



An adventure for
characters of 5th to 7th level



DON'T WAKE DRETCHLOR

BY KIEL CHENIER

INTRODUCTION

Don't Wake Dretchlor begins as a typical dungeon crawl through a forgotten mansion, but becomes a deadly game of cat-and-mouse when a sadistic demon is released. Players must outwit and escape a monster that is much stronger than them. Fortunately, the mansion contains a number of traps and native creatures players can use to their advantage, slowing the demon down. There are also four Relics hidden within the mansion that, when destroyed, strip the demon of some of its power, making it possible to defeat. The adventure ends when the players kill the demon or escape from the mansion.

ADVENTURE BACKGROUND

Chesterbatch Mansion lays at the top of a hill outside of the small village of Sacred Bend. It sticks out against the skyline like an inflamed boil, its stone walls bursting from the rugged hillside. The village below wants the unsightly blemish looted and destroyed, but most are too polite to bring it up in mixed company. Burning it down is out of the question, they confess—there's probably treasure in there!

Krasp Chesterbatch, the mansion's founder and builder, was a cleric of a strident war god who has since faded into obscurity. He dedicated his life to combating demons, and did so to his last breath. His final act in life was to seal away a demon known as Dretchlor the Unrelenting, self-proclaimed eater of souls and tormenter of champions, within the mansion basement. Dretchlor's physical essence was stored within a gilded basin of caustic ooze and his true names sealed within four Relics hidden somewhere in the mansion. Chesterbatch spent his final days transforming his mansion into a death trap to ensure no one would reach Dretchlor's basement prison.

The mansion has been abandoned for over fifty years, and the people of Sacred Bend believe it is haunted, or at least full of goblins. Dretchlor's power has diminished, but his aura still draws evil folk to him. In dreams, he whispers that the mansion is full of forgotten treasure and lost spells of phenomenal power, hoping that one of them will be tempted by the golden skull in the basement.

CHARACTER HOOKS

The following adventure hooks can help introduce your players to the Chesterbatch mansion and give them a reason to investigate.

- You have heard rumors of a fabulous treasure—a golden ram's skull—lying abandoned in the Chesterbatch Mansion basement, worth thousands of gold pieces. (Any)
- Your mentor went on a pilgrimage to the Chesterbatch mansion to see firsthand its famous frescoes, but never returned. (Any)
- You received word from a temple acolyte that evil cultists have been spotted snooping about the Chesterbatch mansion. The temple would like you to investigate. (Clerics and Paladins)
- An antiques dealer described to you a great golden basin that holds a priceless golden skull. Your contacts believe it is hidden in the basement of Chesterbatch mansion. Acquiring such a precious artifact would make you famous throughout the land. (Rogues and noble backgrounds)

ADVENTURE SYNOPSIS

Sacred Bend is a small town, populated mostly by fearful and religious humans. It features an inn (The Bent Nose), a smithy, an apothecary, a general store, a church, and a stable. The church is home to a kindly, but insular priest who offers to cast *raise dead* for 250gp and *regeneration* for 500gp.

If Dretchlor's plan is successful, the players will make their way to the mansion's basement and inadvertently free him from his supernatural prison. He wants to make them suffer, and will hunt them down before leaving the mansion to wreak havoc on the material world.

Once Dretchlor is free, the players can attempt to stop them in any way they want. Killing him becomes easier if they track down and destroy four Relics hidden in the mansion.

These items' locations can be determined with *detect magic* or *detect evil and good*, as long as the caster is within 30 feet of the Relic. They have an AC of 10 and 25 hit points. When one is destroyed, Dretchlor is weakened in one of the following ways:

- *True Name of Protection*: Dretchlor's armor class is reduced to 10.
- *True Name of Regeneration*: Dretchlor loses the Regeneration trait.
- *True Name of Health*: Dretchlor's hit point total is halved.
- *True Name of Resistance*: Dretchlor loses all of his resistances.

Chesterbatch's final ward activates when Dretchlor escapes his prison. A nearly indestructible field of radiant energy forms around the mansion, preventing anyone from exiting or entering the mansion. The field acts as a solid wall and deals 4d8 radiant damage when touched or attacked with a melee weapon. Destroying Dretchlor once and for all deactivates the field, but if the players are intent on leaving before destroying the demon, a 10 ft.-radius hole can be made in the field if one centralized point takes over 100 points of damage, or has *dispel magic* cast upon it three consecutive times. The hole lasts for one minute, then seals itself.

If destroyed, Dretchlor howls and curses the characters' names as he dissolves into a pool of ichor. All that remains is his golden skull, an art item worth 10,000gp.

Mansion Features

Ceilings. Unless otherwise stated, all ceilings are 10 feet high.

