

# CALLING UPON THE DEAD



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By Gabrielle Harbowy

① AN ADVENTURE FOR 7TH LEVEL CHARACTERS ②



# CALLING UPON THE DEAD

## *A Ravenloft: Mist Hunters Adventure*

A séance among friends new and old leads the investigation somewhere deeper and darker than ever before. Conjuring the restless spirits of slain adventurers, you rely on them to guide you to the next piece of the puzzle.

The twelfth in the *Ravenloft: Mist Hunters* series of adventures.  
An adventure for 7th-level characters.



CONTENT WARNING: death of loved ones, grief, undead imprisonment and enslavement.  
Mentions (mass murder, murder of families, and suicide).

Reference the [Mist Hunters' Safety Kit](#) article and *Van Richten's Guide to Ravenloft* for tips and tools on running a safe and fun game.

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# ADVENTURE PRIMER

*The mists hold few secrets from those who would listen.*

—Gene De Weese, *King of the Dead*

**T**his adventure can be played by **three to five 7th-level characters** and is optimized for **four 7th-level characters**.

*Calling Upon the Dead* occurs in Mordent, a domain of ghosts, haunted mansions, and gothic horror.

## BACKGROUND

Eager to learn more about the **APPARATUS**, **ALANIK RAY** enlists the aid of the **WEATHERMAY-FOXGROVE TWINS**, nieces of famed monster hunter **GEORGE WEATHERMAY**, to conduct a séance.

The séance summons **SPIRIT ADVENTURERS** who lost their lives in an attempt to destroy the Apparatus, but not before they learned of the **ROD OF HOUTRAS**—a magic item crucial to the Apparatus's function. The spirit adventurers convey that the rod is in the possession of **LORD WILFRED GODEFROY**, the **DARKLORD OF MORDENT**.

Upon convincing the Darklord to surrender the rod (or relieving him of the burden of its possession without his knowledge), the spirit adventurers encounter a cleric of the **MORNINGLORD**. Unfortunately for them, the cleric isn't what he seems, and they must defend themselves against his attempts to steal the rod for himself.

## OVERVIEW

The adventure's story is spread over **three parts** and takes **3 hours** to play. The adventure begins with a Call to Action scene. "Extending Play" sidebars in the adventure provide guidance on how to expand the adventure to occupy a four-hour time slot. These estimations don't include time spent in pregame and postgame discussion:

**Call to Action: The Séance (30 mins).** The characters participate in a séance and join with the summoned spirit adventurers, who will help them complete their objectives. They also discover the unfinished business each spirit adventurer needs to resolve so they can be at rest.

**Part 1: Knock, Knock (60 mins).** The spirit adventurers travel to Gryphon Hill where they must gain an audience with Lord Wilfred Godefroy.

**Part 2: Spare the Rod (30 mins).** The spirit adventurers must retrieve the *Rod of Houtras* from Lord Godefroy, by whatever means they can.

**Part 3: Intercepted (60 mins).** A strange cleric meets the spirit adventurers on the road and is insistent that they should give him the *Rod of Houtras*.



## STORY AWARDS

At certain points in the adventure, this glyph appears with an entry describing how the specified story award is earned or how it impacts the story. Ignore the entry if it refers to a story award none of the characters have. If the entry refers to a story award the characters just earned, it instead provides information for you and the players.

## CHARACTERS HOOKS

The adventure picks up immediately after the events of RMH-10 *Scion of Darkness*. The characters have returned to Alanik Ray in Dementlieu for their next mission.

## SAGES AND HAUNTED ONES

Characters with these backgrounds resonate with the spirit inhabitants of Mordent. Characters with the sage background have advantage on Charisma checks when their spirit adventurers interact with other incorporeal Undead. Characters with the haunted one background may have experienced terrors that frighten their paired spirit adventurer, making it difficult to work in sync, imposing disadvantage on their initiative rolls.

## MORDENTISH CHARACTERS

These characters know of the Darklord, Lord Wilfred Godefroy, of his arrogant nature, and of his equal disdain for the living and the dead. They also know death in Mordent is never the peaceful rest it may be elsewhere, but only an eternity of servitude.





# CALL TO ACTION: THE SÉANCE

**Estimated Duration:** 30 minutes

The adventure begins at Heather House in Mordent, home of the Weathermay-Foxgrove twins, Gennifer and Laurie. There, the players are provided with a selection of pregenerated characters—spirit adventurers—and choose one they'd like to play following the séance. Once done, the Weathermay-Foxgrove twins lead Alanik Ray and the characters in a séance.

**Themes:** Arcane, mysterious, occult.

## MORDENT

**Darklord:** Wilfred Godefroy

**Hallmarks:** Haunted mansions, vengeful spirits

Death doesn't signal a transition to the peaceful rest of the hereafter in Mordent. Here, it heralds the start of a haunted afterlife; there is no rest, no finality, no peace—just a shadowy world of phantoms, mournful groaning, and clanking chains.

At first glance, Mordent is a quiet domain of peaceful country estates that sprawl across rolling moors. The aristocracy maintain the façade of being benevolent custodians of the land and its hardworking farmers, fishers, and laborers.

Beneath this veneer, however, lies a troubled society trapped in the ghostly grasp of its ancestors. The past can't be forgotten so long as the spirits that embody it haunt the land.

For more information about this domain and the people that reside there, refer to *Van Richten's Guide to Ravenloft*.

## CHARACTER INTRODUCTIONS

Allow each player a minute or so to introduce their character, describe their appearance and mannerisms, and establish the reason why they're working with Alanik and Kabe. Be sure to give everyone equal time in the spotlight and be prepared to gently stop players if they run on. Character introductions are crucially important for the players to understand who the other characters are, to build a basis for roleplaying opportunities, and for you as DM to learn more about the characters so you can create story elements that really speak to them.

Award inspiration (explaining what inspiration is and how it works) once everyone's had a turn.

## PROMOTED!

Impressed by the characters' investigation in previous adventures (or by their reputation, if this is their first *Ravenloft: Mist Hunters* adventure), Alanik promotes the characters to lead field operatives within the Ray Agency. While this means additional duties—such as searching for the urn—it also means opportunities for greater rewards and other possible benefits, firsts and foremost being the removal of the gp limit on nonmagical equipment that the characters have access to.

## OUTFITTING FOR THE INVESTIGATION

Before proceeding on this leg of their investigation, the characters decide what they brought with them on their journey:

**Mundane Equipment.** The Order of the Guardians has offered the characters access to its substantial resources to aid in their investigation. Each character has access to any mounts and nonmagical equipment from the *Player's Handbook*, as well as the material components for any spell they have prepared (or known for casters who don't prepare spells). Following the characters' promotion, the gp limit on these acquisitions has been removed. The characters are still bound by the normal encumbrance rules and, at your discretion, might find themselves in a situation that precludes being able to haul around too much—while the Order's resources are great, it discourages frivolous requests.

**Magic Equipment.** As the characters adventure, they unlock magic items for later use. The group begins this adventure with one copy of each of these unlocked items and then decides who'll use them. At the end of the adventure, each item is returned to the character who brought it with them. Magic items that lose their magic or are destroyed, such as a quaffed *potion of healing* or an exploded *horn of blasting*, however, are removed from the character's investigation journal and are no longer unlocked; the character must find another one if they want to use it in a later adventure. The character who brought an unlocked item to the table has final say on who gets to use it. They should, however, note that their investigations require teamwork and cooperation.

## EXAMPLE: OUTFITTING FOR INVESTIGATION

Peter's character, Gregov the Fighter, is preparing for his next adventure. He requisitions a greatsword, a longbow and arrows, and a suit of plate armor. He's also heard rumors of werewolves, so he asks for a silvered dagger just in case. In his previous adventures, Gregov unlocked a *horn of blasting* and a *potion of healing*. The group decides who should carry the horn and the potion. At the end of the adventure, both items are returned to Gregov. However, if a character uses the potion, or if the *horn of blasting* explodes during the adventure, Peter crosses it off the investigation journal where it was unlocked.

## ORDER OF THE GUARDIANS RING

Characters with this magic ring (more information can be found in the [Mist Hunters Safety Kit](#) article) can obtain another dose of the anti-charm tonic from Alanik, provided they've used the last dose they obtained.

## HEATHER HOUSE

The Weathermay family's cliffside home has known both joy and tragedy and reflects both in its ivy-shrouded stone



and sharp gables. Within, the house is a museum of family trophies and heirlooms. At the edge of Heather House's grounds is the Weathermay Mausoleum.

## AREA FEATURES

The area has the following features:

**Dimensions and Terrain.** The centerpiece of the Weathermay-Foxgrove's ballroom-sized séance room is a round table draped with a starched lace tablecloth and surrounded by a plush chair for each guest who requires one. Double doors lead south out of the room, a fireplace is built into the north wall, and blackout curtains cover the glass terrace doors to the balcony overlooking the western sea cliff. Spare chairs line the walls.

**Lighting.** Oil lamps along the walls shed flickering, dim light across the room. A fire burns in the fireplace.

**Sounds and Smells.** A crackling fire in the fireplace, the tick of a distant clock. The crashing roar of waves against the cliffside. Incense burns on the table; a sweet, heady scent that lingers in the curtains and upholstery.

