

A 5th-Level Adventure for Fifth Edition

# ENTER SANDMAN



 **DMDAVE**

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*Enter Sandman* is a Fifth Edition fantasy/horror adventure designed for a party of **three to five characters of 4th to 6th level**. A pair of wealthy siblings hire the characters to investigate why their father uncharacteristically donated all of his wealth to a local charity. The characters' investigation eventually leads them to the local sanitarium. There, they discover a vengeful orderly and her mind-influencing elemental servant.

## CREDITS

The following creators made this adventure possible:

**Design and Writing.** DMDave

**Cartography.** Tom Cartos

**Art.** Forrest Imel, Matias Lazaro, Nacho Lazaro, Splattered Ink Games

## ADVENTURE SYNOPSIS

The adventure's plot plays out in three distinct parts detailed below.

1. **The Nobles.** The children of a wealthy noble hire the party to investigate their father's recent bout of dementia, believing that something supernatural caused his condition.
2. **The Investigation.** Following the clues given to them by the wealthy siblings, the characters investigate various locations.
3. **The Sanitarium.** The characters find a way into the sanitarium. There, they uncover a gruesome plot involving one of the sanitarium's orderlies and a horrible creature from a realm of nightmares.

## RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic ruleset from the official source.

Read aloud or paraphrase text that appears in a box like this when the characters first arrive at a location or under specific circumstances.

When a creature's name appears in **bold type**, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

The core manual for players describes *spells* and nonmagical equipment mentioned in the adventure. The core manual for gamemasters describes *magic items*. The text notes any items created for this adventure specifically, pointing you to the appropriate appendix or sidebar.





## BACKGROUND

Elektra Thana grew up in a poor household in the city. Her parents worked for a wealthy noble, cleaning the house and performing odd jobs. One day, in a bout of rage, the noble fired them both. When her parents protested, the noble spread rumors that the two stole from them. Her parents could not find work anywhere in the city. Desperate to take care of the family, Elektra's father entered the military. He died in battle. Unable to mourn for long, Elektra's mother married an ugly, greedy merchant.

The experience with her parents' former employer and her cruel step-father made Elektra hate all nobles. Having seen firsthand the horrors of unchecked greed, Elektra swore vengeance. She learned all she could about the forbidden magics, conjuration, enchantment, and transmutation. Through her studies, she learned about an elemental creature called the sandman. Not only did the creature feed on the minds of those it touched, but it also possessed the power to influence its prey magically. With this creature under her control, she formulated a plot. She would use the creature to convince nobles to donate their excessive wealth to the city's poor. Then, she would trap the nobles in the city's sanitarium, Bliss Meadows Mental Institution, where the sandman would continue to feed on their minds until they were dead. Elektra theorized that the nobles' sudden mental deterioration would be viewed as nothing more than dementia. So far, Elektra and her sandman have duped twelve nobles into donating their earnings.

However, she grew careless and failed to space the incidents apart sufficiently. The nobles' families and legal appointees noticed a sudden rise in sizable charitable donations. One pair of nobles, the children of the sanitarium's latest resident, Platon Tatallis, want to hire someone to investigate their father's donation and admittance to Bliss Meadows. That's where the characters enter the story.

## PART 1. THE NOBLES

While traveling or resting in a large city, the characters learn about a pair of wealthy adult noble children who need help. How they learn about these potential patrons is up to you—they might hear it through a mutual friend, discover a handbill, or some other means you devise. The children invite the characters to a neutral location, a tavern.

Following the lead, you find yourselves in a raucous tavern filled with the city's grimmest and rowdiest cutthroats, charlatans, and wanna-be-adventurers. It doesn't take long to find the pair you're looking for as they stand out like sore thumbs. Dressed head-to-toe in fine noble livery, the pair wave you over to their table.

The man offers a weak handshake and introduces himself as Andre Tatallis. The woman is his sister, Evangelia.

After the pair learns the characters' names, Andre jumps right into the assignment.

Andre begins.

"Recently, we committed our father, Platon Tatallis—" he pauses as if he expects you to react to the name. He then continues, "—we committed our father, Platon, to the Bliss Meadows Mental Institution, a sanitarium. Just a few months ago, he started to exhibit signs of dementia. We took him to the local healer, and he seemed to get better in a few days. But then he would regress again. The last straw was when we found him wandering the streets in nothing but his bathrobe."

Evangelia continues. "The next morning, we placed him in Bliss Meadows. Then, a week

later, we discovered that our father had donated almost his entire fortune to charity—our inheritance!—just before he was admitted. We thought it was unusual and spoke with his attorney, Vasilis Xenidis, but Mister Xenidis assured us that he was of sound mind when he made the decision.”

“Naturally, we suspect foul play,” says Andre.

“Yes,” says Evangelia, “Our father loved us dearly. It’s impossible to think he would leave all of his considerable wealth to the Prayers for the Unfortunate charity.”

“Ghastly!” says Andre. “Help the *poor*? Laughable!”

“We want to pay you to find proof that someone coerced my father into donating his fortune. Once we have proof, we will bring it to our attorney, Vasilis Xenidis, and reclaim what is rightfully ours.”

Evangelia sets an ornately woven cloth bag onto the table. She undoes the drawstrings, revealing glittering platinum pieces within. “This is a down payment of one hundred platinum pieces. We will pay you an additional four hundred platinum pieces if you find the proof we seek.”

“Of course, how you find it is completely up to you,” Andre says with a smirk. “Be it legal or—*ahem*—otherwise. Please make sure that you keep our family’s good name out of any illicit affairs.”

## PART 2. THE INVESTIGATION

This section details the four possible locations that the characters could investigate.

### BLISS MEADOWS MENTAL INSTITUTION

At some point, the characters will want to go to the Bliss Meadows Mental Institution. Not only is the characters’ patrons’ father, Platon Tatallis, living here, but three more nobles whose situation matches Tatallis’ also live here.

*Part 3. The Sanitarium* includes a complete description of the location.

Unless the characters have reason to suspect foul play and wish to break into the location, they may enter the lobby during the day and ask for an audience with the sanitarium’s director, Dr. Adam Moon. If they namedrop the Tatallis children and display the signet, Moon will meet them after a short wait. Otherwise, Moon claims he is too busy to speak with the characters.