Doors. All of the doors are wooden with iron handles and hinges. Unless otherwise stated, they are all unlocked.

Curtains. These heavy curtains are made of red velvet with gold trim and tassels. They require an action to open, just like a door would.

Secret Doors. An "S" on the maps indicates

a secret door. These require a DC 18 Wisdom (Perception) or DC 15 Intelligence (Investigation) check to locate.

Light. Cold-forged iron sconces and chandeliers light the mansion, unless stated otherwise. The chandeliers can be cut down with a well-placed ranged or melee attack (AC 18), dealing 3d6 piercing damage to anyone it falls on.

Traps. There are numerous traps, both activated and deactivated, throughout the mansion. Once used, an active trap is deactivated, but all of them can be reset and used again. While they are intended to catch the characters off guard, they can also be used against Dretchlor while he pursues them. Unless otherwise stated, all of the traps require a passive Wisdom (Perception) score of 14 or higher to notice. As an action, anyone may make a DC 10 Dexterity check to disarm/rearm any traps.

Basement Prison Cells. When a creature falls into a pit trap in the mansion, it takes 1d6 damage from falling and falls into a silvered prison cell. Medium and Small-sized creatures can fit through the bars of these cells easily, but Large creatures must succeed on a DC 18 Dexterity check to squeeze through, or a DC 20 Strength (Athletics) check to climb out. Dretchlor takes 1d6 psychic damage whenever he starts his turn in one of these cages, and his Regeneration ability is suppressed until he escapes.

There are several NPCs in the mansion, lured to it by Dretchlor's malign influence. Once within the mansion, they are compelled to stay, and will not leave unless threatened or forcefully removed. Only when Dretchlor is dead do they regain their will to leave. If a player's character dies, they are encouraged to continue playing as one of the NPCs.



ADVENTURE START

A1. MUDROOM

A dusty coat room. The ceiling has expensive looking wooden crown moldings inlaid with holy symbols, as well as a detailed fresco of small cherubs circling a heavenly light. There is one grey overcoat hanging on a hook. Inside its breast pocket is a silver dagger.

A2. ENTRANCE HALL

In the center of the room is a Hidden Magic Circle Trap, 10 feet in diameter. Anyone who passes over the circle must make a DC 15 Wisdom save or be frozen in place for 1d4 rounds. The grand staircase to the east is reduced to rubble, barring entrance to the mostly-collapsed second floor.

A3. NORTH HALLWAY

This hallway is decorated with countless frescoes of a large, goat-headed creature devouring warriors and wizards. After it eats a warrior, it seems to have a giant sword. After it eats a wizard, it looks as if it's casting spells. (This foreshadows Dretchlor's 'Power Absorption' trait.) A successful DC 15 Religion check determines that the creature in the fresco is an obscure, but powerful demon named Dretchlor. There are three pit traps in this hallway. The stairs to the north lead down into area B1. There is a secret door to the east.

A4. WASHROOM

This small room contains a blue marble sink, buckets, polished basins, and a small bathtub filled with murky stagnant water. A female halfling **zombie** lays dormant in the bathtub, hidden in the water. It attacks if the water is disturbed in any way.

A5. WATER CLOSET

This room holds a number of filthy rusted chamber pots. Those who take the time to

search the room thoroughly will find a golden necklace with inlaid gems (worth 75gp).

A6. PARLOR

This fancy parlor has become a small camp for six foppish **goblins**. They are identical to regular goblins, save that they wear powdered wigs and clothe themselves in stolen silks and fine clothing. They can be reasoned with, but are uninclined to listen to humans and dwarves, but seem to be enamored with the grace of high elves. If spoken to, they explain that they serve a goblin named Lady Buttwarz, who is trying to put on a grand play in the grand ballroom (area A28).

If surprised, they are found rehearsing for a play, with one playing the harpsichord (poorly). They immediately attempt to hide, covering behind the furniture. If the characters have been noisy or have set off any of the pit traps in area A3, the goblins wait to ambush them, getting a surprise round.

