

DDEP09-03



LIAR'S NIGHT

A Baldur's Gate EPIC for Tier 1 & 2 Characters



*Your presence is hereby requested
at the **Bloodmire Masque**
on the eve of **Liar's Night**
for an **exclusive** one-night only reopening
of Bloodmire Manor in **Baldur's Gate**.*

*Your finest **costumes and masks are required**
as we **celebrate** this momentous occasion.
Forget not a **Gourd of Light**,
lest **all your secrets** be revealed!*

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Introduction

When she was alive, Luvia Bloodmire was the lady of Bloodmire Manor. She used to experiment on creatures that she would get from black market resources to create hellish beasts.

Luvia was promised a place of power in the Nine Hells after her death in exchange for creating monsters for Bel. When Luvia died, Zariel had replaced Bel as ruler of Avernus, and as she didn't sign the deal with Luvia, she refused to honor it. Due to her dealings on the Material Plane, Luvia was rejected from the Fugue Plane as well, and has been cursed to dwell in ghostly form in Bloodmire Manor for eternity.

It comes as no surprise that Luvia's ghost wants revenge on Zariel, and she's plotted to open a portal to Avernus and send her Bloodmire maulers into hell to kill the archfiend and wreak havoc on all who betrayed their deal with her.

To this end, Luvia Bloodmire has broken the magical seal to a portal beneath her manor, splitting it into shards and entrusting each shard to one of her Bloodmire maulers. The last step to opening the way is to shed the blood of the 'warriors' onto the portal disc. This is where the adventurers can 'help' Luvia.

Running the Adventure

To run this adventure, you need the D&D fifth edition core rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. All the necessary stat blocks for this adventure are included in Appendix 2. When a creature's name appears in **bold** type, that's a visual cue for you to look up the creature's stat block in the appendix of this adventure.

Spells and equipment mentioned in the adventure are described in the *Player's Handbook*. Magic items are described in the *Dungeon Master's Guide*.

At various places, the adventure presents descriptive text that's meant to be read or paraphrased aloud to the players. This read-aloud text is offset in boxes like this one. Boxed text is most commonly used to describe locations or present bits of scripted dialogue.

Adjusting Encounters

This adventure contains advice for adjusting encounters based on the number of characters in the party. You are empowered to modify the number of enemies in an encounter and their hit point totals as you see fit. If you need to adjust the difficulty of an encounter during combat, you can alter hit point totals without the player characters ever knowing and have enemies retreat or reinforcements arrive as needed.

The Adventure Begins

*“Come, you spirits
That tend on mortal thoughts! unsex me here,
And fill me from the crown to the toe top full
Of direst cruelty; make thick my blood,
Stop up the access and passage to remorse,
That no compunctious visitings of nature
Shake my fell purpose, nor keep peace between
The effect and it!”*

Adventure Background

As the information regarding the holiday of Liar’s Night is common knowledge, you may want to read or paraphrase the information below to the players, in the interest of insuring their familiarity with the occasion.

Marpenoth 30: Liar’s Night

This holy day pays tribute to Leira and Mask. To placate those deities and ward away their attention, folk of all walks of life don masks and costumes (magical or mundane) to disguise themselves and play at being other than what they are. Commonly seen mask styles include the black mask symbol of Mask and the mirror face of the priests of Leira. But there are no bounds on the disguise you don, and the more elaborate and outlandish it is, the more celebrated the wearer.

The festivities begin in the evening, when people place candles in hollowed-out gourds or pumpkins carved with faces. Each pumpkin represents a person donning a mask, while the light inside represents the truth of the soul. For as long as the candle remains lit, lies told and embarrassing things done don’t sully a person’s reputation, so celebrations often descend briefly into anarchic hedonism.

Misfortune is said to come to anyone who returns to their pumpkin after celebrating to find it unlit, so buy a candle of good quality and put your gourd beyond reach of the wind. Intentionally blowing out someone else’s candle or smashing someone else’s pumpkin is taboo and risks the wrath of both gods—yet it does occur.

Tricks and pranks of all kinds are common on this night, and folk expect lies and foolishness. Pickpockets are rife on this day, so few carry much coin with them, having secreted it away somewhere the previous evening. Instead, people fill their pockets and belt pouches with candies. Traditionally, a pickpocket is meant to take the candy and leave a token in return (a tiny toy, a colorful paper folded into a shape, or the like), but this has changed over the years into adults exchanging candies

among themselves and simply giving candy to children who ask for it.

By custom, no deals are made, nor contracts signed on Liar’s Night, because no one trusts that parties will abide by them. Illusionists and stage magicians (whether through magical or practical abilities) make the rounds to entertain private parties (having been paid in advance the previous day) or to perform in public spaces, in the hopes that a good show will earn them a meal, and perhaps a place at a private party in the future.

Episodes

The adventure is spread over three story episodes that take approximately four hours combined to play.

Episode 1: Strange Invitation. An invitation to an exclusive Liar’s Night Masque has mysteriously appeared in each character’s possession. Only adventurers have been invited. Even the nobility that shows up, once had adventuring careers. To attend, each adventurer is required to obtain and wear a costume, plus a Gourd of Light to honor the tradition of the holiday.

Episode 2: The Masque. The characters attend the party and not long after they arrive, are attacked by strange creatures. During the fight (or shortly thereafter), there is a terrible shift, and all groups are left alone to discover who the host of the party is, and what they’re up to.

Episode 3: Portal to Avernus. Using clues found in their exploration of the manor, the characters find their way to the basement, where a portal to the Nine Hells is in the process of being opened by none other than the ghost of Luvia Bloodmire. They must stop the portal from opening and find a way to seal it for good.

Episode Sequence

During Episode 1, Liar’s Night celebrants will be circulating among the tables, distributing scrip, playing pranks, and granting boons. More information is available in the Liar’s Night Encounters sidebar, shown below. Once each party enters their own Shard of Reality, these intrusions end. The characters can still be affected by being unmasked or having their gourd’s light extinguished, however.

Adventure Flowchart

This section provides a basic understanding of the flow of the adventure.



Liar's Night Encounters

Liar's Night celebrants will be circulating throughout the area, doing all the things that folks do on Liar's night. Props (notes mostly) will need to be prepared for such mischief. They can be as inexpensive as post-it notes or as expensive as hand-crafted notes on parchment. The celebrants will circulate throughout their area, "gifting" characters with these notes, some of which will be in envelopes to keep a result hidden until the object in question is used.

When a celebrant approaches a table, anyone at the table can give them one "REROLL TICKET" and direct them to another table of their choice. Likewise, they can give the celebrant THREE tickets and direct them to a specific player at a table. A celebrant can only be directed in this manner ONCE per occurrence. "REROLL TICKETS" are sold at HQ before the event begins, with all proceeds going to Extra Life and Children's Hospitals.

Below are things that might happen to the characters at your table.

- **Ghostly Breeze.** The next check made to see if the candle in this character's gourd is blown out is made at DC 5.
- **The "Kernel".** A cranium rat with a collar and name tag that reads "The Kernel", goes running past this character. The rat is wearing candy-wrapper armor and clutching a giant candy corn in its teeth, and it causes them to be distracted. They receive disadvantage on their next attack roll, ability check, or saving throw (whichever happens first).
- **Mysterious Scrip.** This character finds a slip of paper in their pocket or pouch. It bears a strange symbol, next to which is a letter.

- **Death Threats.** This character sees the image of a chattering skull out of the corner of their eye. When they look straight at it, nothing is there, but a chill runs down their spine. The character has disadvantage on their next attack roll, ability check, or saving throw.
- **Healing Hands.** This character finds a strange potion in their pocket or pouch. For all intents and purposes, it appears to be a *potion of healing*. When consumed the character regains 2d4+2 hit points and must succeed a DC 15 Constitution saving throw versus a poison effect or gain the poisoned condition for the next minute. The character can call over a celebrant and give them a "REROLL TICKET" to deliver this back-handed boon to another table.
- **Discrete Draw.** The next time this character draws a weapon, a loud screeching sound that can be heard for 300 feet emanates from it, drawing any opponents that might have been unaware of their presence, to their location. If this occurs in Episode 3, this character becomes the target of the next opponent's attack.
- **Chocolate is LIFE.** The character finds a small, paper-wrapped treat in their pocket. Consuming the treat will restore 2d4+2 hit points and grant Inspiration to that character. The character can call over a celebrant and give them a "REROLL TICKET" to deliver this boon to another table.
- **THIS flame is STRONG.** The next check made to see if the candle in this character's gourd is blown out is made at DC 15. The character can call over a celebrant and give them a "REROLL TICKET" to deliver this boon to another table.

