



# Senna's Folly

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## Introduction

**Greetings adventurers** and welcome **Senna's Folly**, a horror themed adventure designed for **DnD 5E** by **myself** and some of **my amazing patrons**. A fair few hours have been put into this adventure over the last few weeks and I am very excited to present to you the results of those labours.

This is the first adventure I have personally published and written as a collaboration between several different writers so all feedback is welcome.

Before I continue I would like to give a **shout out** to a few people that really made this project possible:

**David Hughes - AKA The Babbling Wizard**  
**Daniel Henderson**  
**George Vosloo**  
**James Nathaniel**  
**Lucy Harper**  
**Tom**

The adventure is designed to take **2-3 four hours** sessions but can be shortened to **1-2** if needed.

I have also created **4 maps** to accompany this adventure that are available for **all my patrons** as of the release of this adventure.

Thanks again for all the **amazing support** you guys have given me over **the last year** and I hope you enjoy the adventure.

**George Mason - The Reclusive Cartographer**





# Adventure Background

## The Return of an Absentee Lord

**Lord Julius** is the third son born to **House Senna**, he lost his father at a young age after he went **mad** and eventually **took his own life**. The same fate took his eldest brother a few years later, leaving **Julius** to take up the ancestral seat of **Grasmere Manor** as the newly minted **Lord Julius** at the age of 25.

Soon after he was betrothed to marry a beautiful debutante, **Lady Camila Hamil**, but tragedy dogged **Julius** still, as she sadly fell down the steep stairs of the manor to **her death** shortly before they were to be married. Though not known for certain, whispers abound that it was **Julius himself** that pushed her in a rage.

Stricken by grief and believing his family **cursed**, he vowed to find a way to resurrect his love, and undo what had been done. Leaving **Grasmere Manor** he spent the remainder of his youth travelling to distant lands in search of arcane knowledge to bring **Camila** back to him and free his family of the **curse** that **plagues** them.

**Lord Julius**, now in his forties, returns home after finding an artifact that he believes will fulfil his heart's desire, **a carved wooden box covered in magical wards**, that speaks to him in the voice of his lost love **Camila**.

His return has also coincided with **strange disappearances** in the village and **a heavy fog** that refuses to lift. **Lord Julius** becomes **more unravelled** by the day and his household fear for what they have seen happen to his father and his brothers before him.

## The Curse of the Blood Witch

It is commonly known in **Grasmere** (but rarely spoken of) that generations ago **Lord Julius's great great grandfather** burned a woman named **Alicia Garen** as a witch, after blaming her for a flux that struck the village. Though not all at the time believed her guilt, none in the village stood to defend her.

It is said that **Alicia** cursed **House Senna** with her dying breath, vowing that they would be stricken with madness and that one day she would return to erase them and **Grasmere** from history. Generations later her curse lives on with many of **House Senna's** members driven to suicide through their maddness, the **noble house** now on the brink of **extinction**.



## The Witch's Secret Plan

With but one **Senna** left, **Alicia Garen** now intends to resurrect herself and fulfil her vow to destroy **Julius's** family and the village **Grasmere**. The **artifact Julius** discovered is in fact a **warded box** that contains the ashes of **Alicia Garen**, through the voice of his lost love **Camila**, she is using him as a pawn in her own resurrection.

Though weakened, **Alicia** has gained enough power to grant herself the ability to interact with the material plane, she has brought with her a **ghostly fog** which has cut off **Grasmere** from the outside world. With the village isolated, she plans to use the people trapped in the fog as **human sacrifices**, stealing their souls in order to fuel her resurrection. Reaching out with her mind, **Alicia** is dominating those of **weak will** and forcing them to **walk into the fog** and become **her minions**.

If she succeeds she plans to first kill her puppet **Julius** and then turn her wrath on the village of **Grasmere** itself.

## The Fog

The heavy fog that has enveloped **Grasmere**, and the surrounding area, for the past few days has no adverse effects on the party or the townsfolk other than to limit visibility. When outside any attack or check at a distance greater than **60ft** is done at a **Disadvantage**.

Any character **wandering off the beaten path** will quickly become lost for **1d4 hours** before arriving back where they started.

## The Village of Grasmere

**Grasmere** as a village was once thriving and successful, however in the last few generations the town's prestige and income has dwindled, due in large part to the mismanagement of **House Senna**. With the absence of **Lord Julius** for many years, a few local residents have become **the key authorities** in the village.

The once proud village is now in a state of **decay**, with local buildings having fallen into a state of disrepair. Locals appear to be as **gloomy as the village they live in** and are no longer the outgoing friendly country folk they once were.

As you enter the town you arrive on unkept dirt roads through half broken down buildings and patches of rubble. The **dried earth and dying weeds** in the fields suggest that the very earth has even forsaken **Grasmere**.

**A thick fog** engulfs the town, you can't shake the feeling that if you turn around and head back towards the main road you would become lost within the hour. **Perhaps not to be found again.**



## Important Locals:

### Amelia Brannon

**Amelia** (LG Human Female) is the leader of the **Grasmere** community. She was born and bred in the village. Knows everyone by name and is well respected. Now in her twilight years, she leads through her wisdom and advice to her people, with physical strength playing no part in her power as a leader. The community has prospered under her influence for many years, and while they have had the same challenges as other small communities such as bandits and failed crops, they have always come through it stronger as a village. Now though Amelia is troubled by the strange events that have gripped her village, and she is desperate to safeguard those who have put their faith in her to lead them out of this crisis. While Amelia is willing to offer what she



can to anyone who can help, she is also no fool and will not tolerate anyone who may try to take advantage of the situation in the village. Amelia makes her points quickly and gets straight to the point, and has the attitude of why use two words when one will do.

## **Goddard Eaves**

**Goddard** (NG Human Male) was once a respected soldier in the army of a nearby kingdom, who was decorated and rewarded for his bravery and actions in protecting the people he served. Now in his middle-aged years, he was discharged from service in the army and he searched for a new place in the world.

When he came across **Grasmere** many years ago the community was having trouble with bandits attacking travellers coming to and leaving the village, so Goddard offered his services in helping the village stand up for itself. Once successful in seeing off the bandit threat, Goddard stayed in the village to help secure its safety. Now his glory days are gone, Goddard has become a man proud of his past, and he will gladly tell anyone who cares to listen all about it, which unfortunately made him somewhat of a pitiful man in the community. Whenever he leaves his home he dons the old splint mail and medals that he wore in his heyday, and proudly makes his way around the village believing one day his services will be called upon again.

## **Bill Stamp**

**Bill** (CG Human) is an unsettled soul in the local area, drifting between **Grasmere** and one or two other small villages within a few miles. He does whatever he can to make ends meet, and he is always chasing some kind of get rich quick scheme. He means no harm to anyone with his escapades, but he is known for telling many tall stories about his exploits and many feel most of them are made up to make his life seem more exciting to others. Currently Bill is making money by working as a coachman, transporting people to and from various local destinations.

## **Myrtle Slapgammon**

**Myrtle** (NG Human Female) is an elderly member of the community who spends her time foraging and growing herbs and plants which she then sells on to other members of the village. She always fancied herself as something of a druid, however without the knowledge, experience or willingness to accept wisdom from others, she has spent her days growing simple plants and exaggerating to others their medicinal properties.

