If a creature steps onto a hollow step or applies at least 50 pounds of force onto it, the trap triggers. The creature that triggered the trap must succeed on a DC 14 Dexterity saving throw or take 1d4 piercing damage as their feet are punctured by the spikes.

On a success, the target creature takes only half damage. Laying sturdy boards over the trapped sections of the stairs could allow for anyone to walk across safely.

2. WATER CLOSET

In this chamber, black colored mold covers the ceiling and along the upper corners of the walls in a spotty patchwork. The dirty privy is covered similarly. There is a metal tub situated on the far side of the room and next to it is a metal ale tankard with the stern face of a dwarf embossed on it.

Treasure. The tankard is actually a *tankard of sobriety* (see appendix B) that Muks took from his dead adventuring party. He has since only used it to fill the bathing tub with water taken from the well down the street.

3. THE DEN

If the PC's are traveling south from area 4, past the junk collapse trap, read:

Curving around the bend, you can see, in the gloom, a solitary figure resting on a litter of rubbish: the decaying corpse of a kobold dressed in desiccated, moth-eaten crimson robes.

If the party moves further down the chamber toward the door into area 1 or are traveling north from area 1, read:

Stuck under a heap of debris is the rotting remains of a kobold dressed in black robes. In his hands are a loaded crossbow and a thick, leather-bound tome.

The corpse on the litter is the dead body of Muks and the body underneath the collapsed junk is Roli. If a character succeeds on a DC 11 Wisdom (Medicine) check examining each of the bodies, it can be determined that most likely the two have been dead for roughly 40 days. A total of 15 on the check also reveals roughly how each of them perished. The bodies also reek of decay. Any creature within 10 feet of one of the bodies at the beginning of their turn must succeed a DC 10 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench for 1 hour.

Creatures. Watching over his corpse in the southern part of the room is Roli, raised as a **specter**. He will attack anyone on sight, while also moving to protect his brother's corpse if he knows someone is disturbing it. He will pursue any intruder until they leave the house and will fight until destroyed.

Additionally, if the party makes any significant amount of noise throughout the first floor of the house or tries to force open the southern door from area 1, Roli will move to where he heard the sound in order to hunt down any invader in his domain.

If the party consists of 6 or more characters, Roli is joined by an additional specter, representing the restless spirit of Muks.

Collapsing Junk Trap. The overhanging arch of garbage is rigged to fall onto a victim. A successful DC 12 Wisdom (Perception) check reveals a near translucent wire 2 inches off the ground under the archway, connecting to 2 large objects within the walls of garbage. If a character then succeeds on a DC 12 Dexterity check using thieves' tools, the wire is cut and the trap is disabled. If the Dexterity check to disable the trap fails or the wire is hit, the trap triggers, causing a cave-in. Any creature under the archway when the trap triggers must succeed a DC 12 Dexterity saving throw or take 1d6 bludgeoning damage and become prone and restrained, taking only half as much damage and not becoming prone or restrained on a success. A creature who failed the saving throw can make a DC 10 Strength (Athletics) check, becoming unrestrained on a success.

Treasure. Searching the corpse of Muks, one can find a green crystal clutched in his right hand that had served as his arcane focus. The focus is worth 10gp.

Pressed up against the southern door that leads into area 1 is an *immovable rod*, currently active and blocking the door from opening.

Searching Roli's body, a character can find a light crossbow along with 12 bolts, the key to the chest in area 19, and a leather bound book. Written in Draconic, much of the tome's pages served as a journal chronicling Roli's experiences since he and Muks first left the Sunset Mountains all those years ago.

The journal can fill in any of the gaps of knowledge about the brothers that the party might have. It mentions the secret sewer hatch down in the cellar and expositis about the meetings Roli had had with his "acolytes" back when he still ran his little cult.

Roli ruminates about all the extra money he has made off of his "subjects" and how he has stored this money and the brother's remaining fortune within a shrine to Tiamat in a room on the 3rd floor he calls the "Dragon Eyrie".

He only mentions his 4 pet pseudodragons that still living in the Eyrie offhandedly and nothing about how he used their magical abilities to trick visitors into donating to his cult (see area 20).

Much of the later pages give way to record-keeping after this, which includes a written list of all the names of those that attended his sermons. Near the last page of the journal, Roli gives the combination to the vault, that being: 12, 8, 2, 10, 2, 4, 12. Under these numbers, he leaves one final message saying: "Everything has its time."

4. DINING ROOM

Set up in a cramped clearing in the middle of this room is a large table of fine, dark wood. Dinner plates and silverware are placed neatly as if meant to serve a large feast and are covered in a thick layer of dust. Slumped haphazardly on the table is the corpse of a dead, foul-smelling, grey-skinned reptilian humanoid.

The Corpse. The corpse is that of a troglodyte who, with the rest of his band, had come up from the cellar to search the house for food. When they encountered the ghost of Roli, he fell to the specter's claws and his body was left to fester in the dining room. The troglodyte's corpse is noticeably withered and covered in patches of black veins; his face contorted in a mask of horror. A DC 14 Intelligence (Arcana) check will reveal that most likely the troglodyte perished from coming into contact with some form of necrotic magic that sapped the life out of him.

5. KITCHEN

Black mold and dust cover cupboards and tables of spoiled food and dirty pots and pans. A nook in a wall of junk holds a wooden tub filled with grease and unwashed dishes.

There is nothing of value in this chamber. The oven in the southwestern corner of the room is blocked up by trash and is filled only with ashes.

Collapsing Junk Trap. Two high piles of garbage near the northeastern passage are rigged to fall onto a victim. A successful DC 12 Wisdom (Perception) check reveals a near translucent wire 2 inches off the ground between the two piles, connecting to 2 large objects within the walls of garbage. If a character then succeeds on a DC 12 Dexterity check using thieves' tools, the wire is cut and the trap is disabled. If the Dexterity check to disable the trap fails or the wire is hit, the trap triggers, causing a cave-in.

Any creature caught in the falling debris when the trap triggers must succeed a DC 12 Dexterity saving throw or take 1d6 bludgeoning damage and become prone and restrained, taking only half as much damage and not becoming prone or restrained on a success. A creature who failed the saving throw can make a DC 10 Strength (Athletics) check, becoming unrestrained on a success.