Happy Liar's Night!

[Happy Liar's Night!]

Episode 1: Strange Invitation

Estimated Duration: 45 minutes

Meeting of Scrolls

Bloodmire Manor has been shuttered for many years, so when word started spreading that an extravagant Masquerade Ball was going to be thrown there on Liar's Night, all of Baldur's Gate's noteworthy citizens began clamoring for an invitation. EVERYONE who's ANYONE would kill to attend the masque.

Unexpectedly, you received one. Evidently it was hand-delivered, though you don't recall how you came to be in its possession. If there was any doubt it was meant for you however, that's dispelled by the appearance of your name, scribed eloquently on the envelope.

Have each player describe how their character mysteriously discovered the invitation in their possession. It's up to them to determine the circumstances of their bewilderment. Once they've each done this, read or paraphrase the following read-aloud text.

When opened and read, the invitation states...

Your presence is hereby requested at the Bloodmire Masque on the eve of Liar's Night for an exclusive one-night only reopening of Bloodmire Manor in Baldur's Gate.

Your finest costumes and masks are required as we celebrate this momentous occasion. Forget not a Gourd of Light, lest all your secrets be revealed!

For whatever reason, you found yourself making a beeline toward Elfsong Tavern, where a gathering of adventurers, do-gooders, and ne'er-do-wells, all of whom seem to have received one, have gathered to discuss the mysterious appearance of their respective invites. The idea of strange objects and treats simply showing up in one's pockets on Liar's Night is not so unusual, but this was an uncanny coincidence to be certain.

Elfsong Tavern

Elfsong Tavern is a well-known establishment, famous for its dark and intimate first-floor taproom in which guests often hear a ghostlike elven song wafting in and out as the evening progresses. Many believe that the tavern is haunted, and so close to Liar's Night, when the veil between the Material and Ethereal Planes is thinnest, perhaps it really is.

This is a great time for the players to introduce and describe their respective characters.

You may not have known each other when you arrived at Elfsong Tavern, but you've since bonded over the shared experience of having received the strange invitation. The tavern's proprietor, Alan Alyth, ushers you upstairs to one of the establishment's private meeting rooms to make room for MORE adventurers entering the tavern. Here, you may discuss the mysterious scrolls you received earlier that day.

The tavern, owned by Alan Alyth, boasts several private rooms on the second floor, generally used for meetings and other business dealings, not for lodging. Rooms are usually rented with a candle, and patrons could stay for the length it burns before having to pay again.

Alan Alyth is the owner/bartender of Elfsong Tavern. He pours a tasty ale and makes the best melted cheese sandwich in Baldur's Gate. He's owned the tavern since his mother died and is strict about its rules and traditions.

Objectives/Goals. Alan Alyth wants to keep his tavern a peaceful place of business. He is helpful but blunt, and he knows the ins and outs of the city, as he's lived here his whole life.

What Does He Know? Alan knows a brief history of Bloodmire Manor.

- It's owner, Luvia Bloodmire fancied herself a 'Practical Scholar' of sorts and was rumored to have experimented with all manner of strange creatures.

- Alan recalls the rumor that Luvia was killed by one of her own experiments.
- Alan also recalls, that on the very evening of Luvia's demise, the Manor was overrun by monsters that seemingly came out of nowhere.
- Bloodmire Manor was abandoned shortly thereafter, and the manse has been shuttered ever since.

Alan also has heard rumors that some of the city's elite (also adventurers) have been invited to an event there. He is irritated that he was not included on the list, despite owning one of the longest-running businesses in town. Nevertheless, he (or anyone in town) will point out that the characters can acquire costumes from Jerkin & Kirtle in The Wide.

Party Dress

The characters' objective is to procure a gourd or pumpkin (2sp), a candle (1gp) and costume (see below) for each character respectively to wear to the party. Pre-carved gourds and pumpkins are available for 5 gp (10 gp at Tier 2) and are beautiful to behold. While wandering about town, astute characters might learn something about the Masque and Bloodmire Manor.

The Wide

The Wide is Baldur's Gate's famous open-air marketplace, where merchants including fish mongers, blacksmiths, alchemists, bakers, tailors, and all other sorts sell their wares. There are many farmers selling gourds and pumpkins here for Liar's Night. Some are pre-carved in monstrous shapes, "guaranteed" to protect those who buy them for the evening. The townsfolk of Baldur's Gate are out and about the city, getting ready for Liar's Night.

Whether in Elfsong Tavern, in The Wide, or just walking around town, these are the facts and rumors that can be collected prior to the characters arrival at Bloodmire Manor. Only one piece of information can be revealed by any given NPC they approach. Feel free to get creative and fanciful with these interactions, as Liar's Night has already begun for some.

- On Liar's Night, people wear costumes to disguise who they really are and to pay tribute to the gods Leira and Mask.
- Carved gourds or pumpkins are an important superstition on Liar's Night. Everyone carries or has a gourd (with a lit candle inside it) on the premises to represent themselves. While the candle stays lit, all secrets about the person stays hidden. It is considered very bad luck if your candle goes out.
- Gourds can be purchased in The Wide, and there are tables set up to one side of the open market there where celebrants can gut and carve their gourds.
- Rumors around town say a mad woman used to live in the manor and was killed there before it shut down.
- Some believe that Bloodmire Manor is haunted and would never go there, especially on Liar's Night.
- One townspeople claims they saw a flying creature circling Bloodmire Manor late at night, but nobody ever believed him.

Jerkin & Kirtle

Nedwin "Needles" Sherman is one of Baldur's Gate's finest tailors. He runs Jerkin & Kirtle, a clothing shop with a wide-ranging clientele. He is known to be able to mend the finest of silks and make gowns fit for a queen, and on Liar's Night, he has a wonderful selection of fantastical costumes and masks to choose from.

Needles wants to sell his costumes for the highest price he can get and will haggle with customers if they try to talk him down. He knows that once Liar's Night passes, he won't be able to sell them until next year. The list price is given below, as is the lowest price that Needles will accept. Both differ by Tier. A successful Charisma (Persuasion) check will convince him to drop to his lowest acceptable price, though Needles believes himself to be friend of the "Beloved Ranger" Minsc, and so cannot be intimidated.

What Does He Know? Needles is aware of the Masque at Bloodmire Manor and has been selling costumes for it all week. Many well-known adventurers and heroes of Faerun have come in to purchase something to wear to the party, which is curious to him, as he would like to believe the event was just for the high society citizens. He has a quickly diminishing selection of costumes remaining when the characters enter his store.

When the characters arrive to purchase their costumes, they may select from any of the options listed in Appendix 4. He will warn them, however that each costume will completely and magically mask their identity and add other magical “tricks” as well. HAPPY LIAR’S NIGHT!

COSTUME PRICING

Tier	List /Low	Check
1	10gp/3gp	DC 10
2	30gp/10gp	DC 15

The Road to Bloodmire Manor

The main path to Bloodmire Manor is a cobblestone road that leads from The Wide, deeper into the Upper District. On this evening of the Masque, many of the city’s lords and ladies are headed up to the Manor dressed in elaborate costumes and riding fancifully decorated carriages.

How the characters arrive at the masque is up to them. If they have mounts of their own, they can certainly ride them. If they wish to rent a fanciful carriage, this is certainly possible, costing them each 10gp for their ride to and from Bloodmire manor, with a minimum spend of 40gp for a single carriage. If they don’t want to spend their coin, and don’t have a mount they can certainly walk it. It starts out as a pleasant enough evening for such a stroll.

Episode 2: The Masque

Estimated Duration: 2 hours

The characters arrive at the party and discover that something is amiss. It's up to them to explore Bloodmire Manor and discover who assembled them there and why. Prior to being allowed on the premises however each character must have a Gourd of Light and be wearing a costume. Entry is otherwise denied.

Order of the Evening

First Impressions...

As each guest arrives, waitstaff offers to take coats and cloaks, as well as Gourds of Light which are being placed on display in a colossal, festive arrangement in *Area 2, The Grand Foyer*. The waitstaff at the door will ensure all who place a gourd, that it shall not be trifled with by any living creature.

Sudden, But Inevitable Betrayal

A short while into the party, strange creatures emerge from the second-floor balcony to attack the guests. These flying creatures have the body of a hellhound, dragon wings, horns, and large talons. At tier 2 they're accompanied by undead as described below.

Tier 1. Four **Bloodmire marauders** attack the characters. It quickly becomes clear that the other groups at the party are also fighting these creatures, and that there are hundreds of them.