**Myrtle** takes pleasure in knowing, and where possible getting involved in, other people's business. Over her long years as a resident of the village she has made sure she discovered and passed on every rumour and secret that came her way. While this has caused some aggravation within the community, most now tolerate her nosey ways and humour her when she tries to spread her gossip.



# Key Locations in Grasmere

## Amelia's House

Where as many of the dwellings in **Grasmere** are old and rotten, **Ameila's house** stands proud. Modestly furnished, Amelia can likely be found on an **old rocking chair** beside a **roaring fireplace** or standing on **her porch** watching the comings and goings of the villagers.

## Headless Knight's Tavern

A typical tavern one would expect to find in a backwater such as **Grasmere**. A scattering of round wooden tables populate a main hall that **smells perpetually of stale beer and cider**. The tavern keeper, a man known only as **Keats**, is a surly fellow who stands behind the bar constantly '**cleaning**', what appears to be, the same mug with a dirty rag

## Village Square:

In better days the **village square** would have been home to a **bustling market**, replete with **celebrations** on festival days. Sadly however those days are long past, the mud spattered street home only to **curlish villagers** moving quickly between buildings.

## Goddard's House:

**Organised and ostere**, this one room house positively screams, **soldier**. A number of **beast's heads** adorn the walls with one corner dominated by a **large suit of armour**, polished to near **radiance**. Above the fireplace hangs a **sword and shield**, the latter bearing the livery of some noble house.

## Mytle's Cottage:

This **tumbledown cottage** at the edge of the village is an assault on the senses. The many different colours of smoke that billow from the chimney night and day are married with a plethora of smells that invade the noses of passersby. Every **nook and cranny** of the cottage interior is stuffed with all manner of **herbs** and **ingredients** to feed the ever **bubbling caldron** in the centre of the **dwelling**.

## The Prayer House:



A rough **stone prayer house** filled with **wooden pews** that face a **simple altar** at the far end of the room. At the side of the main hall, behind a **stout wooden door**, stands the **church archives**, the records for the **village** and **Manor of Grasmere**.

## ACT 1: Introduction

As the party familiarise themselves with the village of **Grasmere** and the comings and goings of the locals, they may become privy to the following general information:

- A **thick fog** has gripped **Grasmere** for the past week.
- A number of the locals have disappeared **during that same time**.

If the party wishes to know more about the situation, the townsfolk will direct them to talk to the village elder, **Amelia Brannon**, as she knows everything that happens in the village. She can be found either at **her house** or in the **village square**.

While initially **wary** of the party as outsiders, she will quickly recognise their worth as **capable adventurers** and will ask them to aid her in getting to the bottom of the **disappearances** and **returning** those that have **gone missing**.

**Grasmere** is by no means a rich village but she will offer the **300gp** as reward for their services.

If the party accepts, she will encourage them to speak to the villagers in order to further their investigation. She specifically mentions that **Goddard Eaves** has been looking into the disappearances and might have more information. She laments that, as an elderly soldier, he is best suited for roughing up the occasional bandit rather than a nuanced investigation.

## ACT 2: The Investigation

The party should begin to unravel the mystery of what is happening in **Grasmere**. They should start to connect that the **disappearances** are linked to both the appearance of the fog and the return of **Lord Julius**, and his desire to resurrect his lost love.

The investigation should eventually lead them to the **Prayer House** and on to the **Graveyard**.

### General Rumours

- There are a number of wild theories floating around as to the cause of the disappearances, some examples might be:
  - People are being **stolen by fairies**
  - The missing villagers are actually being turned into **mundane objects**. Kettles, ladles, shovels etc.



- **Old Slappgammon** is killing them and then serving them up as tinctures and tonics.
- The slightly more credible theory being that the villagers are being pulled into the **fog** and **getting lost**.
- The arrival of the fog coincided with the return of **Lord Senna** to his manor, having been abroad for many years. Word is **Bill Stamp** drove the coach that brought him back, he was **white as a sheet** on his return.
- The villagers are superstitious and believe **Lord Julius** is bad luck. Any mention of **him** or the **Curse of the Blood Witch** will cause them to become **uneasy**.

Further investigation may lead the party to the following individuals for more specific information.

- **Bill Stamp** drove **Lord Julius** back to his manor and whilst shaken, may offer the following information in exchange for a stiff drink:
  - **Lord Julius** had no luggage save for a **carved wooden box** he would not part with.
  - He was acting very strangely, talking to the box calling it 'My love..' and 'Dearest **Camila**', his skin was pale and sickly.
  - The **box** and **Lord Julius's** demeanor scared **Bill** greatly so he didn't hang around once he dropped **his charge** at the gates of his Manor,
  - The **fog** rolled in soon after, concealing the treacherous path to the **Manor**.
- **Amelia** and **Myrtle** are two of the oldest residents of **Grasmere** and are amongst the few that will speak of **the curse** of **House Senna** openly. They may impart the following information:
  - **House Senna** has a rather tragic history with many of the previous Lords, including Julius's **father** and **brothers**, suffering with madness that eventually led them to commit suicide.
  - **Lord Julius** left many years ago after his fiancée **Lady Camila Hamil** died in an accident at the manor. He went in search of a means to bring her back to life, his return would suggest he found it.
  - **Lady Hamil** is buried in the old cemetery, not sure exactly where though, local village records are all kept at the **Prayer House** and should confirm the location. They hope the **poor girl's tomb** will be left in peace as any attempt to resurrect her would surely require her remains.
  - Both **Amelia** and **Myrtle** know of the **Curse of the Blood Witch**. The former believes the '**witch**' was just an innocent girl and the curse is nonsense, whereas the latter thinks she was a powerful **Blood Witch** and **House Senna** and **Grasmere** is doomed.
- **Goddard** fancies himself a bit of a detective and may seek the party out to aid them in their investigations or might be found patrolling the streets presenting his old war medals.





- He knows the last villager to disappear was a farmhand by the name of **Colin Tarot**.
- **Goddard** will happily take the party to **Colin's** cottage. The cottage is disorganised and poorly furnished but a **DC 10 Investigation check** reveals no sign of a struggle. Partially prepared food was left out on the side and his tough leather boots stand by the door, unused. It seems that he just **got up and walked out**.
- **Two nights ago**, while making his rounds **Goddard** saw some strange figures moving about **Grasmere Cemetery**. They were carrying a large bundle between them, by the time he got there however the figures had **disappeared into the fog**.
- **Unknown** to **Goddard** the figures he saw were **the stolen villagers** and they were retrieving the remains of **Camila Hamil** from the graveyard to use in **the ritual**.
- **The Prayer House** contains records of the village including the location of Lady Camila's grave
  - The priest, called **Shepherd Holp** is almost permanently passed out from drink, the party will discover him lying on a pew with an **empty bottle of wine** in his hand. Even if they rouse him he will be **little to no help**.
  - The village records are in a back room of the chapel and are easy to find. Finding one particular record, however, is not and will require a successful **DC 15 Investigation roll** and **at least 1 hour**.
  - If the party successfully finds the record of **Camila's** burial it will point them to the **Tomb of the Lyre**, her favourite instrument.
  - During the search the party may come across a small pile of burnt books in the record room. Careful inspection and a successful **DC 10 Investigation check** will reveal that though burnt beyond recognition, one of the spines bears the name **Senna**.

At this point in the investigation the party may want to rush off to the manor to confront the **Lord Julius**. This is a possible shortcut if, as **DM**, you wish to shorten the adventure, in which case skip to **Act 4**.