6. PANTRY

Opening the door, you see a large closet full of shelves that seems to serve as a breeding ground for mold, covering what remains of the foodstuffs that were kept here. You catch the glint of 2 stoppered glass bottles filled with a red liquid sticking out of the rot.

Treasure. The bottles are 2 *potions of healing*.

7. LIVING ROOM

When the party sees the clearing in the southwestern corner of the room, read:

Tucked in a large, clear space in this room, to your surprise, is a fully built stagecoach. The door on the side facing you is open, showing its finely wrought interior.

Stagecoach. This stagecoach was purchased by Muks and Roli on a whim, with their intention being to use it to ferry them around the city. However, they never got around to actually trying that idea and eventually they had the coach taken apart and reassembled inside their living room as a decoration. Characters that take a closer look at the coach can see 5 gp scattered over the red leather seats inside.

Gas Trap. The brothers also had the stagecoach trapped to dispose of any burglars. Sticking out underneath the passenger seats, disguised amongst the carved wood, is a pipe that connects to a mechanism meant to dispense an airborne poison. A tripwire spans the length of the doorway into the coach, connected to both the poison dispenser and a mechanism meant to close the door. A character who succeeds on a DC 12 Wisdom (Perception) check spots the wire. A total of 15 or higher on the check also has the character spot the pipe. The tripwire can be disabled with a DC 12 Dexterity check using thieves' tools. The pipe can be disabled by jamming it with something, such as with some cloth.

If the dexterity check to disable the tripwire fails or if the wire is hit, the trap triggers; the door into the coach shutting and locking as the pipe begins to issue gas. At this point, if a character is inside the coach, have the party roll initiative, with the trap having an initiative of 20 (losing initiative ties). At the start of the trap's turn, any creatures within the cabin and/or inhaling the gas must succeed on a DC 10 Constitution saving throw or take 2d4 poison damage and become poisoned (if not already), taking only half as much damage and not becoming poisoned on a success. Poisoned creatures can repeat the saving throw once they are no longer inhaling the gas, ending the effect on a success.

The locked door can be opened with a successful DC 14 Dexterity check using thieves' tools or a successful DC 18 Strength check.

If the door into the cabin is left open while the gas is still going, it will flush out into a 20-foot sphere centered on the stagecoach. The pipe will pump out gas for 5 minutes. After this, the gas stays in the air for 2 hours or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Treasure. Along with the 5 gp found on the stagecoach's seats, a successful DC 10 Wisdom (Investigation) check reveals a recess under the cushions containing 20gp, 52sp, and 770cp.

SECOND FLOOR LOCATIONS

NOISE GLYPHS

Near the entrances into area 11, magical glyphs are discreetly carved into the woodwork of the floor. Each is enchanted with an illusion meant to scare away intruders. The illusion is triggered when a creature steps onto a glyph. The illusion mimics the angry noises once uttered by the now dead and stuffed beasts in area 11, calling out as if from that chamber. A glyph cannot be activated again for 10 minutes after being triggered. They can be spotted with a successful DC 15 Wisdom (Perception) check, and casting *detect magic* shows illusion magic infused within them. The glyphs can be rendered inert permanently by casting *dispel magic* on each of them. When the party first triggers a glyph read:

You suddenly hear a loud cacophony of noises; a menacing mixture of a panther's growl, a bear's roar, an owl's screech, and an angry chattering, all coming from a nearby room.

8. SECOND FLOOR HALLWAY

Noise Trap. Two Noise Glyphs, each taking up a 4 foot square of space, are carved into the section of floor spanning the threshold of the stairs leading down into area 1 and the doorway into area 11 (See "Noise Glyphs").

9. INFESTED WATER CLOSET

In this chamber, black colored mold covers the ceiling and along the upper corners of the walls in a spotty patchwork. The privy seems to be the only thing untouched by the decay.



1 Square = 5 Feet

Map 2: Second Floor

Creature. Inside the privy, hiding under the board that makes up the seat, a **grey ooze** waits for prey. It has been in this room for almost a year now, occasionally coming out to feed off of the many vermin that infest the house. The secretions from its comings and goings have left the privy spotless. If a creature tries to look into the privy, sit on it to do their business, or is spending some time alone in the room, the ooze will attack! It will persist in its assault until it's brought down to half its hp or has killed something, retreating back down the privy with any dead prey in tow.

10. CONSERVATORY

A piano and a large harpe stand on opposite corners of the room covered in thick layers of dust. Resting on piles of refuse are 4 pots, all but one containing dry, dead plants. Near the east doorway, a golden birdcage is tipped over on the floor, covered in writhing insects.

Creatures. A **swarm of insects** crawls all over the fallen birdcage, attracted to the dead remains of a small bird. If anyone tries to disturb the cage or attacks the insects, the swarm attacks, fighting to the death.

Noise Trap. A Noise Glyph, taking up a 4 foot square of space, is carved into the section of floor in front of the doorway into area 11 (See "Noise Glyphs").

Treasure. The birdcage was used to house Muks' pet bird Nibbles. Muks liked Nibbles so much he had his pet's home plated in solid gold. The cage is worth 15 gp.

The empty pot is a *pot of awakening* (see appendix B) that the Kobolds had bought not knowing of its properties and had never used it. The piano weighs 600 lb. and is worth 200 gp, while the Harpe weighs 50 lb. and is worth 200 gp.

11. GALLERY OF STUFFED BEASTS

Standing on thick wooden bases, three large beasts strike menacing poses, totally unmoving, each in different corners of this gallery. A stairway leads upward near the northern end of the room. Mounted on the west wall is a shield, the leer of an orc embossed on its dark iron face.

The stairs lead up into area 15.

Stuffed Trophies. The creatures on the bases are an owlbear, an umber hulk, and a displacer beast; each dead and stuffed. However, they have been mechanically and magically modified to scare potential thieves. If a small or larger creature is within 5 feet of one of the trophies, it activates, the mechanisms within causing it to shake back and forth, move its claws up and down, and emit realistic growls and roars. This only lasts for a few seconds, after which the stuffed beast remains inert for 10 minutes before it can be activated again.