Adjusting the Scene (Tier 1)

Very Weak/Weak Remove one Bloodmire marauder
Strong/Very Strong Add one Bloodmire marauder

Tier 2. Four **Bloodmire marauders** attack the characters, accompanied by a pair of **allips**. The allips allow the Bloodmire marauders to take the front line in the assault while they slip in to attack from the flank.

Adjusting the Scene (Tier 2)

Very Weak/Weak Remove two Bloodmire marauders
Strong/Very Strong Add one allip

Objectives/Goals. The Bloodmire marauders attack any guest that they observe to be a strong warrior first. This assumes that a character's identity has been revealed through an unmasking, or if their gourd's flame has been extinguished. In any case, if the marauders can successfully

grapple a guest, they will attempt to fly their catch upstairs to a hidden area. However, they will stop to fight off anyone who attempts to stop them from leaving. For each round that a Bloodmire marauder does not take damage, it attempts to grab a character and fly away with them, returning two rounds later.

Shards of Reality

As combat is ending, or at the end of the third round of combat (whichever comes first), read or paraphrase the following read-aloud text.

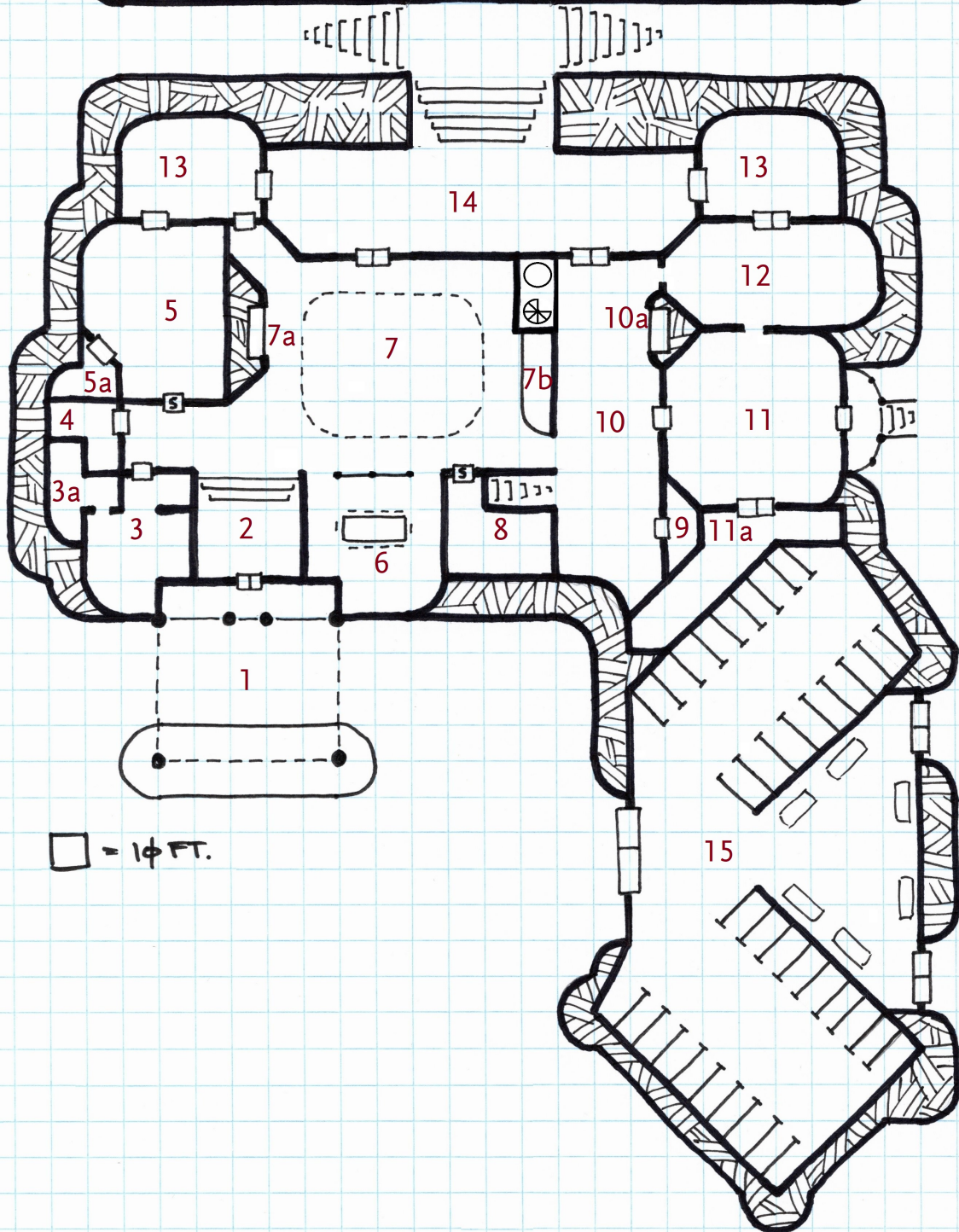
The horrific screech of breaking glass echoes throughout the Great Hall. For a moment only, the room spins and a disorienting sensation spins you into a blur of sensate dysfunction.

All characters must make a DC 10 Constitution saving throw. Failure means they're stunned until the beginning of their next turn (if they're still in combat), or for a few brief moments otherwise.

When the disorienting sensation passes, the characters notice they're now alone in the mansion. Each party of adventurers has been consigned to their own SHARD OF REALITY, and they must now find their way back to the basement before joining one another once more for Episode 3. At this point in the adventure, each adventuring party has been essentially thrust, with their own version of Bloodmire Manor, into a pocket of the Deep Ethereal plane.

From this point in the adventure, anyone attempting to leave Bloodmire Manor is thrust into the Deep Ethereal, where they're lost for 30 downtime days. They may not continue playing in the adventure if this happens. Anyone that simply looks outside, can't see anything past five feet, as it is shrouded in a deeply obscuring mist.

BLOODMIRE MANOR (GROUND FLOOR)



Bloodmire Manor (Ground Floor)

1. Coach Gate

As the characters approach Bloodmire Manor, read or paraphrase the following read-aloud text.

Bloodmire manor is a tall, gothic structure, constructed of dark gray stone. The windows are lit up with all manner of fancifully carved gourds that grin, glare, gaze, guffaw, and grimace out upon the gloaming, challenging it with their collective unwavering countenance.

2. The Grand Foyer

As the characters enter Bloodmire Manor, read or paraphrase the following read-aloud text.

Each guest has deposited their Gourd of Light in the grand foyer to “guard” their presence in the house, as they would if they were home for the evening, creating a spectacular display. As you enter, a tall, thin man approaches, “Please. Allow me to arrange your gourd among those of the other guests. They WILL be returned to you when you leave.”

The gentleman is an artist, though if the characters have preference on how their gourd is to be placed, he’s happy to take that into consideration.

Gourds of Light and Secrets

- Each character has a gourd that is carved and lit as part of the Liar’s Night observance is told placed in the main entryway as they enter the party. If the gourd remains lit, all secrets remain hidden about the character. Each time a character enters this room, a new scene, or enters combat, a DC 10 check is made to see if their candle is inexplicably blown out.
- Each character’s true self is disguised by their mask, and any other secrets/motives/knowledge of what is happening is hidden by their Gourd of Light. This gives all Insight checks about the character an automatic failure and Deception checks by the character to disguise themselves 100% success. Once the candle goes out, the magical effects are undone, and all secrets of the character can be seen/known.

3. Front Suite

These chambers are locked and require a successful DC 20 Dexterity check to be made by a character proficient with thieves’ tools in order to enter them. Inside, the chambers are covered in a thick layer of dust and cobwebs. Furniture normally found is covered with voluminous white sheets.

3a. Bath/Toilet. Dusty, plus the plumbing here has been disconnected.

4. Powder Room/Toilet

This chamber is sparkling clean, and available for the guests to use as needed throughout the event. The waitstaff continue to maintain the supplies here, as well as the cleanliness of the facilities. Someone stands by to assist guests as required. If not distracted with assisting another guest, the same individual will discourage nosy adventurers (i.e. the guests) from attempting to enter the front suite, or from tarrying too long near the tapestry covering the secret entrance to the study. If characters pause to look, read or paraphrase the following read-aloud text.

A floor to ceiling tapestry hands against the wall here. It depicts a red fiendish creature with a tail, snake eyes and tongue, and a lion’s claws.

5. Luvia’s Study

The secret door to this chamber is behind a floor to ceiling tapestry depicting a red fiendish creature with a tail, snake eyes and tongue, and a lion’s claws.