#### Meeting Dr. Moon

Dr. Adam Moon (LN human **noble**) is a tall, thin, dark-haired man with a pencil mustache. A true erudite, Moon over-pronounces all of his words. And typical of those of his profession, Moon asks more questions than he gives answers.

Try to position Dr. Moon as a suspect. Although he is not the villain at the center of this mystery, his rudeness and tendency to withhold information should arouse suspicion among the players and their characters, making him an excellent red herring.

Moon shares what he knows but always seems to be withholding information.

- ▶ Dr. Moon doesn’t find anything unusual about the donation. He comments that many of his wealthy residents have a change of heart near the end of their lives.
- ▶ Dr. Moon confirms the names of those committed to the sanitarium, but he won’t share more information than that due to doctor-patient confidentiality.
- ▶ If the characters present any clues discovered during the investigation, Dr. Moon does not seem to recognize them or understand their value.

If the characters press too hard or threaten him, Dr. Moon politely asks them to leave and signals two of his orderlies (see General Features in Part 3 for stats) to escort them from the building.

No matter how much the characters ask, Dr. Moon and the staff will not allow the characters to meet with Tatallis or any of the other patients. Tatallis is currently in the violent residents’ ward (see area 19 of the sanitarium).

If the characters accept the mission, the siblings suggest the characters start their investigation in one of the following places:

- ▶ **Bliss Meadows Mental Institution.** The characters might interview Platon Tatallis himself and learn what they can from the siblings’ father. The siblings warn that the sanitarium limits visits, so they might have to fast-talk their way to a meeting or pad a few palms.
- ▶ **Chapel of Reflection.** The characters should investigate the Chapel of Reflection, the headquarters of the Prayers of the Unfortunate charity, where they might learn why their father donated so much wealth.
- ▶ **Platon Tatallis’s home.** The characters may search their father’s home. The siblings give the characters a family signet ring so their father’s servants know they’re working for them.
- ▶ **The Law Offices of Vasilis Xenidis.** The family attorney, Vasilis Xenidis, has a small office on the other side of town. The characters may take the family’s signet ring and speak with him about the changes to the will.

## CHAPEL OF REFLECTION

Located on the opposite side of town from the sanitarium, the Chapel of Reflection is a small temple dedicated to a major deity. Choose a deity appropriate for the setting of your choice. In the Omeria campaign setting, the deity is Ilwyn, the Pressonian God of Summer and Light.

Two rooms comprise the temple. The large eastern room serves as the main temple, within which a 12-foot-tall statue carved in the deity's likeness stands. This room is open to the public. On the temple's western side is a smaller room; it is locked as it holds the temple's treasury. Only the temple's high priest, Vasso Politou, possesses the keys. A successful DC 15 Dexterity check using proficiency in thieves' tools picks the lock. The treasury contains mostly costume treasure and fake artifacts worth only 100 gp, but there is a *helm of brilliance* stored within a large chest.

### Altercation

When the characters arrive, they encounter a group of **thugs** (one per character) assaulting a small, older

man in a priest's vestments. The older man is the temple's high priest, Vasso Politou (LG human **acolyte**), and he only has 3 hit points remaining. When the thugs see the characters, the thugs tell them to "mind their own business." If the characters get involved, they shove Politou aside and fight. As soon as one of the thugs' hit points drops to 0, the rest of the group flees. Despite the grievous injuries inflicted upon him, Politou begs the characters not to kill the thugs; he believes that all things deserve to live, even thugs like these.

Once the characters deal with the thugs, they are free to question Politou—or even the thugs, if the characters captured any of them—about the altercation. Politou shares what he knows:

- ▶ The thugs were hired by Leonidas, the eldest son of Socrates Floroglou, a wealthy noble in the city. The temple recently received a large donation from Socrates Floroglou's estate. Leonidas suspects that Vasso Politou or one of his allies used magic to coerce his father into changing his will.
- ▶ In the last six months, the Chapel of Reflection received several large donations from local nobles.



Like Floroglou and Platon Tatallis, they all donated the funds shortly before they began to suffer from dementia.

- ▶ Vasso Politou did not personally know any of the nobles who made the donations, and he swears that he was not responsible for their sudden change of hearts.
- ▶ He already spent the first two estates he received, believing it a strange coincidence. When he received the third such donation, he suspected something unusual was afoot. He currently holds the funds for the other ten donations in the chapel's bank account.

Politou begs the characters to believe his story. While he is grateful for such large donations to his chapel and the poor of the city, he does not wish to earn them through deceptive means. He offers the characters whatever assistance he can provide. Unfortunately, he does not know more than what he has already shared.

Unless the characters harm Politou in some way or violate the temple, Politou will grant healing services to the party as long as they remain in the city.



## LAW OFFICES OF VASILIS XENIDIS

Vasilis Xenidis is Platon Tatallis' attorney. Xenidis keeps a small office in an upper-class neighborhood surrounded by similar businesses. Once the characters show the Tatallises' signet, he is happy to speak with them. Xenidis (LN gnome **noble**) is extraordinarily disorganized. Loose scrolls, open books, and other elements of his profession clutter every surface of the office. Eager to please, he shoves these items off chairs so the characters can sit.

Xenidis confirms that Tatallis decided to donate his entire fortune mere days before his doctor diagnosed him with dementia. Having known Tatallis his entire life (Xenidis is 200 years old, and Tatallis is only in his seventies), he never thought of Tatallis as a charitable person. He believes that Tatallis is one of the most shrewd businessmen in the city. And although Tatallis believes his children are lazy, he initially had no issue leaving his sizable fortune to them. When Xenidis asked him why he decided to change his mind, Tatallis smiled and said, "I had a dream. And in that dream, I gave everything away and finally felt free." Xenidis thought nothing of this proclamation, chalking it up to years of unbridled avarice finally catching up with Tatallis' conscience. The only thing Tatallis saved for himself was a prepaid six-month stay at the Bliss Meadows Mental Institution.

