

A Night of Fright!

A haunting adventure of meddling heroes and their talking gnoll



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Table of Contents

Adventure Overview	3
Adventure Background	3
Running This Adventure	3
Splitting the Party	4
Fear	4
Atmosphere	4
Using this Text	4
Encounters	4
Timeline	4
Catching Creepsley	5
The Beauregard Family	5
The Beauregard Mansion	6
Mansion Features	6
IE1: The Hauntings Begin	7
Main Floor	8
Room M1: Foyer	8
Room M1a: Coat Closet	8
Room M1b: Bathroom	9
Room M2: Tea Room	9
Room M3: Sitting Room	10
Room M4: Library	10
Room M4a: Spying Room	11
Room M5: Kitchen	11
Room M6: Dining Room	12
Room M7: Rear Entrance	13

Upper Floor	13
Room U1: Bathroom	13
Room U2: Sewing Room	13
Room U3: Nursery	13
Room U4: Study	14
Room U5: Guest Bedroom	14
Room U6: Lounge	14
Room U7: Master Bedroom	16
Room U8: Piano	16
Room U9: Dressing Room	17
Room U10: Closer	17
Room U11: Servants' Quarters	18
Basement	18
Room B1: Basement Landing ...	18
Room B2: Wine Cellar	19
Room B3: Fake Sacrifice Chamber	19
Room B4: Basement Control Room	20
Room B5: The Crypt	20
Additional Encounters	21
SE4: Leading Man	21
IE2: The Capture of Creepsley ..	21
IE3: The Unmasking & Wrap Up	22
Appendix A: Monster Stats	23
Ghast	23
Shadow	23
Swarm of Bats	24
Uldryn Beauregard	24
Appendix B: Handouts	25
Uldryn Journal Entry 1 ...	25
Uldryn Journal Entry 2 ...	25
Uldryn Journal Entry 3 ...	26
Uldryn Journal Entry 4 ...	26
Uldryn Journal Entry 5 ...	26
Uldryn Journal Entry 6 ...	27
Uldryn Journal Entry 7 ...	27
Appendix D: Subclasses ...	28
Monk: Way of the Coward	28
Paladin: Oath of Traps	29
Warlock Patron: The Damsel ...	30
Bard: College of Snacks	31
Rogue: Bespecatacled Sleuth ...	32

A Night of Fright

ADVENTURE OVERVIEW

Zoinks! Mystery LLC, the area's leading mystery-solving meddlers, have received a mysterious invitation: they'll get a fortune if they can spend a full night in a haunted house. But there are scares galore, and nothing is as it seems! They'll need to look for clues and get to the bottom of this mystery if they want to survive—for something darker lurks below.

ADVENTURE BACKGROUND

Mystery LLC has been in the mystery-solving business for years, starting when they were plucky teens. More often than not, their investigations turn up simple answers. Even in fantasy realms, real estate is much cheaper when you manage to scare everyone away from it. However, they have come across a few real encounters over the years, and have gained some competence in battle through their scarier skirmishes.

Years ago, near the start of their careers, Mystery LLC assisted a man named Uldryn Beauregard. He was nearly driven off his lucrative vineyard until Mystery LLC deduced that the real culprit behind his haunting was not ghosts, but a rival winemaker. In the intervening years, Uldryn took over his former rival's vineyard and retired happily—or so it seemed.

In truth, Uldryn took dark inspiration from his brush with fear. He grew paranoid, constantly feeling that someone was attempting to take away what was his. He began to research the dark arts of immortality, seeking a way to enjoy his life eternally and free of fear. He found his answer in a pact with Myrkul, god of death. Myrkul would grant Uldryn immortality if he provided souls in his place—preferably souls steeped in nobility. And wouldn't you know it—Uldryn knew a group of noble people that wouldn't raise suspicion if they died in a supernatural incident.

However, Uldryn knew that Mystery LLC is a force to be reckoned with. To take them on, he'll need a bit more muscle in his evil old veins. To that end, he also plans to sacrifice a few—much weaker—members of his own family: great-nephew

Buford Beauregard, third cousin Persephone Beauregard, and niece-in-law (once removed) Spinel Beauregard. He has no personal connections to these distant relatives, and they are anything but noble—to him, they are simply sacrifices that will give him the strength to face Mystery LLC.

Uldryn spent the last years of his “life” preparing his mansion properly, lacing it with traps and secret passageways, and hid himself in a secret room in his basement before faking his own death. His will invited Mystery LLC to the mansion and stipulated that “anyone who survives an entire night” in Beauregard Mansion receives an equal share of one million gold. He planned, of course, to be the only survivor and maintain his riches—but his lawyer and executor, Callivan Creepsley, has other ideas.

Unknown to Uldryn, Creepsley devised his own plan—if he can scare Mystery LLC away, he'll get the million gold all to himself. He knows of some of Uldryn's traps and secret passages and has devised some of his own. He's using luminous paint and a costume to appear as the Ghost of Beauregard to scare away the heroes. Mystery LLC has no idea what's in store!

RUNNING THIS ADVENTURE

This adventure is, clearly, a loving parody of classic Scooby-Doo. The best way to enjoy this game is to lean into that. Included with this adventure are 5 premade characters that emulate the original gang. It's super fun to let your players lean into these characters' associated tropes—the game is built to encourage it. However, the game can be played with any characters around level 5. While not required, it's recommended that you have a full party of five players to take the roles of Mystery LLC. If there are fewer than five players, the Dungeon Master should run any remaining members of Mystery LLC. You've gotta have the whole gang!

Once the gang's together, use the following information to make running this adventure smooth, fun, and spooky.

SPLITTING THE PARTY

Several things in this game are engineered to split the party. This is a classic way to isolate team members to make them more vulnerable and therefore more frightened. When running a split party, there are a few things to remember:

- Don't favor anyone. Keep shuffling who the focus is on so that everyone feels important.
- Give players secret information. It's fine to publicly give details of the layout, but if players find a juicy clue, tell them the information in secret. This pushes players to compare notes, keeping them invested and roleplaying while cutting down on metagaming. There are handouts for heroes to find scattered throughout the adventure for exactly this purpose.
- Keep an eye on your players and communicate. Sometimes a player might keep getting isolated and start to feel left out. Even if it means changing the game, talk with your players and make adjustments to make sure everyone is having a good time. It can be hilarious if one danger-prone player keeps stumbling into trouble—but only if they're in on the joke, too.

FEAR

The average adventuring party is a bit more resistant to fright than the average gang of meddling kids. But this is a fun game, and it's more fun if you lean into the roleplay. To encourage that, most encounters in this adventure require heroes to make a Wisdom saving throw which, on a failed save, forces them to flee the room or worse. When using this feature, make sure your players are in on it—as previously noted, they have to be in on the joke for it to be fun. Plus, it'll start to mess with 'em when things go really sideways.

ATMOSPHERE

Go all-out with the atmosphere during the game for maximum effect. Dim the lights and get out some candles. Play spooky music! Everyone should be in on the fact that this is a parody game, but that doesn't mean it can't have authentic scares.

USING THIS TEXT

As always, you'll want to keep your Player's Handbook, Monster Manual, and Dungeon Master's Guide on hand. If you see a creature name in **bold**, you'll find its stats in APPENDIX A. Important points in each room have been underlined for additional clarity. If you see an underlined word, it's likely tied to an encounter, handout, or clue. Room and encounter names in SMALL CAPS can be clicked to quickly jump to that section of the PDF.

ENCOUNTERS

This adventure is built around encounters. There are three kinds of encounters: **Scary**, **Very Scary**, and **Important**. Scary encounters are simple things, typically parlor tricks to scare Mystery LLC out of the mansion. Very Scary encounters are real, sinister, and possibly deadly. Important events drive the story—make sure to read those ahead of time to know when and how they should happen.

Each room is associated with specific Scary and Very Scary encounters. For example, the library can trigger **Scary encounter 1 (SE1)** and **Very Scary encounter 2 (VSE2)**. Use the in-text links or display the sections side-by-side for easier navigation while the gang is poking and prodding at obvious traps.

Each encounter has one or more triggers. Some have prerequisites, so it is advised to read through all the encounters and have a firm understanding before play. Things tend to change in play, so feel free to mix some of these up to keep Mystery LLC on their toes. It is unlikely, and unnecessary, that all of these encounters will be activated during gameplay. Try running the game again with a new group of heroes to see what happens!

TIMELINE

Since this is a mystery game, the timeline is important to consider. Creepsley can't be pestering someone in the lounge and library at the same time. As such, try to run only Scary and Very Scary encounters simultaneously, not two of the same kind. Very Scary encounters should become more prevalent as the adventure progresses. That said, this is more of a fun game than a real mystery. Depending on your style of play, you can

likely get away with nearly anything happening simultaneously. Decide for yourself if your heroes want to really solve a mystery or if they're content to yell "Jinkies!" and run around, then proceed accordingly.

CATCHING CREEPSLEY

Catching Creepsley is an Important Event that shifts the tone of the game to a battle for survival. If possible, do not let Mystery LLC capture Creepsley too early.