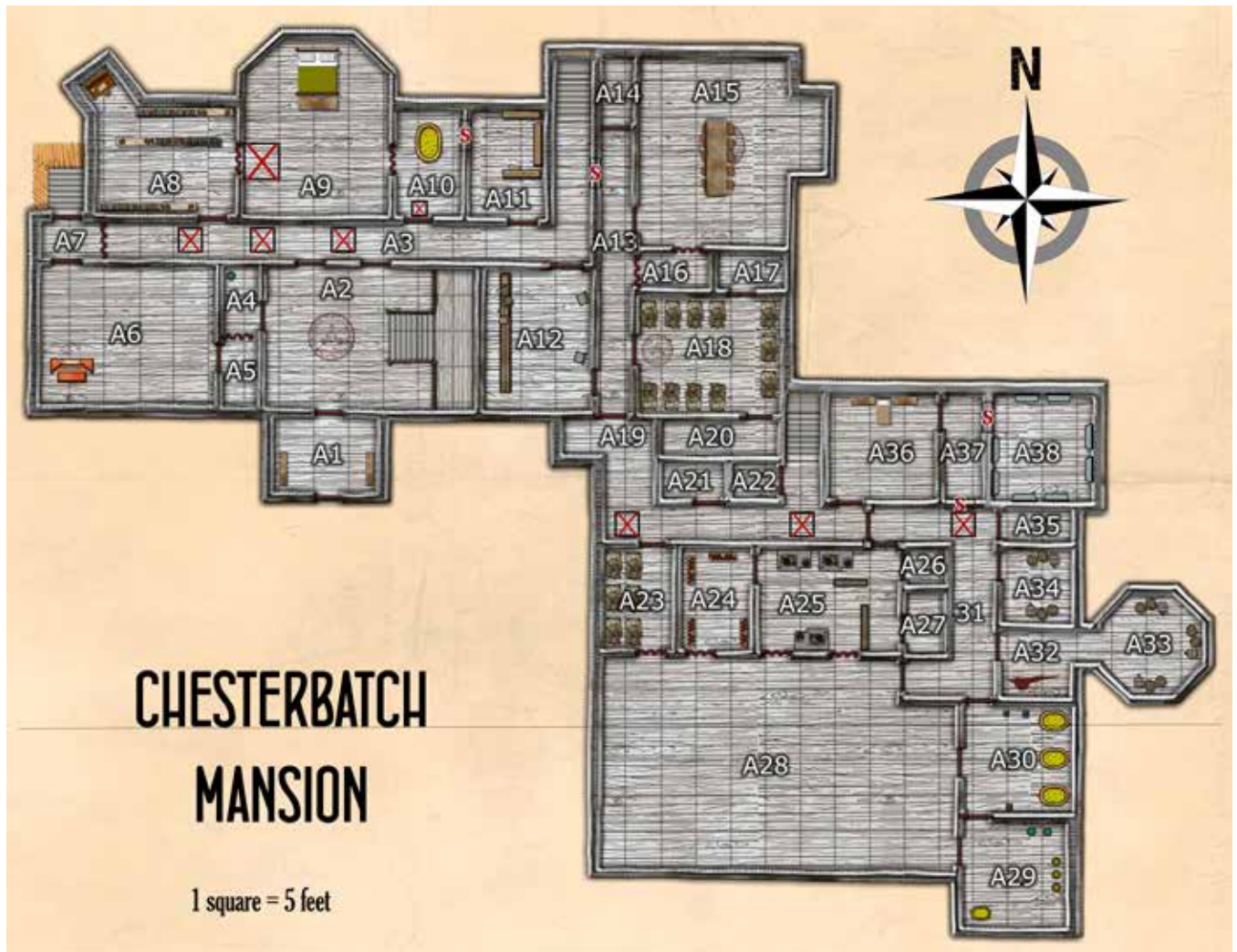
A7. SERVANT ENTRANCE

This rear entryway into the mansion is locked from the inside. The door requires a DC 15 Dexterity check to unlock with thieves' tools, or a DC 20 Strength check to bash open.

A8. LIBRARY

This room holds over 100 books, placed on shelves. Most of them are prayer books, religious studies, demonology guides, and genealogies. The doorway into the library has a disarmed swinging silver mace trap (DC 15 Dexterity save to avoid, 3d6 bludgeoning damage on a failed save).

The library has one occupant: Killgoria of the Clan Fangcrush, a female dwarf **scout**. This mustachioed woman prides herself on being a big game hunter. She's come to the mansion in search of a scaled beast she saw crawl in through the roof, but has had no luck



CHESTERBATCH MANSION

1 square = 5 feet

finding it. Killgoria warms up to dwarves and halflings faster than taller folk, and while she's resistant to leave the library, she will join the party without hesitation if she's told a demon has been summoned. She's rough around the edges, peppering her language with all manner of colorful profanities.

The library also holds a **Relic**, a red leather-bound tome titled 'To Catch a Soul-Thief' containing Dretchlor's True Name of Protection. The book's pages are blank, save for one page that has Dretchlor's true name spelled out on it. Anyone attuned to this relic may spend ten minutes casting a ritual that grants them resistance to bludgeoning, piercing, or slashing damage.

A9. SOLAR

This large bedroom has many tall windows lining it to let in the sunlight. Its far wall is painted with a fresco depicting a battle between a gleaming male paladin (A DC 10 Intelligence check determines that it's Krasp Chesterbatch) standing triumphant over a slain demon. There is a pit trap directly in front of the west entryway curtain. If the central bed is searched and stripped, the players will find a sack of 56gp and 102sp.