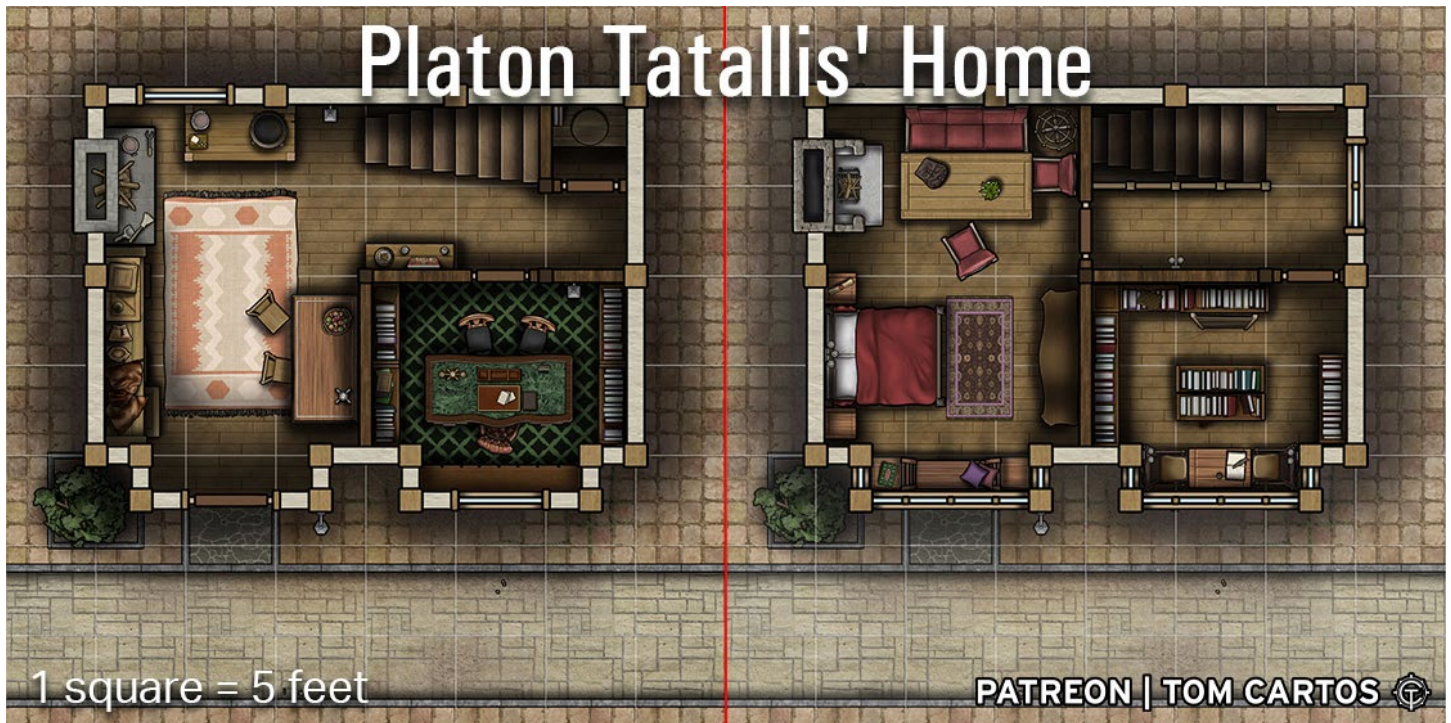
Xenidis also shares that he recently had lunch with some of his colleagues. To his surprise, he learned that they all had similar stories. Their older, wealthy clients also donated their fortunes to the Chapel of Reflection. Stranger still, all of them were diagnosed with dementia shortly after making the donations and committed to Bliss Meadows Mental Institution under similar circumstances.

### Digging Deeper

If the characters speak with the other attorneys, they all confirm the strange connection. So far, twelve local nobles have donated their fortunes to the Chapel of Reflection. They were committed to Bliss Meadows Mental Institution, and nine have already passed away. A few of the attorneys even corroborate that their clients came first thing in the morning, claiming that they had a dream telling them to give away their fortune to the poor so they could feel "free."

Although the other nobles aren't central to the story, their names are Socrates Floroglou, Faidon Gianakis, Vaggelis Constantinopoulos, Theofilos Andreadotis, Venizelos Gounarakis, Vassilios Vlahides, Yanni Kontiadis, Manos Michaelakis, Prokopis Zografoglou, Magdalini Salidi, and Raphail Florakis. Of the eleven, only the first five are still alive and in the sanitarium.

# Platon Tatallis' Home



## PLATON TATALLIS' HOME

Equipped with the Tatallises' signet ring, the characters may investigate the noble's home. He lives in a modest, two-story suburban home in a wealthy part of the city. A single servant, a dwarven woman named Onish (NG **commoner**), maintains the home while her master takes up residence at Bliss Meadows Mental Institution. Having known him since he was a child, Onish is deeply saddened by Tatalis' deteriorating condition. Despite his cunning in business, he was always kind to Onish and the other servants and paid them a fair wage.

Onish happily shows the characters around the home. The downstairs consists of a kitchen and book-choked study. There is an additional library and Tatallis' bed chambers upstairs.

A thorough search of the house reveals nothing unusual except in the bedroom. A character who searches the room and succeeds on a DC 20 Wisdom (Perception) or Intelligence (Investigation) check discovers traces of sand around the edge of Tatallis' bedroom window, hidden in small corners that aren't easy to clean. Onish doesn't know how the sand got there, but she recalls seeing more sand the morning Tatallis visited his attorney to change his will. She cleaned it up, thinking nothing of it. If the characters use *detect magic* on the sand, they detect faint traces of conjuration and enchantment magic.

A search outside the home and a successful DC 15 Wisdom (Perception or Survival) check reveal more traces of sand. Unfortunately, the trail stops cold; it has rained since the sandman entered Tatalis' home.

## The Other Nobles' Homes

If the characters think to search the other affected nobles' homes and manage to convince the family or servants to let them through, they discover similar clues.

## GETTING TOO CLOSE

After the characters question Dr. Moon for the first time, they draw the attention of the orderly Elektra Thana (see Background for detail). Elektra keeps her head down and her mouth shut during the meeting, but she immediately recognizes that the city's nobles are on to her.

In her panic, she tasks **the sandman** (see the Appendix) to kill the characters that evening. The sandman waits until the characters are in a quiet place without any witnesses. It targets any character that wanders away from the party, hoping to kill only one of them as a warning. If the characters reduce the sandman's hit points to half or fewer, it uses its Sand Form to escape into the sewers, out a window, or any other way the party won't be able to follow it easily.