## NPC INFORMATION

Alanik Ray sits at the table in his chair. As the characters arrive, the Weathermay-Foxgrove sisters, Gennifer and Laurie, take their seats either side of him, filling out the circle. They motion for the characters to be seated.



### GENNIFER WEATHERMAY-FOXGROVE

*Human investigator*

Gennifer (GENN-ih-fur) is Laurie's twin sister and the daughter of Mordentshire's mayor. Having grown up in the shadow of her famous, monster-hunting uncle, Gennifer became a hero in her own right after exposing her aunt as a lycanthrope. Since then, she has adventured relentlessly, and has occasionally worked with both Alanik and the Order of the Guardians. Gennifer relies on cunning and intelligence to traverse most obstacles she faces.

Gennifer has dark-brown skin and curly, black hair, worn shoulder-length. More information on Gennifer can be found in *Van Richten's Guide to Ravenloft*.

**What They Want.** To show Alanik and the characters what she's capable of offering.

**Brains Over Brawn.** I'll never be as strong as my relatives, so I'll have to be smarter.

### LAURIE WEATHERMAY-FOXGROVE

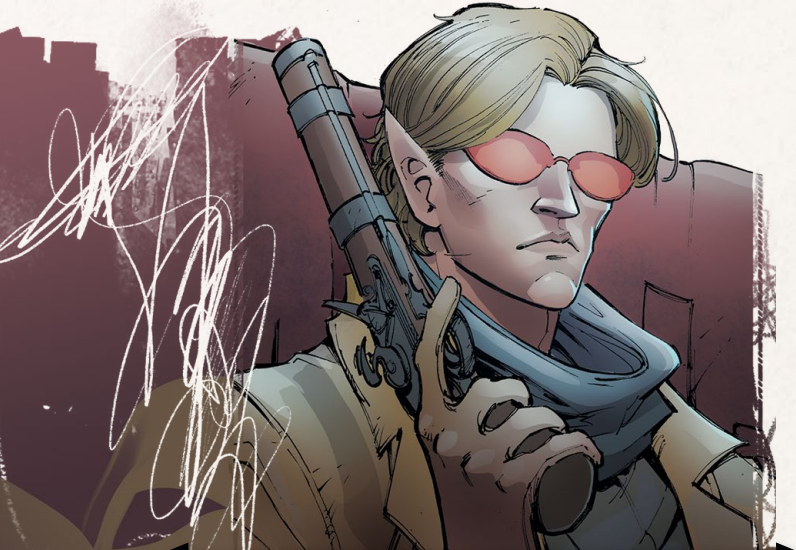
*Human investigator*

Laurie (LORE-ee) is the daughter of Mordentshire's mayor and is Gennifer's twin sister. Having grown up in the shadow of her famous, monster-hunting uncle, Laurie became a hero in her own right after exposing her aunt as a lycanthrope. Since then, she has adventured relentlessly, and has occasionally worked with both Alanik and the Order of the Guardians. Laurie relies on physical strength to solve most problems in her life.

Laurie has dark-brown skin and curly, black hair, shorn on one side. More information on Laurie can be found in *Van Richten's Guide to Ravenloft*.

**What They Want.** To show Alanik and the characters what she's capable of offering.

**Brawn Over Brains.** I'll never be as smart as my relatives, so I'll have to be stronger.



### ALANIK RAY

*Elf investigator*

Alanik (Ah-LAHN-ick RAY) is confident and insightful, a shrewd investigator, and one of the most well-traveled mortals in the Domains of Dread. A master of insight and deduction, Alanik can learn details about others after a few moments of meeting them. For example, he can almost instantaneously deduce a character's native domain from their accent and mannerisms. An accidental fall during an investigation caused a spinal injury that paralyzed Alanik's legs. Alanik uses a custom wheelchair he created with the assistance of his husband, Arthur Sedgwick. More information on Alanik can be found in *Van Richten's Guide to Ravenloft*.

**What They Want.** Alanik is eager to recover the *Rod of Houtras*.

**No Loose Ends.** Having solved Radaga's disappearance, Alanik has moved on to investigating the reasons behind it.



## SPIRITS GATHER

The séance begins as Gennifer and Laurie establish contact with the spirits of an adventuring group who died while attempting to prevent the Apparatus from being activated long ago.

The twins know of these spirits' stories and believe they can provide insight on the Apparatus and how to deal with it (while also avoiding the same unfortunate fate). The spirit adventurers can only find true rest if they're able to find the *Rod of Houtras* and destroy the Apparatus.

Somber candlelight flickers over the artifacts representing the dead adventurers. When you've all joined hands around the table, Gennifer intones, "O spirits, heed our call. We summon you to complete your quest against the Darklord and secure the *Rod of Houtras* before it falls into malign hands." The candle flames flare and the objects on the table begin to shake, and then to levitate. The spirit adventurers have arrived.

## SPIRIT ADVENTURERS

Each player now chooses a spirit adventurer from handout 1, whichever one they like or chosen at random. If more than one player wants to play the same spirit adventurer, randomly determine their assignment.

Give the players a few minutes to familiarize themselves with their spirit adventurers, as described in the sidebar below, and request character introductions. Allow each character a minute or so to introduce their spirit adventurer, describe what they feel their appearance and mannerisms are, and their unfinished business. Once done, proceed to "Knowledge of the Dead."

## OUTFITTING FOR THE INVESTIGATION

Before proceeding on this leg of their investigation, the players decide what the spirit adventurers brought with them on their journey; the spirit adventurers have access to the same equipment the characters do, however, they're only proficient with simple weapons, light armor, and anything listed on their stat block. Devon and Zan are also proficient with martial weapons, shields, and medium and heavy armor.

## KNOWLEDGE OF THE DEAD

Each spirit bears a piece of knowledge, described in their handout following "What They Know."

The séance culminates with Gennifer beseeching the spirits to reveal what they know of the Apparatus. In turns, the players reveal what their spirit adventurers know. If there are fewer than five players, Gennifer Weathermay-Foxgrove provides the missing information.

Armed with this knowledge, the Weathermay-Foxgrove twins call upon the spirit adventurers to return to the House on Gryphon Hill, home of the domain's Darklord, Lord Wilfred Godefroy. Once there, they must ask Godefroy for the *Rod of Houtras*, offering him anything he wishes in exchange, and return it to the Order of the Guardians. Time is of the essence: if Alanik's suspicions are correct, they're unlikely to be the only ones seeking the rod.



### SPIRIT ADVENTURERS

Allow the players to choose which spirit adventurer they'll each embody for the duration of this adventure. The players should familiarize themselves with their spirit adventurers.

**Personal Details.** The players should decide on their spirit adventurer's gender and physical description.

**Cause of Death.** A grisly or spooky end is a risk for any adventurer, and these spirits were no exception. How did the spirit die? Do they bear visible reminders of that death?

**Racial Lineage.** The stat blocks reflect human spirits but, at the players' discretion, can be any of the other common races.

**Trait Modifications.** At your discretion, players may choose one of the following modifications:

**Spectral Armor.** The spirit adventurer's gains 1 hit point per Hit Die. In addition, the spirit has a +2 bonus to their AC by 2.

**Etheric Cantrip.** The spirit adventurer knows one cantrip from the wizard spell list. Intelligence is the spellcasting ability for this spell.

**Transparency.** The spirit adventurer can attempt to hide even when obscured only by a creature their size or larger.

**Spells.** Due to the close ties the spirit adventurers shared with one another in life, any spell cast by a spirit adventurer that targets themselves or another spirit adventurer ignores any limitation that states the spell doesn't affect Undead.

**Unfinished Business.** Each spirit adventurer also has unfinished business they must complete if they're to achieve the final rest of death. While finding the *Rod of Houtras* is a time-sensitive matter, the spirit adventurers have learned, by the untimely manner of their deaths, the importance of seizing opportunity; encourage players to complete these objectives when the opportunity arises. A spirit that completes their unfinished business before part 3 gains a mechanical bonus. Refer to **appendix C** for a full list of unfinished business locations and bonuses.



# PART 1: KNOCK, KNOCK

**Estimated Duration:** 60 minutes

The characters, still vaguely aware of their bodies around the séance table, find themselves in the manifestations of their spirit adventurers at Heather House's mansion gates, on the main thoroughfare of Mordentshire.

**Themes:** Eerie, somber, it's quiet . . . too quiet.

Gryphon Hill, the home of Darklord Godefroy, can be seen in the distance, just outside of town. Between here and there, a side road lined with houses leads down to the harbor. The main thoroughfare, leading out of town and toward Gryphon Hill, is lined with quaint shops and businesses. The streets are so quiet as to seem nearly abandoned. Only when viewed through the Border Ethereal are they peppered with spirit inhabitants going about their business.

## A. HARBOR WAY

Wren Aglion and Devon Glenn feel a strong tug down the road to the harbor; their unfinished business lies down the hill.

### AREA FEATURES

The area has the following features:

**Dimensions and Terrain.** A steep, cobbled street winds down the hill to the harbor. The street is 10 feet wide with row houses crammed together along both sides.

**Weather and Lighting.** Dense fog diffuses the light, turning the world a somber shade of gray.

**Sounds and Smells.** Sea salt and the rot of wood and fish mingle with faint cooking scents. The roar of waves against the cliffside, muted cries of distant gulls.