A character who casts *detect magic* sees that each of the beasts glow with illusion magic. Casting *dispel magic* on one removes the magic that operates its internal mechanisms, causing it to remain permanently inert.

Shield Junk Trap. The shield on the west wall is trapped. Thin tripwires are connected between the shield and an object at the base of one of the piles of junk next to it. A successful DC 12 Wisdom (Perception) check reveals the wire. If a character then succeeds on a DC 12 Dexterity check using thieves' tools, the wire is cut and the trap is disabled. If the dexterity check to disable the trap fails or if someone tries to take shield off its mounting, the trap triggers, causing the junk around it to topple over.

Any creature next to the shield when the trap triggers must succeed a DC 12 Dexterity saving throw or take 1d6 bludgeoning damage and become prone and restrained, taking only half as much damage and not becoming prone or restrained on a success. A creature who failed the saving throw can make a DC 10 Strength (Athletics) check, becoming unrestrained on a success.

Treasure. The mounted shield is a *shield of expression* (see appendix B). Each of the stuffed trophies is secured to the floor, but with the proper tools, each can be unattached and possibly sold if the party can find a way to get them out of the house.

The stuffed owlbear weighs 1,000 lb. and is worth 250 gp, the stuffed umber hulk weighs 1,150 lb. and is worth 400 gp, and the stuffed displacer beast weighs 350 lb. and is worth 350 gp.

12. SITTING ROOM

On the southern wall, a dirty, exposed window lies slightly open. Placed as if to look out the window is the skeleton of a half-orc, its bones held together by fine wire and string. Resting on a pile of trash is a jar filled with an amber liquid containing what can only be described as a large red tadpole.

Noise Trap. A Noise Glyph, taking up a 4 foot square of space, is carved into the section of floor in front of the doorway into area 11 (see "Noise Glyphs").

Treasure. The strange, dead specimen floating in the jar is the tadpole of a red slaad preserved by the amber liquid, as a successful DC 18 Intelligence (Arcana) check reveals. The jar had been won by Muks in a game of chance against a drunk wizard. The creature, if an interested buyer could be found, could be worth up to 250 gp. The half-orc skeleton, long ago bought off of a local medical school, is worth 5 gp.

13. GALLERY OF CANDLES

The hall is lit by the dim light cast by several ghoulish candles set on podiums along the curving path. Each of these candles is in the vague shape of a small, crouching humanoid with wicks coming out from the tops of their heads.

Candles. The candles are a collection of bizarre art pieces that Roli got from an auction that took place in the city of Waterdeep many years ago. They have the *continual flame* spell cast upon their wicks, each shedding bright light in a 5-foot radius and dim light for an additional 5 feet. Each candle weighs 50 lb. and is worth 100 gp.

14. LIBRARY

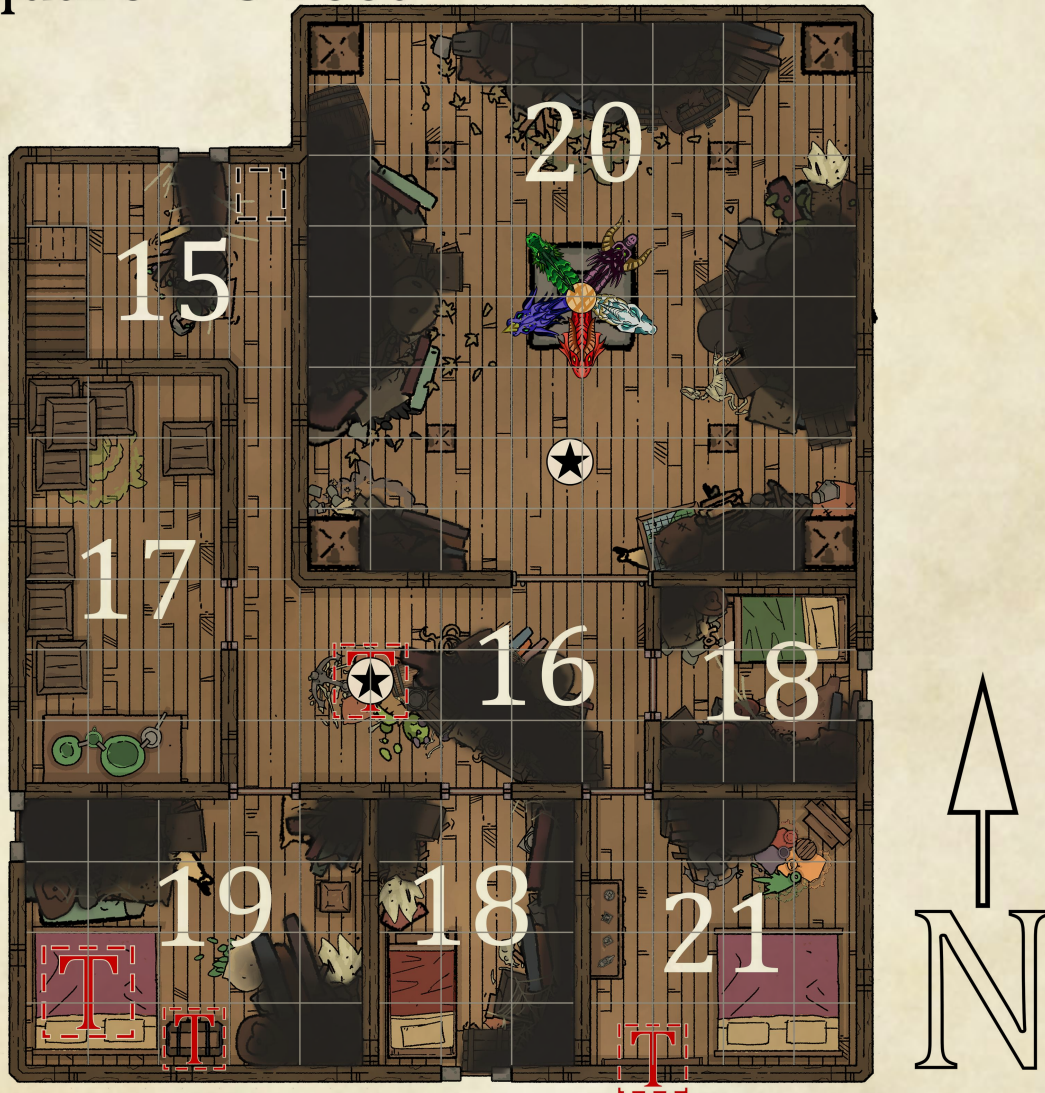
Standing in this nearly 2-story high room are tall, imposing bookshelves, each filled with innumerable books and flanked by ladders. More books lay in heaps on the floor of the chamber. Near the south wall of the room are several tables and a cold fireplace.