Any character inspecting the tapestry that succeeds at a DC 15 Intelligence (Investigation) check OR any character passing nearby that has a passive Perception of 20 or greater, notices the door hidden behind it.

It’s important to note that characters won’t be allowed to pass through this door, or even inspect the tapestry too closely until after the initial attack on ALL the guests, shortly after their arrival.

If this door is found, unlocking it requires a successful DC 15 Dexterity ability check made by a character proficient with thieves' tools. If successful the door is unlocked, and if it is opened, it leads to stairs that go up to Luvia's Study.

This chamber has a 20-foot vaulted ceiling. It's 40-foot wide and stretches forward 50 feet into an alarming abundance of dark shadows. One skylight window allows light in to cast a dim radiance across the doorway you've entered. Cobwebs choke the entire area, and a thick layer of dust tells a tale of long abandonment.

When the characters enter the room, the creatures that dwell within attack. If the characters bring sufficient light to illuminate the entire area, or if at least half the party has darkvision, they're not surprised. Otherwise, the creatures gain surprise over the adventurers.

Tier 1: Three **giant spiders** emerge from the webbing and attack the party.

Adjusting the Scene (Tier 1)

Very Weak/Weak Remove one giant spider

Strong/Very Strong Add one giant spider

Tier 2: Four **phase spiders** emerge from the webbing and attack the party, then phase into the Ethereal. They continue to bounce between the Material and Ethereal Planes as they attack the characters.

Adjusting the Scene (Tier 2)

Very Weak/Weak Remove one phase spider

Strong/Very Strong Add one phase spider

Desk. A wooden desk is covered in dust at the back of the room. Upon investigation, the diary of Luvia Bloodmire is found in the top drawer. The last entry in the diary reads as follows.

It seems that Zariel's promotion to rule Avernus will be my undoing, despite the provisions I have sent to Bel and years of dedicated service. My time on this plane is nearing its end, and I only hope that I will still be accepted in the afterlife on the Fugue, since my seat at Bel's side has now been stolen from me.

Books. There are numerous books on various off-putting subjects on the shelves in the office:

- *Negotiating the Nine Hells: How to Win Friends and Ruin Relationships*
- *Perceiving and Preparing Planar Portals*
- *Tentacular Dissection of Far Realm Residents*
- *Recycle, Reuse, Reanimate: A Treatise on Necromancy*

Upon further investigation, and a successful DC 15 Intelligence (Arcana) check, a parchment is discovered neatly folded inside Luvia's diary. It contains a ritual for opening a portal. Along the margins of the parchment are a few **runic symbols** and notations (Appendix 3).

While the ritual described is extremely cryptic, it appears to be useful for breaking into an existing portal, dismantling its protections into "shards" and opening it.

Luvia's Diary

When a character has read the diary entry, the *ghost of Luvia Bloodmire* appears and shrieks before screaming, "we must open the portal now! Come get these... HEROES!"

Objectives/Goals. The ghost of Luvia Bloodmire wants to prevent the characters from leaving her office too quickly, while she adjourns to the portal in the basement of the Manor. She doesn't want to be attacked before her mission is complete, nor does she want to kill the adventurers here, as she needs them for her blood sacrifice to open the portal, so she will summon a paltry number of Bloodmire marauders before disappearing into the Border Ethereal. If the characters aren't already in combat, have them roll initiative against the approaching creatures to see what they might have an opportunity to do prior to marauders arrival.

A round later, two **Bloodmire marauders** arrive on their initiative (four at Tier 2). They complete their move just inside the doorway, and have actions remaining. Depending on how things play out, the characters may still be in a fight against the spiders.

5a. Walk-In Closet (Luvia's Study). This rather large closet was at one time, filled with all manner of writing implements, inks, and other supplies typically associated with a well-stocked office space. It is now empty, dusty, and filled with cobwebs.

6. Dining Room

If the characters enter this chamber, read or paraphrase the following read-aloud text.

This chamber, adjoining the Great Hall, is well lit and elegantly decorated with candles and incense that give off a pleasant, if heady scent. A massive table in the center is adorned with all manner of foodstuffs and beverages for the guests to enjoy.

There is, otherwise, nothing of interest to see here. The food is decadent and the drink effervescent. Nothing here has been poisoned or polluted.

7. The Great Hall

As the characters enter this chamber, read or paraphrase the following read-aloud text.

The Great Hall is the central room of Bloodmire Manor, now decorated for Liar's Night and laden with dozens of tables, each set for six guests. The ceiling here is two stories high, with a large crystalline chandelier hanging in the center.

The second floor can be seen from the lower room, with wooden banisters forming the perimeter of the open area. A series of dilapidated oil paintings of Luvia Bloodmire and her family adorn the walls. A tapestry hangs from floor to ceiling on one wall, with an image depicting a wolf with griffon's talons, deer antlers, and what appears to be dragon wings.

A stringed quartet plays a haunting selection of classical pieces, only pausing momentarily between each arrangement to tune or change out their instruments.

Any character inspecting the tapestry that succeeds at a DC 15 Intelligence (Investigation) check OR any character passing nearby that has a passive Perception of 20 or greater, notices the door hidden behind it.

It's important to note that characters won't be allowed to pass through this door, or even inspect the tapestry too closely until after the initial attack on ALL the guests, shortly after their arrival.

If this door is found, unlocking it requires a successful DC 15 Dexterity ability check made by a character proficient with thieves' tools. If successful the door is unlocked, and if it is opened, it leads to *Area 8, Servant's Quarters*.

Allow the characters some time to settle in, get a glass of wine, sample a few hor d'oeuvres, take in the sights, engage in small talk, or perhaps simply sit quietly and listen to the stringed quartet playing in the corner of the chamber.

Anyone approaching the door in the north wall or attempting to somehow gain entrance to the floor above this one, are politely, but firmly asked to desist. The servants will inform them that "*guests are to remain in the great hall where the masque is taking place.*"

Area Information (Great Hall)

Locked Door. There is a large locked, wooden double door on the north wall of the great hall. Behind it are stairs down that lead to Luvia's Laboratory.

Absent Host and Missing Guests. Whispers among the guests and a general confusion about the evening make it apparent that the host of the party is missing. Likewise, several of the guests seem to be missing from the party. A woman in a peacock mask and green silk gown is wandering around the party, calling for her husband, telling everyone that she turned her back on him for "just a moment to pour some wine," and he disappeared.

7a. Hearth/Fireplace. A cozy fire crackles behind a hanging chainmail curtain. One of the waitstaff nearby is responsible for attending to it, and politely but firmly asks guests not to interfere with the fire.

7b. Musician's Stand. This area is raised up a step and plenty large for the stringed quartet and their instruments. It is otherwise unremarkable.

8. Servant's Quarters

If this door is found, unlocking it requires a successful DC 15 Dexterity ability check made by a character proficient with thieves' tools. If successful the door is unlocked, and if it is opened, it leads down a long, dark hallway to the Servant's Quarters.

Opening the door to this chamber reveals a pitch-black room. Characters with darkvision, or using light, will note the following.

This sparse 20-foot by 30-foot chamber has a 10-foot high ceiling. Two plain cots sit against the walls, and a water bowl with a dusty pitcher rest upon a simple vanity. Against one wall is a dresser with a stack of handwritten notes on the top. The sounds of hushed and frightened weeping can be heard coming from the darkness.

If the characters examine the notes, they discover one with some strange **runic symbols** (Appendix 3).

When the room is lit by any light source, two **ghosts** appear. They appear as frail halflings in servant's clothes, and they seem frightened and non-threatening.

These ghosts are former servants of Luvia Bloodmire, murdered by her ghost in a rage when she realized that after they died, they'd take their place in the Fugue Plane with their god and leave her with nobody to wait on her needs. They want to rid the house of Luvia but don't know how. The two ghosts leave if they are attacked, without giving any of the information they have.

The two ghosts plead with the characters to rid the house of Luvia, appearing terrified of their master. If the characters won't promise to do this, they will attempt to possess characters to force them. That said, they are otherwise nonviolent, and if their attempts at possession fail, they will beg the characters to help, promising information in exchange for action.

What Do They Know?

- Because of their traumatic deaths, they, like their mistress, are now bound to Bloodmire Manor forever.
- Luvia Bloodmire is the host of the party and has gathered the heroes with the strongest blood on Liar's Night to be sacrifices to open a portal in the basement.
- Luvia had a deal with Bel, former ruler of Avernus, that if she provided him with ungodly creatures for his army, she'd have a place in Avernus after her death.
- When Zariel took over for Bel, she refused to honor the deal, sending Luvia into a fit of revenge.