To make this easy, the pregenerated characters do not come equipped with magic like *hold person* that would make catching Creepsley simple. However, other characters may bring in abilities that can stop Creepsley rather easily. You may need to get innovative to prevent this: perhaps the Ghost they encountered was only a reflection in a mirror or a dummy on roller skates pushed across their vision by an unseen hand. If, through unforeseen ingenuity, Mystery LLC manages to capture Creepsley early, proceed to [THE CAPTURE OF CREEPSLEY](#), but have everyone—including Creepsley—teleported to the *FAKE SACRIFICE CHAMBER*.

THE BEAUREGARD FAMILY

These characters are here as cannon fodder and to potentially obfuscate Creepsley's obvious guilt. All three are bossy, spoiled, petulant people who want nothing to do with the quirky mystery-solvers—they're only here for the money. The fortune is a plausible motive for any of them to be behind the hauntings, and all of them will wander off to look for Uldryn's loose change themselves if given the opportunity. Uldryn knows their greed and will attempt to pick them off first, using them as sacrifices to grow his own power.

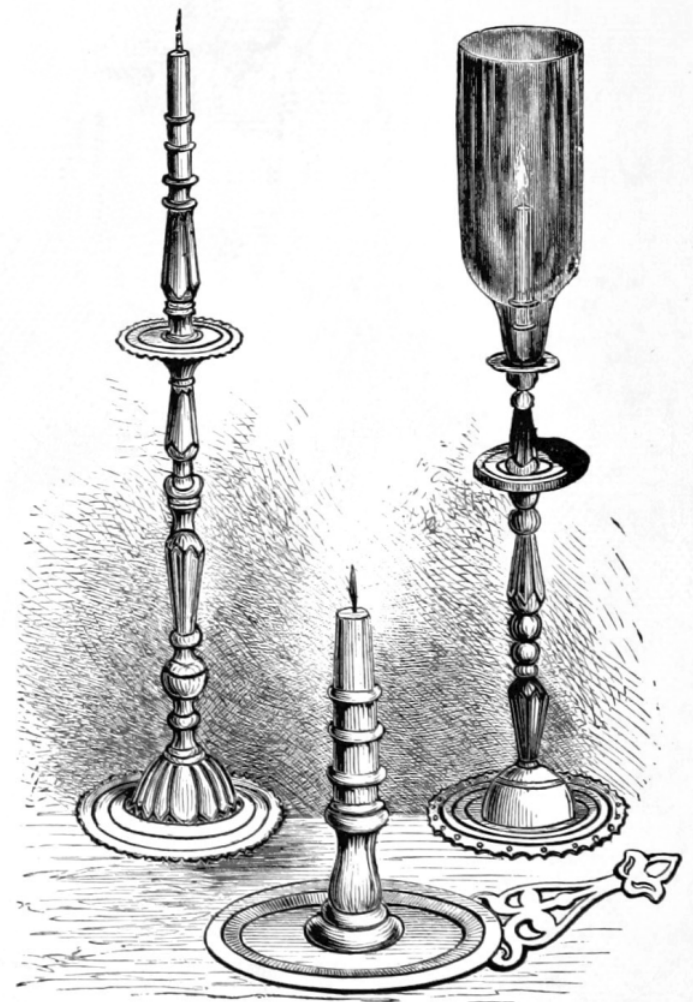
But they're still people! Bad people. Here are a few basic characterizations to help play them.

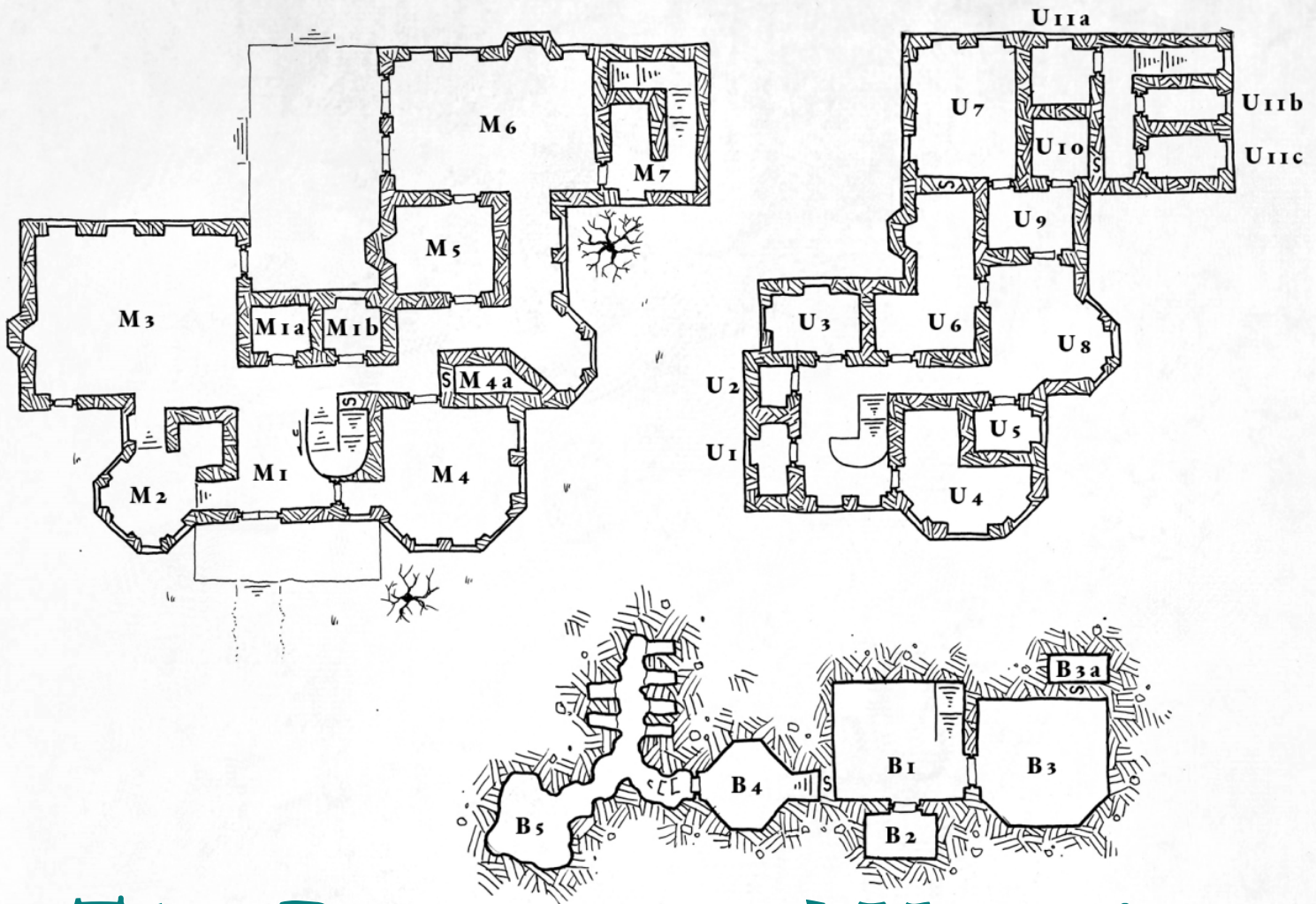
Persephone Beauregard is the most cowardly. She's red-haired, out for herself, and would love to be far away—but her truly exceptional greed keeps her rooted. She isn't dumb, but she would happily push anyone else in this mansion down a flight of stairs for a gold piece.

Buford Beauregard is vain. He has a lithe beauty and thinks that he's better than everyone else—except whichever belle he fancies that week. He dresses well, and is quick to judge those who don't.

Spinel Beauregard is reedy, freckled, and just not too bright. Even as the night progresses, she does not seem to have any real sense of impending danger. She's the kindest of the Beauregards, but she always speaks her mind—so if she has an unflattering opinion on anyone, she'll voice it.

Beauregard family members who are separated from Mystery LLC are very susceptible to getting captured and killed. If Uldryn manages to nab a family member, consider making this obvious—try a scream, furniture breaking, or traces of blood left behind. It can be spooky to have characters disappear without a trace, but this should be used sparingly—Mystery LLC can easily forget about these dweebs.





The Beauregard Mansion



he adventure starts with *THE HAUNTINGS BEGIN*, where Mystery LCC is introduced to Uldryn's will and the members of the Beauregard family.

The Beauregard Mansion is a sprawling two-story home. Uldryn Beauregard supposedly retired here after leaving his vineyard, but the home shows no signs of life. It seems old and rotted throughout. The wood creaks and sags, the furniture is destroyed, the walls have holes, and a chill runs through the entire house. Always, there is a faint smell of mildew and must. Regardless of any haunting, there is basically no way to spend a comfortable night in this house.

The official story is that Uldryn Beauregard bought the mansion with the intention of fixing it up, but never did before he died. In truth, Uldryn spent his days booby-trapping the house, letting it slide into squalor as he lived more and more of his life in the basement.

MANSION FEATURES

The Beauregard Mansion has the following features throughout:

- **Old Wood.** Most of the mansion is old and worn down. At the DM's discretion, most furniture and unlocked doors can be broken with a successful **DC 12 Strength (Athletics) check**.
- **Sturdy Locks.** Some doors are locked and harder to break down. Locked doors require a successful **DC 20 Strength (Athletics) check** to break open. This does not include secret doors, which must be operated by their respective mechanisms, or exterior doors, which are magically sealed as detailed in VSE1.