If however you wish to discourage the party from going to the manor, hint that the **fog** will make it **very difficult** to find their way. If the party has not yet spoken to **Bill Stamp**, have him appear and explain that the road is impassable in the fog as it is **too treacherous**.

## ACT 3: Grasmere Cemetery

As the adventurers approach the graveyard **an eerie silence** grips the surroundings, and the **fog** that has covered the area seems **to grow thicker and thicker**. The graveyard grounds are

surrounded by a wall, but this is more of a decorative feature than a measure to keep people out.

The main gate into the graveyard is **old and in disrepair**, with one of the double gates lying on the ground, allowing **easy access** to the site. If an adventurer wants to climb the boundary wall rather than enter the graveyard at the main gate, they can do so with a successful **DC 10 Dexterity (Acrobatics) check**. The site is obviously quite old, and the dates on the graves go back many years. The graveyard looks as though it has seen better days, and it looks as if nobody has cared for the grounds for a long time.



## Graveyard Features

The **fog** covering the graveyard is very heavy. There is only full visibility up to **10ft**, with partial visibility up to **30ft**. Creatures **20ft to 30ft away** from a character have **three-quarters cover (+5 to AC and Dexterity saving throws)**. There is a well used path weaving through the graveyard that characters can follow if they wish.

As the adventurers proceed through the graveyard, they can feel small wisps of breeze brushing past them, and what sounds like **unintelligible whispers**, but any attempts to determine the source, or meaning of these phenomena are unsuccessful.



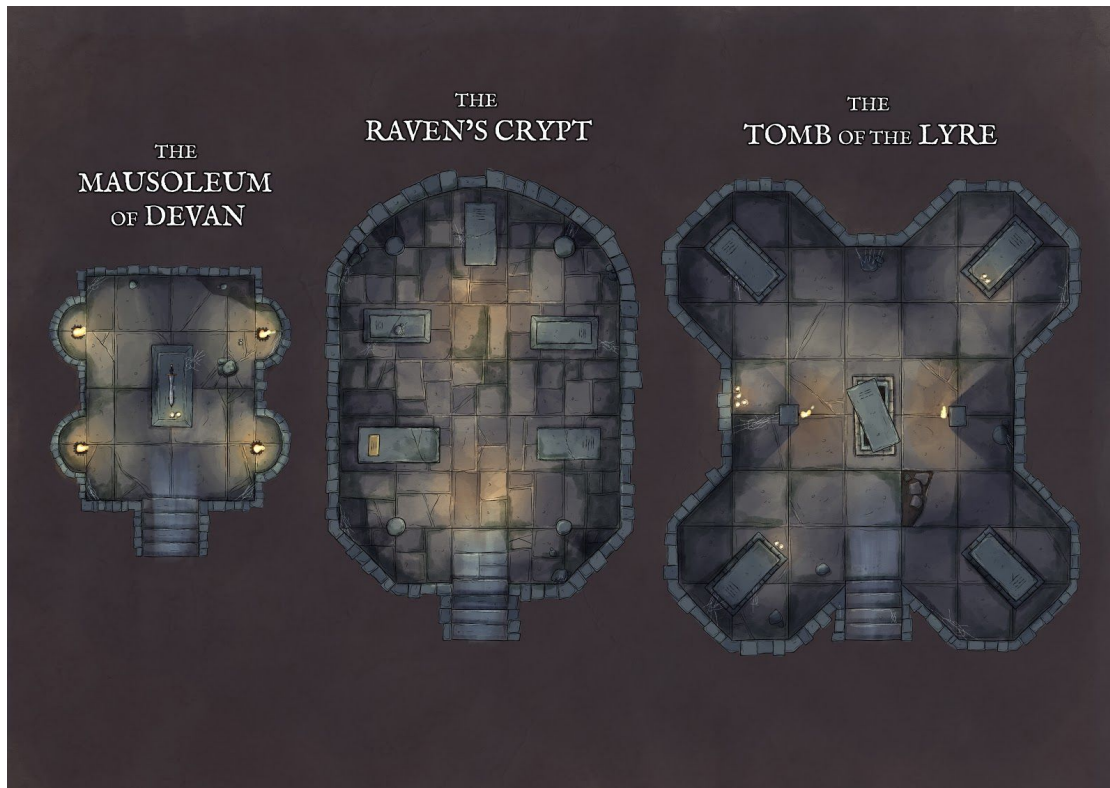
Running water from the fountain can be heard **throughout the graveyard**. A resourceful character could use the fountain as a reference point if they get lost in the fog. As long as a character can hear the fountain they can make their way back to it. A successful **DC 15 Wisdom (Perception)**, or **DC 15 Wisdom (Survival) check** allows a character lost in the fog to find their way around the graveyard using the sound of the fountain as a reference point, without having to return to the fountain and re-follow their footsteps.

If the fountain is inspected closely, a character will find there are numerous **gold, silver and copper coins** under the water in the base of the fountain, similar to a wishing well. The total value of these coins is **10gp**. The fountain is blessed, and **if any coins are removed** from the fountain the individuals who remove them are cursed and have **disadvantage on all die rolls made inside the graveyard**. The curse can be removed if the coins are returned to the fountain.

## Monument

The monument in the graveyard is a **simple stone block**, but there is a symbol sculpted into the face that seems to have been crafted painstakingly. There is also a **simple wooden cup** that has been placed in a small alcove on the monument. A character who makes a successful **DC 12 Intelligence (Religion) check** knows that the symbol represents a deity associated with life. A Dungeon Master may choose any appropriate deity that exists in their campaign setting.

The **wooden cup can be removed** if a character chooses to, with no ill effects. The cup has a limited magical effect, and if the cup is filled with water from the fountain in the graveyard, and drunk, it bestows an effect on the drinker as though they had a **Cure Wounds** spell cast on them (**regaining 1d8 hit points**). The magical power of the cup only works within the graveyard, and can only be used once every hour.



## The Mausoleum of Devan

The crypt is in **need of some repair** and is **quite rough around the edges**, with the roof missing some tiles and the stone walls covered in chips and cracks. Despite these first appearances, the decorative nature of some of the stonework is still evident and it's clear that in its prime this building meant a lot to those who erected it. Above the door at the front entrance, where the wall meets the roof, there is a weathered bust seemingly depicting **a young elvish figure with flowing hair**.

The crypt has a large stone door sealed with a stone bolt from the outside to keep wild animals out. Characters who make a **successful DC 18 Strength check** can move the bolt and allow the door to be opened. The stone door bears the following message written in Elvish;

*"Disturb not the final resting place of our hero, or face their wrath from beyond the grave should you not rise as they did".*

**Trapped Entrance:** Above the crypt entrance on the inside threshold is a **stone block** that is held in place **using metal rods**. The rods are attached to a **trip wire** placed across the entrance that, when disturbed, pulls the rods away allowing the block to fall on an intruder.

A successful **DC 14 Wisdom (Perception) check** reveals the trip wire. A **successful DC 14 Dexterity check** using thieves' tools disables the trip wire without causing the block to drop.



Failing the check causes the trap to activate. A block falls on the creature that disturbed the trip wire. The creature must succeed on a **DC 14 Dexterity saving throw** or be hit by the block and take **11 (2d10) bludgeoning damage** from the impact.