A10. BATHING ROOM

The room stinks of sulfur and waves of heat emanate out as soon as they open the door. A large wood paneled room with a large copper bathtub, half full of a frothing, acrid-smelling

liquid. The bathtub is full of acid. The southern doorway is trapped: any creature that steps through the doorway triggers a pressure plate, which causes the bathtub to pitch forward, splashing its acid towards the door in a 10-foot cone (DC 14 save to avoid, 4d6 acid damage on a failed save). This trap is obvious to anyone entering the room from area A9. There is a secret door in this room connecting it to area A11.

A11. TROPHY ROOM

This room is painted with a mural of gorgeous, muscular angels surveying a battle from the clouds. Several dusty weapon racks lay empty, save for a single sheathed short sword. This +1 *short sword* is trimmed with gold and has hilt guard in the shape of a pair of feathery wings.

A12. LOUNGE

This room has a well-stocked bar, a large, gilded harp, and several dilapidated armchairs. On its walls are frescoes of demons attacking a town, while an armored paladin watches sorrowfully atop a hill. The bar holds a large number of bottles full of high-proof liquor. The *holy harp* is enchanted. Anyone lacking proficiency in the Perform skill who attempts to randomly pluck its strings is dealt 1d6 thunder damage, but if a trained person plays any holy song, hymn, or musical prayer, the harp deals 2d6 radiant damage to any fiends that can hear the music within 15 feet. This can be done as an action up to 3 times each day.

The room is occupied by one person, a human **knight** named Galantus. This bearded knight is a blubbering drunk. He came to Chesterbatch Mansion to destroy the evil within it and reclaim his honor, but succumbed to fear and the allure of elven liquor. Galantus speaks with a brutish northern accent, slurring his words,

occasionally losing his balance as he gestures wildly (“You shoulda’ seen me in the battle of Blackhill. I was the gods’ blessed hero that day! Things are different now, eh?”). He’ll only be convinced to join the players and fight when he sees the summoned demon Dretchlor with his own eyes, at which point he will fight to the death. He knows how the magical harp works, but has no skill as a harpist.

A13. MIDDLE HALLWAY

This hallway’s ceiling is papered with charcoal sketches on parchment depicting angels looking down from on high. Their eyes seem to follow anyone passing through. The hallway is otherwise empty.

A14. BOOSH’S SHOPPE

This linen closet has been converted into a cramped emporium run by Boosh, a goblin merchant. This intelligent and oddly good-natured **goblin boss** has lined the closet’s walls with items. Boosh is short, wide, and gurgles when he talks. He has slick and snakeish way of speaking (“Mmmm, yesssss, good things for sale. Many things. Very good, yesssss. You buy!”). He sells many types of adventuring gear, all for triple price, and will do everything he can to convince the players to buy something.

He also has a **Relic**, a glass bauble filled with black ooze that contains Dretchlor’s True Name of Health. Anyone attuned to this relic (as Boosh is) has their hit point maximum increased by 20. Boosh will trade the Relic to the players for their most valuable magic item, or for 1,000gp. If threatened or attacked, he screams for help, attracting six **goblins** from area A28, who arrive in 3 rounds.

A15. DINING ROOM

This large room has a cold forged iron chandelier illuminating it, and has a prominent oak dinner table at the center. Under the table is a deactivated magic circle trap, 5 feet in diameter. It requires a DC 15 Intelligence check to reactivate/deactivate, and anyone who passes over the circle must save or be frozen in place for 1d4 rounds. Characters who encounter this trap before releasing Dretchlor may reactivate it to slow him down later on.

A16. SERVANT HALL

This plain passageway has shelves with cutlery and plates strewn about. In the center of the room is a trip wire trap. Any creature passing over it must make a DC 15 Dexterity save, falling prone on a failed save.

A17. SERVANT BATHROOM

Soft weeping can be heard coming from this room. This plain wood paneled room has two large wooden bathing tubs and several buckets. Investigating under the floorboards (DC 10 Wisdom check) reveals a small lock box filled with 50gp and an assortment of stolen silverware.

The weeping sound is Joaquim, a human **noble** crying in one of the bathtubs. A self-professed romantic, this young nobleman came to Chesterbatch Mansion to find his lost lover Samuel, who told him he would be waiting here. Instead, the timid noble has found only traps and goblins, and has been hiding ever since. Joaquim is well-spoken and soft hearted; knowledgeable in song and poetry, but woefully lacking in common sense. He speaks with a soft, refined affectation (“I feel so helpless in this endeavor. I wish I were more like the gallant heroes of old”). He will only come with the

players if they agree to help him find Samuel (his body is in area B7).