IE1: THE HAUNTINGS BEGIN

Location: SITTING ROOM (M3)

As Mystery LLC arrives at Beauregard Mansion, read or paraphrase the following to begin the adventure:

As you arrive at the Beauregard Mansion in your rickety green wagon, The Clue Cruiser, you find yourself disappointed. The Beauregard Mansion is not as beautiful as you'd imagined. It looks like it was once a beautiful home, but those days are long behind it. The windows are broken. The overhang above the porch sags in a disturbing frown. Before you, the front door slowly opens with an ominous creak. A middle-aged man with salt-and-pepper hair and modest professional clothes waves you into the house.

Creepsley leads Mystery LLC into the SITTING ROOM (M3), where great-nephew Buford Beauregard, third cousin Persephone Beauregard, and niece-in-law (once removed) Spinel Beauregard wait. Creepsley introduces everyone to each other and proceeds to explain the terms of the will. Read or paraphrase the following:

Mr. Creepsley moves to the head of the room, gathering everyone's attention. "As you are all undoubtedly aware, Mr. Beauregard was a rather successful businessman. He called you all here to receive a share of his fortune. Mr. Beauregard is prepared to leave an equal share of one million gold pieces . . . to anyone who can survive an entire night in this mansion, which he claimed to be haunted. Your time begins now. Beauregards, Mystery LLC—I wish you a pleasant night. I will be outside to ensure that nobody leaves the premises. I'll return in the morning to collect . . . anyone left."

He laughs strangely at that and heads to the door. Not a moment after it shuts, a wind blows into the room, putting out the candles and shrouding you in darkness.

You hear the quivering voice of third cousin Persephone in the dark, moving out of the room toward the front door: "N-now, I'm not sayin' I'm a-leavin', but m-maybe Mr. Creepsley has some more matches—hey! The door's stuck shut! I can't open it!"

An eerie green glow begins to fill the room. Smoke floods the area, and you see a figure step forward—gaunt, but recognizable from his portrait

above the fireplace. It's Uldryn Beauregard!

The Ghost speaks: "How dare you trespass in my mansion? You are all unworthy of my fortune! Leave! Flee this place . . . or it will be your tomb!"

With another flash of smoke, the figure vanishes.

Indeed, the door is sealed—as are all exits to the mansion. Some windows are broken, of course, but what remains of the shutters and locks have all been magically sealed. This is the work of Uldryn, who has placed a powerful sealing spell on the entire house. Anyone using *detect magic* sees the house wreathed in strong abjuration magic. This is a powerful spell enhanced by dark blood magic, and cannot be broken or dispelled by anyone but the one who cast it (**DC 18 Arcana check** to understand this). Attempting to leave the house through a broken window or other means results in a creature taking 1d6 force damage and being lightly pushed backwards.

At this point, Creepsley has snuck back inside through the *REAR ENTRANCE* (M7) and has no idea that he's just as trapped as everyone else—hence his contradictory demands that they flee the building.

From here, Mystery LLC is on the case. The Beauregard family is varying degrees of spooked and greedy, and the rest of the encounters may proceed as they will.



Main Floor

Room M1: FOYER

The entrance to Beauregard Mansion has been made to look as welcoming as possible, which actually somehow makes it worse. Two candelabras light the entranceway, just bright enough to cast odd shimmering shadows off of the broken, dangling chandelier hanging from the ceiling. The floor here sags significantly, but is unbroken. Any significant investigation of the floor reveals that there must be something underneath the foyer, although there is no obvious door to a basement. Two decorative suits of armor stand on either side of the front door



SECRET DOOR: BASEMENT STAIRS

Adjacent to the stairs to the upper floor, a seemingly solid wall hides the secret entrance to the *BASEMENT LANDING* (B1).

A successful **DC 17 Intelligence**

(Investigation) check uncovers a small wooden panel that slides away to reveal a keyhole. This secret door is locked, requiring a successful **DC 20 Dexterity (Sleight of Hand) check to unlock**. The only key to this door is carried by Creepsley.

When operated correctly, the secret door releases metal panels hidden in the wall, allowing it to open. Because of these panels, the door cannot be forced open by brute strength. If approached from the basement landing, the secret door is obviously a door, but is still locked.

VSE9: FRIGHT KNIGHT

Trigger: Any member of Mystery LLC inspecting either of the suits of armor near the front door.

Read or paraphrase the following:

As you lean in to inspect the armor, suddenly the helmet's visor lifts up, revealing two glowing green eyes! With a sinister cackle, the armor begins to move, lifting its heavy sword and coming towards you!

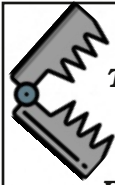
Uldryn is controlling the armor with animate objects. The armor is a construct with the following stats:

Armor Class 13	Melee Weapon Attack.
Hit Points 40	+5 to hit, 8 (2d6 +1)
Speed 30 ft	slashing damage.
STR DEX CON INT WIS CHA	
10 (+0) 12 (+1) 10 (+0) 3 (-4) 3 (-4) 1 (-5)	

When the armor is defeated or otherwise incapacitated, it collapses into a damaged pile of unmoving metal.

Room M1A: COAT CLOSET

Just past the foyer, a coat closet lies mostly empty. Its door is broken, hanging listlessly on a hinge. A few empty hangers line the rack inside; the only thing of note is one ratty, moth-eaten jacket hung on the right side. The jacket is unremarkable, but it does obscure a small button on the rear wall of the coat closet (**DC 10 Intelligence (Investigation) check** to find). Pressing this button triggers the Hidden Slide trap.



TRAP: HIDDEN SLIDE

Trigger. Pressing the hidden button on the right side of the rear wall of the coat closet.

Effect. The entire floor of the closet swings open on a hinge beneath the northern wall of the room. Anyone inside the coat closet falls into the *BASEMENT LANDING* (B1). Any affected creature must make a **DC 10 Dexterity saving throw**. On a successful save, the creature takes no damage. On a failed save, the creature takes 1d6 bludgeoning damage and falls prone at the bottom of the slide.

Discovery & Disarm. This trap requires a **DC 10 Intelligence (Investigation) check** to find the button, but a **DC 20 Intelligence (Investigation) check** to correctly deduce what the button's effect will be. This trap may be disarmed by disabling the button with a **DC 20 Dexterity (Sleight of Hand) check**, but a failed save triggers the trap.

SE3: SKELETON IN THE CLOSET

Trigger. Any creature opening the coat closet door.

Read or paraphrase the following:

As the closet door opens, a huge clattering is heard as a shape tumbles outwards. A skeleton, small bits of decaying flesh still stuck to its rotted bones! It falls forward out of the closet, tangling you up as it crumbles to the ground.

The skeleton is an elaborate fake, simply designed to look convincing. A **DC 12 Intelligence (Nature) or (Medicine) check** easily determines this. Any member of Mystery LLC that witnesses this encounter must make a **DC 10 Wisdom saving throw** or be forced to flee the room.

Room M1B: Bathroom

This is a small indoor bathroom for guest use. A pull-chain toilet, now broken, takes up one wall. The toilet seat is cracked, the tank is empty, and the pull chain is missing. On the western wall, an old porcelain sink stands below a clouded mirror. A small cabinet sits next to the sink.



CLUES

A successful **DC 12 Intelligence (Investigation) or Wisdom (Perception) check** uncovers traces of glowing green ectoplasm on the sink—similar to what the Ghost leaves behind. A successful **DC 15 Intelligence (Investigation) check** on the cabinet reveals a small hidden panel that holds a small tub of ectoplasm. A successful **DC 15 Intelligence (Arcana) check** deduces that this is not ectoplasm, but makeup. This check may be made at advantage if an adventurer has proficiency with a disguise kit, and it is not necessary if an adventurer has already succeeded on similar checks against the makeup found in the *DRESSING ROOM* (U9) or *CLOSET* (U10).

SE7: THE MAN IN THE MIRROR

Other Locations: *BATHROOM* (U1), *MASTER BEDROOM* (U7), *DRESSING ROOM* (U9)

Trigger: Any solitary member of Mystery LLC investigating a mirror.

Read or paraphrase the following:

Something is fishy with this mirror—you can feel it. You begin to examine it, feeling for a hidden switch or for some mechanism to open it. You only look away for a second, but when you look back, there's a face behind you in the mirror! The Ghost of Beauregard cackles as you jump, and with a puff of smoke, he vanishes.

Any hero who triggers this encounter must make a successful **DC 10 Wisdom saving throw** or flee the room.



Room M2: Tea Room

This small nook is used for meetings and tea time. Most of the eastern and southern walls are windows that once had a beautiful stained-glass pattern, but are now in various states of disarray. A small table with two chairs sits directly in the middle of the room. The table is covered with an old tablecloth and a few fragile doilies. The chairs seem intact, but the cushions are fraying. In the northeast corner, several broken cabinets hold the remains of what was once fine china.



CLUES

Tucked beneath a doily is Uldryn Journal Entry 2 (see APPENDIX B), which can be found with a successful **DC 12 Intelligence (Investigation) check**.

VSE1: SHADOW STRIKE

Other Locations: *BASEMENT LANDING* (B1)

Trigger: At least two of Mystery LLC arriving in either of the possible locations.