Inside the crypt there is a **thick layer of dust** covering the floor and all the surfaces; however the interior is basic and modest with no ornaments other than a **single sarcophagus** with a shortsword mounted on the lid. The lid has the following message written in Elvish;

*“This sword belonged to the hero, Devan. True of heart and virtue, may his strength become the strength of one who is worthy”.*

The **shortsword is a magical weapon (+1)**, but it is protected by a **Glyph of Warding** on the sword's mounts. The glyph is nearly invisible and requires a successful **DC 15 Intelligence (Investigation) check** to be found. Anyone attempting to remove the sword from the mount **who is not of lawful good alignment** triggers the glyph, activating an **Explosive Runes effect**. When triggered, the glyph erupts with magical energy in a **20ft radius sphere** centred on the glyph. The sphere spreads around corners. Each creature in the area must make a **DC 15 Dexterity saving throw**. A creature takes **5d8 lightning damage** on a failed saving throw, or half as much damage on a successful one.

Around the interior walls of the crypt are a number of artistic murals that depict a warrior fighting various evil looking creatures. A **successful DC 12 Intelligence (History) check** allows a character to know that many years ago, there was a local hero in the area who perished vanquishing an evil foe, and the mural seems to depict this. If a character's check **result is 16 or higher** they also know that the hero was a half-elf named **Devan**, who wielded a **magical sword**.

## The Raven's Crypt

The second crypt in the graveyard is somewhat of a **functional building**, lacking the decorative attention or care of the first. Above the entrance to the crypt rests a sculpt of a **raven with its wings spread wide**.

The door to the crypt is **slightly ajar**, and inside are several simple, **empty sarcophagi** that have been opened. There is a thick layer of dust covering the floor and all the surfaces, and there are many worthless trinkets placed around the crypt that likely have a sentimental value to the families who have relatives buried here. A successful **DC 10 Intelligence (Investigation) check** reveals that the dust on the floor has very recently been disturbed and there seem to be foot tracks leading back out of the crypt.

Unless a character is keeping watch at the entrance to the crypt, a **pack of undead creatures** approach from the outside and catch the adventurers unaware to attack them. In this case the adventurers are **surprised**.



The **dungeon master** may choose from any of the encounter options below for an appropriate challenge for their players. The **dungeon master** may also choose to ignore this combat encounter if players decide to not enter the crypt (and perhaps reward an XP equivalent if players choose not to enter as they are following the clue from the prayer house).

CR	XP Value	Adjusted XP Value	Monster(s)
1	200	-	1 x Ghoul
1	150	300	3 x Zombies
2	200	400	4 x Zombies
3	350	700	3 x Zombies, 1 x Ghoul
4	600	1200	3 x Ghouls

## The Tomb of the Lyre

The third crypt seems to be in **slightly better condition** than the others in the graveyard, and while it seems to have not received recent care or attention to its appearance, it is clear that it is newer than the other buildings on the site. Above the entrance to the building is a bust of **a lyre, wreathed in vines of ivy**.

The large stone door to this crypt is wide open, and the interior can be seen from the outside. A **successful DC 10 Intelligence (Investigation) check** reveals that the dust on the floor, and the dirt immediately outside the entrance to the crypt are disturbed. It appears as though something has been dragged out of the crypt across the floor recently. The drag marks seem to originate from a single sarcophagus in the centre of the crypt, however the lid is still on the artistically decorated and ornate sarcophagus.

The rest of the crypt interior appears as lovingly crafted as the sarcophagus in its centre. There are **various trinkets** and **paintings** that most likely reflect the appearance and possessions of the person this place was built for.

As soon as a character steps inside the crypt there is a **noticeable drop in temperature**, feeling quite chilled for anyone inside. A light breeze starts to swirl around the crypt's interior until a ghostly visage forms above the sarcophagus. The **ghost** seems to be the individual represented in the art around the crypt, and the entity immediately booms at the adventurers;

*"How dare you return to defile my resting place further!"*



The ghost is indeed the spirit of **Lady Camila Hamil**, and the entity seems visibly angry and threatening.

If the adventurers act quickly they can **avoid combat** with the spirit, who believes they are here to desecrate her tomb, and they can gain **valuable information** on the lord and the events that are happening at the manor. A **successful DC 13 Charisma (Persuasion) check** about the intentions of the adventurers will convince the ghost to not attack and listen to what they have to say. However, if the adventurers mention any of the **key NPC's** of the village and that they have their support in their quest, the character making the check receives a **+5 bonus** to the result.

When the spirit of Camila is convinced the adventurers intend to put an end to whatever **evil is influencing the lord** she will gladly share any information that will aid them, with one condition; the adventurers must not harm the lord.

## Roleplaying Camila

In life **Camila** was a gentle soul, kind to all around her, but death has robbed her of much of her virtue. Pulled once again into the land of the living, by the effects of the **magical artifact** carried by the **Lord Julius**, her mind is **scattered** and **fragile**.

Her mood swings back and forth from serenity to wrath, often losing her train of thought and even forgetting the **Player Characters** are there, merely looking through them. Any mention of **Lord Julius** will focus her mind, locking eyes with the one who mentioned the name.

## Information available from Camila

- Recently a group of thieves broke into her crypt, and **removed her remains** from the sarcophagus. Her spirit was disturbed after this event, but she is **unable to leave the crypt**.
- **Other spirits** have started to manifest in the graveyard, possibly due to a strange paranormal energy she can sense is **emanating from the manor**.
- While she was manifesting, she could make out a male figure standing in her crypt with a **wooden box**, he was talking to it. She overheard the words: **my love.....ritual.....soon**.
- She **recognised** the voice like from a distant dream, the voice of her **Julius**. She fears he is beguiled by some terrible magic.
- After a particularly angry argument, **Lord Julius accidentally** knocked **Camila** down some stairs at the manor, **killing her instantly**. She has sensed his guilt over this from beyond the grave, and feels his desperation for redemption and forgiveness is what is driving him. The bitter part of this tragic tale is the argument over a trivial matter of which wine should be served at a dinner party they were planning.
- There is a **secret way** into the mansion at the rear of the building that leads into the servant's quarters. There is a fake section of the wall that the servants used to sneak in



their loved ones to enjoy a free meal or two at the Lord's expense. **Lord Julius** isn't aware of the passage the servants created, however **Camila** discovered it while tending to the grounds around the mansion. She chose to keep the servant's secret from her partner, as she didn't see the harm in them receiving a perk from their loyal service. **Camila** offers the adventurers instructions on how to find the entrance.

If the adventurers **fail to convince Camila** that they are there to help the villagers or that they won't harm **Lord Julius**, the spirit will **attack them**. As the artefact at the manor is the catalyst for the ghost's manifestation, it is weaker than a standard ghost. When **Camila** has lost more than **half their hit points** she cannot hold her form anymore and she will start to quickly vanish. In this event the spirit starts to cry and her final words are;

*"Tell my Julius his angel forgives him".*

CR	XP Value	Adjusted XP Value	Monster(s)
4	1100	-	1 x Ghost

## ACT 4: The Ruined Manor

At this point in the adventure your party should know that **Lord Julius Sennas** will shortly be enacting a ritual in which the abducted villagers will be an important part of, likely not to their benefit.

To stress the growing threat you may want to describe haunted cries coming from the direction of the **Manor** or the thick fog that covers the area being pulled towards the **Manor** despite there being no wind.

### The Manor Building

The mansion is a large building that in its heyday would have been a **grand and luxurious residence**, however years of neglect and weather have made the exterior look **old and unwelcoming**. The grounds around the mansion are simple, with grass surrounding the building and muddy patches scattered throughout.