This room is 20 feet in height.

Bookshelves. The bookshelves stand about 15 feet tall. Each shelf has a ladder attached to it that can be moved back and forth along its length. If a character wishes to topple a bookshelf over, they must succeed on a DC 18 Strength check. A falling shelf tips over an adjacent bookshelf that is in its way as it collapses.

Creatures. Hiding from the outside world in this dark, undisturbed library are 4 **boggles** (see appendix C) who now see the room as their new home. They have taken a liking to looking at all the pretty pictures within the books and they do not desire to share them with anyone. Using their *boggle oil* ability, they regularly coat the floor around the shelves with sticky oil and the ladders with slippery oil for defense. If the party has made a decent amount of noise while traversing the house before having entered this room, the boggles are already hiding amongst the piles of books on top of the bookshelves, waiting for the right opportunity to attack.

1 Square = 5 Feet



Map 3: Third Floor

The hiding boggles can be spotted with a DC 14 Wisdom (Perception) check. Otherwise, if the party has been reasonably quiet before entering this room, they will catch the boggles off guard. The boggles will then attempt to hide and will only attack if someone tries to take some books.

While on the attack, the boggles prefer to remain on the high ground of the shelf-tops and throw books at their opponents. Each attack with these books is a -1 to hit and deals 1 bludgeoning damage. They will use their *dimensional rift* ability with the spaces in-between books on their shelf to teleport to other shelves.

If 2 or more of the boggles are slain, the remaining ones will attempt to flee through the shortest, safest path to area 12, exiting out of the house through the open window there.

Treasure. With a successful DC 15 Wisdom (Investigation) check, along with 30 minutes of searching, a character can find 2 spellbooks.

One of the spellbooks contains spells *chill touch*, *message*, *alarm*, *burning hands*, *detect magic*, *disguise self*, and *rope trick*. The other spellbook is completely blank but actually is an *enduring spellbook* (see appendix b).

Besides the spellbooks, there are roughly 500 different books within the library, all of a variety of different mundane genres and topics. The price each of these tomes would fetch for ranges between 4 cp to 2 sp.

3RD FLOOR LOCATIONS

15. THIRD FLOOR HALLWAY

In the southwest corner of the room, there is a stairway that leads down while across from it on the ceiling is a hatch with a pull rope attached to it.

The stairway leads down into area 11. If the rope dangling from the hatch is pulled, the hatch door opens. Climbing up into the open hatch leads into area 22.

16. COMMON ROOM

At the center of the room, resting on top of a 7-foot pile of trash, is a finely crafted tea set.

Trash Pile Trap. The pile of trash that bears the tea set on top it has been specifically built by the kobolds to collapse unless it is climbed up a certain way.

A success DC 16 Wisdom (Perception) check reveals the pile's instability and where one can go up it safely. If a creature were to climb the pile with no heed of where they are stepping, the trap triggers, the pile collapsing in on itself. When the trap triggers, any creature on the pile must succeed a DC 12 Dexterity saving throw or take 2d6 bludgeoning damage and become prone and restrained, taking only half as much damage and not becoming prone or restrained on a success.

A creature who failed the saving throw can make a DC 10 Strength (Athletics) check, becoming unrestrained on a success.

Treasure. The Tea set is worth 50 gp.

17. ALCHEMY LAB

Around this room, various boxes and crates rest against the walls. Splayed out on the floor are two giant dead rats. One has its innards blown out in a messy trail, while the other is curled up in a fetal position. On the far end of the room is what can only be described as an apparatus of mismatched pipes, beakers, boilers, and tubes resting on a large workbench. Under the table, several pairs of beady eyes stare out from the darkness.

Creatures. Under the table are 2 **giant rats**, but something is different about each of them. Having fed on the potions found in the crates throughout the chamber, by some fluke of alchemy, the rats have each gained permanent mutations. One rat, having imbibed a potion of giant strength, permanently had its strength score increase to 21, giving it a +7 to hit with its bite attack. The other rat consumed a potion of fire breath, gaining the following ability:

- **Fire Breath (Recharge 6).** The giant rat exhales fire in a line that is 10 feet long and 5 feet wide. Each creature in that area must make a DC 11 Dexterity saving throw, taking (2d4) fire damage on a failed save, or half as much damage on a successful one.



The rats, being quite feral and hungry, will fight to the death. If the party consists of 6 or more characters, the rats are joined by 2 additional, unmodified giant rats.

Dead Rats. A successful DC 15 Intelligence (Arcana) check when examining the dead rats reveals how each died. The rat with its entrails now all over the floor had most likely consumed multiple different potions all at once, causing an explosive alchemical mixture to form in its stomach. The other dead rat must have perished from consuming some form of poison.

Treasure. Looking through the boxes in the room, the party can find 3 *potions of healing*, 2 *potions of poison*, and a *potion of animal friendship*. Littering the floor are about 11 empty potion bottles. The apparatus on the table acts as a set of alchemist's supplies and can be deconstructed and taken. Laid across the table as well are several recipes for various potions scrawled in scratchy Draconic that Roli had left behind. There are recipes for making a potion of healing, a potion of fire breath, a potion of poison, and a potion of animal friendship.

18. GUESTROOMS

Used to house visitors, these rooms contain nothing other than a bed and an empty chest underneath it.