Because the sandman leaves behind so much sand, it is relatively easy to track. A successful DC 15 Wisdom (Survival) check leads the characters to its source, the sanitarium. Even if the characters don't follow the sandman, the next day, they hear rumors around town about a "cloud of sand" seen floating around the sanitarium. This clue should put them on the trail of Thana and her sandy servant.

If and when the characters decide to enter the sanitarium, proceed to *Part 3. The Sanitarium*.



## PART 3. THE SANITARIUM

During their investigation, the clues the characters discover inevitably point them toward the Bliss Meadows Mental Institution. The sanitarium is an impressive three-story building covering two entire city blocks. Only the city's wealthiest patrons can afford to stay at the sanitarium.

### ENTERING THE SANITARIUM

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Breaking in without drawing attention to themselves will be no easy feat for the characters. There are staff members present at the sanitarium at all hours of the day and night. The staff is trained and capable of fighting but also knows to call the city guards if things get out of hand. Furthermore, a botched break-in could result in Elektra Thana fleeing from justice.

The characters might enter the sanitarium by pretending to be new patients. To pose as a potential patient, a character must undergo a private psych evaluation with Dr. Moon. If they have already met Dr. Moon, chances are he will recognize them and immediately see through their plot. So they may want to adopt disguises. Even if Moon doesn't recognize them, they must convince him that they have a mental illness. Doing this requires a successful DC 10 Charisma (Deception) check. Finally, the character—or someone helping the character—must pay 200 gp for the first month's stay.

Once admitted, the characters must surrender all of their possession. Smuggling in a Tiny object, such as a weapon or lockpick, requires a successful DC 13 Dexterity (Sleight of Hand) check.

The staff places the new patient in one of the empty rooms and tells them their schedule; choose any of the rooms labeled with an 8. If a character exhibits violent or aggressive tendencies during their evaluation, Dr. Moon places them in one of the cells in area 19 instead.

### GENERAL FEATURES

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Unless stated otherwise, the sanitarium has the following features.

**Architecture.** The building's outer walls are made from stone. The inside walls are made from wood. The ceiling is 10 feet high on the upper three floors and only 8 feet high in the basement.

**Doors and Windows.** During the day, the staff keeps all outside doors and windows locked. At night, inside doors are also kept locked for the safety of the residents. All sanitarium staff have keys to most of the doors except those noted. A locked door or window requires a successful DC 12 Dexterity check using proficiency in thieves' tools to unlock. Alternatively, a successful DC 15 Strength check forces open a locked door. The doors have AC 16, 18 hp, and immunity to poison and psychic damage. The windows have half as many hit points and are vulnerable to bludgeoning damage.



**Perimeter Wall.** A 30-foot-high stone wall completely encircles the compound and its courtyard. Climbing the wall without a grappling hook or similar tool requires a successful DC 15 Strength (Athletics) check.

**Local Law Enforcement.** The sanitarium has its fair share of staff capable of defending it. But if things get out of hand, Dr. Moon and the other orderlies may call on the help of local law enforcement. Many of the rooms possess magical levers that will signal the authorities. Once triggered, six **guards** led by a **veteran** arrive to investigate the alarm. If the guards are unable to handle the issue, they retreat and return with ten more **guards** as reinforcements.

**Not Everyone is a Villain.** Although the characters may not realize it when they first enter the sanitarium, not every staff member is a villain. Most staff members are entirely unaware of Elektra Thana's plan, including Dr. Moon. Regardless, they must protect the residents and will fight the characters to do so. The same goes for the city guards who arrive if Dr. Moon or one of the staff members triggers the alarm. If the characters kill the staff and guards without first considering the nature of their involvement, they might find themselves at odds with the law.

**Orderlies.** The sanitarium's **orderlies** use the **thug** stat block, except they don't wear armor (AC 10) and are armed with clubs instead of maces, dealing 4 (1d4 + 2) bludgeoning damage on a hit. The orderlies are all lawful neutral humans or half-elves. Unless they feel their lives are being threatened, the orderlies use non-lethal attacks.

**Residents.** The sanitarium's **residents** use the **commoner** stat block, except they have disadvantage on Wisdom ability checks and saving throws and are not armed. Use the table below to determine a resident's personality and attitude.

#### *Resident Personality and Attitude*

d12	Personality
1–5	Quiet or shy
6–7	Rude or aggressive
8–9	Friendly or curious
10	Overly suspicious
11	Constantly mutters to himself
12	Semi-catatonic

**Dr. Moon.** The sanitarium's director and resident psychologist, Dr. Adam Moon, never leaves the sanitarium. He even keeps a room at the top of the tower on the third floor. Before the characters enter the sanitarium, roll a d6 and reference the table below to determine the good doctor's current location.

#### *Dr. Moon's Location*

Day	Night	Location
1	1–4	Resting or relaxing in area 17
2	5	Reading or relaxing in area 16
3–4	6	Studying 1d2 residents in area 14
5–6	—	Observing the residents in area 4

Dr. Moon (LN human **noble**) is not a fighter but will use whatever defenders are available to protect himself. If the characters accuse Dr. Moon of harming the residents, he swears that he did not have a hand in it. Moon will share that he has found trails of sand near the secret door that leads to the staircase (area 15). He suspects that whoever is responsible for influencing the residents must be hidden in the lowest level of the asylum.

**Enter Sandman.** When Elektra discovers that the characters are on to her, she releases the sandman and sends it after them. If the characters break into the asylum, **the sandman** (see its statistics in the Appendix) haunts the sanitarium's halls, looking for the characters. If you aren't sure how often to introduce the sandman, every 30 minutes the characters spend in the sanitarium, roll a d20. On a result of 7 or higher, the sandman attacks.

More than anything, the sandman tries to catch them off guard, using its skill in Stealth to catch one of the characters alone. If its hit points drop below half or fewer or it takes fire damage, it escapes, recovering with its Regeneration feature. Once its hit points return to its maximum, it attacks again. The sandman won't fight to the death until the characters encounter it in area 23.