#### BORDER ETHEREAL

Each domain is its own demiplane and no spell allows escape from the Domains of Dread. Magic that allows transit to the Border Ethereal, such as the *ethereality* spell or the Ethereality action (which the spirit adventurers have), are the only exceptions. Even so, a creature that enters the Border Ethereal is pulled back into the domain it left upon leaving the Ethereal.

## HOME SWEET HOME

Devon Glenn's family home is along Harbor Way. Here, in the Border Ethereal, they can return the heirloom medallion they wear to the mantel. The home is empty, their loved ones long dead. The stairs are crumbled into ruin, leaving only the parlor and kitchen on the first floor for exploration. The boxes of other family members' medallions sit closed on the mantel. One black velvet box is open and waiting.

**Unfinished Business.** On completion, attack rolls that target Devon are made with disadvantage.

## THE OLD GHOST AND THE SEA

Harbor Way leads down the hill to a pier that extends out into the sea. Left of the pier, the ground slopes down to a sandy launch where a ghostly rowboat is moored. This area is sufficient for Wren Aglion to get their feet wet in the ocean and offer up a devotion to Valkur.

**Unfinished Business.** On completion, Aglion gains one extra 1st-level spell slot (for a total of five per day).

### TREASURE

A gleaming white object is barely visible against the pier's piling: the bones of a spectral skeleton wearing *spectral vambraces*. The skeleton is brittle enough that the vambraces can be easily removed.

## B. THE HOUSE ON GRYPHON HILL

The manor is a crumbling shadow of its grand former self. Its façade is weathered and aging, with gaping holes in the shingled roof.

### AREA FEATURES

The area has the following features:

**Dimensions and Terrain.** A cobbled path leads 60 feet from the street to the front door, through the remains of a once-landscaped garden that's become a wide swath of sand and wilted weeds.

**Weather and Lighting.** Foggy, overcast, the sky is low and threatening, visibility comes and goes in wisps. Crystalline white light shines from the upper-story windows of the house in the distance.

**Sounds and Smells.** The sweetness of rot hangs in the dense fog, along with a hint of salt and a distant whisper of the sea.

### CREATURE INFORMATION

The house and grounds appear abandoned unless viewed from the Border Ethereal, at which point the Darklord's nature becomes readily apparent: hundreds upon hundreds of **ghosts** wander the grounds eternally stranded, searching for rest that they'll never achieve.





### MORDENTISH: THE RESTLESS DEAD

The spirits of the dead don't rest quietly in Mordentshire. There is no peace of afterlife, just a long and troubled unrest. Each living denizen of this realm can relate a story of a terrifying haunting they've personally experienced. In Mordentshire, the dead who have unfinished business or a strong tie to a place or a family line manifest as all manner of spectral terrors. And those with a personal connection to the Darklord are inevitably drawn to his manor on Gryphon Hill to become part of his endless torment.

Mordent's people cling to traditions that define the order of society and each person's place in it. The restless dead do things "the way they've always been done" and enforce the old ways to maintain stability and security in an uncertain world.

For more information about Mordentshire and the people who reside there, refer to *Van Richten's Guide to Ravenloft*.

Approaching the house should be a simple task, but is made difficult by the ghosts surrounding the manor; the dead are eager to talk about the unfairness of their plight, their yearning for rest, or plead for information about loved ones. Should the spirit adventurers speak to the ghosts, they learn that nearly all of them were casualties of Lord Godefroy's accidental mass murder of all the residents of Mordentshire, by means of a device called the Apparatus.

While the house has a number of entrances, regardless of which entrance they use, the spirit adventurers must navigate through the ghosts surrounding the house. Treat the grounds surrounding the house as difficult terrain due to the sheer number of ghosts—many of which approach the spirit adventurers.

During this section, each spirit adventurer is approached by ghosts twice. Use the following table to determine the ghost's desires. If the spirit adventurer fails to resolve an encounter (see "Playing the Pillars"), the ghost attacks. See appendix D: Ghostly Encounters for suggestions.

### GHOSTLY ENCOUNTER

d4 Encounter

- |   |   |
|---|---|
| 1 | Ghost is someone the spirit adventurer knew             |
| 2 | Ghost wants to tell their story                         |
| 3 | Ghost wants aid   |
| 4 | Ghost must be intimidated or persuaded to let them pass |

### EXTENDING PLAY

While the encounter calls for the spirit adventurers to encounter two ghosts each, this can be condensed by counting the same ghost interaction for multiple characters if they aid each other. They can also be expanded by allowing the characters to search the grounds further and encounter (and help) more ghosts.

### FLYING FIST

Zan Kirov's first encounter is with Anders Compton, a ghost from whom Zan stole a ruby-eyed onyx raven figurine, though Zan didn't have a chance to sell it before they died. Zan must succeed on a DC 15 Dexterity saving throw or take 5 (1d10) necrotic damage as Anders,



who recognizes Zan and wants his heirloom back, punches them in the face. Anders is content after one swing; the punch is enough revenge to satisfy his own unfinished business.

**Unfinished Business.** On completion, whenever Zan takes the Extra Attack action, they can make three weapon attacks.

### PLAYING THE PILLARS

Consider the following suggestions when running this encounter:

**Combat.** A ghost may attack for many reasons: if the spirit adventurer is someone they knew, but who fails to recognize them; if they think they recognize the character but are mistaken; if the character fails a skill check, or if a character refuses to (or can't) help them. A spirit adventurer approached by a ghost recognizes them with a successful DC 11 Wisdom (Insight) check. Otherwise, they don't recognize the ghost. Perhaps the ghost is mistaken, or the spirit adventurers' memories of life have faded. Clever interaction can still talk a slighted ghost out of attacking and lead to peaceful resolution.

**Exploration.** The trampled grounds of Gryphon Hill once held a grand topiary maze. To the east is a freestanding greenhouse with a path to the exterior kitchen door, and to the west is the trapdoor to a tool cellar which doesn't connect to the rest of the house. An observant character who makes a successful DC 14 Wisdom (Perception or Survival) check finds a trampled locket with a picture of a ghost's loved one, or another personal effect that helps them pacify a ghost.

**Social.** With a successful DC 12 Wisdom (Insight) check, the character learns something about the ghost and why they are aggrieved; perhaps they can offer to do something to ease the troubled spirits. Alternatively, the ghosts can be convinced to let the spirit adventurer pass with a successful DC 12 Charisma (Deception, Intimidation, or Persuasion) check or evade their notice with a successful DC 12 Dexterity (Stealth) check. Upon successful resolutions, the ghosts fade away.

### TREASURE

One of the ghosts carries an ethereal *spell scroll* of *identify*. The spirit adventurers can acquire the scroll after combat, or it may be gifted by a ghost that's treated with peacefully.

## C. GAINING AN AUDIENCE

If the spirit adventurers enter the main foyer through the kitchen, skip to that room description before heading west to the main foyer. If they explore the greenhouse, see appendix A for its description.

The door opens before you have a chance to reach out for it. A gaunt, shadowy figure in a long tailcoat inclines his bald head and steps aside to let you enter a once-grand wood-paneled foyer. "How may I help you?" he asks, though nothing in his demeanor suggests any eagerness to be helpful.

## AREA FEATURES

The area has the following features:

**Dimensions and Terrain.** The foyer measures 50 feet square, with the front door at the south and two curved staircases at either end of the north wall. Open hallways lead east and west.

**Lighting.** Here and there, a sputtering candle shines from a wall sconce, but the interior is mostly dark. Dust motes catch the light.

**Sounds and Smells.** The old, burnt scent of guttered candles, and a faint yeasty smell of fresh bread. The house creaks occasionally, as if settling in its foundation or getting ready to collapse, or as if from movement several floors above. Occasionally a faint, cold breeze tinkles the crystal shards of the unlit chandelier overhead.

**Unfinished Business.** Carsten/Clara Engelfeuer feels a pull toward the east corridor. They sense that their unfinished business awaits there.

Once the spirit adventurers are inside the house, the *Rod of Houtras* is visible in the Border Ethereal as a crystalline white glow. It can be seen from anywhere in the house, even through physical obstacles reflected in the Ethereal (such as walls and floors).

## CREATURE INFORMATION

Jenin Greycastle (a **wraith**) stands attentively in the foyer; a confident presence in a crisp tuxedo.

### JENIN GREYCASTLE

*Spectral unwilling retainer*

Jenin (JENN-in GRAY-cas-sel) is Lord Godefroy's retainer, as was his father before him. A casualty of Godefroy's use of the Apparatus, which killed all the living souls in Mordentshire, Jenin has been stuck in his service ever since. He has no love for Godefroy but the Darklord's power over him keeps him imprisoned and enslaved. He'll share information about the house or the Darklord if he thinks it may lead to his freedom.

**What They Want.** To achieve his final rest, which he can only do if Lord Godefroy releases him from service; which is unlikely.

**Live to Serve, Die to Serve.** Jenin barely remembers a time when he wasn't bound to the House on Gryphon Hill and its master.

The spirit adventurers must petition Jenin Greycastle, Lord Godefroy's retainer, for an audience with the Darklord, so that they may ask the Darklord for the *Rod of Houtras*. Unless they successfully petition an audience with the Darklord, the upper floors of the house are closed to them. After Greycastle allows them entry, they're free to explore.