If asked, the ghosts can translate the strange runes on the notes on the dresser. They spell out "AVERNUS."

9. Powder Room/Toilet

This chamber is sparkling clean, and available for the guests to use as needed throughout the event. The waitstaff continue to maintain the supplies here, as well as the cleanliness of the facilities. Someone stands by to assist guests as required. If not distracted with assisting another guest, the same individual will discourage nosy adventurers (i.e. the guests) from traversing the stairs to the upper floor of the manor. The stair has a elegantly knotted cord with a sign that reads, "No Admittance" in fine calligraphy.

10. Sitting Room

Guests can sit in here and socialize during the masque. There is a sideboard with an assortment of dainties to indulge in, as well as a constant stream of waitstaff circulating through with other delights and drinks.

10a. Hearth/Fireplace. A cozy fire crackles behind a hanging chainmail curtain. One of the waitstaff nearby is responsible for attending to it, and politely but firmly asks guests not to interfere with the fire.

11. Kitchen

A contingent of chefs and waitstaff move in and out of this chamber, which is absolutely packed with foodstuffs as they're being prepared and served to the guests at the masque. Guests are not allowed in the kitchen, and will be politely, but firmly asked to leave (escorted if necessary), from this room.

11a. Pantry. All the foodstuffs being used to create delicious edibles for the masque are being stored here. They are neatly organized and tracked.

12. Breakfast Nook

Normally used for casual dining, this area has been commandeered by the kitchen staff to be used as a staging area for food preparation. Guests are likewise not allowed into this area.

13. Lower Verandas

These areas, while covered, are outside the house. The doors leading to them are locked and require a successful DC 20 Dexterity ability check to be made by someone proficient with thieves' tools in order to open them. Prior to the house shifting into the Ethereal Plane, the kitchen and waitstaff will kindly ask the characters not to leave through these doors, and to please exit the house via the front doors only. Afterwards, the staff isn't present, so hopefully the realities of getting lost in the Ethereal Plane prevent characters from leaving.

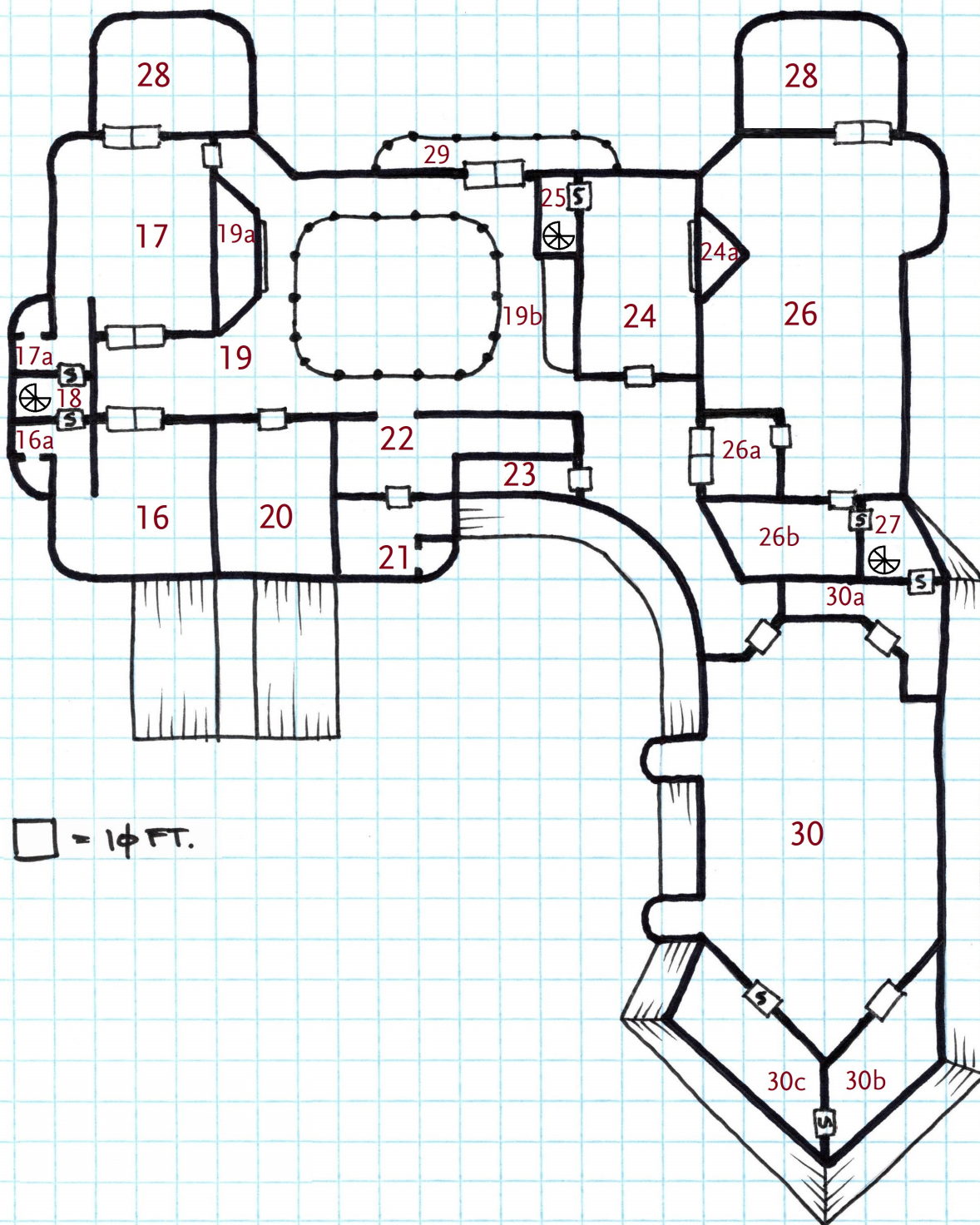
14 Back Deck

This area is likewise off limits, and the doors leading out the back of the house are locked. See *Area 13, Lower Verandas* for more information.

15. Stables and Yard Shed

When characters arrive, if they have a mount the animal is taken here to be cared for while their owner is at the masque.

BLOODMIRE MANOR (UPPER FLOOR)



Bloodmire Manor (Upper Floor)

16. Top Suite

These chambers are locked and require a successful DC 20 Dexterity check to be made by a character proficient with thieves' tools in order to enter them. Inside, the chambers are covered in a thick layer of dust and cobwebs. Furniture normally found is covered with voluminous white sheets.

16a. Bath/Toilet. Dusty, plus the plumbing here has been disconnected.

17. Back Suite

These chambers are locked and require a successful DC 20 Dexterity check to be made by a character proficient with thieves' tools in order to enter them. Inside, the chambers are covered in a thick layer of dust and cobwebs. Furniture normally found is covered with voluminous white sheets.

17a. Bath/Toilet. Dusty, plus the plumbing here has been disconnected.

18. Secret Passage

The secret doors on either side of this chamber require a character to make a successful DC 15 Intelligence (Investigation) check OR a DC 15 Wisdom (Perception) check to notice. When originally constructed they were more difficult to find, but in their present state of disrepair and dustiness they're somewhat easier to notice. No check is required to see the secret doors from inside the secret hallway. There is a rusty iron spiral staircase that leads up to the ceiling here. It used to lead to a second spire, but that was destroyed in a fight several centuries ago, and Luvia had it removed altogether in a remodel. At this point, the ceiling has been sealed and the stair leads nowhere.

19. Gallery

Anyone standing up in the gallery can look down upon the grand hall from the bannister. This area is off limits during the masque.

19a. Fireplace Vent. This is a vent for heat from the fireplace to pass and warm up this upper floor. It's covered with an iron grate that requires either tinker tools (no check) or a successful DC 15 Strength (Athletics) check to pry open. During the masque, anyone grabbing these without wearing thick leather gloves, will take 1d4 fire damage, since they've had an opportunity to heat up.

19b. Upper Musicians Stand. This area is raised up a step and plenty large for small ensemble and their instruments. It is currently unoccupied.

20. Smoking Room

This chamber is locked and requires a successful DC 20 Dexterity check to be made by a character proficient with thieves' tools in order to enter them. Inside, the chambers are covered in a thick layer of dust and cobwebs. Furniture normally found is covered with voluminous white sheets.

21. Laundry

This chamber is locked and requires a successful DC 20 Dexterity check to be made by a character proficient with thieves' tools in order to enter them. Inside, the chambers are covered in a thick layer of dust and cobwebs. The plumbing here has been disconnected. All washing required for the masque takes place in the kitchen.