## KEYED LOCATIONS

The following locations are detailed on the maps of Bliss Meadows Mental Institution on pages 10 and 12.

### 1 – Front Gate

The only entrance to the sanitarium is here at the front gate.

**Day.** The gate remains unlocked with a single city guard standing near it.

**Night.** The gate is locked and unguarded.

### 2 – Courtyard

This cozy courtyard offers the sanitarium's residents a place to get exercise and some fresh air. The staff keeps the side doors locked at all times.

**Day.** 1d4 **residents** and 1d2 **orderlies** linger in the courtyard. At least one **orderly** stands near the front door that leads to area 3. These doors are unlocked.

One of the residents, a young dwarf named Tur Honorglade, sits on one of the benches. When the characters pass him, he smiles and, with an eerie voice, says, "Something's wrong; shut the light, heavy thoughts tonight." He then tosses a handful of sand at the party. Before the party can react, one orderly steps between them and apologizes, explaining that Tur has schizophrenia. The orderly escorts Tur back to his room.

**Night.** There is no one in the courtyard. The front doors are locked.

### 3 – Lobby

Visitors must check in here, at the front desk. The doors that connect this area to area 4 are kept locked both day and night.

A character who searches the desk and succeeds on a DC 12 Intelligence (Investigation) check discovers two buttons. One button signals the city guards (see General Features for details), and the other unlocks the doors to area 4 and disarms the trap for 1 minute.

**Day.** The double doors connecting this area to the courtyard (area 2) are unlocked—one **orderly** sits behind the desk, and a second **orderly** stands by the doors to area 4.

The first time the characters visit the sanitarium—assuming they aren't in the middle of combat—the orderly by the doors is busy sweeping up a pile of sand. "I'm so tired of all this sand," the orderly mutters, sweeping it into a dustpan. The orderlies aren't sure why, but they discover trails of sand in random parts of the sanitarium every morning. The orderlies assume that it's the work of one of the residents.

**Night.** Both sets of double doors are locked. The doors that connect this area to area 4 are trapped. Anyone who touches the door without disarming it first must make a DC 10 Constitution saving throw.

A target takes 4 (1d8) lightning damage on a failed saving throw. If the lightning damage reduces the target to 0 hit points, the target is stable. Spotting the trap requires a successful DC 12 Intelligence (Investigation) trap; a successful DC 12 Intelligence (Arcana) check removes it.

### 4 – Common Room

This room offers comfortable seating and plenty of distractions for the sanitarium's residents. The doors to area 4 are locked.

**Day.** 2d4 + 2 **residents** gather here in the day, most of whom are preoccupied. 1d4 **orderlies** stand guard or interact with the residents.

The first time the characters come into this area is an excellent opportunity for the characters to meet one of the other nobles (but not Platon Tatallis) who donated all of their wealth to the Chapel of Reflection. The noble uses the **noble** stat block, except their Wisdom score is 3. Although they seem utterly oblivious to their surroundings, they approach the characters and smile. The sick noble then places an object into one of the characters' hands—it's a figure made of clay, likely made here in the common room. The figure depicts a strange creature with multiple eyes and a gaping maw. If the characters encountered the sandman already, they immediately recognize that the figure depicts it. The noble is too confused to explain the creature's purpose.

**Night.** The common room is empty. The doors to area 4 are trapped (see area 3 for details).

### 5 – Office

Those seeking private visitation with residents may use either of these offices. Most of the time, these rooms are empty.

### 6 – Observation Room

Injured patients or those seeking additional attention come here for observation. When not in use, the doors are locked.

### 7 – Dormitory Hallway

The sanitarium's orderlies use these hallways to watch the residents.

**Day.** Most of the residents' rooms doors are unlocked. 1d2 **orderlies** stand guard here with 1d4 - 1 **residents** lingering in the hallway.

**Night.** A single **orderly** guards each hallway. All of the doors to the residents' rooms are locked.

### 8 – Patient's Room

Most of the sanitarium's residents stay in these rooms.