"I turn away many who seek an audience with my master. Why should he see you?"

Greycastle won't discuss the other petitioners he's turned away, living or unliving, other than to say he did so because they made demands of the Darklord without offering anything in return.





Greycastle responds favorably to characters who make a successful DC 14 Charisma (Deception or Persuasion) check, and allows the characters an audience with Lord Godefroy. Characters who show interest in Greycastle's predicament have advantage on the check. He seems put-upon and unhappy about being stuck in Godefroy's service, and speaks about his master's arrogance and the importance of flattering his ego. Presenting their quest honestly and as beneficial to the Darklord will help the characters gain admittance. The spirit adventurers' information that others seek the rod is something the Darklord may be eager to learn.

#### FURTHER EXPLORATION

Once the spirit adventurers have persuaded Greycastle to let them see Lord Godefroy, he opens the house to them. Appendix A: Gryphon Hall and the Quirks table in appendix B can be used to navigate the manor and complete unfinished business (in the kitchen).

#### KITCHEN

The yeasty smell of fresh bread is strong here. Though the kitchen seems long abandoned, a fresh, sliced loaf sits in a basket on the counter. A well-read copy of *In the Immortal Shadows of the Unfettered Grave* rests beside it, a scrap of cloth marking the reader's place. This is the novel from Carsten/Clara Engelsfeuer's unfinished business. (Note: They'll need a Material Plane method of turning the book's pages.)

**Unfinished Business.** On completion, Carsten/Clara has advantage on their first attack roll each turn.

#### DEVELOPMENT

The Darklord's study is upstairs and down the west hall. Greycastle escorts the characters there when they're ready.



## PART 2:

# SPARE THE ROD

**Estimated Duration:** 30 minutes

The spirit adventurers must convince Lord Godefroy to give them the *Rod of Houtras* (hidden in the desk in his study) or distract him long enough to acquire it on their own.

**Themes:** Flattery, misdirection, bitter regret.

## GODEFROY'S STUDY

Jenin knocks twice on a closed door. The door opens with a loud creak and Jenin bows his head. "Lord Godefroy, you have guests." The Darklord looks up from his desk, squints at each character in turn, and then adopts a barely tolerant smile. "Yes, what is it?" he asks as Jenin withdraws.

### AREA FEATURES

The area has the following features:

**Dimensions and Terrain.** Bookshelves line the east and west walls of this 20-foot-by-40-foot room, and near each bookshelf is a small side table with two plush armchairs. In addition to the door, the north wall holds a cold fireplace. The south-facing bay window looks out over the estate.

**Lighting.** A single oil lamp burns on the desk, bright yellow against the weak, gray light entering the window.

**Desk.** The desk is carved of a dark wood and has recently been polished well.

**Treasure.** The *Rod of Houtras*, hidden in a desk drawer, glows brilliant white while in the Border Ethereal.

### CREATURE INFORMATION

Lord Wilfred Godefroy (a **ghost**) sits at his desk. He sets down his pen as the characters enter. Though their conversation hasn't yet begun, he already seems prepared for it to be over.

#### LORD WILFRED GODEFROY

*Darklord of Mordent*

Wilfred Godefroy is the contemptable spirit of an even more contemptable man. Having murdered his wife and daughter in a fit of rage, their spirits haunt him to this day—even after he died by suicide in an attempt to rid himself of them. Hoping to find the peace of death, he inadvertently depopulated his homeland—condemning himself to an eternity of torment. More information on Godefroy can be found in *Van Richten's Guide to Ravenloft*.

**What They Want.** Godefroy wants to know why the characters want the *Rod of Houtras*, and what they're willing to give for it.

**Most Important Person in Mordent.** My perspective and concerns are the ones that matter.

Just as Godefroy's arrogance can make dealing with him difficult, so too can it be played against him by flattering his ego.

When he asks what the spirit adventurers want, if they're honest about wishing to acquire the rod and their reasons for doing so (to keep it out of the hands of someone who might be trying to build a new Apparatus), he tells them about it.

"Ah yes, the *Rod of Houtras*," Godefroy muses, frowning and stroking his chin. "The last reminder of my terrible mistake."

It's important that the adventurers learn the following information:

**Discussing the Rod.** The rod was a key component of the Apparatus—a device which Lord Godefroy hoped would ferry the souls of his murdered wife and daughter to rest. However, it did just the opposite: it killed every living creature in Mordentshire and transposed Mordent into the Domains of Dread.

**Who Would Want It?** If asked who might construct a new Apparatus, Godefroy believes only two are capable of such a feat: Strahd von Zarovich of Barovia and Azalin Rex, the former Darklord of Darkon.

**Why Would They Want It?** Godefroy doesn't know what use they would have for such a device. The thought of them remaking it visibly fills him with dread.

If the spirit adventurers tell Godefroy that they were killed to stop him from using the Apparatus, he may remember them and admit they were right to try.

Yet, as eager as Godefroy is to see the rod taken to safety, he won't give something for nothing—he wants to know what the characters are willing to give him for it.

### PLAYING THE PILLARS

Consider the following suggestions when running this encounter:

**Combat.** The characters have no chance in combat against Lord Godefroy, but they might offer to fight other creatures on his behalf. He does, in fact, have some pests around the manor he's too important to remove himself. He calls his groundskeeper, Samuel Belvidere, a lesser, disinherited **noble**, to escort the characters to clean up various menaces. Godefroy hands over the rod once the characters complete one or more encounters. See the "Extending Play" sidebar for more information.

**Exploration.** A spirit adventurer can distract Godefroy by, for instance, asking for a tour of his manor (using **appendix A**), while others retrieve the rod. Godefroy can also see the rod blazing white in the Border Ethereal from anywhere in the house and must be thoroughly distracted to miss when its light goes out.



**Social.** Godefroy may hand over the rod willingly if offered something that might benefit him—such as the future services of Alanik Ray or the Order of the Guardians.

All signs of mortal occupation around the manor belong to Belvidere, including the romance novel in the kitchen. If the characters perform at least one task for him (see the Encounters table in appendix B), he gladly helps them carry the *Rod of Houtras* back to Heather House.

If no one is playing Adir/Adira Kirishil or selected *mage hand* with Etheric Cantrip, make sure to introduce Belvidere as a means to carry the rod.

#### EXTENDING PLAY: EXPLORING

To extend play, you can use **Appendix A: Gryphon Hall** and the **Encounters table** in **appendix B** to apply encounters to appropriate rooms in the manor. The characters can explore on their own, or if they chose combat to impress Lord Godefroy, his groundskeeper Samuel Belvidere, who has been asking Godefroy for help with these supernatural threats, can guide them.

If the characters perform more than one task for Belvidere, he gives them a small spectral pouch of coins in thanks.

#### DEVELOPMENT

The *Rod of Houtras*—a simple, two-foot long rod of white crystal—is hidden inside a desk drawer, in the Border Ethereal where only incorporeal creatures can interact with it. Once removed, however, it exits the Border Ethereal and is no longer incorporeal—meaning the characters will likely have problems transporting it. Allow the characters to be creative here: they may be inclined to possess a willing living creature to do so, but, as Lord Godefroy doesn't permit Undead within Mordent to possess the living, doing so is a sure way to earn his ire. Otherwise, spells such as *mage hand* are an option, but far from perfect. This is an opportunity for the players' ingenuity to shine.



#### SAMUEL BELVIDERE

##### *Mortal groundskeeper*

Samuel (SAM-youl BEL-veh-deer), a lesser noble from Darkon, is the only mortal employed on the premises. He has worked many jobs since leaving his home; gardening and keeping up an empty manor are things he finds relaxing. He isn't particularly loyal to Lord Godefroy, but takes his job seriously.

Samuel is a thin man with white skin and thinning sandy-colored hair.

**What They Want.** To care for the manor and grounds.

**Mortal Privilege.** It doesn't hurt to be kind to people, especially dead people.



## PART 3: INTERCEPTED

**Estimated Duration:** 60 minutes

The spirit adventurers leave Gryphon Hill to return to Heather House and deliver the *Rod of Houtras* to the Order. On the way, a strange cleric meets the spirit adventurers and is insistent that they should give him the *Rod of Houtras*. The journey leaving the house is much easier than it was arriving; the ghosts of Mordent recoil from the rod.

**Themes:** Trickery, danger, urgency.

### ROAD TO MORDENTSHIRE

As you make your way back through town, you see a lone mortal, an elderly human man in smooth, gray robes, sitting on a bench outside the deserted inn, holding up a beseeching hand. Though you're spectral in form, he can clearly see you. "Ah, what's this now? Mordentshire hasn't seen adventurers in many a day. What brings you?"

### AREA FEATURES

The area has the following features:

**Dimensions and Terrain.** The main thoroughfare through town is abandoned in the Material Plane; in the Border Ethereal, an occasional spirit travels along the street, paying the spirit adventurers no mind.

**Weather and Lighting.** Thick fog, an intermittent drizzle, and an overcast sky that don't quite limit visibility.

**Sounds and Smells.** Petrichor, the light patter of rain, the occasional distant cry of a gull.

### NPC INFORMATION

The traveling cleric, **Tiffon**, seems mortal, curious, and friendly, but can't keep his gaze from the *Rod of Houtras*, something obvious to a character who makes a successful DC 17 Wisdom (Insight or Perception) check.

#### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

**Weak:** Remove **Tiffon's** legendary actions.

**Strong:** Replace **Tiffon's** *death ward* spell with *guardian of faith*.

With a successful DC 14 Intelligence (Religion) check, characters recognize the cleric's holy symbol as that of the Morninglord (considered a benevolent deity of new beginnings). Tiffon is extremely curious about the characters' mission and offers to assist. He asks to examine the *Rod of Houtras*, then to hold it. If they give it to him, his eyes flash with red malevolence, like those who have been possessed by the unknown entity, and then he teleports away with it.

If the spirit adventurers refuse to surrender the rod, Tiffon attacks the group—focusing his ire on whoever bears the rod. He resorts to trickery, such as using the *thaumaturgy* spell to create a suspicious noise that might cause the adventurers to investigate. If at any point in the encounter Tiffon is able to seize the rod, he teleports away with a malevolent grin.

If Samuel Belvidere, the groundskeeper of the House on Gryphon Hill, has agreed to carry the rod for the spirit adventurers, he doesn't want to participate in combat. He won't run on alone to Heather House, nor will he willingly surrender the rod to the strange cleric.

Remind the spirit adventurers that their healing and support spells can affect their fellow spirit adventurers, even if they normally wouldn't affect Undead.



#### TIFFON

*Human war priest*

Tiffon (TIFF-unn) is an elderly human man with pale skin and jaundiced eyes, unusual only for his continued mortality and his ability to see the spectral adventurers. He wears gray robes with a simple belt at the waist. His long, white hair and beard look clean. Unknown to the characters, he is possessed by the same entity that possessed Radaga and others since.

**What They Want.** The entity possessing Tiffon wants the *Rod of Houtras* and will do anything to get it. If kindness doesn't work, it grows belligerent. If threats don't work, it'll fight for it, but getting the rod is more important than killing.

**Not What He Seems.** If the spirit adventurers see the cleric casting a spell, they immediately notice that his eyes glow with an all-too-familiar red light.





### DEATH ISN'T FINAL

Any spirit adventurer reduced to 0 hit points instantly breaks apart into mist. It takes them 1 round to coalesce back into their summoned form at half hit points, or 2 rounds to coalesce with full hit points. They can still assist other spirit adventurers with skill checks while they coalesce.

The spirit adventurers must reach the gates of the Weathermay-Foxgrove estate. From there, the characters return to their own bodies and find themselves around the séance table once more.



### THE ROD IS OURS!

You and your companions recovered the Rod of Houtras from Lord Godefroy.

## WRAP-UP: THE DEAD REST

The characters find themselves back in their own bodies, seated around the séance table with the spirit adventurers standing behind them. On the table, the spirit adventurers' personal effects are gone, but the *spectral vambraces* remain. The rod, if successfully retrieved, rests on the table as well. Looks of satisfaction wash over the spirits as one by one, they fade from view.

Alanik Rey and the Weathermay-Foxgrove twins congratulate the characters whether they returned with the rod or not and ask them to describe their adventure and their encounters with the Darklord and the mysterious cleric.

### INVESTIGATION JOURNAL

Provide each player with a copy of handout 2: Investigation Journal. Before the session ends, each player must choose which item found during the adventure they want to keep and cross out the others.



# DRAMATIS PERSONAE

The following NPCs feature prominently in this adventure:

## ALANIK RAY

*Elf investigator*

Alanik (Ah-LAHN-ick RAY) is confident and insightful, a shrewd investigator, and one of the most well-traveled mortals in the Domains of Dread. A master of insight and deduction, Alanik can learn details about others after a few moments of meeting them. For example, he can almost instantaneously deduce a character's native domain from their accent and mannerisms. An accidental fall during an investigation caused a spinal injury that paralyzed Alanik's legs. Alanik uses a custom wheelchair he created with the assistance of his husband, Arthur Sedgwick. More information on Alanik can be found in *Van Richten's Guide to Ravenloft*.

**What They Want.** Alanik is eager to recover the *Rod of Houtras*.

**No Loose Ends.** Having solved Radaga's disappearance, Alanik has moved on to investigating the reasons behind it.

## GENNIFER WEATHERMAY-FOXGROVE

*Human investigator*

Gennifer (GENN-ih-fur) is Laurie's twin sister and the daughter of Mordentshire's mayor. Having grown up in the shadow of her famous, monster-hunting uncle, Gennifer became a hero in her own right after exposing her aunt as a lycanthrope. Since then, she has adventured relentlessly, and has occasionally worked with both Alanik and the Order of the Guardians. Gennifer relies on cunning and intelligence to traverse most obstacles she faces.

Gennifer has dark-brown skin and curly, black hair, worn shoulder-length. More information on Gennifer can be found in *Van Richten's Guide to Ravenloft*.

**What They Want.** To show Alanik and the characters what they're capable of offering.

**Brains Over Brawn.** I'll never be as strong as my relatives, so I'll have to be smarter.

## JENIN GREYCASTLE

*Spectral unwilling retainer*

Jenin (JENN-in GRAY-cas-sel) is Lord Godefroy's retainer, as was his father before him. A casualty of Godefroy's use of the Apparatus, which killed all the living souls in Mordentshire, Jenin has been stuck in his service ever since. He has no love for Godefroy but the Darklord's power over him keeps him imprisoned and enslaved. He'll share information about the house or the Darklord if he thinks it may lead to his freedom.

**What They Want.** To achieve his final rest, which he can only do if Lord Godefroy releases him from service; which is unlikely.

**Live to Serve, Die to Serve.** Jenin barely remembers a time when he wasn't bound to the House on Gryphon Hill and its master.

## LAURIE WEATHERMAY-FOXGROVE

*Human investigator*

Laurie (LORE-ee) is the daughter of Mordentshire's mayor and is Gennifer's twin sister. Having grown up in the shadow of her famous, monster-hunting uncle, Laurie became a hero in her own right after exposing her aunt as a lycanthrope. Since then, she has adventured relentlessly, and has occasionally worked with both Alanik and the Order of the Guardians. Laurie relies on physical strength to solve most problems in her life.

Laurie has dark-brown skin and curly, black hair, shorn on one side. More information on Laurie can be found in *Van Richten's Guide to Ravenloft*.

**What They Want.** To show Alanik and the characters what she's capable of offering.

**Brawn Over Brains.** I'll never be as smart as my relatives, so I'll have to be stronger.

## LORD WILFRED GODEFROY

*Darklord of Mordent*

Wilfred Godefroy is the contemptable spirit of an even more contemptable man. Having murdered his wife and daughter in a fit of rage, their spirits haunt him to this day—even after he died by suicide in an attempt to rid himself of them. Hoping to find the peace of death, he inadvertently depopulated his homeland—condemning himself to an eternity of torment. More information on Lord Godefroy can be found in *Van Richten's Guide to Ravenloft*.

**What They Want.** Godefroy wants to know why the characters might want the *Rod of Houtras*, and what they're willing to give for it.

**Most Important Person in Mordent.** My perspective and concerns are the ones that matter.

## SAMUEL BELVIDERE

*Mortal Groundskeeper*

Samuel (SAM-youl BEL-veh-deer), a lesser noble from Darkon, is the only mortal employed on the premises. He has worked many jobs since leaving his home; gardening and keeping up an empty manor are things he finds relaxing. He isn't particularly loyal to Lord Godefroy but takes his job seriously.

Samuel is a thin man with white skin and thinning sandy-colored hair

**What They Want.** To care for the manor and grounds.

**Mortal Privilege.** It doesn't hurt to be kind to people, especially dead people.



## TIFFON

### Human war priest

Tiffon (TIFF-unn) is an elderly human man with pale, almost grey skin and jaundiced eyes, unusual only for his continued mortality and his ability to see the spectral adventurers. He wears gray robes with a simple belt at the waist. His long, white hair and beard look clean. Unknown to the characters, he is possessed by the same entity that possessed Radaga and others since.

**What They Want.** The entity possessing Tiffon wants the *Rod of Houtras* and will do anything to get it. If kindness doesn't work, it grows belligerent. If threats don't work, it'll fight for it, but getting the rod is more important than killing.

**Not What He Seems.** If the spirit adventurers see the cleric casting a spell, they immediately notice that his eyes glow with an all-too-familiar red light.





# CREATURE STATISTICS

## ANIMATED ARMOR

Medium Construct, Unaligned

**Armor Class** 18 (natural armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 6

**Languages** —

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Antimagic Susceptibility.** The armor is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**False Appearance.** While the armor remains motionless, it is indistinguishable from a normal suit of armor.

### ACTIONS

**Multiattack.** The armor makes two melee attacks.

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

## CARRIONETTE

Small Construct, Typically Chaotic Evil

**Armor Class** 15 (natural armor)

**Hit Points** 27 (6d6 + 6)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	8 (-1)	14 (+2)	14 (+2)

**Damage Immunities** poison, psychic

**Condition Immunities** charmed, frightened, possessed

**Senses** passive Perception 12

**Languages** understands the languages of its creator

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**False Object.** If the carrionette is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the carrionette move or act, that creature must succeed on a DC 15 Wisdom (Perception) check to discern that the carrionette is animate.