If asked why he’s in the bathroom, Joaquim will say that he hid here from the foppish goblins in area A24.

A18. SERVANT’S QUARTERS

This room is wood paneled and rustic in appearance. It is furnished with a dozen filthy, dilapidated wooden beds and trunks. At the foot of the door is a hidden magic circle trap, 5 feet in diameter. Anyone who passes over the circle must make a DC 15 Wisdom save or be frozen in place for 1d4 rounds. If a player searches through all the trunks they will find 65gp worth of assorted baubles.

A19. SOUTH HALLWAY

This long hallway smells of brimstone; it looks as if the walls were painted with a mural, but it has been burned away. There are three pit traps in this hallway. The stairs to the north lead down into area B10.

A20. STORAGE

This storage closet is filled with linens and candles. It is otherwise unremarkable.

A21. GEM ROOM

This otherwise-barren room holds a large treasure chest filled with gems and other riches worth 1,500gp. The chest is locked (DC 20 to open with thieves’ tools, DC 25 to break open).

A22. STORAGE

As A20, but containing candelabras.

A23. BARRACKS

This room is painted with a fresco of angels helping a group of paladins into suits of gleaming armor. The room contains half a dozen wooden beds and trunks. The doorway into the barracks has a disarmed swinging silvered mace trap (3d6 bludgeoning damage). A successful DC 10 Dexterity check is needed to rearm the trap. Searching the room reveals a pair of silvered daggers.

A24. SCULLERY

This plain room is filled with rusting pots, pans, and washbasins. There are four foppish **goblins** in here tunelessly banging on pots with spoons and ladles, attempting to workshop a song. They will retreat into the Grand Ballroom (area A28) if threatened.

A25. KITCHEN

The kitchen is hot and steamy, with its many fireplaces roaring. Six foppish **goblins** are preparing a feast for their leader. If attacked, they will make cover out of tables and throw kitchen knives (as daggers) at their attackers. They will retreat to area A28 if more than two of them are killed.

A26. STORAGE

As A20, but with tablecloths.

A27. WOOD ROOM

This is a storage room for firewood for the mansion's many fireplaces and stoves. Within there is a wood stand with two cords of wood and four hand axes (one of which is silvered). If collected, the cords of wood can sell for up to 120gp.

A28. GRAND BALLROOM

This high ceilinged room was once a place intended for dancing and banquets, but is now a warren for the foppish goblins. There are ten foppish **goblins**, as well as their leader "Lady Buttwarz" (a **goblin boss**), in this room. They are rehearsing for an opera with Lady Buttwarz in the lead role. They view any intrusion by the players as an insult and will do battle with them, calling in reinforcements from the nearby rooms when needed. If eight or more goblins are killed, Lady Buttwarz will surrender and offer to parlay.

Lady Buttwarz is an effete creature with delusions of nobility. Her gross speech gurgles out in an affected drawl. While she is easily insulted and shocked, she will put up with more from elven or half-elven player characters ("Oh, you're one of *the people!* You will watch our little performance, won't you?").

Buttwaz possesses a **Relic**. She wields this tarnished candelabra as a mace, enamored with the grotesque, wailing faces sculpted into its brass body. This artifact holds Dretchlor's True Name of Regeneration, and anyone attuned to it (as Buttwarz is) regains 1 hit point every round, up to half their maximum hit points. It detects as magical and evil if *detect magic* or *detect evil and good* are cast. Lady Buttwarz knows the candelabra is magical and important, though she doesn't know about its connection to a demon. She will not part with it unless offered something extravagant and shiny in exchange. She expresses an interest in magical armor, especially gauntlets or hats.

A29. LAUNDRY

This mildewy room holds a number of large washbasins, buckets, and 3 pots of rancid lye. Any creature splashed with a pot of lye, must make a DC 15 Constitution save or be blinded for 1 round.

A30. WASH HOUSE

This room has a faded painting hanging askew on the wall depicting demons being bludgeoned to death by holy warriors. There are four foppish **goblins** resting here. If threatened, they will retreat to the Grand Ballroom (area A28). The room also contains several large washbasins, buckets, and a shelf with 3 black soap blocks. The black soap blocks are greasy in texture, and can be used to lubricate a 5x5 foot surface as an action. Any creature crossing this surface must make a DC 12 Dexterity saving throw or fall prone.

A31. SOUTHEAST HALLWAY

This hallway is notable for not having any frescoes, paintings, or holy decorations. It looks unfinished. There is one pit trap in this hallway. There is also a secret door to the north.