**Day.** The doors are unlocked. Roll a d10. On a result of 7–10, there are 1d2 **residents** in the room.

**Night.** The doors are locked. Roll a d10. On a result of 4–10, there are residents in the room. Use the

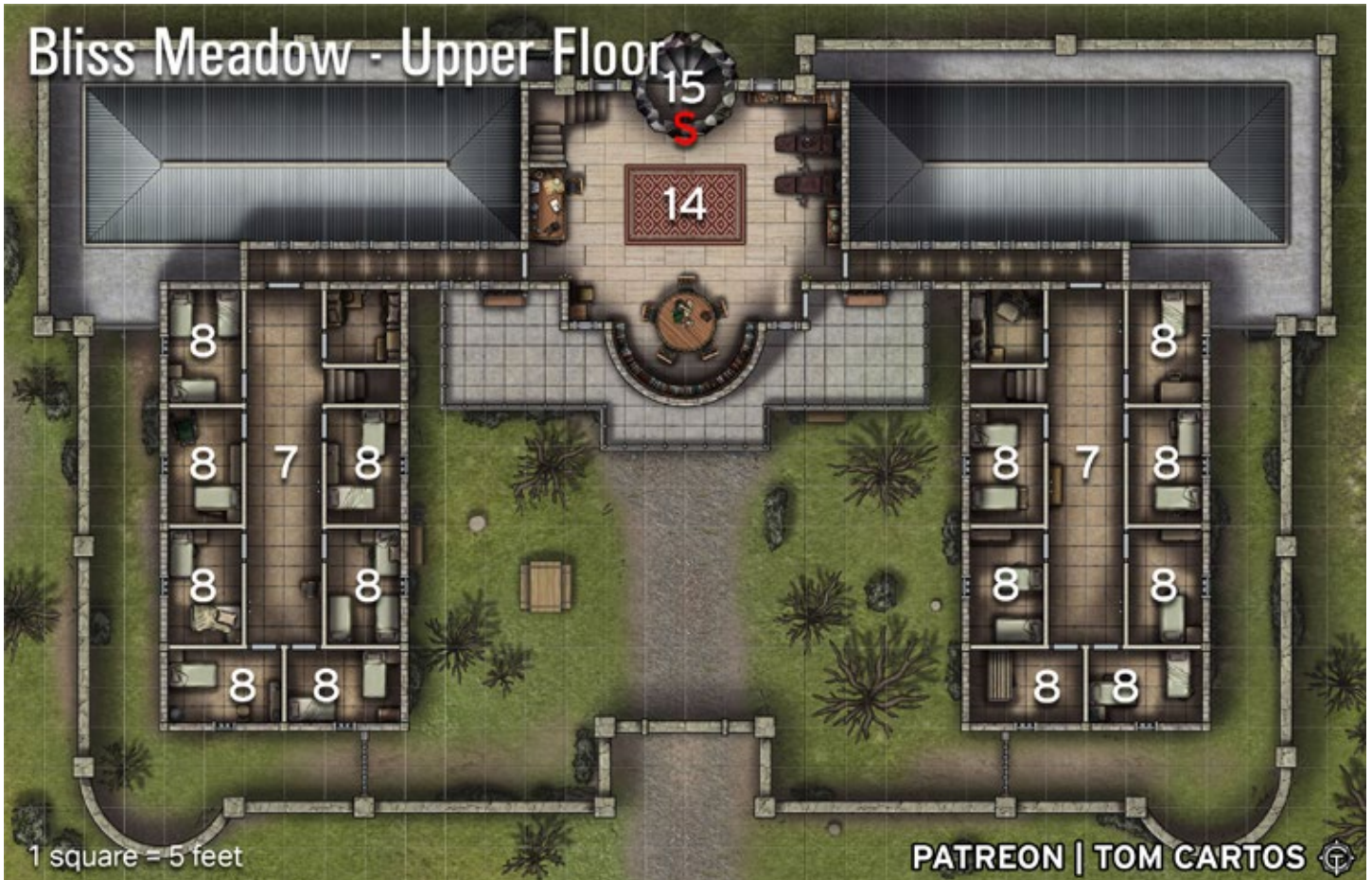
# Bliss Meadow - Ground Floor



1 square = 5 feet

PATREON | TOM CARTOS

# Bliss Meadow - Upper Floor



1 square = 5 feet

PATREON | TOM CARTOS

table below to determine how many **residents** are present based on the number of beds in the room. Most of the residents are asleep.

### *Sleeping Residents*

Number of Beds	Residents Present
1	1
2	1d2
3	1d3
4	1d3 + 1

## 9 – Kitchen

This small kitchen produces three square meals for the residents every day.

**Day.** Two **orderlies** staff the kitchen.

**Night.** The door to the kitchen is locked. No one is here.

## 10 – Pantry

Fresh vegetables and dry goods crowd this well-stocked pantry's shelves.

## 11 – Break Room

Day or night, 1d4 - 1 **orderlies** use this room to relax and eat their own meals. The door to area 13 is locked.

## 12 – Staff Quarters

Orderlies working double shifts crash on these hammocks. Day or night, there are 1d4 - 1 **orderlies** sleeping here.

## 13 – Armory

The door to this room is locked.

Suits of leather armor, shields, clubs, maces, and handaxes hang on racks and clutter tables. Some of the items here are for when things get out of hand.

## 14 – Dr. Moon's Laboratory

Dr. Moon uses this large room to observe patients he finds particularly interesting. A search of the desk on the western wall and a successful DC 12 Intelligence (Investigation) check reveal two buttons. The first button signals the city guards (see General Features). The second button opens the wall in the tower, revealing the secret stairs.

A character who succeeds on a DC 20 Wisdom (Perception) check discovers the secret door that leads to area 15. The door is impossible to open without using the button hidden under the desk. A character who spends a minute examining the secret door may discover how it opens with a successful DC 15 Intelligence (Investigation) check.

If the characters encounter Dr. Moon here, he is with 1d3 - 1 **residents**. The residents are unconscious and strapped to the tables on the east side of the room.

## 15 – Secret Stairs

The characters may access this secret set of stairs from area 14. Dr. Moon is aware of the stairs' existence and the parts of the sanitarium to which they lead but doesn't use them. If a character examines the stairs and succeeds on a DC 13 Wisdom (Perception) check, they discover traces of sand that lead down to area 20. There are small humanoid footprints in the sand, too, left behind by Elektra Thana.