**Unusual Nature.** The carrionette doesn't require air, food, drink, or sleep.

### ACTIONS

**Silver Needle.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage plus 3 (1d6) necrotic damage, and the target must succeed on a DC 12 Charisma saving throw or become cursed for 1 minute. While cursed in this way, the target's speed is reduced by 10 feet, and it must roll a d4 and subtract the number rolled from each ability check or attack roll it makes.

**Soul Swap.** The carrionette targets a creature it can see within 15 feet of it that is cursed by its Silver Needle. Unless the target is protected by a *protection from evil and good* spell, it must succeed on a DC 12 Charisma saving throw or have its consciousness swapped with the carrionette. The carrionette gains control of the target's body, and the target is unconscious for 1 hour, after which it gains control of the carrionette's body. While controlling the target's body, the carrionette retains its Intelligence, Wisdom, and Charisma scores. It otherwise uses the controlled body's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

If the carrionette's body is destroyed, both the carrionette and the target die. A *protection from evil and good* spell cast on the controlled body drives the carrionette out and returns the consciousness of both creatures to their original bodies. The swap is also undone if the controlled body takes damage from the carrionette's Silver Needle.





## GHOST

Medium Undead, Any Alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. (hover)

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) **Proficiency Bonus** +2

**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.

**Horri-fying 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 Horri-fying 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.



## GHOUL

Medium Undead, Typically Chaotic Evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

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

**Languages** Common

**Challenge** 1 (200 XP) **Proficiency Bonus** +2

### ACTIONS

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or an Undead, it must succeed on a DC 10 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 itself on a success.



## 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)

**Proficiency Bonus** +2

**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, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage).

## NOBLE

Medium or Small Humanoid, Any Alignment

**Armor Class** 15 (breastplate)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

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

**Skills** Deception +5, Insight +4, Persuasion +5

**Senses** passive Perception 12

**Languages** any two languages

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

### ACTIONS

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

### REACTIONS

**Parry.** The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

### SAMUEL BELVIDERE

Apply the following adjustments to the noble stat block:

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

**Rapier.** Remove this action.





## TIFFON

Medium Humanoid (Cleric, Human), Neutral Good

**Armor Class** 16 (chain mail)  
**Hit Points** 91 (14d8 + 28)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	10 (+0)	16 (+3)	12 (+1)

**Saving Throws** Con +5, Wis +6  
**Skills** Medicine +6, Religion +3  
**Senses** passive Perception 13  
**Languages** Common  
**Challenge** 8 (3,900 XP) **Proficiency Bonus** +3

**Legendary Resistance (3/Day).** If Tiffon fails a saving throw, he can choose to succeed instead.

**Spellcasting.** Tiffon is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Tiffon has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, spare the dying, thaumaturgy*  
1st level (4 slots): *bles, command, cure wounds, shield of faith*  
2nd level (3 slots): *aid, hold person, spiritual weapon*  
3rd level (3 slots): *beacon of hope, mass healing word*  
4th level (1 slot): *death ward*

### ACTIONS

**Multiattack.** Tiffon makes three Ghostly Spear attacks.

**Ghostly Spear.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 6 (1d6 +3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) radiant damage.

### LEGENDARY ACTIONS

Tiffon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Tiffon regains spent legendary actions at the start of his turn.

**Cantrip.** Tiffon casts a cantrip.

**Ghostly Spear.** Tiffon makes one Ghostly Spear attack.

**Healing Light (Costs 2 Actions).** Tiffon regains 18 (4d8) hit points.

**Radiant Burst (Costs 3 Actions).** Tiffon releases a burst of blinding radiance. Each creature within 30 feet of Tiffon must succeed on a DC 14 Constitution saving throw or take 9 (2d8) radiant damage and be blinded until the end of its next turn. Undead creatures have disadvantage on the saving throw.

**Turn Undead (Costs 3 Actions).** Tiffon presents his holy symbol and speaks a prayer censuring the Undead. Each Undead within 30 feet of Tiffon that can see or hear him must succeed on a DC 14 Wisdom saving throw or be turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from Tiffon as it can, and it can't willingly move to a space within 30 feet of Tiffon. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

## WRAITH

Medium Undead, Typically Chaotic Evil

**Armor Class** 13  
**Hit Points** 67 (9d8 + 27)  
**Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** necrotic, poison

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

**Senses** darkvision 60 ft., passive Perception 12

**Languages** the languages it knew in life

**Challenge** 5 (1,800 XP) **Proficiency Bonus** +3

**Incorporeal Movement.** The wraith 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.

**Sunlight Sensitivity.** While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Life Drain.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Create Specter.** The wraith targets a Humanoid within 10 feet of it that's been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.



# HANDOUT 1: SPIRIT ADVENTURERS

## ADIR/ADIRA KIRISHIL

This adventurer (a-DEER / a-DEER-uh KEE-ree-shill) was a gifted wizard from Barovia with an affinity for exploration.

**What They Know.** The Apparatus was designed and constructed by the alchemist Rastinon.

**What They Want.** They feel intense affection for and a deep attachment to another member of their adventuring party, but have never admitted it. This can be familial love (like the parent/sibling/child they never had) or it can be romantic love. They must confess this affection, whether it's returned in kind or not, before they can rest.

**There Must Be More Than This.** They're curious about everything beyond their experience. They feel life intensely and seek out intense experiences. They would sacrifice everything for a chance to change the world for the better.

## SPELLCASTER (APPRENTICE WIZARD)

Medium or Small Undead (Wizard), Any Alignment

Armor Class 10

Hit Points 41 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	16 (+3)	10 (+0)	11 (+1)

Saving Throws Wis +3

Skills Arcana +5, History +5, Investigation +5, Religion +5

Senses passive Perception 10

Languages Common

Proficiency Bonus +3

**Incorporeal.** The spellcaster can't interact with objects on the Material Plane.

**Potent Cantrips.** The spellcaster adds its Intelligence modifier to the damage it deals with any cantrip.

**Spellcasting.** The spellcaster is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It knows the following spells:

Cantrips (at will): *fire bolt*, *mage hand*, *prestidigitation*

1st level (□□□□): *burning hands*, *detect magic*, *shield*

2nd level (□□): *mirror image*, *scorching ray*

## ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

**Etherealness.** The spellcaster 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.

**Possession (Recharge 6).** One Humanoid that the spellcaster can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the spellcaster; the spellcaster then disappears, and the target is incapacitated and loses control of its body. The spellcaster now controls the body but doesn't deprive the target of awareness. The spellcaster 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 spellcaster ends it as a bonus action, or the spellcaster is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the spellcaster reappears in an unoccupied space within 5 feet of the body. The target is immune to this spellcaster's Possession for 24 hours after succeeding on the saving throw or after the possession ends.



## CARSTEN/CLARA ENGELSFEUER

This adventurer (ENG-ells-foi-er) was a scout who served upon the same ship that brought the acolyte Wren Aglion to Mordent's shores. They've always felt an affinity with nature; they're a quiet and watchful soul, and an avid reader.

**What They Know.** Lord Wilfred Godefroy, the Darklord of Mordent, possesses the *Rod of Houtras*.

**What They Want.** At the time of their death, they had nearly finished a book they were reading. They desperately need to know how it ended, and can't rest until they track down another copy of J.L. Ravenscroft's *In the Immortal Shadows of the Unfettered Grave*, and read the ending.

**Patience Is a Virtue.** When observed for long enough, all people and situations reveal their true natures.

### EXPERT (SCOUT)

Medium or Small Undead, Any Alignment

**Armor Class** 13 (leather armor)

**Hit Points** 55 (10d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	15 (+2)	11 (+0)

**Saving Throws** Dex +5

**Skills** Acrobatics +8, Animal Handling +8, Athletics +3, Insight +5, Nature +6, Perception +8, Sleight of Hand +5, Stealth +8, Survival +8

**Senses** passive Perception 18

**Languages** Common

**Proficiency Bonus** +3

**Evasion.** When subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the expert takes no damage on a successful save or half damage on a failed one, provided it isn't incapacitated.

**Incorporeal.** The expert can't interact with objects on the Material Plane.

**Keen Hearing and Sight.** The expert has advantage on Wisdom (Perception) checks that rely on hearing or sight.

**Tools.** The expert has cartographer's tools (+3 bonus to use) and navigator's tools (+3 bonus to use).

#### ACTIONS

**Multiattack.** The expert makes two melee attacks or two ranged attacks.

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

**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

**Etherealness.** The expert 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.

**Possession (Recharge 6).** One Humanoid that the expert can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the expert; the expert then disappears, and the target is incapacitated and loses control of its body. The expert now controls the body but doesn't deprive the target of awareness. The expert 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 expert ends it as a bonus action, or the expert is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the expert reappears in an unoccupied space within 5 feet of the body. The target is immune to this expert's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

#### BONUS ACTIONS

**Coordinated Strike.** The expert takes the Help action to aid an ally in attacking a creature up to 30 feet away from the expert. The next time the expert hits the target with an attack roll before the end of the turn, the target takes an extra 7 (2d6) damage. The extra damage is the same type of damage dealt by the attack.