A32. BUTCHER

This foul-smelling room houses racks and hooks for storing slaughtered animals. There are drains in the floor to collect blood. The doorway to this room has a trip wire trap. Entering the room triggers the trap, causing the ceiling-mounted meat hooks to swing towards the doorway, dealing 2d6 slashing damage to anyone crossing the threshold. Searching the room will reveal three pairs of thick high-heeled butcher shoes worth 15gp each.

A33. DAIRY

This octagonal room houses several implements for cheese and butter making. It is currently occupied by Jossa the poultice maker. This sickly human **mage** dresses in a cloak made of rags, covering most of her body. She speaks in a hoarse whisper, is

prone to outbursts of giggling, and loves to talk about the healing properties of swamp mosses (“Oh dearies, your wounds look dreadful. A poultice made of moss and frog entrails would heal those right up.”)

She sells healing tinctures (1d4+1) and other strange remedies. She also knows the location of all four Relics, and will tell the players where to find all four of them for 1000gp worth of gold or treasure. She knows their purpose, and can share that information as well. She is unwilling to leave the Dairy until word reaches her that Dretchlor has been released. Jossa is afraid of holy healing, paladins, and clerics, but is more easily swayed by pretty men and elves.

A34. LARDER

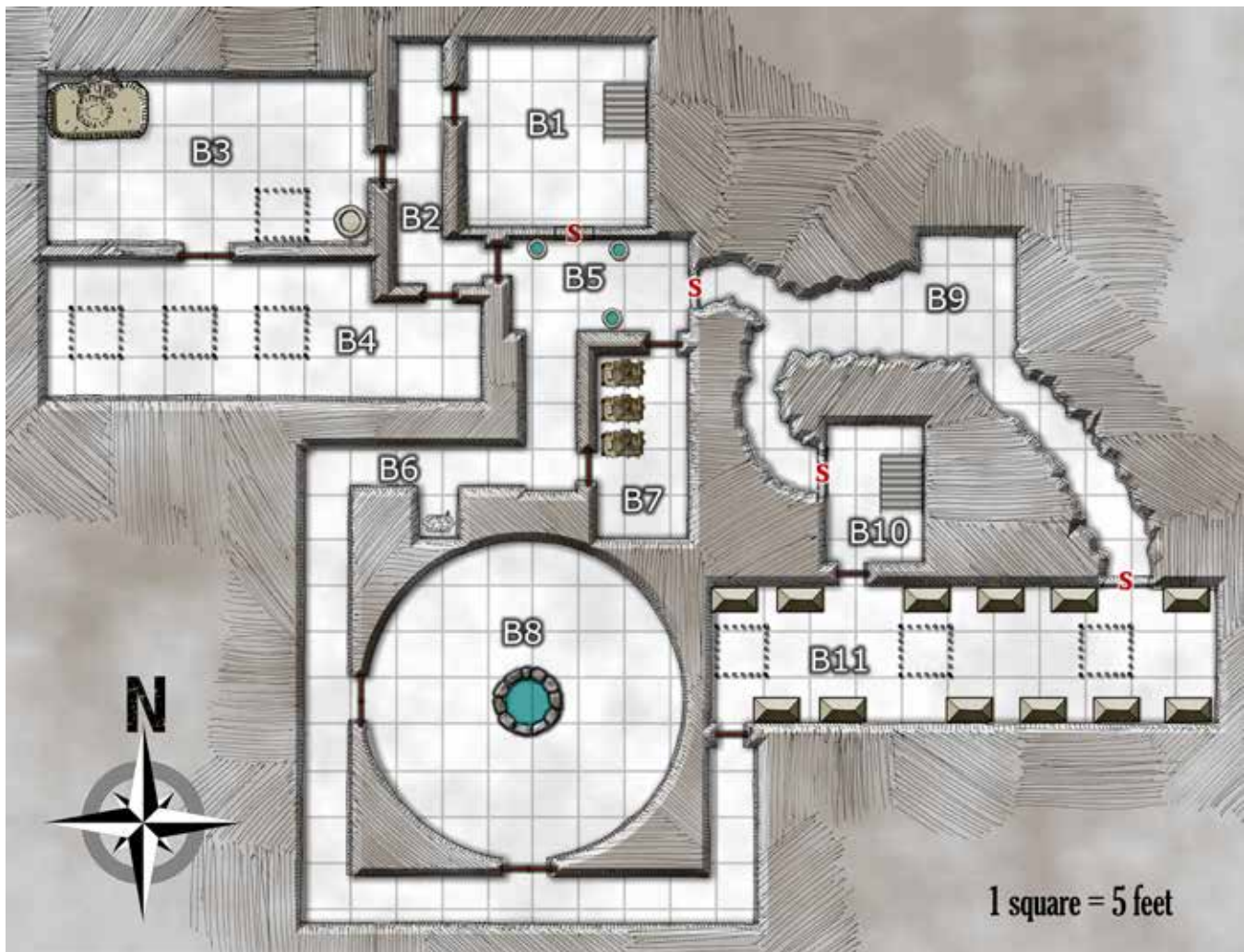
This room holds sacks of rancid grain and other moldy foods. The only item of worth is a jar of amber honey, which will sell for 25gp.