Read or paraphrase the following:

As you investigate, a silence falls. You shift your foot, but don't hear the wood creak beneath you. You glance down to see yourself standing in a pool of darkness, not coming from any light source around you. You reach down to investigate—but the shadow pulls away, rearing up with an inky black claw!

This encounter scales based on the number of Mystery LLC members present in the room. For one to two members, 1d6 **shadows** appear. For three or more members, 1d10 shadows appear.

Any member of Mystery LLC present for this attack must make a **DC 15 Wisdom saving throw** as soon as the event is triggered. On a failed save, the creature is paralyzed with fear for one round.

Room M3: SITTING ROOM

This is the largest room in the Beauregard Mansion. A large fireplace, which has been lit by Creepsley, dominates the western wall. The chimney does not seem to be completely clear, however, as the room has become slightly smoky. Above the fireplace is a large portrait of Uldryn Beauregard. In the portrait, Uldryn is a middle-aged, successful, obviously wealthy winemaker. He sits holding a glass and bottle of his wine, smiling.

The center of this room has two couches sitting around a low table. Like all the furniture in the mansion, these couches are worn and sagging. Their threads fray, as if they were once fine but are now haggard. The empty table still seems sturdy. In the northwestern corner sits a modest wine rack with a few bottles of Beauregard wine. The room smells somewhat of old tobacco smoke.



CLUES

A member of Mystery LLC making a successful **DC 15 Intelligence (Investigation) check** notices an unburned slip of paper wedged between two bricks in the fireplace. This is Uldryn Journal Entry 1 (see APPENDIX B), but retrieving it triggers *It's BLOCKED*.

Additionally, any hero investigating the place where the Ghost of Beauregard appeared (see *THE HAUNTINGS BEGIN*) who makes a successful **DC 12 Intelligence (Investigation) check** finds small traces of a black powder. With a successful **DC 14 Intelligence check**, a hero can determine that this powder could indicate the use of a smoke bomb.

SE8: It's BLOCKED

Trigger: Any member of Mystery LLC investigating the fireplace

Read or paraphrase the following:

The fireplace is holding more smoke than it should, releasing a dull haze throughout the sitting room. It makes sense; there's no evidence that much of anything in this house has been properly maintained. Still, you begin to investigate for any clues, poking the ashes and leaning in to see. Suddenly, a tiny plip on the back of your neck, like a single raindrop. You reach up to feel, and it slides down your back. Another drop. More, coming more quickly, on your shoulders and hands. You pull back and see them on your hands: spiders. Dozens of

them, scurrying all through your armor as their disturbed nest is smoked out of the fireplace.

This one's just gross. There's nobody behind it, it's just really icky. I'm sorry that I wrote this and that you had to read it. Whichever member of Mystery LLC triggered the encounter must make a **DC 12 Wisdom saving throw**. If they fail, they have a phobia of small, dark spaces that lasts the rest of the night.

Room M4: LIBRARY

This room was once a respectable library, complete with floor-to-ceiling shelves and comfortable sitting areas near large windows. Today, the shelves are broken, and a few small piles of books are all that remain. The windows are shattered and the books and shelves have collected moisture over the years, causing them to rot. A portrait of Uldryn Beauregard hangs on the northern wall. In the portrait, he is somewhat older and more sinister-looking, with piercing eyes that seem to follow the viewer.



CLUES

Hidden among the scattered and broken books is Uldryn Journal Entry 3 (see APPENDIX B). It takes a successful **DC 17 Intelligence (Investigation) check** to find it among everything else.

Of course, the painting of Uldryn can be looked through. The painting, which is affixed tightly to the wall, has Uldryn's eye holes cut out of it. Behind the painting is a small panel with Uldryn's eyes painted on. From the library, the painting seems completely normal while the panel is closed. From the *SPYING ROOM* (M4a), the panel can be slid aside so someone can discreetly look into the library by peering through the eye holes. This is probably obvious to anyone familiar with the homage material—but what are we gonna do, *not* include it?

It takes a successful **DC 15 Intelligence (Investigation) check** to determine that the painting's eyes are movable. However, the sliding mechanism locks from within the spying room and cannot be used from the library. If the painting is removed from the wall by force, which can be done with a successful **DC 16 Strength (Athletics) check**, the panel becomes obvious as Uldryn's eyes remain on the wall.

VSE2: LIVING PORTRAIT

Locations: *SITTING ROOM* (M3), *LIBRARY* (M4), or *MASTER BEDROOM* (U7)

Trigger: Any member of Mystery LLC closely inspecting a portrait of Uldryn Beauregard.

Read or paraphrase the following:

As you lean in to inspect the painting, you jolt backwards—because the painting blinks. Its eyes lock with yours, and a cruel grin crawls across its face. Its mouth opens, revealing wickedly sharp teeth. Suddenly the painting lunges forward, biting at you with an elongated jaw!

Make an attack roll for the painting using 1d20 + 4. If the attack succeeds on the hero inspecting the painting, the hero takes 1d6 + 4 piercing damage.

Any member of Mystery LLC that witnesses this event must make a **DC 12 Wisdom saving throw**. On a failed save, that hero cannot, for the remainder of the game, bear to stand where a painting of Uldryn can see them.

SE1: FLOATING BOOKS

Location: *LIBRARY* (M4)

Trigger: Any of Mystery LLC entering the library.

Read or paraphrase the following:

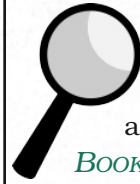
As you look around the library, something feels off. Out of the corner of your eye, you see movement—the books are levitating! Slow at first, they begin to whip around the center of the room at high speed. A distant, unseen voice yells: “Get out!” before the books slam back into a heap near the broken old shelves.

Any member of Mystery LLC that witnesses this event must make a successful **DC 10 Wisdom saving throw** or flee the room. In reality, the books are attached to thin strings controlled by Creepsley in the *SPYING ROOM* (M4a). These strings can be discovered with a successful **DC 13 Intelligence (Investigation) check** and can be traced back into the northern wall of the library.



ROOM M4A: SPYING ROOM

This small room is used primarily for sneaking and creeping. It is unfinished—more akin to a large crawl space than an actual room. On the eastern wall, a thin ladder provides access to the *BASEMENT CONTROL ROOM* (B3a).



CLUES

The southern wall holds the panel for the Spy Painting in the *LIBRARY* (M4), as well as the controls for the *FLOATING BOOKS*. These controls make it obvious that the haunting was not real. Additionally, a package of smoke bombs lies hidden in this room—they are what Creepsley has been using to appear and disappear as the Ghost.



SECRET DOOR: SPYING ROOM

This door seems, from the outside, like a solid wall. There is no external indication of a door. On the wall nearby is a candle holder that, when turned upside down, releases the latch on the secret door, opening it. When the secret door is closed, the candlestick automatically returns to an upright position. A successful **DC 19 Intelligence (Investigation) check** is required to find the correct candle holder and deduce how it operates. The DC is reduced by 5 if Mystery LLC already knows that there is a secret room somewhere nearby.

ROOM M5: KITCHEN

Two massive wooden tables take over most of the space, large enough for a team of servants to prepare a grand meal. The eastern wall is completely full of cabinets, most of which are somewhat broken and worn with age. There are two sinks, one on both the northern and southern walls. The sink on the southern wall no longer functions, and the one on the northern wall constantly drips. Despite this, the kitchen is perhaps the best-kept room on the ground floor of the mansion, as it is the only room that Uldryn got any real use out of. A few pieces of silverware, dinnerware, and kitchen tools are still in usable condition, and there are still remnants of some old food and dried meats in the cabinets.

These scraps of food are just enough to make a sandwich or two for any heroes feeling snacky. Any hero who eats the food must make a **DC 12 Constitution saving throw**. On a failed save, the hero has a persistent stomachache and a sinking realization that they shouldn't just go around eating old food.

CLUES



Both of the wooden tables and some of the knives are stained red. The stains are too old to confirm if they are blood, though it's an obvious conclusion. Whoever last ate here liked it bloody, and didn't bother to clean up after themselves.

If any hero succeeds on a **DC 15 Intelligence (Investigation) check**, they find an old recipe book tucked away. The book is titled *How to Serve Man* and seems to be a collection of handwritten recipes for all sorts of dishes. Interestingly, all the dishes are meat-based, but they never specify what kind of meat. It always just says "meat." I'm sure it's nothing to think too hard about.

A hero who makes a successful **DC 16 Intelligence (Investigation) check** notices a key stuck to the bottom of a table. This is the key to the *REAR ENTRANCE* (M7).

SE2: FOOD FRIGHT

Trigger: Any of Mystery LLC entering the kitchen.

Read or paraphrase the following:

As you explore the kitchen, you hear a familiar poof as smoke begins to fill the room. You turn around to see the Ghost of Beauregard, cackling with glee as he raises a butcher's knife—and throws it directly at you!

The knife does not hit any creature present in the room, but any member of Mystery LLC that witnesses this event must make a **DC 10 Wisdom saving throw**. On a failed save, the hero is of the firm belief that the knife was intended to kill them and only by luck did they survive. On a successful save, the hero is aware that the knife throw was clumsy at best.