**Cunning Action.** The expert takes the Dash, Disengage, or Hide action.

**Helpful.** The expert takes the Help action.



## DEVON GLENN

Born and raised in Mordent, this adventurer (DEV-on GLEN) and their family have served the Weathermay family with loyalty for generations.

**What They Know.** The *Rod of Rastinon* has been missing for as long as anyone can remember.

**What They Want.** To return the heirloom City Guard medallion they wear to the mantel of their family home in Mordentshire.

**Loyalty Above All.** Defending what is right is the greatest honor.

### WARRIOR (GUARD)

*Medium or Small Undead, Any Alignment*

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	10 (+0)	11 (+0)	11 (+0)

**Saving Throws** Con +5

**Skills** Animal Handling +3, Athletics +4, Perception +3

**Senses** passive Perception 13

**Languages** Common

**Proficiency Bonus** +3

**Battle Readiness.** The warrior has advantage on initiative rolls.

**Improved Critical.** The warrior's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

**Incorporeal.** The warrior can't interact with objects on the Material Plane.

**Martial Role (Defender).** The warrior gains the Disruption reaction.

#### ACTIONS

**Extra Attack.** The warrior makes two weapon attacks.

**Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

**Etherealness.** The warrior 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.

**Possession (Recharge 6).** One Humanoid that the warrior can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the warrior; the warrior then disappears, and the target is incapacitated and loses control of its body. The warrior now controls the body but doesn't deprive the target of awareness. The warrior 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 warrior ends it as a bonus action, or the warrior is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the warrior reappears in an unoccupied space within 5 feet of the body. The target is immune to this warrior's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

#### BONUS ACTIONS

**Second Wind (Recharges after a Short or Long Rest).** The warrior regains 1d10 + 7 hit points.

#### REACTIONS

**Disruption.** The warrior imposes disadvantage on the attack roll of a creature within 5 feet of it whose target isn't the warrior. The warrior must be able to see the attacker.



## WREN AGLION

Born to a seafaring family, this adventurer (REN AG-lee-yon) was a cleric dedicated to Valkur, patron of sailors and favorable winds. They came to Mordent on a ship that got lost in the Mists years ago. Carsten/Clara Engelfeuer was also aboard, and they've adventured together ever since.

**What They Know.** The Apparatus is powered by two magic rods: the *Rod of Houtras* and the *Rod of Rastinon*.

**What They Want.** Wren feels guilt over their companions' deaths; that Wren couldn't save them is a deep and personal burden. Having spent most of their life at sea, and serving a god of the sea, they want to touch the ocean one last time.

They hope their god—Valkur, patron of sailors and the sea—can absolve them of that guilt so they can rest.

**The Tide Is Meant to Ebb and Flow.** Fortune is as changeable as the weather. It's best to accept the winds and tides rather than strain against them.

### SPELLCASTER (ACOLYTE)

Medium or Small Undead (Cleric), Any Alignment

Armor Class 10

Hit Points 41 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	16 (+3)	11 (+1)

Saving Throws Wis +6

Skills Insight +6, Medicine +5, Persuasion +4, Religion +3

Senses passive Perception 13

Languages Common

Proficiency Bonus +3

**Incorporeal.** The spellcaster can't interact with objects on the Material Plane.

**Potent Cantrips.** The spellcaster adds its Wisdom modifier to the damage it deals with any cantrip.

**Spellcasting (Healer).** The spellcaster is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It knows the following spells:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (□□□□): *bles*, *cure wounds*, *sanctuary*

2nd level (□□): *hold person*, *spiritual weapon*

### ACTIONS

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

**Etherealness.** The spellcaster 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.

**Possession (Recharge 6).** One Humanoid that the spellcaster can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the spellcaster; the spellcaster then disappears, and the target is incapacitated and loses control of its body. The spellcaster now controls the body but doesn't deprive the target of awareness. The spellcaster 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 spellcaster ends it as a bonus action, or the spellcaster is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the spellcaster reappears in an unoccupied space within 5 feet of the body. The target is immune to this spellcaster's Possession for 24 hours after succeeding on the saving throw or after the possession ends.



## ZAN KIROV

This adventurer (ZAN KEE-rov) was the only survivor when plague took their family in Glaston, in southern Mordent. They grew up on the streets and learned to fight for their survival.

**What They Know.** The Apparatus's design was extremely complex. Few besides Rastinon could possibly comprehend the device.

**What They Want.** When they first came to Mordentshire, they stole a ruby-eyed onyx raven figurine from a seemingly empty house. Now, they understand it belonged to the ghosts who lived there, and their desire to make things right compels them to return it.

**Ever Vigilant.** If you won't stand up for yourself, you can't expect anyone else to.

### WARRIOR (THUG)

*Medium or Small Undead, Any Alignment*

**Armor Class** 11 (leather armor)

**Hit Points** 66 (12d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

**Saving Throws** Dex +4

**Skills** Athletics +6, Intimidation +3, Perception +3

**Senses** passive Perception 10

**Languages** Common

**Proficiency Bonus** +3

**Battle Readiness.** The warrior has advantage on initiative rolls.

**Improved Critical.** The warrior's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

**Incorporeal.** The warrior can't interact with objects on the Material Plane.

**Martial Role (Attacker).** The warrior gains a +2 bonus to all attack rolls (already included).

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

#### ACTIONS

**Extra Attack.** The warrior makes two weapon attacks.

**Mace.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

**Etherealness.** The warrior 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.

**Possession (Recharge 6).** One Humanoid that the warrior can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the warrior; the warrior then disappears, and the target is incapacitated and loses control of its body. The warrior now controls the body but doesn't deprive the target of awareness. The warrior 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 warrior ends it as a bonus action, or the warrior is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the warrior reappears in an unoccupied space within 5 feet of the body. The target is immune to this warrior's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

#### BONUS ACTIONS

**Second Wind (Recharges after a Short or Long Rest).** The warrior regains 1d10 + 7 hit points.



## HANDOUT 2: INVESTIGATION JOURNAL

Excellent work securing the rod from Lord Godefroy. Yet, how curious that he does not know who is constructing a new Apparatus. Based on your encounter on the road, I think I may have some idea. And, of course, thank you for setting those poor adventurers' souls to rest.

Yours in reason,  
Alanik Ray

PS: The item you found along the way is safe and sound at my chateau should you have need of it in the future.

Choose one item from the list below by checking the box next to it.

- Spectral vambraces\*
- Spell scroll of identify

\*Spectral vambraces functions as *bracers of defense*. While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield. These vambraces are fashioned from pitted, rusted iron and have short lengths of iron and leather straps affixed to them. While wearing the bracers, you have disadvantage on Dexterity (Stealth) checks to avoid being heard.

### STORY AWARDS

- The Rod Is Ours!



## APPENDIX A: GRYPHON HALL

Considering time constraints and the urgency of returning the *Rod of Houtras* to the Order of the Guardians, the house's interior shouldn't be fully developed. To extend play and to allow characters to complete their unfinished business, roll a d10 or choose a room from the table below.

### EXPLORING GRYPHON HALL

d10	Room	Description
1	Wardrobe	A walk-in dressing room larger than the bedrooms in most houses. On two opposing walls hang the late Lady Godefroy's dresses, sparkling with glass beads, their gossamer fabrics twitching in an unseen wind like deflated ghosts. At the wall across from the door is a vanity table, still stocked with perfume bottles and toiletries.
2	Library	Floor-to-ceiling bookshelves are built into three of this room's four walls, and thick dust coats the shelves and their contents.
3	Servant Quarters	In the Material Plane, most rooms are empty save for bare wire bedframes. Only one room is appointed with bed linens, a desk, and a small dresser.
4	Guest Room	The grand four-poster bed was once crisply made, but now, the bed, the curtains, and the carpet are so thick with dust it's hard to see the patterns in their upholstery.
5	Wine Cellar	No natural light penetrates into the cellar. Bottles with long-rotted corks collect dust in their racks. The floor is damp in places and rats squeak and scurry away from your steps.
6	Ballroom	A 100-foot-square ballroom looks as if it was abandoned in the middle of a party. Plates and glasses remain untouched on tables, and the instruments of a small musical ensemble collect cobwebs on the stage.
7	Greenhouse	On the Material Plane, the greenhouse's glass is long gone from the iron frame, but someone's been tending small, neat rows of vegetation here. A covered walkway leads directly to the kitchen's side door.
8	Music Room	A grand piano and a tall, dusty harp take center stage, with a few mandolins and lutes mounted on wall hooks. When you enter, the harp strings catch a breeze and begin to vibrate. Suddenly, one snaps with a sharp twang.
9	Nursery	The crib that belonged to Lord Godefroy's daughter Penelope seems to have been destroyed to splinters in a fit of rage. All that remains of it is a heap of kindling and some moldy scraps of bedding.
10	Billiards Room	The billiards table kneels, two of its legs have rotted away while the other two cling precariously to their function. Above the table, cracked orbs float in lazy designs, occasionally knocking against each other with a faint clack.



## APPENDIX B: QUIRKS AND ENCOUNTERS

Quirks add flavor to a room in Gryphon Hall, encounters add fights and interactions.

Quirks: Roll a d10 or choose a quirk from the table below each time the characters enter a new room.