There is a **large double door** at the front of the mansion that characters can use to enter, but the door is **locked**. The simple lock that protects the door can be picked by a skilled thief with a successful **DC 10 Dexterity check** using thieves' tools, allowing the adventurers access. While the door is grand and decorative, it is not built to withstand a significant force trying to break in. A successful **DC 15 strength check** will allow an adventurer to kick the door open and break





the lock on the door. Alternatively, there is **a ringing bell hanging** next to the door that could be rung to alert anyone inside there is somebody waiting at the doorstep.

If the adventurers successfully pick the lock to gain entry, they can enter the entrance hall **undetected** by any of the corrupted villagers. If they ring the bell the villager from the drawing room will move to the front entrance and open the door, where they will wait a moment to observe the adventurers before attacking them. If the villager who answers the door is **reduced to half its hit points or fewer**, the villagers from the dining hall and the library will **rush out of those rooms and join the fight**. If the heroes simply **break down** the entrance door, all the villagers from the **drawing room, dining hall and library** will rush into the entrance hall and attack the adventurers at the same time.

CR	XP Value	Adjusted XP Value	Monster(s)
2	175	438	7 x Cultists

For the most part, the rooms of the **Manor** are **falling apart**, with **paint peeling off the walls** and **ceiling beams** that look fit to collapse at any moment. The floors and walls are overrun with **moss and spider webs**, a distinctly **damp odour** also envelops the house. **Creaking floorboards** and the **groans** of the sagging structure fill the air.

## The Secret Entrance

An adventurer who gained the trust of the spirit of **Camila Hamil** may also be aware there is a **secret entrance** at the rear of the mansion that leads into the servant's quarters. If the adventurers have been informed of this, they can find that entrance easily, however if they are not aware of it but a character **searches the exterior** of the mansion, a successful **DC 18 Intelligence (Investigation) check** will allow a character to find the hidden entrance.

## The Abducted Villagers

Within the mansion are a number of the **missing villagers** who are now under the control of **the witch** that is tricking **Lord Julius**. They are now wearing simple robes and have black, soulless eyes that stare unblinking at anyone they see. The villagers have **lost their free will** and any memory of who they once were. **They cannot speak**, but understand their master's commands. Somehow they seem to be able to **coordinate** their efforts, as though they have some kind of extra-sensory communication. They will **attack any intruders** they discover. For combat encounters, the **Dungeon Master** can use **Cultist** and **Cult Fanatic** statistics, as indicated in the area's description.

The party must make the decision to either **kill the villagers** or try to **incapacitate** them long enough to reverse their altered state.



# The Ground Floor





## 1 The Entrance Hall

The entrance hall has a number of **old paintings** hanging on its walls, and it clearly was designed to impress any visitors who came to the mansion in the years gone by. Directly in front of the front entrance is a **large, grand staircase** that leads up to the first floor where a landing is giving access to the rooms above and looks down into the entrance hall. There are also **three doors** on the ground floor leading to other areas. Other than the furniture and art, **the hall is empty.**

## 2 Dining Hall

This extravagant dining hall contains **a long table** that could serve a number of guests, and no doubt did in happier days. In the same vein as the entrance hall, this room was clearly designed to impress visitors in the past, with **beautiful ornaments** and **artwork displayed** around the room. Despite these callbacks to the mansion's past, the room is now **run down** and **covered with a layer of dust**, evidence of the room's lack of recent use. Part of the ceiling at the northern end has also **collapsed** leaving a pile of rubble. Scattered on the table are a collection of simple weapons such as clubs and swords, with **two of the missing villagers** stocktaking the equipment.

CR	XP Value	Adjusted XP Value	Monster(s)
1/2	50	75	2 x Cultists

## 3 Drawing Room

This room contains some **lounge furniture** and a **ruined piano** in the corner, that may have been used for receiving guests and serving drinks after dinner parties. The contents are now in a state of disarray as though they have been **inspected and discarded for anything of value.** Within the room is a lone villager who is scavenging the room's contents.

CR	XP Value	Adjusted XP Value	Monster(s)
1/8	25	-	1 x Cultist

## 4 Kitchen

The kitchen that serves the mansion is built to cater for **a large feast**, with **plenty of utensils** and **cooking equipment** that would be the envy of any decent cook. There is evidence of **basic**



**meals** having been **cooked recently**, but nothing on the scale that the kitchen was built for. In the corner of the room is a **simple staircase** that leads down to the basement of the mansion.

## 5 Library

The library of **Lord Senna** was renowned in the village for its impressive range of volumes on numerous topics, in fact the lord would entertain scholars and mages who travelled to his mansion to learn from his collection. Now though, the **evil that has corrupted** the Lord has led to the desecration of the library, and four of the villagers are destroying the books by tearing them up and piling them on the floor, there is evidence that many have been burned.

CR	XP Value	Adjusted XP Value	Monster(s)
1	100	200	4 x Cultist

A character that examines the pile of destroyed books that succeeds in a **DC 15 Intelligence (Investigation) check**, may ascertain that the manuscripts being destroyed relate to the history of **House Senna**.

**Secret Passage.** In a corner of the library is a secret passage that leads to the corridor that services the servant's quarters and the kitchen. A successful **DC 15 Intelligence (Investigation) check** will allow an adventurer to discover the passage.

## 6 The Servant's Quarters

These rooms **are simple and functional**, and would allow the servants of the mansion a comfortable place to spend their time when not on duty serving **Lord Senna**.

**Servant Prisoners.** Tied up and gagged on the floor are three of the Lord's servants, who are visibly distressed.

- The servants explain to the adventurers that when the Lord returned from his travels he was a **changed man**, obsessed with an **artefact** that he had found, **the warded wooden box**.
- He refused to let them see the object, but he could be heard alone in rooms talking, as though it was the **object itself** that he was talking to.
- Once the **fog descended on the area** some of the villagers **came and tied them up**, and they have been held here ever since.
- Something seems **wrong** with the villagers, who they have known for years, as they would **not speak to them** and their **eyes looked cold and dead**.
- The manor has **fallen** into **disrepair** in the last few years but since **Julius's** return it appears to be degrading at an **alarming rate**.



The servants just want to **get out of the manor** as quickly as possible, and if the adventurers free them, they will leave the mansion as soon as they can. They are **not fighters** and will not assist the adventurers combat whatever evil is in control of the mansion, but if they are asked about the layout of the mansion they can offer **a brief description**. They **don't know** how many of the **corrupted villagers** are in the mansion or what their final plan is.

If the adventurers did not find the secret passage into the servant's quarters from the outside of the building, they can still discover it if they search this area with a successful **DC 18 Intelligence (Investigation) check**, although the servants may reveal the existence of the passage if they feel that would be a safer exit for them.

## 7 Pantry

This small room is unremarkable, with **various food stores** and **preserves** packed on the shelves and cupboards within it.

## First Floor

### 8 Landing

This landing at the top of the entrance hall staircase gives access to the rooms on the first floor. It overlooks the entrance hall below.

### 9 Master bedroom

The Lord's bedroom has some **exquisite furniture**, however it looks unkempt with items of clothing scattered on the floor and visible weathering of the wooden floor. Further inspection of the bedroom reveals that apart from the Lord's possessions, there is clothing for a young woman hanging in the wardrobe, with various trinkets **a young woman** may use to maintain **a beauty regimen**.