Room M6: DINING ROOM

Inverse to the kitchen, the dining room is possibly the most destroyed room on the main floor. A massive table, carved from oak, is split roughly in two in the center of the room. The break is not clean, as if something heavy was slammed onto the

table. Deep gouges mar the walls of the room, and shattered glass covers the floor. By the remnants, it looks as though cups and glasses were thrown about, leaving stains in odd patterns on the walls and ceiling.

CLUES



A **DC 18 Intelligence (Investigation) check** notices that a key has been hidden in a table leg, carved in so as to seem a part of the table. This is the key to the *FAKE SACRIFICE CHAMBER* (B3).

VSE3: TRAP DOOR FROM HELL

Trigger: Any member of Mystery LLC making an Intelligence (Investigation) check of at least 15 in the dining room. On a tie, the hero with the higher Intelligence score triggers this encounter.

Read or paraphrase the following:

You slide your finger along a raised plank of floorboard and find a switch! With a click, a small square hatch in the floor swings open. You can see no floor through the hatch, but—wait. What's that? A small flicker of light below, like a match. You squint to look harder and suddenly feel yourself falling forward, tumbling into the hole. The small light grows into a burning inferno, wreathing you in a cocoon of red-hot fire. You hear the tormented screams around you and know that you are trapped in some devious hell. With a jolt, you pull back from the hatch and it slams shut. You're back where you started, and the hatch has disappeared—as if it were never there.

The hero that activates this encounter takes 2d6 psychic damage and must make a **DC 15 Wisdom saving throw**. On a failed save, the hero has a phobia of fires that lasts the remainder of the game.

VSE7: REDRUM

Locations: *DINING ROOM* (M6), *BATHROOM* (U1)

Trigger: Any member of Mystery LLC conducting an Intelligence (Investigation) check in the dining room or bathroom.

Read or paraphrase the following:

As you search the room, a small glimmer of red catches your attention. From the wall, a thin stream of a thick red liquid spills out. You examine it more closely—just by the look and smell, it's obviously blood. Before you can investigate further, you see another stream begin to your right. Then another, above you. All around you, thin streams of red grow larger and more frequent, bursting out of the walls, spraying the room in a torrential upheaval of blood.

You stagger backwards, feeling the blood wash over you. You want to cry out, but your mouth is already full of the bitter metallic taste. Your boots squish, soaked through and stained with blood.

Then you blink, and . . . it's gone. The room is as it was, without a stain or drop to indicate that anything changed. Everything is normal—except for a bitter taste in your mouth you can't seem to shake.

Any hero in the room when this encounter is triggered sees the same illusion and must make a **DC 15 Wisdom saving throw**. On a failed save, the hero takes one level of exhaustion.

ROOM M7: REAR ENTRANCE

The door to this room is locked. It can be opened with a **DC 15 Dexterity (Sleight of Hand) check** or with the key found in the *KITCHEN* (M5).

This small chamber serves as a servants' entrance and mudroom. Stairs lead upstairs to the *SERVANTS' QUARTERS* (U11).



CLUES

A hero who makes a successful **DC 10 Intelligence (Investigation) check** notices that there are fresh footprints on the floor, leading in from outside. Somebody entered the house before it was sealed!

Upper Floor

ROOM U1: BATHROOM

This bathroom has a pull-chain toilet and a large clawfoot tub. The floor is tiled, but the tiles are now cracked and chipped in many places. A faint red ring stains the bathtub around the inside rim.

SE7: THE MAN IN THE MIRROR

Other Locations: *BATHROOM* (M1B), *MASTER BEDROOM* (U7), *DRESSING ROOM* (U9)

Trigger: Any solitary member of Mystery LLC investigating a mirror.

Read or paraphrase the following:

Something is fishy with this mirror—you can feel it. You begin to examine it, feeling for a hidden switch or for some mechanism to open it. You only look away for a second, but when you look back, there's a face behind you in the mirror! The Ghost of Beauregard cackles as you jump, and with a puff of smoke, he vanishes.

Any hero who triggers this encounter must make a successful **DC 10 Wisdom saving throw** or flee the room.

ROOM U2: SEWING ROOM

This room is cramped with tables and shelves, using every inch of the room to store as much as possible. At least, that's the design—the shelves are now half-empty, with fabric and thread strewn across every surface. It's rather messy.



CLUES

A successful **DC 17 Intelligence (Investigation) check** notices Uldryn Journal Entry 5 (see APPENDIX B) pinned beneath some fabric.

ROOM U3: NURSERY

This room is just really creepy. The wallpaper is peeling, its images of happy ducklings sagging into sneers. Broken dolls with missing eyes and limbs are scattered across the room. An empty cradle rocks gently near the northern window. There's not even a record of Uldryn having any children, so what's even up with this room? Honestly, nothing. It's just really creepy. Give Mystery LLC some good fake scares. They practically scare themselves in a nursery.

A hero who makes a successful **DC 15 Intelligence (Investigation) check** notices that the window near the cradle is broken, and the rocking is likely caused by a simple breeze.



CLUES

Mystery LLC is going to search this room, and they're going to hate doing it. When they do, they'll find that one broken doll—the one with the most lifeless eyes—has muddy feet and is holding a dirty doll-sized shovel in red-stained hands. Read or paraphrase the following:

You look over the doll, fighting the sensation that it's looking back at you. "Mama!" the doll blurts out in a tinny, broken voice emerging from an unmoving mouth. At the same time, the door to the room creaks shut!

The doll just talks when it's interacted with, and the same breeze rocking the cradle blew the door shut. It's just, like, really easy to scare people in a creepy nursery. Have fun with it.

Room U4: Study

The door to this room is locked. It can be opened with a successful **DC 17 Dexterity (Sleight of Hand) check** or with the key found in the *MASTER BEDROOM* (U7).

The southern wall of this room is entirely windows, with a large wooden desk sitting against the glass. The northern parts of this room hold bookshelves that are surprisingly intact, each with a small collection of unruined books. The desk's drawers have been removed; some are broken nearby on the ground, but some are missing altogether. On top of the desk, a crystal ball sits on a small pedestal on top of a paper.



CLUES

The paper below the crystal ball is a copy of Uldryn's will. This is obvious to anyone who can see the paper, which requires moving the crystal ball (see TRAP: TELEPORT TRAP). The will accurately reflects what Creepsley read aloud, but someone has circled the phrase "anyone who survives an entire night" on this copy.

Additionally, searching the shelves with a successful **DC 15 Intelligence (History) or Intelligence (Arcana) check** reveals that, while most of the books are innocent enough, a few dabble in surprisingly complex arcana. Nothing incriminating, but there was previously no reason to think that Uldryn was even interested in magic.



TRAP: TELEPORT TRAP

Trigger: Touching the crystal ball on the desk in the study.

Effect: Any creature that touches the crystal ball is instantly teleported to the *BASEMENT LANDING* (B1). There is no saving throw against this effect. This trap only has one charge, so once a creature has activated the trap, it no longer functions.

Discovery & Disarm: As the trap is magical in nature, there is no visible mechanical component. A creature using detect magic sees that the crystal ball has a magical aura giving off abjuration magic. The magic may be dispelled with a **DC 15 dispel magic**.

Room U5: Guest Bedroom

A surprisingly small, sparse bedroom, barely large enough for its queen-size bed and squat armoire. The bed is intact, though there are no bedsheets and the mattress is stained with something unknown. The armoire is empty.

VSE6: THE UPSIDE DOWN MAN

Trigger: Less than three members of Mystery LLC entering the guest bedroom.

Read or paraphrase the following:

As you begin to look around the room, you stop as you feel a sudden warm breeze across the back of your neck. Slowly, you turn to see the ghostly image of Uldryn Beauregard standing on the ceiling. His body is upside down but his head is right side up, twisted around grotesquely.

"Don't you think we can be friends?" he asks, his eyes glowing an intense red.

Uldryn has cast a charm. All present members of Mystery LLC must make a **DC 15 Wisdom saving throw**. On a failed save, a hero must make a single melee attack at an allied creature of their choice as soon as possible. On a successful save, this spell has no effect. Any hero immune to charm effects is unaffected by this encounter. After casting the spell, Uldryn disappears into the ceiling.

Room U6: Lounge

This lounge, in another life, would have been a very comfortable place to spend time. A worn-out billiards table, its fabric slightly torn, dominates much of the southern portion of the room. A few cues remain on a nearby rack, but several of the balls are missing. The pockets, made of fine leather netting, are starting to break down.

The northern half of the room has a dart board hung on the wall opposite a small wet bar. Currently, several sharp darts are stuck into the walls around the board. The wet bar is empty, though a strong odor of alcohol has seeped into the wood of the room itself. Three leather seats lie in an L formation along the north and west walls, intact but sagging and creaky. Between the seats on the western wall, a chess board with pieces of polished gold sits in a half-completed match. Between the two seats on the northern wall, two crossed swords are mounted on a plaque on the wall (see *SECRET DOOR: SPINNING WALL*).



CLUES

Stuffed inside one of the billiard table's pockets is Uldryn Journal Entry 4 (see APPENDIX B), which can be found with a successful **DC 12 Intelligence (Investigation)** check.