22. Upper Foyer

This small pass-through resides at the top of the stair. At one point in time-long-past, Luvia employed an attendant to post here and assist anyone that might need assistance with traversing the stairs. Now its old and dusty with a pair of ornate (now decrepit) iron benches pushed up against the walls. They've become a haven for all manner of small, harmless spiders.

23. Butler's Apartment

This chamber is locked and requires a successful DC 20 Dexterity check to be made by a character proficient with thieves' tools in order to enter them. Inside, the chambers are covered in a thick layer of dust and cobwebs. Furniture normally found is covered with voluminous white sheets.

24. Library

Once home to numerous volumes, most of which would have been considered subjects for casual reading or works of fiction, this chamber is now locked and requires a successful DC 20 Dexterity check to be made by a character proficient with thieves' tools in order to enter them. Inside, the chambers are covered in a thick layer of dust and cobwebs. Furniture normally found is covered with voluminous white sheets. All of the tomes and scrolls that many have once lined the shelves are long gone.

24a. Fireplace Vent. This is a vent for heat from the fireplace to pass and warm up this upper floor. It's covered with an iron grate that requires either tinker tools (no check) or a successful DC 15 Strength (Athletics) check to pry open. During the masque, anyone grabbing these without wearing thick leather gloves, will take 1d4 fire damage, since they've had an opportunity to heat up.

25. Secret Portal

The secret door here requires a character to make a successful DC 15 Intelligence (Investigation) check OR a DC 15 Wisdom (Perception) check to notice. When originally constructed it was more difficult to find, but in its present state of disrepair and dustiness the door is somewhat easier to notice. No check is required to see the secret door from inside the secret hallway. There is a rusty iron spiral staircase that leads down to another small chamber that houses a nonfunctional teleportation circle.

26. Master Suite

These chambers are locked and require a successful DC 20 Dexterity check to be made by a character proficient with thieves' tools in order to enter them. Inside, the chambers are covered in a thick layer of dust and cobwebs. Furniture normally found is covered with voluminous white sheets.

26a. Foyer (Master Suite). This is a formal entry space and meeting area, usable by whomever occupied the master suite. The furniture here is elaborately constructed of iron and covered with white sheets.

26b. Bath/Toilet (Master Suite). Dusty, plus the plumbing here has been disconnected.

27. Hidden Passage

The secret doors on the side of the master suite requires a character to make a successful DC 15 Intelligence (Investigation) check OR a DC 15 Wisdom (Perception) check to notice. When originally constructed it was more difficult to find, but in its present state of disrepair and dustiness it is somewhat easier to notice.

The secret door from Luvia's laboratory, however, requires a successful DC 18 Intelligence (Investigation) check OR a DC 18 Wisdom (Perception) check to notice. No check is required to see the secret doors from inside the secret chamber. There is a rusty iron spiral staircase that leads up to the ceiling here. It leads to the lower spire.

28. Upper Verandas

These areas, while covered with a pergola on either side of the manor, are outside the house. The doors leading to them are locked and require a successful DC 20 Dexterity ability check to be made by someone proficient with thieves' tools in order to open them. Prior to the house shifting into the Ethereal Plane, assuming the characters have gotten past the waitstaff and upstairs, these lead to the back of the estate. After the shift, hopefully the realities of getting lost in the Ethereal Plane prevent characters from attempting to leave this way. It's a 20-foot drop to the ground below.

29. Exterior Balcony

This area, while covered with a pergola, is outside the house. The doors leading to the balcony are locked and require a successful DC 20 Dexterity ability check to be made by someone proficient with thieves' tools in order to open them. Prior to the house shifting into the Ethereal Plane, assuming the characters have gotten past the waitstaff and upstairs, this leads to the back of the estate. After the shift, hopefully the realities of getting lost in the Ethereal Plane prevent characters from attempting to leave this way. It's a 20-foot drop to the ground below.

30. Luvia's Laboratory

While closed, the doors to this room are unlocked. They are trapped, however.

Trap. If a creature attempts to open these doors without speaking the words "Zariel's Bane" they set off a *glyph of warding*. Details are provided here by Tier.

Tier 1. A successful DC 14 Intelligence (Investigation) check is required to notice the glyph before it goes off. A successful DC 14 Intelligence (Arcana) check is required to disarm the trap. *Dispel magic* would work as well, though at this tier, the characters aren't likely to have access to that spell.

If triggered, the glyph casts *hold person*, targeting whomever opened the door, and the next closest creature within 30 feet. A successful DC 14 Wisdom saving throw is required to resist the spell.

Setting the glyph off also summons a **Bloodmire marauder** to investigate. The creature arrives in two rounds.

Tier 2. A successful DC 16 Intelligence (Investigation) check is required to notice the glyph before it goes off. A successful DC 16 Intelligence (Arcana) check is required to disarm the trap. *Dispel magic* cast successfully on a 5th level spell would work as well.

If triggered, the glyph casts *hold person*, targeting whomever opened the door, and the next three closest creatures within 30 feet. A successful DC 16 Wisdom saving throw is required to resist the spell.

Setting the glyph off also summons two **Bloodmire marauders** to investigate. The creatures arrive in two rounds.

This oddly shaped chamber is roughly 60-feet by 80-feet and has a long table with a smooth stone surface that's been stained with dried blood. An array of rusty operating tools and macabre collection of body parts, evidently from a variety of creatures, are stacked neatly on the table.

Four zombies, oblivious to your presence, are busy sewing body parts together, while occasionally glancing at a parchment at the end of the table opposite your entrance.

Framed diagrams of strange beasts line the walls of this room, and a stack of parchment, yellowed from age, is piled haphazardly on a small table in the far corner.

The parchment at the end of the table contains detailed surgical plans for creating Bloodmire marauders. Any character that succeeds on a DC 10 Intelligence (Investigation) check while observing the zombies work, or that simply studies the parchment at the end of the table for one minute, easily determines that the zombies have been set to the task of assembling the same monstrous constructs that attacked them in the ballroom earlier.

Notes. The stack of yellowed parchment piled on the table in the corner of the room contains a list of monstrous constructs created for Bel, with notes on varying types and delivery dates. All of these are dated from before Luvia Bloodmire's death. Scribbled on the notes are some strange **runic symbols** (Appendix 3).

The four **zombies** steadfastly sewing together Bloodmire marauders have been instructed to do so by the ghost of Luvia Bloodmire. They will not stop unless they are attacked or otherwise disturbed.

30a. Bath/Toilet (Luvia's Laboratory). Dusty, plus the plumbing here has been disconnected.

30b. Storage (Luvia's Laboratory). All supplies needed to stitch together Luvia's creations (besides the relevant body parts) are kept in this storage closet.

In the back of the closet there's a secret door that leads to Luvia's apartment, which is where she kept her coffin and other personal effects when she was a corporeal vampire. There's a second secret door that leads directly from the laboratory to 30c as well. In both cases the secret door requires a character to make a successful DC 20 Intelligence (Investigation) check OR a DC 20 Wisdom (Perception) check to notice.

30c. Luvia's Apartment (Luvia's Laboratory).

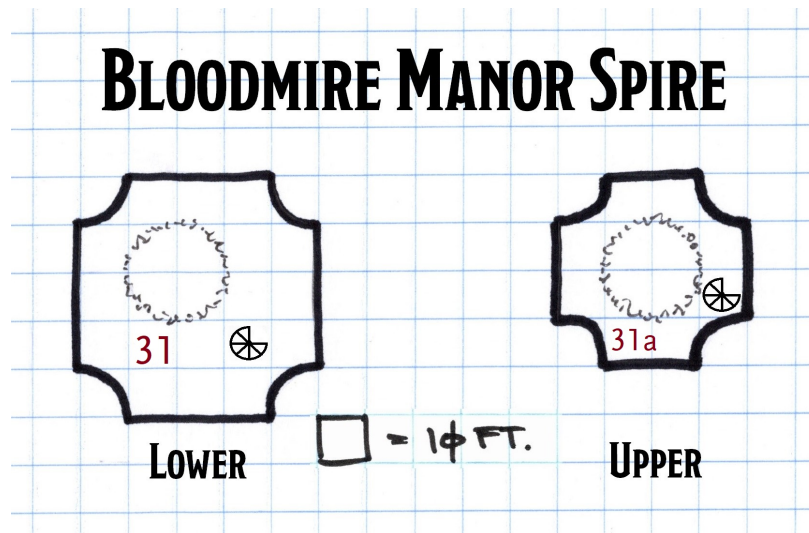
In the middle of this chamber is a large rectangular coffin where Luvia Bloodmire once rested during the day as a corporeal vampire. Tiny holes are drilled into the bottom of the casket. These were Luvia's means of entering and leaving the box (using gaseous form) which is otherwise sealed with no other way to open it outside of destroying one or more of the exterior panels. The panels are reinforced, making one difficult to destroy (AC 20, 100 hp; immune to necrotic, poison, psychic, and radiant damage; resistant to damage from nonmagical weapons).