19. ROLI'S BEDROOM

In this room, various weapons are mounted on the exposed parts of the walls and even on the ceiling. A large, fine bed sits against the south wall, complete with purple velvet bed curtains and a blanket to match. On the east wall of the room is a grandfather clock with a unique design of 5 colored claws shaped like a 5 pointed star on its face. A chest rests on the far side of the room.

Bed Trap. A thing tripwire runs from under the mattress of the bed up to a glaive mounted on the ceiling just above it. A successful DC 12 Wisdom (Perception) check spots the wire and a successful DC 12 Dexterity check with thieves' tools cuts the wire and disables the trap. If the check to disable the trap fails or if a creature of medium size or larger gets on the bed, the trap is triggered. Upon the trap being triggered, the glaive unmoors itself from its mounting and falls to strike a creature on the bed, the glaive attacking with a +5 to hit against the creature and dealing 2d10 slashing damage on a successful hit.

Chest Trap. The Chest is locked, but a successful DC 14 Dexterity check with thieves' tools can unlock it. The chest is also trapped as a thin tripwire connects the lid of the chest to a halberd mounted just above it. A successful DC 12 Wisdom (Perception) check spots the wire and a successful DC 12 Dexterity Check with thieves' tools cuts the wire and disables the trap. If the check to disable the trap fails or if the chest is opened or moved, the trap triggers; the halberd unmooring itself from its ceiling mount and falling onto a victim below it. It attacks with a +5 to hit and deals 1d10 slashing damage on a successful hit. If a character uses the key found on Roli's corpse in area 3 to unlock the chest, the trap does not trigger when the chest is opened and resets once it's locked again.

The Clock. Examining the face of the grandfather clock finds it to be embossed with a symbol of 5 colored claws formed into a star shape. Each claw points to a time on the clock. The red claw points to 12 O'clock, the blue claw points to 2 O'clock, the green claw points to 4 O'clock, the black claw point to 8 O'clock, and the white claw points to 10 O'clock. A successful DC 10 Intelligence (Religion) check reveals the star to be the symbol of Tiamat, the goddess of evil dragons. The time the claws are pointing to pertains to the puzzle to open the vault in area 20 (see "Opening the Vault").

Treasure. The chest contains a holy symbol of Tiamat, a ceremonial dagger carved like a dragon's head, 3 blocks in incense, as well as 11 gp, 123 sp, and 200 cp. The weapons mounted around the room include a glaive, a halberd, 2 shortswords, a mace, and a Longsword. The grandfather clock weighs 38lb and is worth 50 gp.

20. DRAGON EYRIE

This circular chamber is large with a high domed roof held up by thick pillars and ceiling beams. A hole is noticeable in the roof and below it is the body of a female halfling crumpled on the floor under a fallen beam. In the center of the room is a tall, 10-foot high rectangular obelisk of polished grey stone. Run around the top of it in a sort of star formation are the busts of 5 dragon heads, each one representing one of the 5 chromatic dragon types. At the base of this shrine, facing toward the door, is a large, brass bowl. Attached behind the shrine are 3 levers.

The domed roof of this room is 18 feet high with the banisters being raised 12 feet up from the floor.

The Shrine Vault. The shrine contains the vault holding the remaining fortune of Muks and Roli and is a mechanical marvel. If 5 coins of any value are placed into the bowl in front of the shrine (the front being the side of the shrine facing the door), a small rectangular hatch opens behind the bowl, with the bowl tipping over and sliding the coins into the hatch. After that, the hatch closes and the bowl resets. The shrine does this mechanical motion in the span of just 3 seconds.

The 3 levers behind the shrine each cause different things to occur when pulled down. Pulling the east-most lever causes the top of the shrine with the dragon heads to start turning clockwise and will continue to rotate as long as the lever is held down. Pushing the lever back to its resting position causes the top to stop spinning once a head is facing forward toward the door, the head locking into place. When the party first enters the room, the red dragon head is facing forwards. Pulling the middle lever causes the front-facing head to issue forth an illusionary, miniature version of the breath weapon of whatever type of dragon the head is supposed to represent (i.e. the red dragon head issues illusory fire, the blue dragon head issues illusory lightning, etc).

Finally, the west-most lever closes and locks the door as long as it remains pulled down. The locked door can be opened with a successful DC 20 Strength check or a successful DC 14 Dexterity check using thieves' tools.

OPENING THE SHRINE VAULT

To open the vault within the shrine, one must change which of the 5 heads is facing forwards toward the door in a specific order. Roli hints at the order with the combination of numbers written in the journal found in area 3. These same numbers can also be found as times on Roli's grandfather clock in area 19. Each of these times on the clock is pointed at by a colored claw of the symbol of Tiamat emblazoned on the clock face. If one then switches each of the numbers in the journal combination with the colors of the claws that point at the same numbers on the grandfather clock, you get the order of front-facing heads needed to open the vault: red, black, blue, white, blue, green, red. When the right order of heads is entered, the hatched behind the bowl opens, allowing anyone to take the wealth inside the shrine. The hatch resets when the east-most lever is pulled again.

The Dead Halfling. The body in the room is the corpse of Maida Scratchnails. A successful DC 11 Wisdom (Medicine) check reveals that the halfling most likely died from the force of some fall as well as from having a thick, heavy piece of wood fall on top of her.

Creatures. Along with using the shrine's illusory dragon breath and intimidating look, Roli utilized his pets to aid him in convincing people to donate to his cult during his sermons. These pets are 4 **pseudodragons** that still live in the dragon eyrie. Using their *limited telepathy* ability, the pseudodragons put mental images and impressions into acolyte's minds of putting coins into the bowl of the shrine, hiding out of sight in order to make it seem that it was the shrine, or Tiamat herself, that was compelling them to give up their coins. Despite Roli's death, they continue this tradition now, seeing the wealth hidden within the vault as their own hoard.

3 of the 4 creatures are hiding amongst the banisters near the shrine. They will use their *limited telepathy* ability to try and convince the characters to put their coins into the bowl, making it seem as if some supernatural or even divine force is compelling them to do it. To add to the effort, the 4th pseudodragon is actually inside the shrine, having crawled in from a small hole on its top. This pseudodragon has learned to operate the mechanisms within the shrine without having to use the levers. It will turn the heads and issue forth illusionary dragon breath to try and intimidate the PC's into giving up their coins. If the party tries to leave the room, the pseudodragon will close the door as if it pulled the west-most lever behind the shrine.