### 10 The Study

This room appears to be a **private study** for the lord of the manor, and it contains a few pieces of **furniture** and a **writing desk**. Resting on the desk is **a journal** next to a pot of fresh ink and a quill that seems to have been used recently. The journal is open on the **last page** that was written in, and the date noted is two days ago. The entry is short, but reads as follows;



*“The night will shortly be upon us, and my love has told me we will soon be together once more. While it is regrettable some of the villagers have had to be lost to bring her back to me, Camila says it is necessary. It is important I follow her ritual plans precisely or the villagers will no longer be compelled to assist us. The preparations have been made in the cellar, and her return will finally allow me to show her how much I regret what I did to her. The next time I write in this journal Camila will be at my side.”*

There are more journal entries made before this one, however it would take some time for an adventurer to read through the whole journal. If an adventurer flicks through the last few pages they can also uncover further information.

#### INFORMATION AVAILABLE FROM THE JOURNAL

The **artefact** the lord's possession has been communicating with him, and he believes that it is **Camila** who he is in contact with.

**Julius** believes **Camila** has instructed the villagers under her control to search the manor for anything that might be useful to **'defend'** the manor should her return be **feared** and result in an angry mob attacking the manor.

**Julius** is wracked with **guilt** due to the accident he was responsible for what killed **Camila**. He is desperate to be with her again and to be forgiven for what he did to his true love.

### 11 Guestrooms

The guest rooms on the first floor appear to have been **ransacked** for anything of value, much like the drawing room on the ground floor. Despite being recently searched, the thin layer of dust covering the items in these chambers indicate that the mansion has not received guests for a while.

Within one of these rooms (the **Dungeon Master** may choose which), there are two villagers in the process of turning the room over for anything they feel they can use in their master's evil plan.

CR	XP Value	Adjusted XP Value	Monster(s)
1/2	50	75	2 x Cultist

### 12 Nursery

This room contains **beautiful toys** and **furniture** that were clearly intended for children. Unlike the other rooms in the mansion, the nursery has been kept immaculate, as though it were the only room **the Lord** had instructed his servants to clean.



### 13 Solar

The private chamber of the Lord has suffered the same fate as the other rooms in the mansion and has been ransacked for anything of value. There is some odd damage on the walls and table however, where the name “**Camila**” has been carved into the surfaces with a blade multiple times. Inside the room are **two of the corrupted villagers**, but one of the villagers looks different to the others the adventurers might have already encountered in the mansion. This villager has **small pinpricks of red light** that emanate from their black eyes, and nails and hair that look as though they have grown quickly and unnaturally. This villager has been corrupted deeply by the evil that has smothered the mansion, and has developed spellcasting abilities beyond the other villagers.

CR	XP Value	Adjusted XP Value	Monster(s)
3	475	713	1 x Cultist 1x Cultist Fanatic

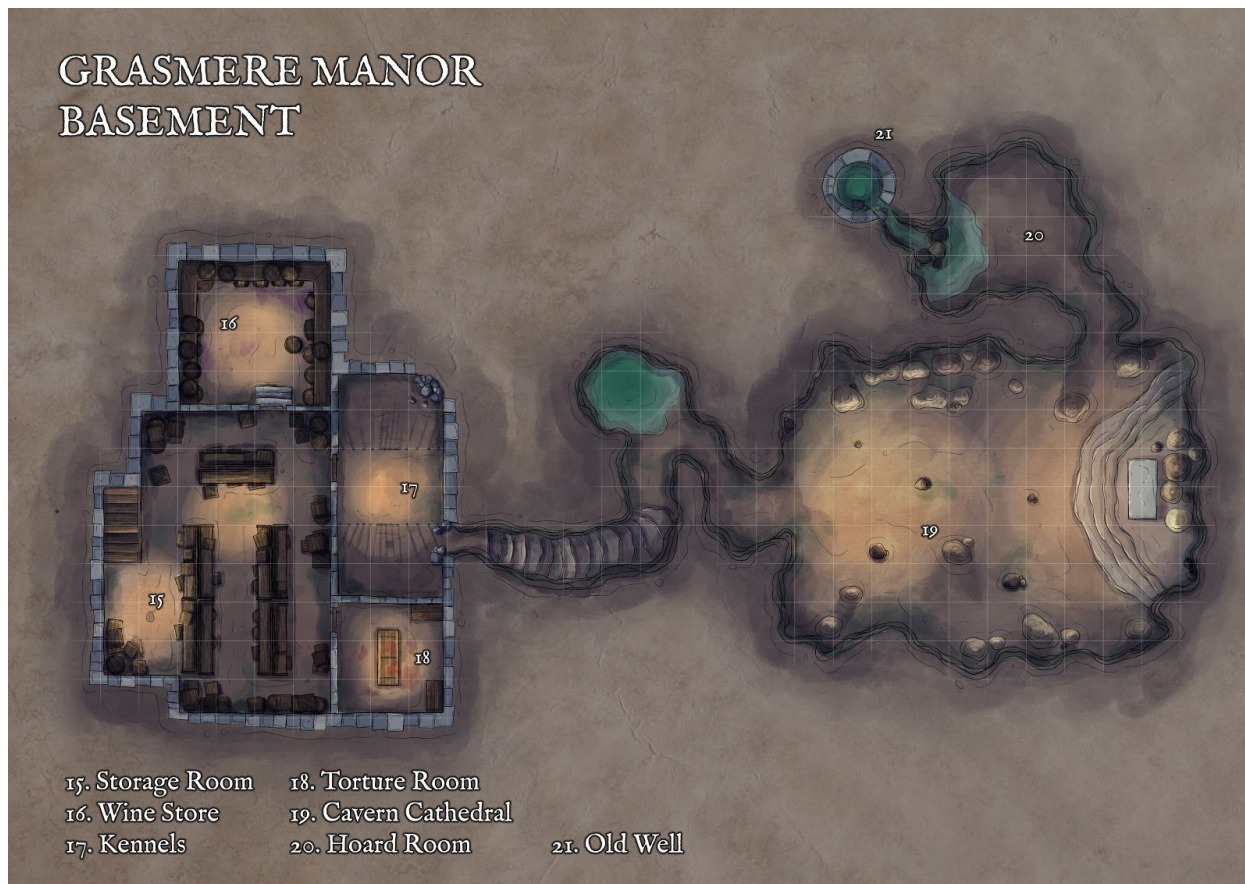
(Statistics for the above monsters are in the OGL so can be copied into a monsters section of the adventure if we want to with no copyright issues).

### 14 Butler’s Quarters

This bedroom is **basic**, and has little of interest within it, but it would make an excellent room for an employee of a higher station than the other servants.



## Basement Level



### 15 Storage Room

This large cellar room is **dark** and **smells of damp**, littered with rotting wooden crates and other goods, the rustling of rodents permeates the room.

The goods in this room are **rotten** and **beyond use**.

### 16 Wine Store

Down a small flight of stone stairs lies a **wine store**, the temperature in this room is noticeably **colder** and the **faint smell of soured wine** envelopes those who enter.

While most of the casks are **cracked** and or **have soared**, careful inspection of the room and a successful **DC 15 Investigation Check** will reveal **5 bottles of a rare vintage** concealed behind a large wine barrel. Each is worth **5gp** to the right buyer.