SECRET DOOR: SPINNING WALL

A secret door connects the *LOUNGE* to the *MASTER BEDROOM* (U7). This door, which can be activated from either room, is an entire section of wall that rotates completely around between the two rooms. When the wall is stationary, both sides are indistinguishable from their surroundings, as if they were meant to be in either room.

Side 1. Currently positioned in the *LOUNGE*, this section of wall has two swords mounted to a plaque. A successful **DC 16 Intelligence (Investigation)** check deduces that pulling on the right-hand sword functions as a trigger, spinning the wall around. Anyone adjacent to the swords is spun with the wall and arrives in the *MASTER BEDROOM* without harm.

Side 2. Currently positioned in the *MASTER BEDROOM*, this wall has a tall bookshelf flanked by two candleholders. A successful **DC 16 Intelligence (Investigation)** check is required to find the book that, when pulled, triggers the wall to spin. Anyone adjacent to the bookshelf is spun with the wall and arrived in the *LOUNGE* without harm.

Tip. If you've got a member of Mystery LLC that just thinks they're so smart and they just start pulling on books and touching things in search of secret doors, go ahead and mess with them. Make the trigger a hidden switch, or have the secret door spin after a hilarious delay. Better yet, have them get stuck between the walls when it spins and take a few points of damage.

SE6: SECRET DOOR SHUFFLE

Locations: *LOUNGE* (U6) or *MASTER BEDROOM* (U7)

Trigger: Any member of Mystery LLC failing to discover the SECRET DOOR: SPINNING WALL.

When Mystery LLC turn their backs on what they are now certain is a regular old wall, Creepsley takes the opportunity to strike. From the opposite side of the secret door, he activates the hidden mechanism, spins the wall, and arrives behind the heroes. He attacks the nearest hero with advantage (1d20 + 4), dealing 1d4 + 3 bludgeoning damage if he successfully hits. He then spins the wall back around and disappears while the heroes attempt to discern how the wall's mechanism operates.

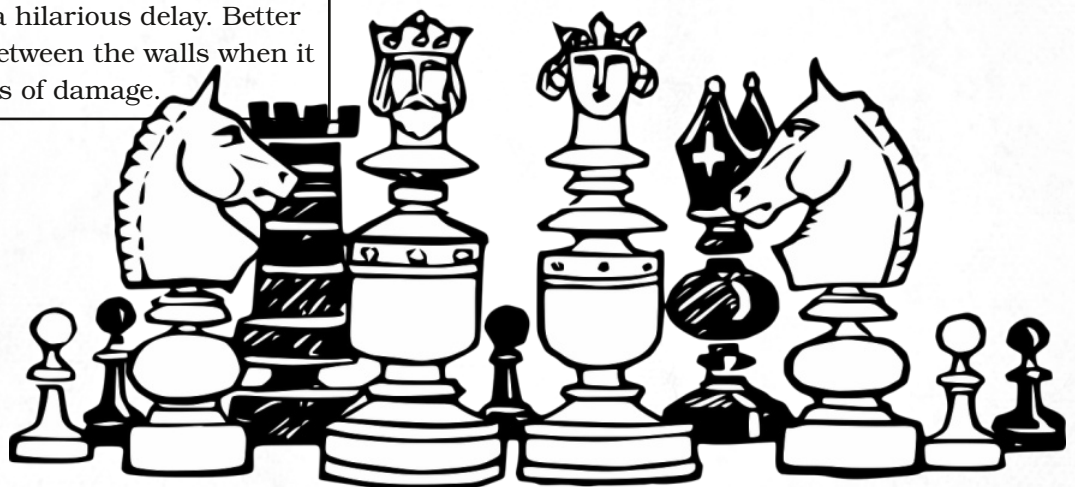
VSE8: THEY'RE OBVIOUSLY GOING TO TOUCH IT

Trigger: Any member of Mystery LLC interacting with the pieces on the chess board.

Read or paraphrase the following:

A chess board. Curious, to be mid-match—who was old Beauregard playing with? It looks like the white bishop could take the black queen. You reach forward, and jump back as you feel a sharp prick in your hand. The pieces are covered in small barbs! A small drop of your blood caught on the figurine, but that's all it took. The single drop of blood expands, filling a previously invisible rune on the chessboard. You clutch your chest in pain, feeling the life begin to drain from you!

This trap is some serious bad mojo laid out by Uldryn. Any creatures in the room when this encounter is activated must make a **DC 10 Constitution saving throw**. On a successful save, they lose 1d6 maximum hit points. On a failed save, they lose twice as many.



ROOM U7: MASTER BEDROOM

This is the least-destroyed room on the upper floor. A large four-poster bed emerges from the western wall, draped in light curtains. Along the southern wall, a bookshelf stands flanked by candleholders (see SECRET DOOR: SPINNING WALL). A large mirror, still polished and clean, hangs above a dresser on the northern wall.

On the eastern wall, directly opposite the bed, hangs another portrait of Uldryn Beauregard. In this portrait, he seems young and healthy, looking more youthful and powerful than in any other painting in the mansion. However, the painting's eyes have an aura of malevolence and seem to watch the party as they move around the room.



CLUES

Uldryn Journal Entry 6 (see APPENDIX B) can be found amid the old bedsheets with a successful **DC 14 Intelligence (Investigation) check**.

Hidden to look like part of the frame of Uldryn's portrait is the key to the *STUDY* (U4). This can be found with a successful **DC 17 Intelligence (Investigation) check**.

SE7: THE MAN IN THE MIRROR

Other Locations: *BATHROOM* (M1B), *BATHROOM* (U1), *DRESSING ROOM* (U9)

Trigger: Any solitary member of Mystery LLC investigating a mirror.

Read or paraphrase the following:

Something is fishy with this mirror—you can feel it. You begin to examine it, feeling for a hidden switch or for some mechanism to open it. You only look away for a second, but when you look back, there's a face behind you in the mirror! The Ghost of Beauregard cackles as you jump, and with a puff of smoke, he vanishes.

Any hero who triggers this encounter must make a successful **DC 10 Wisdom saving throw** or flee the room.

VSE2: LIVING PORTRAIT

Locations: *SITTING ROOM* (M3) OR *LIBRARY* (M4)

Trigger: Any member of Mystery LLC closely inspecting a portrait of Uldryn Beauregard. Read or paraphrase the following:

As you lean in to inspect the painting, you jolt backwards—because the painting blinks. Its eyes lock with yours, and a cruel grin crawls across its face. Its mouth opens, revealing wickedly sharp teeth. Suddenly the painting lunges forward, biting at you with an elongated jaw!

Make an attack roll for the painting using 1d20 + 4. If the attack succeeds on the hero inspecting the painting, the hero takes 1d6 + 4 piercing damage.

Any member of Mystery LLC that witnesses this event must make a **DC 12 Wisdom saving throw**. On a failed save, that hero cannot, for the remainder of the game, bear to stand where a painting of Uldryn can see them.

ROOM U8: PIANO

This open section of the upper floor houses a grand piano in front of a bay window. The piano is scratched and the keys are chipped, but it still functions as a piano. Hey, it's only a little out of tune!



CLUES

Wedged between two piano strings is Uldryn Journal Entry 7 (see APPENDIX B). A successful **DC 17 Intelligence (Investigation) check** is required to find it.

VSE5: POLTERGEIST PIANIST

Trigger: Any member of Mystery LLC playing the piano.

Read or paraphrase the following:

You tickle the ivories and the sound of the slightly out-of-tune piano begins to drift through the drafty halls of the Beauregard Mansion. You play a simple tune, but after a few measures, you realize that you're playing a duet! A set of ghostly hands dance over the keys at the other end of the piano. Slowly, your gaze follows the hands up to see a full appreciation of the Ghost of Beauregard sitting next to you! He locks eyes with you and laughs as the piano flies open, unleashing a swarm of bats!

A **swarm of bats** appears and attacks the hero at the piano. Uldryn disappears in the chaos. Any member of Mystery LLC that witnesses this event must make a successful **DC 15 Wisdom saving throw** as soon as the bats appear or be paralyzed with fear for one round.

Room U9: Dressing Room

This room is very spacious for a dressing room. A slightly cracked full-body mirror is affixed to the north wall between the two doors. A low bench dominates the center of the room, and the southwestern wall holds racks for shoes.



CLUES

A successful **DC 15 Intelligence (Investigation) or Wisdom**

(Perception) check reveals smeared traces of glowing green ectoplasm on the bench—similar to what the Ghost leaves behind. A successful **DC 15 Intelligence (Arcana) check** deduces that this is not ectoplasm, but makeup. This check may be made at advantage if an adventurer has proficiency with a disguise kit, and it is not necessary if an adventurer has already succeeded on similar checks against the makeup found in the *BATHROOM* (M1b) or *CLOSET* (U10).

Additionally, a successful **DC 18 Intelligence (Investigation) check** finds that the mirror is on a hinge. It swings outward, revealing a safe built into the wall. The safe is still functional, but locked. It requires a successful **DC 21 Dexterity (Sleight of Hand) check** to open. Within the safe is a *wand of secrets*.

Room U10: Closet

This spacious walk-in closet still contains some of Uldryn's outfits. They are all old, worn, and musty. Much of the room has been picked over already, leaving mostly empty hangers.