A35. LARDER

This room holds sacks of rancid grain and other moldy foods. Searching the grain reveals a **Relic**, a glazed ceramic jug painted with demonic symbols, which holds Dretchlor’s True Name of Resistances. It acts as a *decanter of endless water*, and detects as magical and evil if *detect magic* or *detect evil and good* are cast.

A36. HOUSEKEEPER’S QUARTERS

This large bedroom holds a dozen life-size statues of women and men at prayer. The room is arranged like a temple, with benches to the left and right, and a wooden bed set up like an altar. Any fiend or undead entering this room for the very first time takes 3d6 radiant damage, as the eyes of the people in the fresco pierce its very being.



A37. BATHROOM

This room contains buckets, a washbasin, and an empty copper bathtub. The doorway into this room has a disarmed swinging silvered mace trap (3d6 bludgeoning damage). It requires a DC 15 Dexterity check to reset or avoid. There is also a secret door to the south that leads to area A31, and a secret door to the east that leads to area A38.

A38. SECRET GALLERY

This room holds a number of old and expensive looking paintings, each depicting Krasp Chesterbatch in different stages of his life. Huddled in the corner of the room is a skeletal body dressed in *chainmail of necrotic resistance* and the holy symbol of a

strident war god which, when worn by a cleric or paladin, increases their spell save DC by 1. It doesn't take much to determine that this is the body of Krasp Chesterbatch. Clutched in his bony hands is a prayer book. The last passage of the book is written in Chesterbatch's handwriting. It details how he sealed Dretchlor the Unrelenting's true names into four Relics, which were safeguarded in the following locations.

- *True Name of Protection* is in the Library.
- *True Name of Health* is in the Linen Closet. (Technically true, but Boosh has since stolen the Relic and commandeered the closet as his emporium).
- *True Name of Regeneration* is in the Dining Room. (This information is no longer accurate. The candelabra containing this true name was taken

by Lady Buttwarz, leader of the foppish goblins, and is now in area 28.)

- *True Name of Resistances* is in the Larder.

Mansion Basement Rooms:

B1. NORTHERN ENTRANCE

The stone of this nondescript entrance room is cold and dry. There is a secret door to the south that leads to area B5.

B2. NORTH HALLWAY

This hallway is lined with cold iron sconces. The bones and rotting packs of two humanoids are scattered across the floor. They were bludgeoned to death, their skulls caved in, and hold nothing of value.

B3. WIND SHRINE

This room is set up as a shrine to gods and goddesses of the wind.

The room has a strange wind current that blows to the west, making the whole room difficult terrain to anyone moving anywhere but west. At the northeast corner of the room is an altar to a wind goddess with a round depression the size of a dinner plate. At the opposite end of the room is a heavy sacred urn. If that urn is placed on the altar in the depression, the wind ceases. If it is removed, the wind begins again. The room also has a silvered prison cell below a trap door in the ceiling. The trap door leads area A9 above.

B4. CLOISTER PRISON

This long, stone room is carved with a relief depicting angels standing guard over a large demon in a pit. The room has three silvered prison cells below trap doors in the ceiling. The trap door leads area A3 above.

B5. CLEANSING ROOM

This room holds three stone basins filled with holy water. Dusty, tattered clerical vestments hang on hooks on the walls. Two secret doors in the north and east lead to areas B1 and B9, respectively.

B6. HALL OF TEMPTATION

This long stone hallway echoes with inviting whispers, promising great treasures and wealth in the very next room. In the small alcove in the northern part of the hallway is a suit of rusting armor with a silvered great axe held over its head. The suit of armor is magically trapped: anyone passing by it is subject to an attack from the suit of armor as it animates (+5 to hit, 1d12+3 slashing damage). The armor can be deactivated/reactivated with a successful DC 15 Dexterity (Sleight of Hand or thieves tools) check.

B7. CHAMBER OF VIGILANCE

This room holds six cots and benches, and a cupboard of rotten food. On the ground is the body of a young man (Samuel, Joaquim's lover) in shepherd's clothing. Killed from stab wounds, he looks like he's been dead for less than a week.