## 17 Kennel

This **once functional kennel** contains **two rusted cages**, their doors hanging from corroded hinges. The acrid smell of **dog waste** still lingers despite the absence of any animals. Several **piles of bones** can be seen inside both cages, a **DC 10 Intelligence Nature check** identifies them to be **canine bones**. All the remains of **House Senna** of the once great kennel of **hunting mastiffs**.

The **piles of bones** are **Undead Mastiffs** set to guard the entrance to the caverns. They will ambush the players as soon as they approach the entrance.

CR	XP Value	Adjusted XP Value	Monster(s)
1	150	300	3 x Undead Mastiffs

Within one of the cages **a section of the wall** has been pulled down revealing a set of **rough stone stairs** that lead further into the dungeon.

## 18 Torture Room

The **metallic smell of blood** fills this small room. A large wooden table stained with blood lies in the centre of the room surrounded by a number of smaller tables that are covered with various vicious looking implements of torture. A **body lies on the table**, bound by its wrists and ankles, its face frozen in a rictus of pain, their **throat slashed ear to ear**.

A successful **DC 10 Medicine Check** will reveal the person died within the last day or so.

If a character explores the room they can find a small pile of **8 gold teeth covered in blood**. Seemingly excised from various victims. Each tooth is worth **1gp**.

## 19 Cavern Cathedral

As the party descends the rough stone stairs that lead to this large chamber, they start to hear **ritualistic chants** and **incantations** in a strange language echoing up the tunnel. The air gets increasingly colder the further they descend beneath the bowels of the manor.

Rounding the final corner they see flickers of light coming from a large cavern. The room with its high ceiling dotted with stalactites almost has the feel of a **cathedral**. More rock formations litter the ground offering possible cover for the characters in the fight to come.



**Lord Julius** stands at the far end of the chamber upon a raised dais that holds a stone altar. A top which lies the **carved wooden box**, that has been his constant companion since returning to **Grasmere**, and a **pile of white bones**, the remains of **Camila**.

The remainder of the **missing villagers** are staked to the stone walls of the cavern, five on each side, they are **5ft off the ground**. The villagers are still under the witch's spell and will not respond to the party, they will continue to chant as long as they are able.

### **The Ritual**

Upon entering the room **Lord Julius** is facing away from the party at the altar chanting **infernal words**. He will pronounce loudly:

“For my love I spill my own life's blood in hope to return her to me”

He will **cut his hand** and place it on the box, its wards pulsing with red light, **ethereal energy** will then begin to leech from the villagers as their souls are harvested for the ritual. After a moment **Lord Julius** will turn to the party, angrily shouting:

“No, you will not keep us apart!”

He will then summon the first of the **Blood Stain Ghouls**.

**The Ritual** will take **1d6** rounds to complete, with **1 villager's soul being harvested per round**, at which time all the remaining villagers will be killed and the box will open, revealing a **pile of ash**. The **ash** and **souls of the villagers** will combine to resurrect the blood witch **Alicia Garen**.

After taunting **Lord Julius** for his foolishness, she will use her **first action to strike at him**, knocking him away from her. She will then turn her attention to the party.

If **Lord Julius** is killed before the ritual is completed **the spell fails** and the **witch is not resurrected**.

### **Roleplaying Lord Julius**

**Lord Julius** is a **broken man**, swinging between moments of **lucidity**, where he might beg the party to help him, and **rage** where he curses them for trying to stop him **resurrecting his love**.

**If the ritual is completed** he will regain some of his mind and upon seeing the bones of **Camila** upon the altar and the **dead villagers** hanging upon the walls he will be overcome with grief. At the **DM's** discretion he may join the fight on the party's side, fighting recklessly to avenge himself. He will be unable to **Summon Blood Ghouls** however.



## Roleplaying Alicia

Her execution by the hand of **Lord Julius's** ancestor has filled her spirit with a bitter rage that leaves little room for anything else.

Her goal, to visit revenge upon the **family that doomed her**, dictates her every move and she will not miss an opportunity to relish in their misery, reminding all of the madness she has blighted **House Senna** with.

She also seeks revenge against the villagers of **Grasmere**, who's forebears condemned her with their silence, and will describe the unspeakable tortures she will visit upon them.

She will assume the party **comes from the village** or **at their behest** and will treat them with **arrogance** and **hostility**.

## Ritual's Conclusion

If the **ritual is interrupted** a faint but **blood curdling scream** will be **heard from the box** and the remaining **villagers** will **stop chanting** and **lose consciousness**. **Lord Julius** will use his last words to call out to **Camila**, the party may see a very faint outline of her spirit cradling him as he dies.

The strange **wooden box** has no sway over the characters, but its power can still be felt. The party might seek to destroy it, the **DM** can decide how or if this can be done.

If the **ritual is completed** and **Alicia defeated**, her body will explode in a **shower of blood**, the **box immolating until nothing remains**.

If **Lord Julius** survives he will thank the party but laments the **loss of his love**. He wishes to atone for his sins and will offer what remains of his wealth, contained within the **Hoard Room**, as payment to the party on the condition they give half to the townsfolk of **Grasmere**. He will then take **Camila's remains** and return back to the **Manor proper**, thanking the party once again.

At the DM's discretion **Alicia Garen** may try to escape through **the well** if the battle turns against her in order to kill the villagers of **Grasmere**. Forcing the party to chase her.

## 20 Hoard Room

This **small cave chamber** is joined to the main ritual chamber via a narrow passage, and is damp and somewhat slippery underfoot. A portion of the chamber contains a **pool of cold water**, which, if inspected with a successful **DC 15 Intelligence (Investigation) check**, will allow a



character to discover **an underwater passage** leading to the base of the well in an adjoining chamber.

Across from the pool there is **a chest with a number of sacks** placed on the floor next to it. The treasure pile consists of a quantity of **ten gems**, (**a successful DC 10 Intelligence check reveals** the gems are worth **15 gp** each), **100gp**, and a second level spell **scroll of Blur**.

## **21 Old Well**

This **disused well** can be found on the Manor's grounds. The **rope and bucket** that once serviced the well are at the top of the shaft, and the walls of the well are covered in moss. An adventurer could climb the walls of the well, which is **30 feet deep**, with a successful **DC 15 Strength (Athletics) check**. A failed check results in an adventurer climbing **10 feet up the shaft then falling back** into the water below.

# **Concluding the Adventure**

If the party was **successful**, upon leaving the manor the fog is already lifting from the land. The **village of Grasmere** can be seen for the first time down in the valley of the **River Gras**.

Upon their return to **Grasmere** the party are hailed as heroes if they return with the abducted villagers. If however **all or many of the villagers** have been killed, the reception is more sombre, though they will still be grateful for being delivered from the return of the **Blood Witch**.

**Amelia** will offer the party the **full reward** if they return with some villagers alive but only half if **none return**, saying she must keep the money for the **victim's families**.

If the party were **unsuccessful**, its surviving members would emerge to see an unnatural **Blood Moon** rise over the land. A series of **blood curdling screams** can be heard from the direction of **Grasmere** as **Alicia Garen** takes her bloody revenge.

## **APPENDIX**

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## AMELIA BRANNON

*Medium humanoid (Human), Lawful Good*

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**Armor Class** 8

**Hit Points** 4 (1d8)

**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
6 (-2)	6 (-2)	11 (+0)	11 (+0)	11 (+0)	10 (+0)

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**Skills** Persuasion +2

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 0 (10 XP)

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**Community Leader.** Amelia has advantage on any skill checks made to influence the behaviour of anyone who lives in the community they lead.