31. Lower Spire

Taking the spiral stairs up to this level reveals a mostly empty chamber with a glowing teleportation circle. Stepping into this circle, teleports the characters directly to one of the teleportation circles in the basement. Feel free to select one or determine randomly where they turn up. In any case, they should all turn up at the same one.

31a. Upper Spire

Taking the spiral stairs up to this level reveals a mostly empty chamber with a glowing teleportation circle. Stepping into this circle, teleports the characters the characters nowhere. At the end of the adventure, when the characters return, this is the teleportation circle they arrive at. Both teleportation circles are only one way.



Episode 3: Portal to Avernus

Estimated Duration: 45 minutes

In this episode, the characters attempt to rescue the captive partygoers and stop the ghost of Luvia Bloodmire from opening the portal to Avernus.

To do this, the collective parties of adventures must discover that the shards of the portal's protection need to be reassembled to prevent Luvia's army from descending into Avernus.

If they cannot completely reassemble these protections, their alternative is to destroy Luvia Bloodmire's army before it passes through the gate, and consequently allows whatever is waiting on the other side to pass back into the Material Plane and exact their collective revenge for this transgression.

The Basement

Once the characters enter the basement, read or paraphrase the following read-aloud text.

The basement is a massive 180-foot by 180-foot chamber. Light emanates from four teleportation circles arrayed about the room, creating a moderate amount of light, and casting coruscating shadows across the floor. An iron barred cell is in each corner of the basement, the missing partygoers are trapped inside, ready to be sacrificed.

In the center of the room, a 40-foot diameter portal is set into the floor. The remains of an iron-locked puzzle covers the floor there, and the locking mechanisms can be seen outside the circle. The portal itself is stone, carved with magical runes that are slowly being filled with blood.

Many Bloodmire maulers encircle the portal, chanting indecipherably. One of them is holding a dead elf over the runes draining blood onto the portal. The creatures look like a crudely stitched together amalgam of a troll with giant snake's head and tail, lion claws, and one beholder eye in the right socket and a different beholder eye in the left.

Any character with a passive Perception of 15+, or any character that succeeds at an active DC 15 Wisdom (Perception) check notices that the

Bloodmire mauler performing the sacrifice has a shard of the portal's seal hidden in its cloak.

Objectives/Goals. The Bloodmire maulers must quickly fill the portal with enough blood to open it, and only the blood of the strongest will do the job. They start by targeting any adventurers with a higher physical strength in the room. Of course, this all depends on whether the character's gourd is still lit or not, otherwise their identity is still hidden, and the Bloodmire maulers are left to selecting characters at random. Once they have gotten enough blood, the portal opens and they can enter Avernus to exact Luvia's revenge.

Tier 1: One **Bloodmire mauler** attacks the party.

Adjusting the Scene (Tier 1)

Very Weak/Weak None, this will be a very tough fight.

Strong Add one Bloodmire marauder

Very Strong Add two Bloodmire marauders

Tier 2: Two **Bloodmire maulers** and two **Bloodmire marauders** attack the party.

Adjusting the Scene (Tier 2)

Very Weak Remove two Bloodmire marauders

Weak Remove one Bloodmire marauder

Strong Add two Bloodmire marauders

Very Strong Add one Bloodmire mauler

The Bloodmire maulers and marauders will try to sense and attack the strongest 'warriors' first, as originally directed by Luvia. Otherwise, they attack the closest non-allied creature.

Luvia Bloodmire

As the battle rages on the ghost of **Luvia Bloodmire** circulates among the tables causing all manner of mischief and doing her best to throw the characters off in combat. For more information on Luvia's tactics, refer to her stat block and information in Appendix 1.

Wandering Moon

Inside the cell, there are about 50 party attendees, huddled and wounded. One is **Raylene Whiteheart**, a cleric wearing a moon mask who has seen the runes on the portal before. Shortly into the fight, Raylene manages to slip out of her cage, and begins circulating throughout the room.

Raylene Whiteheart approaches tables that have defeated the attacking Bloodmire maulers (she's not as afraid of the Bloodmire marauders) and provides a hint on how to solve the shards, if the players haven't managed to accomplish this yet.

HINT: She will say that she saw a shard of the portal seal hidden within the cloak of the Bloodmire mauler completing the sacrifice's and that she recognizes the rune on it as part of a mystical language.

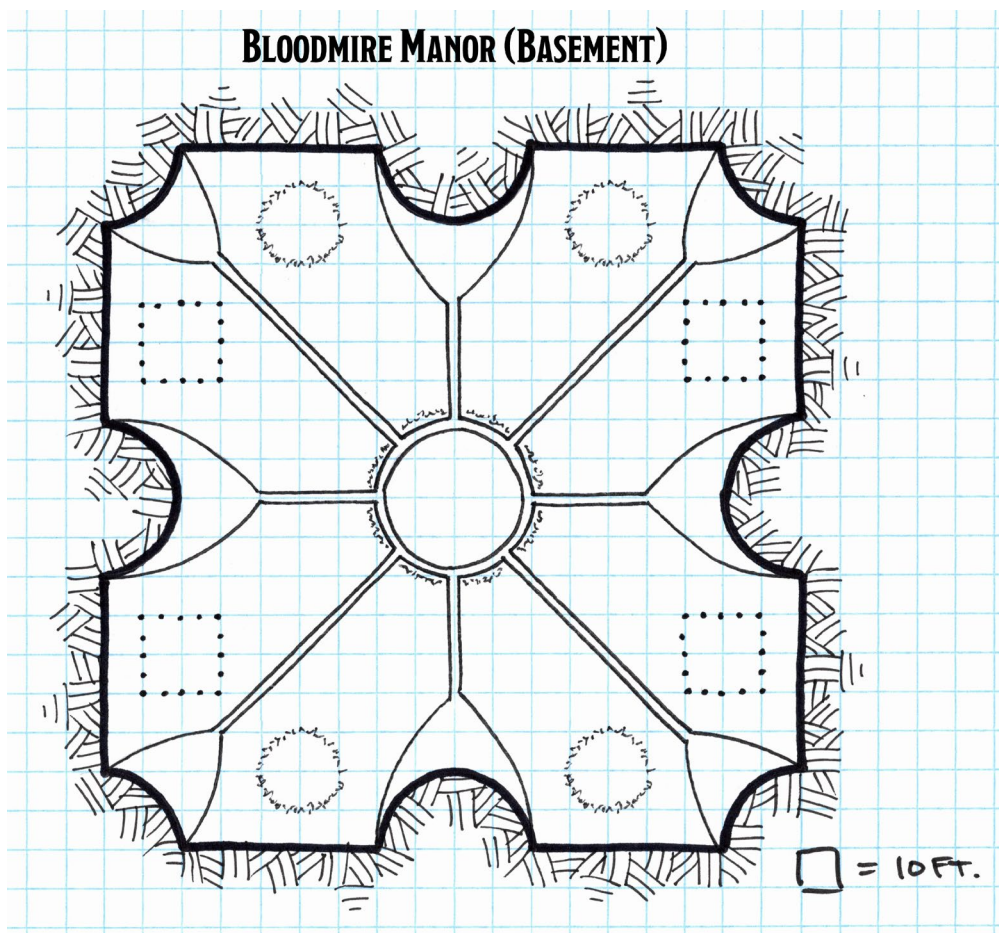
The Seal is Closed. Once this occurs, Raylene Whiteheart will announce that she recognizes the runes as part of a mystical language that must be decoded into a spell. When chanted by 500 voices, it will send one creature through the portal when combined with the casting of a *banishment* spell.

If no one in the room is capable of casting the spell, or has the slot available to do so, Raylene will volunteer to do that part.

Disaster Averted?

Once each piece of the portal cover has been recovered, it is added to the portal disc. As the last piece is placed, a bright glow emits from the portal and then quickly fades. The portal is now sealed, revealing a series of runes (Appendix 3).

When the banishment spell is chanted by 500 voices (the players led by Raylene Whiteheart), the ghost of Luvia Bloodmire is sucked through the portal, to be forever tormented in Avernus, with no Bloodmire maulers to protect her.



Liar's Night Rewards

The characters receive rewards based upon their accomplishments. Aside from advancement, these rewards are earned during the session.