Encounters: To extend play, roll a d4 or choose an encounter from the table below each time the characters enter a new room.

### QUIRKS

d10	Quirk
1	Chairs, couches, and tables creep slowly around the room. If remarked upon, they stop where they are.
2	A cracked mirror on the wall shows only a little girl who mimics your movements.
3	This room is chilling cold, with an icy breeze that reaches tendrils toward your soul.
4	A pair of ravens perch here, staring balefully at you.
5	Humanoid teeth are scattered across the ground like pebbles.
6	Parts of broken porcelain dolls—limbs, heads, torsos—lie strewn across the floor and furniture.
7	You hear the distant sound of an adult sobbing.
8	A rocking chair sways gently. Ghostly hands knit a sweater from gray yarn that looks like human hair.
9	The thump of footsteps run across the floor above you.
10	The door to the room slams behind you as if from a fierce wind.

### ENCOUNTERS

d10	Encounter
1	Two <b>carrionettes</b> (suggested location: Nursery)
2	One <b>giant spider</b> (suggested location: Wine Cellar)
3	Haunt: A painting of a man subduing a ghoul. If any character approaches within 10 feet of the painting, one <b>ghoul</b> emerges and attacks.
4	Two <b>animated armors</b>





## APPENDIX C: UNFINISHED BUSINESS

**Spirit Adventurer:** Adir/Adira Kirishil

**Role:** Spellcaster (Apprentice Wizard)

**Unfinished Business:** They feel intense affection for and deep attachment to another member of their adventuring party, but have never admitted it. This can be familial love (like the parent/sibling/child they never had) or it can be romantic love. They must confess this affection, whether it's returned in kind or not, before they can rest.

**Location of Objective:** Anywhere

**Reward for Completion:** Adir/Adira gains one extra 1st-level spell slot (for a total of five per day).

**Spirit Adventurer:** Carsten/Clara Engelsfeuer

**Role:** Expert (Scout)

**Unfinished Business:** At the time of their death, they had nearly finished a book they were reading. They desperately need to know how it ended and can't rest until they track down another copy of J.L. Ravenscroft's *In the Immortal Shadows of the Unfettered Grave*, and read the ending. (Note: They'll need a Material Plane method of turning the pages.)

**Location of Objective:** The House on Gryphon Hill's kitchens

**Reward for Completion:** Carsten/Clara has advantage on their first attack roll each turn.

**Spirit Adventurer:** Devon Glenn

**Role:** Warrior (Guard)

**Unfinished Business:** To return the heirloom City Guard medallion they wear to their family home in Mordentshire.

**Location of Objective:** Harbor Way

**Reward for Completion:** Attack rolls that target Devon are made with disadvantage.

**Spirit Adventurer:** Wren Aglion

**Role:** Spellcaster (Acolyte)

**Unfinished Business:** Wren feels guilt over their companions' deaths; that Wren couldn't save them is a deep and personal burden. Having spent most of their life at sea, and serving a god of the sea, they want to touch the ocean one last time. They hope their god—Valkur, patron of sailors and the sea—can absolve them of that guilt so they can rest.

**Location of Objective:** Harbor Way

**Reward for Completion:** Wren gains one extra 1st-level spell slot (for a total of five per day).

**Spirit Adventurer:** Zan Kirov

**Role:** Warrior (Thug)

**Unfinished Business:** When they first came to Mordentshire, they stole a ruby-eyed onyx raven figurine from a seemingly empty house. Now, they understand it belonged to the ghosts who lived there, and their desire to make things right compels them to return it.

**Location of Objective:** Outside the House on Gryphon Hill

**Reward for Completion:** Whenever Zan takes the Extra Attack action, they can make three weapon attacks.



## APPENDIX D: GHOSTLY ENCOUNTERS

The following are sample ghostly encounters for use or inspiration during “The House on Gryphon Hill.”

### **Ghost is someone the spirit adventurer knew:**

- A betrothed who was waiting for one of the characters to come home from their adventure. Having Wren marry them on the spot will put the ghost to rest. Being denied causes the ghost to attack.
- A human ghost with taupe skin, deep sea-colored hair, and a weather-beaten sailor’s uniform recognizes Wren and Carsten/Clara from their time on the same ship; perhaps she’s the one who loaned Carsten/Clara the book.
- A relative of Devon’s, who grew concerned when they didn’t come home.
- An energetic gnome, with a misaligned hip affecting his gait and golden skin, waves at the adventurers. Ze is the tradesperson who helped outfit them for their adventure. It looks as if the gear is serving the adventurers well, if the ghost does say so himself.
- A childhood friend or childhood enemy.
- A rival for the character’s spot on the adventuring charter that got them killed.

### **Ghost wants to tell their story:**

- A child who died in the fields with their parent, wanting to babble at great speed about having realized they were dead. They want to show the adventurer how they can put their hand through their own face.
- Lady Godefroy’s maid, who was sent away after her mistress died and isn’t allowed back in to serve her.
- A townspeople who knew Godefroy was up to no good.
- A merchant who came to Mordent to trade, and got stuck here and can never go home.

### **Ghost wants aid:**

- Ghost who can’t find a family locket, they only know it’s somewhere between the front door and the greenhouse. It can be found hanging from a dead tree branch; the ghost was so obsessed with searching the ground that they never looked up.
- Ghost who was out collecting kindling when they died. They need help rounding up sticks.
- Ghost who was separated from family when they died. They need help finding their loved one in the throng of ghosts.
- Ghost who doesn’t remember who they are. Another ghost can be enlisted who recognizes them.

### **Ghost must be intimidated or persuaded to let them pass:**

- Ghost of a city guard who believes they must hold position.
- Frustrated ghost who refuses to move until Godefroy comes out and takes responsibility for the mass deaths.
- Ghost who can’t leave because they’re waiting for someone to find them.



# APPENDIX E: DUNGEON MASTER TIPS

To run this adventure as a DM, you must have three, four, or five players, each with their own character within the adventure's level range (see the "Adventure Primer" section at the start of the adventure).

## NEW TO D&D ADVENTURERS LEAGUE?

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## PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running it, such as a way you'd like to portray an NPC or a tactic you'd like to use during combat. Familiarize yourself with the adventure's appendixes and handouts.
- Gather any resources you'd like to use to aid you in running the adventure, such as notecards, a DM screen, miniatures, and battle maps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception) score; and anything the adventure specifies as notable (such as backgrounds and story awards).

Players can play an adventure they previously played as a player or ran as a DM, but they can do so only once with a specific character. Ensure each player has their character sheet (if not, get one from the organizer).

## PREPARING THE CHARACTERS

The adventure is designed to be played with characters of a specific level; characters of a different level should be modified accordingly. If necessary, the characters should be afforded the time needed to adjust their characters to suit.

If you have time, you can do a quick scan of a player's character sheet to ensure nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they can't, feel free to restrict item use or ask them to use a standard ability score array.

Characters that died during a previous adventure return to life, free of any conditions, curses, or other effects that would remove them from play—such as vampirism or lycanthropy. They keep any story awards they have, as any spells they might have copied during their adventures.

During the Call to Action, the characters are likely to review their available magic items among themselves and determine who is carrying what. Make sure they have a few moments to outfit one another.

## NEW PLAYERS? NO PROBLEM!

With starter adventures like this one, it's possible you might have players new to D&D, or new to fifth edition D&D. As the DM, it's up to you to ensure these players have fun with the game, and that they learn the basics of how to play. At this level, having fun is more important than learning every rule exactly right. Be gentle with new players who make mistakes.

Make sure to keep your players smiling and rolling dice. Be positive and enthusiastic when describing the action, and you'll notice the players will quickly follow suit.

If you're a new DM, then welcome—and thank you! New DMs are the lifeblood of the D&D community. To help you run your game, some adventures include sidebars like this one that provide an explanation of the game's rules as they're used in the adventure.

## ADJUSTING THIS ADVENTURE

To determine whether you should consider adjusting the adventure, assess the **party strength** by consulting the table below.

### DETERMINING PARTY STRENGTH

Party Composition	Party Strength
Three characters	Weak
Four characters	Average
Five characters	Strong

## SAFETY TOOLS

Safety tools help ensure players aren't pushed beyond their comfort levels. These tools let your players know you want them to have a positive experience. Some common safety tools are provided below, each with a summary of how they work. An [article about one such safety kit](#) is provided to help with further information. Ensure that you discuss these tools with your players before the game:

- **Code of Conduct.** This is a group agreement for play. It outlines desired and prohibited behaviors, confidential reporting, and possible consequences.
- **Pregame and Postgame Discussions.** Use time before the game to explain content warnings, set boundaries, and collaborate on a safety plan. Then decompress and discuss improvements at the end of the game.
- **Be Welcoming.** Welcome and encourage respectful and open conversations about issues as they arise. Show that you're listening by avoiding defensive responses.
- **Confidentiality.** Provide contact information for private and confidential conversations between players and DM. Only disclose another player's name if that player gave unpressured permission for you to do so.
- **Safety Tools.** Learn about the safety tools that TTRPG community members have created and compiled. A broad range of such safety tools are available for you and your players online, or you can get more information by reaching out to your event organizer or [community@dndadventurersleague.org](mailto:community@dndadventurersleague.org).