CLUES

Creepsley took his Uldryn costume straight from the man's closet. A

successful **DC 14 Intelligence**

(Investigation) or Wisdom (Perception)

check reveals that an empty hanger has traces of glowing green ectoplasm of the sort the Ghost leaves, and nearby clothes have been slightly disturbed. A successful **DC 15 Intelligence (Arcana) check** deduces that this is not ectoplasm, but makeup. This check may be made at advantage if an adventurer has proficiency with a disguise kit, and it is not necessary if an adventurer has already succeeded on similar checks against the makeup found in the *BATHROOM* (M1b) or *DRESSING ROOM* (U9).



SECRET DOOR: HIDDEN PANEL

A small section of the wall in the closet is made to be removable. It is a deceptively simple design: near the bottom corner is a small hole containing a latch that, when accessed, allows the panel to slide open, revealing a secret entrance from the *CLOSET* into the hallway of the *SERVANTS' QUARTERS*. A similar hole can be found near the floor trim on the opposite side of the wall, which also opens the hatch. It only takes a successful **DC 12 Intelligence (Investigation) check** to find this secret door, but it takes a successful **DC 16 Intelligence (Investigation) check** to notice it has been trapped. Creepsley has wedged a hallucinogenic smoke bomb within the wall. Any adventurer who moves the secret door without disconnecting the smoke bomb (**DC 12 Dexterity (Sleight of Hand) check**) unleashes a cloud of smoke, triggering *GHOST GAS* (SE9).

SE9: GHOST GAS

Trigger: Any member of Mystery LLC attempting to open the *SECRET DOOR: HIDDEN PANEL* without disarming the smoke bomb.

Read or paraphrase the following:

As you slide the hidden hatch, you hear a faint "click" and smoke begins to billow from an unseen source. It's the same smoke that seems to follow the Ghost, but it has a tinge of odd sweetness to its odor.

Any creatures within 5 feet of the smoke bomb must make a **DC 15 Wisdom saving throw**. On a failed save, the creature begins having constant visions of the Ghost stalking them. Affected creatures automatically fail the next Ghost-related Wisdom saving throw, at which point the effect ends.

SE5: HANGING AROUND

Trigger: Any member of Mystery LLC opening the closet.

Read or paraphrase the following:

As you push open the closet door, it stops part way. You push, but something is blocking it. You can open it just enough to peer inside, and there you see a familiar glowing green form hanging by his neck from a noose in the closet: the Ghost of Beauregard! Could this be how he died? The source of the haunting? Before you can investigate, the Ghost's head jolts up with a sharp crack!

"Boo!" he shouts, and with another burst of smoke, he has vanished.

Creepsley makes his escape through the secret door (see *SECRET DOOR: HIDDEN PANEL*). Any member of Mystery LLC that witnesses this event must make a successful **DC 12 Wisdom saving throw** or flee the room in fear.

ROOM U11 (A, B, C): SERVANTS' QUARTERS

These rooms were where the servants would live, if there were any. Rooms B and C are sparsely furnished, as if they have sat unused even longer than most of the mansion. Nothing of real value can be found.

Room A is much the same, except for its size. It's larger than the other servants' rooms—larger even than the *GUEST BEDROOM* (U5). This isn't really pertinent information, I just thought it was interesting.

VSE4: THE SERVANTS

Location: *SERVANTS' QUARTERS* (U11b, c)

Trigger: At least 2 members of Mystery LLC entering either U11b or U11c.

Read or paraphrase the following:

As you enter the small room, your blood runs cold. You freeze for a moment as you realize there is a figure on the bed. It's roughly human-shaped, but the covers are pulled up too high for you to see a face. You hesitate, trying to decide if you should proceed—but then the figure moves. It sits up in the bed, and you see a pale grey humanoid with long arms ending in razor claws. The stink of it hits you as you meet its lopsided eyes and its grotesque tongue lolls out of its dripping mouth.

The creature in the bed is a **ghast**. This encounter scales depending on the current party size. If two to three members of Mystery LLC are present, only one ghast spawns. If more than three members of Mystery LLC are present, a second ghast spawns in the adjacent room.

Basement

ROOM B1: BASEMENT LANDING

The basement is dark, with no windows and no obvious candles to light. The walls are constructed from brick that slightly sags with the earth pressing in. The basement landing, once used for additional entertaining, is finished with an octagonal table, several chairs covered by thin tarps, and a few empty wooden shelves. The door to the main floor is locked (see *SECRET DOOR: BASEMENT STAIRS*).

If *THE CAPTURE OF CREEPSLEY* (IE2) is ready to be triggered, any adventurer in the basement landing begins to hear odd noises, like scratches and snarls, coming from the room to the east (B3). Ominous lights flicker underneath the door.



SECRET DOOR: BRICK DOOR

This secret door, made of bricks, is hinged from the opposite side. A successful **DC 25 Intelligence**

(Investigation) check reveals that

three of the bricks are slightly raised away from the wall. Pressing all three of these bricks—either sequentially or at the same time—causes the secret door to open. From the opposite side, this door's mechanism is operated by an obvious lever mounted to the wall.

If heroes manage to open this door before IE2 is triggered, Uldryn and Creepsley are both unprepared. Uldryn does not know his sanctum has been breached, and Mystery LLC can investigate the *FOR-REAL SACRIFICE CHAMBER* (B4) and perhaps even set a trap.

VSE1: SHADOW STRIKE

Other Locations: *BASEMENT LANDING* (B1)

Trigger: At least two of Mystery LLC arriving in either of the possible locations.

Read or paraphrase the following:

As you investigate, a silence falls. You shift your foot, but don't hear the wood creak beneath you. You glance down to see yourself standing in a pool of darkness, not coming from any light source around you. You reach down to investigate—but the shadow pulls away, rearing up with an inky black claw!

This encounter scales based on the number of Mystery LLC members present in the room.

For one to two members, 1d6 **shadows** appear. For three or more members, 1d10 shadows appear.

Any member of Mystery LLC present for this attack must make a **DC 15 Wisdom saving throw** as soon as the event is triggered. On a failed save, the creature is paralyzed with fear for one round.

ROOM B2: WINE CELLAR

Wine racks line the walls of this room. They are empty, save for dust and spiders. A tall circular table stands in the corner, containing two bottles of wine. These bottles are both from the Beauregard winery, one with an older vintage. Any creature that drinks from either bottle of wine must make a **DC 15 Constitution saving throw**. On a successful save, the creature takes 2d6 poison damage. On a failed save, the creature takes 2d10 poison damage and is poisoned for one hour.

ROOM B3: FAKE SACRIFICE CHAMBER

Depending on how the night has progressed, there are two possible encounters that trigger when this room is entered. If one hero enters early in the game, the room is not locked and **ULDRYN'S ATTEMPT** (VSE10) is triggered. If all of Mystery LLC enters or if all of the Beauregard family has been eliminated, the door is not locked and **THE CAPTURE OF CREEPSLEY** (IE2) is triggered.

If any hero attempts to access this room midway through the adventure or after **ULDRYN'S ATTEMPT** has been triggered, the door is locked. Creepsley is preparing it for his final scare and will unlock it when the conditions for **THE CAPTURE OF CREEPSLEY** are ready. Heroes may open the door with a successful **DC 20 Dexterity (Sleight of Hand) check** or with the key located in the **DINING ROOM** (M6). In this circumstance, proceed with **THE CAPTURE OF CREEPSLEY**.

The original purpose of this chamber is long forgotten. It has been turned into what appears to be a sacrificial chamber, which is actually a ruse constructed by Creepsley. A red pentagram is scrawled on the ground, circled by candles (a successful **DC 10 Intelligence (Nature) check** reveals that this is not blood, but paint). A multicolored fire roars smokelessly in the center of

the pentagram as snarls, scratches, and growls sound from nearby.



CLUES

Any serious investigation into the fire reveals that it is not a real flame, but a projection.



SECRET DOOR: FALSE BRICK

With a successful **DC 19 Intelligence (Investigation) check**, an adventurer determines that one of the bricks near the secret door is false. The brick

swings open to reveal a small switch that opens a hidden panel, granting access into the **BASEMENT CONTROL ROOM** (B3a). This check's DC is reduced by 5 if adventurers are already aware that there is a secret room nearby.

From within the basement control room, this door is obvious and may be opened with a simple switch.

VSE10: ULDRYN'S ATTEMPT

Trigger: A member of Mystery LLC entering the Fake Sacrifice Chamber before the conditions for **THE CAPTURE OF CREEPSLEY** (IE2) have been met.

Read or paraphrase the following:

You enter a dark room. A faint spectral glow rises from the floor and illuminates streaks of red blood criss-crossing the floor and walls. The Ghost of Beauregard is here! He raises a hand and you feel a tug—you look down to see faint ghostly chains shackle your wrists, but with the slightest struggle they fade. The ghost grimaces.

"Your time is coming!" he shouts, and the room falls away. You feel lightheaded, a dropping sensation gripping your stomach as darkness consumes you. When your vision returns, you look around to find yourself awkwardly sprawled on a bed.

Uldryn attempted to take on the hero, but wasn't strong enough. To buy himself time to sacrifice his family, he teleported the hero to the **MASTER BEDROOM** (U7). Any hero who experiences this encounter must make a **DC 15 Wisdom saving throw**. On a failed save, the hero takes 2d10 psychic damage.