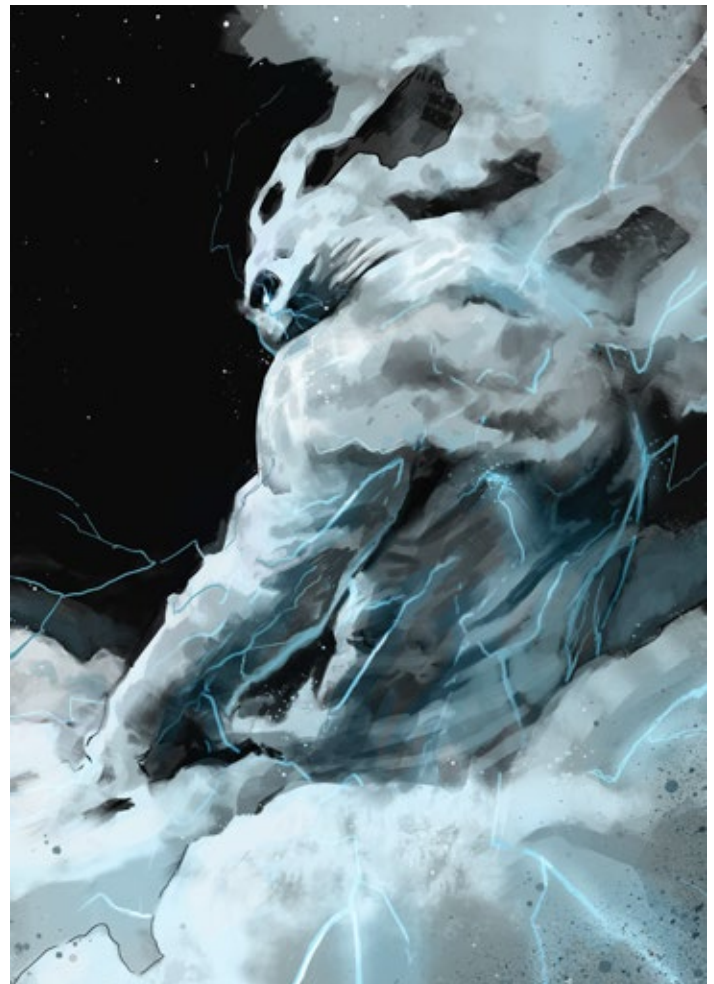
## 16 – Dr. Moon's Suite

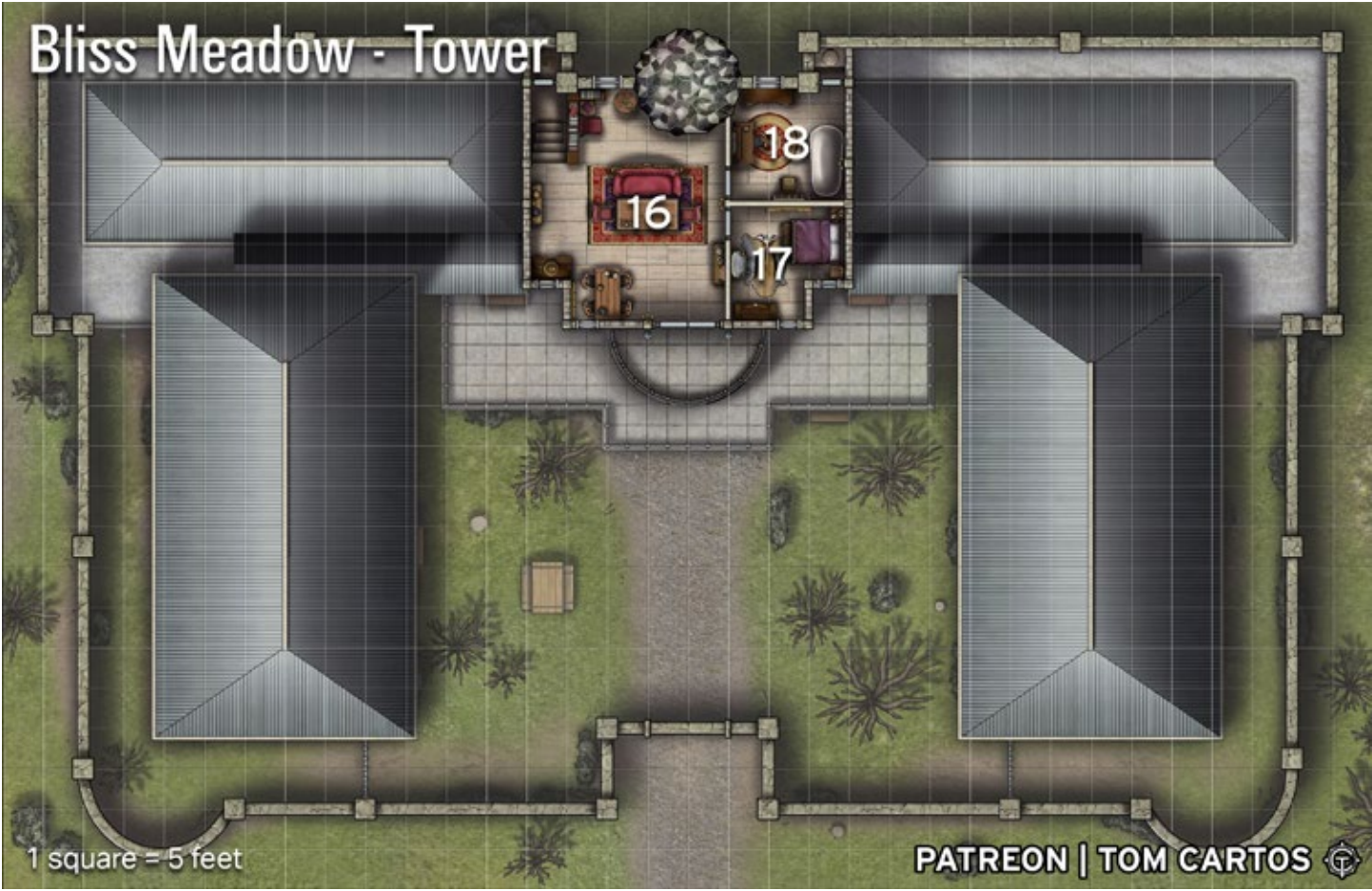
This room is Dr. Moon's private living area. It includes comfortable furniture and shelves filled with books on modern medicine practices and other erudite accouterments.

If the characters encounter Moon here, they find him reading at one of the desks.

Whether Dr. Moon is here or not, there is a guardian creature that protects the area, an **invisible stalker**. The stalker recognizes and ignores staff members but attacks anything else that comes into this area. Like the sanitarium's orderlies, it does not use lethal damage unless otherwise instructed by Dr. Moon.

A search of the shelves and a successful DC 13 Intelligence (Investigation) check reveal various art objects, including small jade statues, handcrafted





urns, and paintings. Altogether, these art objects are worth 1,000 gp.

There are also two hidden objects the characters might find. The closet north of the stairs includes a trapdoor that provides roof access to the level below. And a successful DC 15 Intelligence (Investigation) check made near the shelf by the stairs reveals a button that, when pressed, alerts the city guard (see General Features for details).

### 17 – Dr. Moon’s Bedroom

Dr. Moon sleeps in these elaborate bed chambers. If the characters encounter him here, he is in bed asleep unless combat in area 16 wakes him. A colossal painting of Dr. Moon with his ex-wife and son dominates the northern wall.

### 18 – Dr. Moon’s Bathroom

This room serves as Dr. Moon’s private bathroom.

### 19 – Violent Patients Ward

Patients with a penchant for violence stay here in the sanitarium’s violent patients’ ward—which is little more than a dungeon. The staff keeps these barred cell doors locked. Picking a lock requires a successful DC 15 Dexterity check using proficiency in thieves’ tools. A character may bend the bars

with a successful DC 21 Strength check. The bars have AC 18, 20 hp, and immunity to piercing, poison, and psychic damage.

Only the northwestern cell contains a resident, the father of the characters’ patrons, Platon Tatallis. Platon uses the **noble** stat block, except he only has a Wisdom score of 1, the sandman having drained it. Sand covers the floor of his cell, clues that the creature was here.