Character Rewards

The characters earn the following rewards:

Advancement. Upon **completing** this adventure, each character **gains a level**. At their discretion, they may choose to decline advancement. Remind those that express an interest in this that they have a limit to how much gold they can earn per level; declining advancement means that they may reach a point where they earn no gold.

Gold. Award each character gold for each hour of the session. While monetary rewards weren't discovered within Bloodmire Manor, word gets out, thanks to the nobles among you, and you soon find yourself rewarded, nonetheless.

The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	120 gp

Magic Item(s). In addition to the gold mentioned above, the characters may keep one of these two magic items. Which one they gain access to is based on the Tier they played the adventure at. These items are described in **Appendix 5**.

- *Hat of Disguise* (Tier 1)
- *Cloak of the Bat* (Tier 2)

Dungeon Master Rewards

For running this adventure, you gain a **DM Reward**. This reward can be redeemed for levels, magic items, and other season-themed things. See the Adventurers League DM Rewards document for more info.

Appendix 1: Luvia Bloodmire (*LOO vee-ah Blood-MIRE*)

Luvia Bloodmire, Vampiric Ghost

Medium undead, lawful evil

Armor Class 17 (*mage armor*)

Hit Points 145 (17d8 + 68)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws DEX +8, WIS +6, CHA +8

Skills Perception +6, Stealth +8

Damage Resistances acid, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 16

Languages Common, Elvish, Infernal

Challenge 10 (5,900 XP)

Ethereal Sight. Luvia can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Spellcasting. Luvia is a 9th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Luvia has the following wizard spells prepared:

Cantrips (at will): mage hand, prestidigitation, ray of frost

1st level (4 slots): charm person, mage armor, shield

2nd level (3 slots): blur, detect thoughts, gust of wind

3rd level (3 slots): animate dead, bestow curse, lightning bolt

4th level (3 slots): blight, greater invisibility

5th level (1 slot): dominate person

Actions

Vampiric Touch. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (4d6 + 4) necrotic damage.

Etherealness. Luvia enters the Ethereal Plane from the Material Plane, or vice versa. She is visible on the Material

Plane while she is in the Border Ethereal, and vice versa, yet she can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead, non-construct creature within 60 feet of Luvia that can see her must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Luvia's Tactics

Luvia prefers to allow her creations destroy the characters, and all attacks directed at her, leave her unharmed and unaffected. Knowing this, she'll do her best to trip up each table she visits. Here are several things she might do. Feel free to be creative without being overwhelming.

- **Vampiric Touch.** Attack up to three characters
- **Horrifying Visage.** Attack the entire party
- **Cast a spell.** Tier 1 – level 1 and 2 spells only; Tier 2 – All available spell levels are good.

Roleplaying Luvia

Personality. I had little regard for the lives of others when I was alive, and now that I am dead, I have none.

Ideal. Revenge. Those who betray me should pay for their insolence.

Bond. I will do everything in my power to escape this ghostly prison.

Flaw. I have too much faith in my creatures to realize that they can be compromised.

Appendix 2: Creature Statistics

Allip

Medium undead, neutral evil

Armor Class 13

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	17 (+3)	15 (+2)	16 (+3)

Saving Throws INT +6, WIS +4

Skills Perception +5, Stealth +6

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 15

Languages Common, Infernal

Challenge 5 (1,800 XP)

Incorporeal Movement. The allip can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Maddening Touch. Melee Spell Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) psychic damage.

Whispers of Madness. The allip chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 14 Wisdom saving throw, or it takes 7 (1d8 + 3) psychic damage and must use its reaction to make a melee weapon attack against one creature of the allip's choice that the allip can see. Constructs and undead are immune to this effect.

Howling Babble (Recharge 6). Each creature within 30 feet of the allip that can hear it must make a DC 14 Wisdom saving throw. On a failed save, a target takes 12 (2d8 + 3) psychic damage, and it is stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned. Constructs and undead are immune to this effect.

Bloodmire Marauder

Medium construct, lawful evil

Armor Class 13 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +2

Damage Immunities fire

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

Senses darkvision 60 ft., passive Perception 12

Languages --

Challenge 1 (200 XP)

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

Follows Orders. The bloodmire marauder will unerringly follow the orders of its creator, or someone whom its creator designates.

Actions

Multiattack. The bloodmire marauder makes two attacks from the following options. It may choose the same option twice, or two different attacks.

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

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

Poison Spit. Ranged Weapon Attack: +3 to hit, range 20/60 ft., one target. Hit: 4 (1d6 + 1) poison damage.

Bloodmire Mauler

Large construct, lawful evil

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	19 (+4)	6 (-2)	8 (-1)	7 (-2)

Skills Perception +2

Damage Immunities necrotic

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

Senses darkvision 60 ft., passive Perception 12

Languages understands Common but can't speak, Deep Speech

Challenge 5 (1,800 XP)

Sure-Footed. The Bloodmire Mauler has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

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

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage + 6 (1d4 + 4) poison damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Constrict. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the Bloodmire Mauler can't constrict another target.

Eye Ray. The Bloodmire Mauler uses a random magical eye ray (d4), choosing a target that it can see within 60 feet of it.

1-2. Paralyzing Ray (right eye). The targeted creature must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

3-4. Fear Ray (left eye). The targeted creature must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

Ghost

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Withering Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Giant Spider

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Phase Spider

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 32 (5d10 + 5)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Ethereal Jaunt. As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

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

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Appendix 3: Mystical Runes

Runes found on parchment in Luvia's Study.

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"MONSTER" (with Luvia's handwritten translation)

Runes found in a stack of notes in the Servant's Quarters.

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"AVERNUS" (translated by the ghost servants)

Runes found in the notes piled up within the Laboratory.

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"MAULER" (with Luvia's handwritten translation)

Appendix 4: Mask Choices

If at any time, a character removes their mask, they lose all mask modifications and their identity is revealed. The wearer is only aware of the information given in bold type. The other information is something they might guess at, but really, it's for the Dungeon Master only.

BAT: The wearer of this mask gains darkvision 60 feet.

- *Other creatures have Advantage on Dexterity (Stealth) checks where this character is concerned.*

BEAR: The wearer of this mask has Advantage on all Strength ability checks.

- *Attacks against this character are made at Advantage.*

DEVIL: The wearer of this mask can cast the Friends cantrip once every 10 minutes.

- *When not using the Friends cantrip, all Wisdom (Insight) checks to discern that this character isn't being honest are made at Advantage.*

JESTER: The wearer of this mask has Advantage on all Charisma (Performance) checks.

- *Wisdom (Insight) checks made to avoid being persuaded or deceived by this character are made at Advantage.*

MOUSE: The wearer of this mask has Advantage on all Dexterity (Stealth) checks.

- *All Charisma (Intimidation) checks made against the wearer of this mask have Advantage.*

SUN: Once every 10 minutes the wearer of this mask can cause it to flash with bright light. Anyone within 10 feet of the wearer must succeed at a DC 10 Constitution saving throw or be blinded until the beginning of their next turn.

- *All Wisdom (Perception) checks made to notice the wearer of this mask are made at Advantage.*

UNICORN: The wearer of this mask can cast the Druidcraft cantrip once every 10 minutes.

- *All Wisdom (Perception) checks made to hear the wearer of this mask while they're moving, are made at Advantage [clop, clop, clop...]*

APPENDIX 5: MAGIC ITEMS

Characters who complete this adventure's objectives unlock the following magic items.

HAT OF DISGUISE (TIER 1)

Wondrous item, uncommon (requires attunement)

While wearing this hat, you can use an action to cast the disguise spell from it at will. The spell ends if the hat is removed.

CLOAK OF THE BAT (TIER 2)

Wondrous item, rare (requires attunement)

While wearing this cloak, you have advantage on Dexterity (Stealth) checks. In an area of dim light or darkness, you can grip the edges of the cloak with both hands and use it to fly at a speed of 40 feet. If you ever fail to grip the cloak's edges while flying in this way, or if you are no longer in dim light or darkness, you lose this flying speed.

While wearing this cloak in an area of dim light or darkness, you can use your action to cast polymorph on yourself, transforming into a bat. While you are in the form of the bat, you retain your Intelligence, Wisdom, and Charisma scores. The cloak can't be used this way again until the next dawn.

Player's Handouts: Mystical Runes

Cut out along the lines for individual distribution to your players.

Runes found on parchment in Luvia's Study.

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Runes found in a stack of notes in the Servant's Quarters.

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Runes found in the notes piled up within the Laboratory.

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