### ACTIONS

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

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## BILL STAMP

*Medium humanoid (Human), Chaotic Good*

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**Armor Class** 10

**Hit Points** 4 (1d8)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

---

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 0 (10 XP)

---

### ACTIONS

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

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## GODDARD EAVES

Medium humanoid (any race), Neutral Good

**Armor Class** 17 (splint)

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

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

**Skills** Athletics +5, Perception +2

**Senses** passive Perception 12

**Languages** any one language (usually Common)

**Challenge** 3 (700 XP)

**Multiattack.** Goddard makes two short sword attacks.

**Proud past.** The old soldier wears his medals and armour with pride, although these relics are call backs to their owner's glory days which have seen better days. Each time the old soldier takes damage there is a 20% chance their splint armour breaks and becomes useless (giving the old soldier an AC of 11).

### ACTIONS

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

## MYRTLE SLAPGAMMON

Medium humanoid (Human), Neutral Good

**Armor Class** 9

**Hit Points** 3(1d8-1)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	8 (-1)	12 (+1)	12 (+1)	8 (-1)

**Senses** passive Perception 11

**Languages** any one language (usually Common)

**Challenge** 0 (10 XP)

### ACTIONS

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

## CULT FANATIC

Medium humanoid (any race), any non-good alignment

**Armor Class** 13 (leather armor)  
**Hit Points** 33 (6d8 + 6)  
**Speed** 30 ft.

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

**Skills** Deception +4, Persuasion +4, Religion +2  
**Senses** passive Perception 11  
**Languages** any one language (usually Common)  
**Challenge** 2 (450 XP)

**Dark Devotion.** The fanatic has advantage on saving throws against being charmed or frightened.

**Spellcasting.** The fanatic is a 4th-level spellcaster. Its spell casting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*  
 1st level (4 slots): *command, inflict wounds, shield of faith*  
 2nd level (3 slots): *hold person, spiritual weapon*

### ACTIONS

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

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

## LORD JULIUS SENNA

Medium humanoid (Human), Lawful Neutral

**Armor Class** 17 (breastplate, shield)  
**Hit Points** 40 (9d8 + 9)  
**Speed** 30 ft.

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

**Saving Throws** Con +2, Wis +4  
**Skills** Deception +2, Insight +6, Persuasion +2  
**Senses** passive Perception 12  
**Languages** any one language (usually Common)  
**Challenge** 3 (700 XP)

**Multiattack.** Julius can makes two melee attacks.

### ACTIONS

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

### REACTIONS

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

## CULTIST

Medium humanoid (any race), any non-good alignment

**Armor Class** 12 (leather armor)  
**Hit Points** 9 (2d8)  
**Speed** 30 ft.

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

**Skills** Deception +2, Religion +2  
**Senses** passive Perception 10  
**Languages** any one language (usually Common)  
**Challenge** 1/8 (25 XP)

**Dark Devotion.** The cultist has advantage on saving throws against being charmed or frightened.

### ACTIONS

**Scimitar.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.

## UNDEAD HOUND

Medium beast, unaligned

**Armor Class** 12  
**Hit Points** 11 (2d8 + 2)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

**Skills** Perception +3  
**Damage Immunities** poison  
**Condition Immunities** poisoned  
**Senses** darkvision 60 ft., passive Perception 13  
**Languages** —  
**Challenge** 1/4 (50 XP)

**Keen Hearing and Smell.** The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

### ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.



## GHOUL

Medium undead, neutral 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)

**Condition Immunities** poisoned  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** understands all languages it spoke in life but can't speak  
**Challenge** 1 (200 XP)

### ACTIONS

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

**Claws.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (2d4 + 2) slashing damage. If the target is a creature other than an elf or 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

## ZOMBIE

Medium undead, neutral evil

**Armor Class** 8  
**Hit Points** 22 (3d8 + 9)  
**Speed** 20 ft.

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

**Condition Immunities** poisoned  
**Senses** darkvision 60 ft., passive Perception 8  
**Languages** understands all languages it spoke in life but can't speak  
**Challenge** 1/4 (50 XP)

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

### ACTIONS

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

## BLOODSTAIN GHOUL

Medium undead, chaotic evil

**Armor Class** 14 (natural armor)  
**Hit Points** 44 (8d8 + 8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	7 (-2)	10 (+0)	6 (-2)

**Damage Resistances** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks  
**Condition Immunities** paralyzed, poisoned  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** understands all languages it spoke in life but can't speak  
**Challenge** 4 (1,100 XP)

### ACTIONS

**Multiattack.** The Bloodstain Ghoul makes two attacks. One with it's Bite and one with it's Claws.

**Blood Drain Bite.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 10 (2d6 +3) necrotic damage. The target must succeed a DC 14 Constitution saving throw or it's hit point maximum is reduced by an amount equal to the damage taken. The Bloodstain Ghoul can absorb half of the hit points drained from the target creature and use them as temporary hit points. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces it's hit point maximum to 0

**Claws.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 10 (2d6 +3) piercing damage.

## ALICIA GAREN, BLOOD WITCH

*Medium humanoid, chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 90 (11d8 + 36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	13 (+1)	9 (-1)	20 (+5)

**Skills** Arcana +5, Deception +9, Perception +3, Stealth +6

**Damage Resistances** psychic

**Senses** darkvision 120 ft., truesight 15 ft., passive Perception 13

**Languages** Common, Sylvan

**Challenge** 9 (5,000 XP)

**Devil's Sight.** Magical darkness does not impede the witch's darkvision.

**Multi Attack.** The Blood Witch makes two attacks in any combination she likes, she may also cast a spell as part of the Multi attack.

**Blood Dancer (Recharge 5-6).** The Blood Witch may teleport up to 40 feet and make a Claw attack against all adjacent creatures. These attacks score a critical on +18.

### ACTIONS

**Claws.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 13 (2d6 +4) slashing damage

**Spell Casting.** Spellcasting (Blood Pact Magic). The witch is a 10th level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +6 to hit with spell attacks). She knows the following Warlock Spells:

Cantrips (at will): Chill Touch, Eldritch Blast, Minor Illusion, Poison Spray, Prestidigitation, True Strike

3/day each: Charm Person, Counter Spell, Hold Person, Protection from Evil and Good, Ray of Enfeeblement, Vampiric Touch

1/day: Blight, Confusion, Eye Bite, Fly, Greater Invisibility, Suggestion

### REACTIONS

**Strangling Hair.** Alicia Garen, Blood Witch is hit by a melee attack, she can strike her attacker with strands from her bloody hair. The attacker takes 6 (1d10) piercing damage, or half damage on a successful DC 16 Dexterity saving throw. She may then Vanish in a puff of mist to turning invisible until the start of her next turn or until she attacks or casts a spell, and teleports up to 60 feet away.

### LEGENDARY ACTIONS

The Blood Witch 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. The Blood Witch regains spent legendary actions at the start of its turn.

**Move.** Alicia Garen, Blood Witch may take a move action.

**Eternal Darkness.** Alicia Garen, Blood Witch may cast the spell Darkness (2 Actions), without costing a spell slot.

**Spellsinger (Variable).** Alicia Garen, Blood Witch may use a legendary action to cast a cantrip (1 action), use a 3/day spell (2 actions) or a 1/day spell (3 actions) without using a spell slot or components.



**Village of Grasmere**



**Grasmere Cemetery**



**Grasmere Manor**



**Grasmere Manor - Basement**