A character can spot the pseudodragons on the banisters with a successful DC 14 Wisdom (Perception) check. A total of 16 or higher on the check has the character also spot the one in the shrine, catching its head looking out from the top. The Pseudodragons will not mess with the shrine while the party is inputting the combination to open the vault, as they will be curious as to what the party is doing. The Pseudodragons will only attack if the PC's successfully open the vault or if the party attacks them. Once 2 or more of the pseudodragons are killed, the rest attempt to flee the house via the hole in the roof.

1 Square = 5 Feet



Map 4: Attic

Treasure. Inside the shrine vault, one can find 210gp, 1,059 sp, and 2,100 cp, along with 10 gems worth 50 gp each and any additional coins that had been deposited into the shrine. From the halfling Maida's corpse, the party can take a set of leather armor, 2 daggers, a hand crossbow with 20 bolts, and all the gear found in a burglar's packs.

21. MUKS' BEDROOM

A dresser lines the west wall of the room, three small gray statuettes resting on it. In the northeast corner is a small painting studio complete with brushes and an easel. Several finished paintings rest against the wall around it. Near the studio, four paint pots lie tipped over, their contents staining the floor. A finely wrought bed with a red velvet blanket sits on the far end of the room. On the wall next to the bed hangs a fine painting of a vast green field on a sunny day with an ebony bear standing next to an oak tree.

Painting. The painting is, in reality, an activated *painting of life trapping* (see appendix b).

Paintings and Statuettes. The remaining art supplies making up the studio can be salvaged to make a set of painter's supplies. The 6 finished paintings are amateur self-portraits done by Muks.

Examining the 3 statuettes on the dresser, each is made of stone and vaguely depicts a robed kobold in various dramatic poses. Each of them however seems to have an uneven texture, with ridges and serrations akin to brushmarks. The statuettes were actually painted into existence by Muks using the nolzur's marvelous pigments that now lies tipped over on the floor. Their remaining paint is now nothing but a dry stain and is useless. Only the most avant-garde of art collectors would be interested in buying any of the paintings or the statuettes.

Creatures. The blanket on the bed acts as a **rug of smothering**, but only seeks to snuggle with people.

If a character lays on the bed, it will loosely and harmlessly wrap around the target in a warm embrace and will remove itself if commanded to. It is a complete non-combatant and will try to hide when in any sort of danger.

Treasure. Searching the dresser with a successful DC 13 Intelligence (Investigation) check yields a *ring of mind shielding* amongst the various clothes within. Muks had used the ring when visiting the vault in area 20 in order to avoid the annoying telepathic messages from the pseudodragons that reside there.

22. ATTIC

This attic is simply a long passageway of refuse, ending in a wooden wall.

The attic has little to offer except as a safe haven from the threats below (excluding Roli) and could be used as a place to rest while navigating the house.

CELLAR LOCATIONS

23. WINE CELLAR

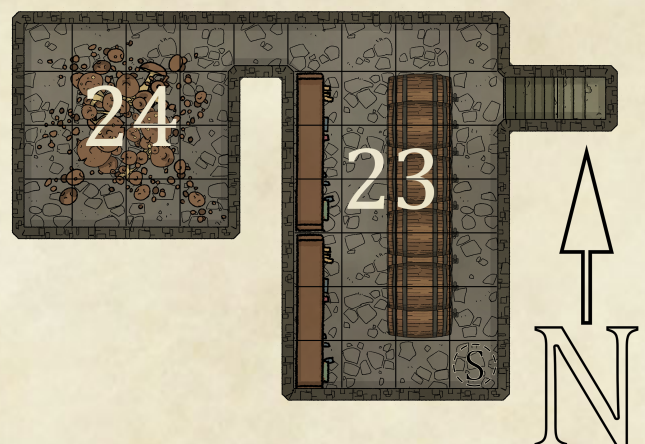
Situated in the middle of this room is a large collection of ale barrels stacked on top of each other while on the west wall is a spacious wine rack containing only 3 bottles. A stairway leads up to a wooden door. Empty bottles and broken barrels litter the stone floor as four grey, lizard-like humanoids lay around, their guttural speech slurred and their movements stumbling.

In this chamber, the floor and walls are made of stone. The stairway leads up into area 1.

Creatures. Having crawled up from the secret hatch that led up from the sewers, these 4 **troglodytes** have made their home here and have taken to consuming the stores of food and alcohol found in this cellar. When the PCs first encounter them, they are all incredibly drunk, with half of them being asleep while the others are in the process of slurping up the contents of an ale barrel. Upon seeing the party, the troglodytes will attack, but are considered poisoned.

Map 5: Cellar

1 Square = 5 Feet



If convinced to talk, one of their number has a shaky grasp on common. They can relay their encounter with the specter of Roli up on the 1st floor, referring to him as an “evil spirit”. They also relay the story of them being scared away by terrible animal sounds while trying to go up to the 2nd floor of the house. They believe that hungry beasts lie in wait up there. In actuality, these noises were simply an illusion (see area 8).

Secret Hatch. A successful DC 13 Wisdom (Perception) check reveals a floor cobblestone in the southeastern corner of the room to be a hatch that opens up into the sewers below the house.

Treasure. On the wine rack, there are only 3 bottles of wine left to be taken, each worth 10 gp. There is only 1 full ale barrel left and it is currently being consumed by the troglodytes.

24. FUNGUS ROOM

On the floor of this small chamber grows a thick bed of ruddy fungi and budding mushrooms.

Fungus. This room was used by Roli as a sort of garden to grow mushrooms for cooking. The mushrooms are indeed edible and if a character takes the time to pick them, they can take up to 8 rations worth of food.