Two **orderlies** guard this ward. Both are loyal to Elektra Thana and immediately recognize that the characters are a danger to her plans. They attack without provocation and use lethal damage.

### 20 – Secret Hallway

The secret staircase (area 15) leads down to this hallway. The hallway between the two other staircases bisect this hallway. The characters may find each set of double doors connecting the two parts of the hallway to area 19 with a successful DC 20 Wisdom (Perception) check.

### 21 – Experimentation Chambers

The doors to all three of these rooms are locked.

The sanitarium’s previous director once used these three rooms to perform gruesome experiments on the sanitarium’s residents. They haven’t been used



in years, made evident by the cobwebs and dust that cover everything here. Mildew-covered beds, dry-rotted straps, and rusting tools hide among the detritus.

## 22 – Escape Route

This secret escape route leads to the basement of an abandoned rowhouse two blocks from the sanitarium. If Elektra and her minions find themselves in trouble, they may escape this way.

## 23 – Summoning Room

This large room once served as a temple to a deity of torture and malice, worshipped by the sanitarium’s previous director. Moon removed all the religious accouterments and other gruesome decorations from the room, leaving it an empty shell. It is within this room that Elektra Thana summoned the sandman.

Unless the characters have already encountered them elsewhere, they meet **Elektra Thana** and **the sandman** here. Realizing that the characters might spoil her operation, she explains her plot to them.

A staff member stands next to a 14-foot-tall creature seemingly made of sand. The monster stares at you with myriad eyes and snarls with a great, sandy maw. Judging by how the creature interacts with her, it is clear that she is its master. She doesn’t appear to be armed.

“I am not a villain,” she says. “The residents here are the real villains. They spent their lives amassing wealth and sharing very little of it. Meanwhile, the poor of the city suffered. With the aid of this creature, I convinced them to donate their wealth to the poor. The creature then drained them of their sense—a fitting end for the greedy.

“If you are truly just and fair, then you, too, will join my cause. Of course, if you are only here to receive a payment from some noble’s child who feels that they were ‘robbed’ of their inheritance, then you are no better than they are!”

If the characters disagree with Thana, she sends the sandman forward to fight them, supporting it with her spells. Stats for them both appear in the Appendix. Thana and the creature fight until destroyed.



## AFTERMATH

If the characters disagree with Thana’s plot and defeat her and the sandman, the Wisdom-drained nobles recover a few days later. If Dr. Moon is still alive, he releases them all. A few days later, he invites the characters back to the asylum. He did some digging on Elektra’s history and shares her reasons for the plot. The sanitarium closes a few weeks later as Dr. Moon is embarrassed that Thana’s operation happened right under his nose. True to form, the nobles use their attorneys to reclaim their donated fortunes. Although the priest, Vasso Politou, had no hand in Thana’s plot, the nobles still blame him. Regular harassment from the city citizens forces Politou to leave the chapel. Eventually, the chapel falls into ruin. The Tatallis children pay the characters the bounty.

Characters who agree with Thana’s cause may find themselves in a peculiar situation. Thana hopes to continue her plan, using her sandman to alter the minds of nobles so they donate their wealth to the poor. The characters should help her cover her tracks better. Plus, they will undoubtedly need to protect her from additional snoops hired to uncover the case. Although the characters aren’t necessarily villains if they choose this path, high society will view them as such. Ω



## APPENDIX: NEW CREATURES



### Elektra Thana

*Medium humanoid (human), chaotic neutral*

**Armor Class** 12 (15 with mage armor)

**Hit Points** 22 (5d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

**Saving Throws** Int +5, Wis +3

**Skills** Arcana +5, Deception +2, Insight +5

**Senses** passive Perception 11

**Languages** Common, Primordial

**Challenge** 2 (450 XP)

**Spellcasting.** Elektra is a 5th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She has the following wizard spells prepared:

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

1st Level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd Level (3 slots): *misty step*, *suggestion*

3rd Level (2 slots): *counterspell*, *slow*

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Fire Bolt (Cantrip).** *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.



## The Sandman

*Large elemental, neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 161 (14d10 + 84)

**Speed** 30 ft., fly 30 ft. (hover)

**STR**  
19 (+4)

**DEX**  
15 (+2)

**CON**  
22 (+6)

**INT**  
10 (+0)

**WIS**  
15 (+2)

**CHA**  
18 (+4)

**Saving Throws** Dex +6, Wis +6

**Skills** Stealth +6

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks

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

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

**Languages** Terran

**Challenge** 10 (5,900 XP)

**Sand Form.** The sandman can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

**Fire Susceptibility.** If the sandman takes fire damage, it partially hardens; its speed is reduced by 20 feet until the end of its next turn.

**Immutable Form.** The sandman is immune to any spell or effect that would alter its form.

**Magic Resistance.** The sandman has advantage on saving throws against spells and magical effects.

**Magic Weapons.** The sandman's weapon attacks are magical. **Regeneration.** The sandman regains 10 hit points at the start of its turn if it has at least 1 hit point. If the sandman takes fire damage, this trait doesn't function at the start of the sandman's next turn.

**Innate Spellcasting.** The sandman's innate spellcasting ability is Charisma (spell save DC 16). It can cast the following spells, requiring no components when it does:

At will: *suggestion*

3/day: *sleep*

1/day each: *dream*, *modify memory*

### ACTIONS

**Multiattack.** The sandman can use its Dream Feeding. It then makes one slam attack, one bite attack, and two tendril attacks.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Tendril.** *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and if the target is a Large or smaller creature, the target is grappled (escape DC 14) and pulled up to 10 feet towards the sandman. While grappled in this way, the sandman can't use this tendril on another target and the target must make a DC 18 Wisdom saving throw at the start of each of its turns. On a failed saving throw, the target magically falls unconscious for 1 hour. The target wakes early if it takes damage or another creature uses its action to slap or shake the sleeper awake. The sandman has four tendrils.

**Dream Feeding.** The sandman targets one unconscious creature that it can see within 30 feet of it. The target must make a DC 18 Wisdom saving throw. Creatures that do not sleep, such as elves, automatically pass their saving throws. On a failed saving throw, the target's Wisdom score is reduced by 1d4. If this attack reduces the target's Wisdom score to 0, the target dies. Otherwise, the reduction lasts until the target finishes a long rest.

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