

THE SANGUINE DAWN INN - GROUND LEVEL

1 SQUARE = 5 FEET



THE SANGUINE DAWN INN

For generations, Ostenwold was a humble smattering of homes and farms along the river Ost, a quiet, peaceful hamlet with little connection to the outside world. Thirty years ago, two retired adventurers, the human Horst Blackfoot, and the elf Déulara Tauranis, chose to settle down and spend their hard-earned gold on building The Sanguine Dawn Inn. At the time, it was the only safe resting place for travelers on the long march between civilized areas, and soon became a regular stopover for merchant caravans and traveling nobility.

Before the people of Ostenwold mysteriously vanished, The Sanguine Dawn featured everything you needed for a restful stay: a roaring fireplace, a warm bath, a stage for traveling bards, comfy bedrooms upstairs with a view, a fully stocked kitchen—and a secret trapdoor behind a bookcase leading to an underground chamber and the tunnels beyond.

1 - Porch

A dense, mysterious fog blankets the area, creating an almost ethereal atmosphere. Standing prominently amidst this mist is a well-kept building, its wooden structure exuding a sense of welcome despite the eerie surroundings. A sign gently sways in the fog, depicting a blood-red sun rising against a dark sky, silently beckoning travelers. The front porch of the inn is shrouded in the thick fog, adding to the sense of isolation. Through the windows, clouded by the mist, you catch a fleeting glimpse of movement within the barroom. For a moment, it seems as if someone—or something—is there, but it quickly vanishes, leaving you questioning whether it was ever there at all. The silence that follows is profound, as if the inn itself is caught in a moment of suspended anticipation, awaiting the unfolding of unseen events.

The thing the characters witnessed was one of the **GHOULS** from Area 4. It slithers back to the dining area to alert the others of the characters' presence.

The double doors to the inn are unlocked. If the characters stand on the porch long enough, one of the doors opens with a slow creak.

2 - Barroom

The barroom of the inn exudes a warm, inviting atmosphere, though it lies eerily silent and uninhabited. Six sturdy wooden tables are meticulously arranged across the room, each set with fine cups and plates, as if expecting guests at any moment. The soft, flickering glow of candles, strategically placed on the tables and in sconces along the walls, casts dancing shadows and adds a cozy, albeit slightly unsettling, ambiance. A grand bar stretches along one side of the room, its polished wooden surface reflecting the candlelight, showcasing an array of glasses and bottles lined up as if awaiting the innkeeper's hand.

Dominating the southwestern wall is a huge fireplace, its large hearth appearing like a welcoming beacon. However, the crackling flames seem to play tricks on the eyes, creating illusions in their leaping light. This massive fireplace serves as a natural divider between the barroom and the stateroom, hinting at further mysteries and comforts beyond. The whole scene is a paradox, a space fully prepared for merriment and company, yet hauntingly devoid of life, as if frozen in time just before its patrons vanished into the mist.

Characters who spotted the creature moving inside this room from Area 1 might want to observe the room, looking for signs of life (or otherwise). A successful DC 10 Intelligence (Investigation) check identifies bare footprints on the floor boards, coming and going from the various doors, but all inevitably disappearing into the room to the southwest (Area 3).

Treasure: Crossbow. Characters who actively search the bar discover a loaded light crossbow pinned underneath it. The bolt in the crossbow is silvered, as are the other nine bolts kept in a small box within reach of the weapon.



3 - Stage

This large room is dominated by two huge tables, each surrounded by sturdy benches that once might have hosted lively audiences. A trio of smaller tables sit before a stage set against the southwestern wall, a platform that in happier times would have been the heart of entertainment and joyous gatherings. Now, it looms silently, a stark reminder of what once was.

The floor around the stage and tables tells a more sinister story. Pools of blood are splattered across the wooden planks, their dark, crimson stains a jarring contrast to the room's intended purpose of merriment. This grim sight is further disturbed by a discernible trail of blood that leads from the vicinity of the stage to a closed door in the southern corner of the room. The trail is marked by obvious footprints, suggesting a hurried, perhaps panicked, movement of at least one person or creature.

The **GHOULS** in Area 4 left the footprints. Aware of the character's presence, they're planning an ambush there.

Cold Spots. Evil's presence has left an incontrovertible mark on this area. When the character's first come into the area and see the blood, have them make Wisdom saving throws. The DC for the saving throw equals 10 + half the party's average level (rounded down). On a failed saving throw, the target is frightened of the room for 1 minute. The target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.