APPENDIX A: JUNK PILE OBJECTS

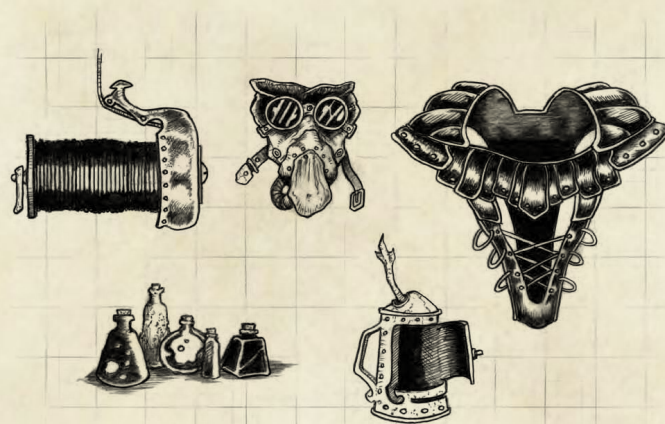
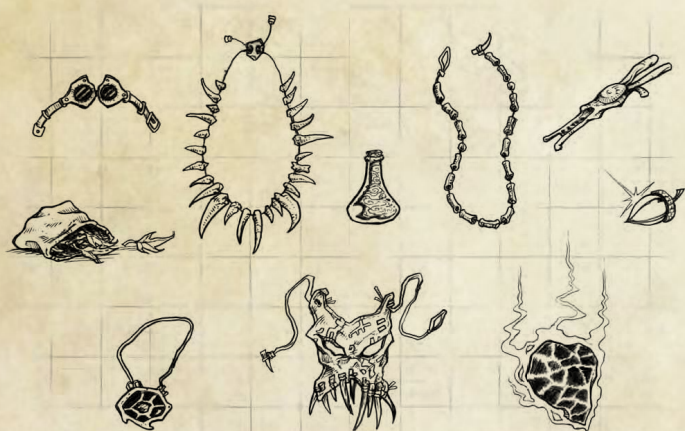
JUNK PILE OBJECTS

d100	Item	d100	Item
1	A jar filled with the severed toes of gnomes	22	The skull of an orc
2	A pair of manacles decorated with fur	23	The armrest of a chair
3	A jewelry box containing a twenty-sided die made of troll bone	24	A piece of paper folded into the shape a certain animal
4	A wooden rocking horse	25	A leather-bound case containing 5 vials of preserved blood
5	An empty ale keg with the face of a barn owl embossed on it	26	A pile of bones belonging to a dog
6	A small cage on a chain containing the skeletons of 1d4 pixies	27	1d20 crossbow bolts
7	A dead stirge encased in amber	28	A book filled with blank pages made of orc skin
8	A blowing horn whose end is made to look like an open human mouth full of teeth	29	A tricycle
9	A pair of delicately carved human finger bones	30	A wagon wheel decorated with aquatic motifs that stands on water
10	A large brass gear	31	A wig
11	The holy symbol of a random deity	32	A set of 1d4+1 fine cigars
12	1d6 mundane random books	33	A pair of hand puppets made to look like dragonborn
13	A glass orb filled with water where tiny shrimp float inside	34	A mask carved in the likeness of an angry goblin's face
14	A stuffed toy tarrasque	35	1d4 vials of nauseous, smelly perfume
15	A human skull with the name "Vecna" carved into its forehead	36	A page of sheet music
16	A cloak made of crocodile hide	37	A wooden wand carved to look like the horn of a unicorn
17	A glass container holding a collection of dead insects	38	A leather ball
18	A dog collar with the name "Nora" written on an attached metal tag	39	The severed horn of a tiefling
19	The stuffed rear end of a humanoid mounted on a wooden plaque	40	A set of dirty, fine clothes
20	A backscratcher carved to look like a skeletal hand coming out of the mouth of a skull	41	A bag filled with 1d100 ball bearings
21	A screw that if screwed into an object or a creature, causes the object or creature to sing an annoying song	42	A set of 6 clockwork toy soldiers
		43	1d4 vials of holy water
		44	1d4 vials of acid
		45	50 feet of hempen rope
		46	An hourglass



d100	Item
47	1d6 days worth of spoiled rations
48	A bedroll
49	A small, velvet-lined couch
50	An unopened bottle of wine
51	A set of bagpipes
52	1d4 vials of antitoxin
53	A pan flute made from hollowed-out elf finger bones
54	1d4 miner's picks
55	A set of painter's supplies
56	1d6+2 pitons
57	A 10-foot telescopic pole
58	A wooden rod carved with screaming faces
59	The shard of a mirror
60	A wooden chair
61	A spyglass
62	A wooden box filled with rotting fruit
63	1d4 flasks of oil
64	A crushed two-person tent
65	6 wooden stakes that are each carved to look like a different deity's holy symbol
66	A gong embossed with the face of a stern female dwarf
67	1d10+5 caltrops
68	A canoe built to house 2 small creatures
69	A sealed scroll with the phrase "Your Happiness" written on it. Opening the scroll finds it to be blank
70	A small table
71	A collection of 1d10+4 symbols of different organizations
72	1d4 40-page stacks of parchment
73	1d6 cannonballs
74	A barrel full of small candies

d100	Item
75	A loose-leaf manuscript
76	A giant hip flask with the face of a goblin embossed on it
77	A crate filled with 20lb. of chalk
78	The desiccated body of a rat
79	The tattered remains of a goblin warbanner
80	1d4 dirty blankets
81	A sketchbook half-filled with embarrassing drawings
82	A shattered vanity mirror
83	1d4 pillows
84	A crate filled with tea leaves
85	A temple altar
86	A 5-foot wide stain glass window pane depicting a religious figure
87	A tablecloth
88	A container made from a hollowed gourd
89	A dragonchess set missing some of the pieces
90	1d6 candles
91	1d20 empty potion bottles
92	1d6 hooded lanterns
93	A set of brown robes pockmarked with small burn holes
94	A wineskin filled with either wine, lamp oil, water, or mayonnaise
95	A black, wooden box containing skin shavings
96	A flask filled with an ointment made to help protect against sunburn
97	A crate filled with glass eyes
98	A thick tome filled with crushed flowers
99	A cookbook written in deep speech regarding the best ways to serve humanoids
100	A piece of underwear made of fake dragonscales built to fit a giant



APPENDIX B: MAGIC ITEMS

ENDURING SPELLBOOK

Wondrous item, common

This spellbook, along with anything written on its pages, can't be damaged by fire or immersion in water. In addition, the spellbook doesn't deteriorate with age.