B8. DRETCHLOR'S PRISON

This circular room's floor slopes downward like a sink. Its walls are bare stone. A 5-foot diameter golden basin rests in the center. Within the basin is a translucent **gray ooze** with a large golden ram skull within it. The ooze lashes out with an acidic pseudopod at anyone who approaches within 5 feet. When killed, the ooze dissipates and releases the skull inside it. The golden skull contains the essence of **Dretchlor the Unrelenting**. Once released, his demonic body begins to reform around the skull, and by the following round, Dretchlor regains his corporeal form.

Dretchlor greets his liberators magnanimously, and offers them a two-minute head start before he hunts them down. If the characters do not flee, he singles out one of them to kill and devour, visibly absorbing their power. He then restates his offer.

B9. SECRET TUNNEL

With a ceiling of just under five feet, this roughly excavated tunnel is too small for Large creatures (like Dretchlor) to enter. It is pitch black and its uneven and rocky floor counts as difficult terrain. In the center, there is a square chamber holding a cache of three *potions of healing*.

B10. SOUTHEAST ENTRANCE

This basement entryway descends from the above area A19. Iron sconces line the walls, but there are no torches set in them. The room is completely dark. There is a secret door to the northwest that leads to area B9.

B11. TOMB PRISON

This long sepulchral chamber houses a dozen coffins, all lining the walls. The ceiling is painted with a fresco depicting a pantheon of deities in the heavens, gesturing for those below to join them. If the coffins are searched, players will find four silvered longswords, 750gp in jewelry and gems, and a spell scroll of *haste*. The room has three silvered prison cells below trap doors in the above south and southeast hallways.



Dretchlor the Unrelenting

XP 7,500 (CR 10)

Chaotic Evil large fiend (demon)

Initiative +2

DEFENSE

AC: 17 (natural armor)

HP: 157 (15d10 + 75)

Resistance: cold, fire, lightning, bludgeoning, piercing, and slashing from non-magical weapons.

Immunity: poison

OFFENSE

Speed: 40 ft.

Multiattack: Dretchlor makes two attacks per round with its claws. Alternatively, it can make one claw attack and one bite attack.

Melee Attack – Claw: +9 to hit, reach 5 ft., one target. Hit: 2d6+5 bludgeoning damage.

Melee Attack – Bite: +9 to hit, reach 5 ft., one target. Hit: 4d6+5 piercing damage.

STATISTICS

Str 20 (+5), **Dex** 15 (+2), **Con** 21 (+5), **Int** 19 (+4), **Wis** 17 (+3), **Cha** 16 (+3)

Languages: Abyssal, Common, Dwarvish, Elvish, telepathy (120 ft.)

Senses: passive Perception 13

TRAITS

Regeneration: Dretchlor regains 10 hit points at the end of its turn every round of combat. Damage from silvered weapons prevents Dretchlor from regenerating that round, and destroying the Relic containing his True Name of Regeneration removes this feature.

Beastly Critical: When Dretchlor scores a critical hit with his Bite attack, the attack deals normal damage, but the target must make a DC 12 Dexterity saving throw. Failure means the target has both of its hands bitten off and devoured (including held weapons/shields). Lost limbs may be restored with the *regenerate* spell.

Power Absorption: When Dretchlor kills a creature, it spends its next action devouring that creature's body (if able). Consuming a

creature grants Dretchlor all of the consumed creature's unique racial traits and class features, such as a wizard's spellcasting feature and prepared spells, or a half-orc's Relentless Endurance trait.

Dretchlor is a powerful demon that delights in hunting mortals for sport. It speaks in a dignified, erudite tone, preferring to taunt its victims and tease them as they suffer ("Oh you are a puny, pitiful little creature. Don't blame yourself, your meager race was never meant for much"). Dretchlor feels as if he is in full control of the situation, and savors hunting the fools who released him.

When separated from the PC's sight, Dretchlor slowly follows them, taunting them the whole time. Dretchlor will only willingly let the players out of its sight for up to a minute (excepting their two-minute head start) before chasing after them. If the PCs are not actively trying to hide or be stealthy, Dretchlor can always determine their location by making a DC 10 Wisdom (Perception) check.

Dretchlor feels himself growing weaker when a Relic is destroyed. His calm breaks and he howls and bleats, swearing vengeance against the destroyer. When all four have been destroyed, he becomes fearful and desperate, and pleads for his life.

CONCLUSION

If the characters flee the mansion by breaking through the surrounding field without killing Dretchlor, he will escape the mansion and wreak havoc on Sacred Bend. If the heroes do not intervene, Dretchlor will move on to ravage a settlement they care more about.

If Dretchlor is destroyed, the field will dissipate, and the NPCs trapped within the mansion will regain their desire to escape. If told about the demon's demise, the people of Sacred Bend will celebrate the players' accomplishments and hail them as heroes.

Figures of religious authority will doubtless hear of their beneficent exploits and seek them out in times of need.

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