PAINTING OF LIFE TRAPPING

Wonderous item, uncommon

This 2-foot by 3-foot painting depicts a large oak tree amid a field of vibrant green grass and standing next to the tree is a black bear. It was made on commission from Muks by a skilled artificer going by the name of Alberic Euphemious. It now serves as a trap for unwanted guests. The painting weighs 10 pounds, and it has AC 11, 10 Hit Points, and vulnerability to piercing and slashing damage. It tears and is destroyed when reduced to 0 Hit Points.

If the painting is hanging on a vertical surface and you are within 5 feet of it, you can use an action to speak its Command Word and activate it. It remains activated until you use an action to speak the Command Word again. Any creature other than you that sees the activated painting while within 30 feet of it must succeed on a DC 15 Charisma saving throw or be trapped, along with anything it is wearing or carrying, in the painting's pocket dimension. This saving throw is made with advantage if the creature knows the painting's nature, and Constructs succeed on the saving throw automatically.

The pocket dimension inside the painting is nearly similar to what is depicted on its canvas. It is an infinite field of green grass with a 25-foot high oak tree in the exact center of it. When first trapped by the painting, the trapped creature will appear 20 feet from the tree. A single, ravenous **black bear** is already inside the pocket dimension and will attack any creature it sees, fighting to the death. The painting can trap up to 6 creatures (including the bear) and creatures trapped in the painting's pocket dimension don't age, and they don't need to eat, drink, or sleep. A creature trapped in the painting can escape using magic that permits Planar Travel. Otherwise, the creature is confined to the pocket dimension until freed.

If the painting traps a creature but has reached its 6 creature limit, the painting frees one trapped creature at random to accommodate the new prisoner (excluding the bear). A freed creature appears in an unoccupied space within sight of the painting but facing away from it. If the painting is destroyed or if the bear is killed, incapacitated, or rendered nonviolent by any means, all creatures the painting contains (including the bear) are freed and appear in unoccupied spaces near it prone. The painting, if not destroyed, then deactivates. If the bear is no longer trapped inside the painting upon it being activated again, a new bear appears within the pocket dimension.

POT OF AWAKENING

Wondrous item, common

If you plant an ordinary shrub in this 10-pound clay pot and let it grow for 30 days, the shrub magically transforms into an **awakened shrub** at the end of that time. When the shrub awakens, its roots break the pot, destroying it.

The awakened shrub is friendly toward you. Absent commands from you, it does nothing.

SHIELD OF EXPRESSION

Armor (shield), common

The front of this shield is shaped in the likeness of a face. While bearing the shield, you can use a bonus action to alter the face's expression.

TANKARD OF SOBRIETY

Wondrous item, common

This tankard has a stern face sculpted into one side. You can drink ale, wine, or any other nonmagical alcoholic beverage poured into it without becoming inebriated. The tankard has no effect on magical liquids or harmful substances such as poison.

APPENDIX C: MONSTERS

BOGGLE

Stealthy and irksome pranksters, Boggles are fey born out of feelings of loneliness that often lurk on the fringes of the Feywild or within dark and comfortless places on the Material Plane. For defense, the boggle is able to secrete slimy or sticky oil from their pores and is also able to teleport short distances between frames and thresholds (i.e. open windows or the space between books on a shelf).

BOGGLE

Small Fey, chaotic neutral

Armor Class 14

Hit Points 18 (4d6 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Sleight of Hand +6, Stealth +6

Damage Resistance fire

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan

Challenge 1/8 (25 XP)

Boggle Oil. The boggle excretes nonflammable oil from its pores. The boggle chooses whether the oil is slippery or sticky and can change the oil on its skin from one consistency to another as a bonus action.

Slippery Oil: While coated in slippery oil, the boggle gains advantage on Dexterity (Acrobatics) checks made to escape bonds, squeeze through narrow spaces, and end grapples.

Sticky Oil: While coated in sticky oil, the boggle gains advantage on Strength (Athletics) checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object. The boggle can also climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Dimensional Rift. As a bonus action, the boggle can create an invisible and immobile rift within an opening or frame it can see within 5 feet of it, provided that the space is no bigger than 10 feet on any side. The dimensional rift bridges the distance between that space and any point within 30 feet of it that the boggle can see or specify by distance and direction (such as “30 feet straight up”). While next to the rift, the boggle can see through it and is considered to be next to the destination as well, and anything the boggle puts through the rift (including a portion of its body) emerges at the destination. Only the boggle can use the rift, and it lasts until the end of the boggle’s next turn.

Uncanny Smell. The boggle has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Pummel. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: (1d6 - 1) bludgeoning damage.

Oil Puddle. The boggle creates a puddle of oil that is either slippery or sticky (boggle’s choice). The puddle is 1 inch deep and covers the ground in the boggle’s space. The puddle is difficult terrain for all creatures except boggles and lasts for 1 hour.

If the oil is slippery, any creature that enters the puddle’s area or starts its turn there must succeed on a DC 11 Dexterity saving throw or fall prone.

If the oil is sticky, any creature that enters the puddle’s area or starts its turn there must succeed on a DC 11 Strength saving throw or be restrained. On its turn, a creature can use an action to try to extricate itself from the sticky puddle, ending the effect and moving into the nearest safe unoccupied space with a successful DC 11 Strength check.

WATCH YOUR STEP. THIEVES BEWARE...

In the city of Baldur's Gate, stories are told of the Hoard House; a dilapidated manor full to the brim with literal walls of junk said to hide the remaining fortunes of its once prosperous owners. Many burglars have attempted to rob the place only to not return, for the passageways of garbage within are laden with many deadly traps.

Perhaps you and your comrades can try your hand and possibly make it out with some glorious loot. But only the brave and alert will make it out alive.

A Dungeons & Dragons adventure for a group of four to six 1st-level player characters.

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

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