ROOM B3A: BASEMENT CONTROL ROOM

This small room hides the controls for the fake haunting in the *FAKE SACRIFICE CHAMBER* (B3). A phonogram plays the eerie sounds, and a control panel manages the fake multicolored fire. A tube, leading to a small outlet tucked in a corner of the fake sacrifice chamber, allows Creepsley to shout voices from seemingly everywhere. On the eastern wall, a thin ladder leads up to the *SPYING ROOM* (M4a).

ROOM B4: FOR-REAL SACRIFICE CHAMBER

This is where Uldryn is actually conducting the sacrifices to Myrkul. This room is made of stone with clearly rougher craftsmanship than the rest of the basement. A stone altar emblazoned with carved skulls sits in the center of the room, stained red with blood. On the face of the altar, a white human skull is set within a carved black triangle (a successful **DC 12 Intelligence (Nature) check** confirms that the skull is real, and a successful **DC 15 Intelligence (Religion) check** recognizes this is a symbol of Myrkul). A heavy smell of bloody iron permeates the air, and the floor is sticky.

The remains of any family members that Uldryn has captured can be found here. They are very dead, hung up by ropes and chains around the edges of the room. They bleed from fresh cuts, their blood pooling around the altar. Also present, in most circumstances, is the very dead “Ghost of Beaugard”—the still-disguised Creepsley.

ROOM B5: THE CRYPT

Uldryn has been living down here since he faked his death. This area transitions to tunnels carved out of the earth. The northern area is where Uldryn has been storing the corpses of people he’s been murdering slowly over the last few years. One of them looks surprisingly like Don Knotts!

The southwestern area is Uldryn’s living quarters. A coffin sits propped up that Uldryn has seemingly been sleeping in. Around it, a surprisingly nice sitting area is constructed with well-maintained plush chairs and what seems to be fresh tea. A squat bookshelf stands nearby, full

of books with titles like *How to Get Away with Killing Your Family*, *Undead and Loving It: A Practical Guide to Living Your Best Unlife*, and *Relationships for the Abhorrent*.



CLUES

Neatly folded and stored on a small table next to Uldryn’s coffin is a contract. This contract details Uldryn’s arrangement with Myrkul: in exchange for souls, especially noble souls, Myrkul will grant Uldryn additional life and power.



Additional Encounters

SE4: LEADING MAN

Location: Anywhere

Trigger: Any member of Mystery LLC wandering alone.

If a member of Mystery LLC finds themselves alone, Creepsley will attempt to lead them to somewhere with a more prepared scare. The hero hears a faint sinister laugh and turns to see the edge of a glowing green form disappear behind a door or around a corner. If they pursue, Creepsley will continue to laugh and stay just ahead of them until they arrive at one of his prepared encounters.

IE2: THE CAPTURE OF CREEPSLEY

Location: *FAKE SACRIFICE CHAMBER* (B3)

Prerequisites: At least one of the Beauregard family members must have been eliminated.

Trigger: *Either of the following triggers this encounter:* All of Mystery LLC arrives in the *FAKE SACRIFICE CHAMBER* (B3) or all of the Beauregard family members are eliminated after Mystery LLC has learned that there is a basement.

If this encounter is triggered by Mystery LLC arriving in the *FAKE SACRIFICE CHAMBER* (B3), proceed to the block text below. If this encounter is triggered by the elimination of the entire Beauregard family, the encounter begins with Uldryn teleporting Mystery LLC into the *FAKE SACRIFICE CHAMBER*. Once they all have arrived, read or paraphrase the following:

The room before you flickers in strange light. A roaring fire burns in the middle of the room, sparking strange colors but emitting no smoke. It takes your eyes a moment to adjust, then you see it: red streaks, smeared across the walls and pooling around the fire. Disturbing symbols are painted in dripping red along the walls.

A flash of smoke near the northern wall—the Ghost of Beauregard appears.

“You had your chance to leave! You have overstayed your welcome. Now . . . you die!”

As he speaks, a second apparition appears behind him. Another Ghost of Beauregard! You feel the fear welling up as you glance between your two spectral foes.

The first Ghost continues, “First, I will rend your flesh. Then I—what? What are you looking at?”

He turns and sees the second Ghost, leaping backwards in surprise.

“No, no, please, I want to hear how it ends,” says the second Ghost. His voice is different; it’s darker and rings with an odd echo around the room.

“I—how—but you . . .” The first Ghost seems flummoxed.

The second Ghost sighs and takes a deep breath. As he inhales he grows larger, with a dark arcane fire burning in his eyes.

“I cannot be stopped now! With your sacrifices, I am immortal!”

The second Ghost lunges forward, plunging a now-clawed phantasmal hand into the first Ghost’s chest. The first Ghost lets out a pained—and surprisingly human—wet squeak as the second Ghost pulls him, cackling, through the wall to the west.

From here, the game has changed: this is no longer a fun romp to out-scheme a corrupt lawyer. This is a fight to survive against a powerful arcane enemy. Punch the music into something threatening, because **Uldryn Beauregard** is ready to kill Mystery LLC!

Uldryn is leading Mystery LLC to the *FOR-REAL SACRIFICE CHAMBER* (B4) the secret door to which (see *SECRET DOOR: BRICK DOOR*) now sits partially ajar at the end of a thin trail of blood starting from the *FAKE SACRIFICE CHAMBER* (B3). The sound of tearing flesh can be heard from within. When Mystery LLC enters the *FOR-REAL SACRIFICE CHAMBER*, the door closes ominously behind them. Candles suddenly flare up in the dark before them, casting shadows around the *FOR-REAL SACRIFICE CHAMBER* and displaying the corpses Uldryn has hung on the walls. Uldryn himself rises up from within the altar.

Battling Beauregard. The stat block in APPENDIX A provides stats for a fully-powered Uldryn, meaning that he has eliminated all three Beauregard family members and Creepsley. If Mystery LLC makes it to this battle before all the Beauregard family members are consumed, remove one use of his Blood Ritual ability for each person still alive.

Meddling Kids. If Uldryn is defeated in such a way that he may say his last words, it's highly recommended that they be a version of "I would have gotten away with it, if not for you meddling kids and your talking gnoll!" I'll be honest, I forgot to do this in my first playtest and the players informed me.

IE3: THE UNMASKING & WRAP UP

Trigger: Uldryn Beauregard is defeated.

When Uldryn falls, his magic disperses. The house is no longer sealed and Mystery LLC is free to leave. Before they do, they will likely wish to see the culprit behind the "Ghost" was all along. Read or paraphrase the following:

A quiet calm comes over the room, the only sound the dripping of blood. Slowly, the smell of death fills your nostrils. Your eyes land on the "Ghost," who you realize now is a mortal person. But who? You reach out, removing a rubbery mask from the face of . . . Callivan Creepsley! It seems the shady lawyer devised a scheme to scare you away and claim the gold for himself, but he didn't count on Uldryn himself having an opinion.

Mystery LLC is victorious! Evil has been vanquished, and all that's left to do is claim their well-earned reward. Allow any final investigations, and whenever Mystery LLC is ready to leave, read or paraphrase the following:

As the sun rises, you exit the mansion, contract fulfilled. You've survived! You're rich! Of course, some time passes while a new lawyer is acquired and the authorities conduct a thorough investigation of the premises. The locals are shocked that Uldryn would commit such terrible atrocities! Eventually, your names are cleared and Uldryn is condemned. You are awarded your prize of one million gold . . . worth of stock in the Beauregard winery. Unfortunately, since the Beauregard name is now associated with ritualistic murder, the stocks immediately plummet and you're left only slightly richer than before. Oh well! You've got enough to restock the Clue Cruiser and head out in search of the next mystery!

Appendix A: Monster Stats

GHAIST

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turning Defiance. The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SHADOW

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

SWARM OF BATS

Medium swarm of tiny beasts, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

ULDRYN BEAUREGARD

Medium humanoid (human), neutral evil

Armor Class 13 (natural armor)

Hit Points 123 (19d8 + 38)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	15 (+2)	17 (+3)	16 (+2)	13 (+2)

Saving Throws Str +4, Wis +5

Condition Immunities charmed

Languages Common, Abyssal

Challenge 8 (3,900 XP)

Blood Ritual. Uldryn has grown powerful by sacrificing his family. As a bonus action, he may enact a blood ritual to heal himself 10 hit points. He may do this a number of times equal to his victims, up to a maximum of 4.

G-G-G-Ghost (Recharge 5–6). Uldryn can use dark magic to make himself incorporeal. As an action, he enters the Ethereal Plane and cannot affect or be affected by anything on the Material Plane. At the start of his next turn, he reappears within 10 feet of where he entered the Ethereal Plane. While on the Ethereal Plane, he can still use Blood Ritual.

Spellcasting. Uldryn is an 8th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Uldryn has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *infestation*, *minor illusion*, *toll the dead*

1st level (4 slots): *burning hands*, *charm person*, *false life*, *shield*

2nd level (3 slots): *cloud of daggers*, *hold person*, *ray of enfeeblement*

3rd level (3 slots): *counterspell*, *lightning bolt*, *vampiric touch*

4th level (2 slots): *banishment*

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage.

Appendix B: Handouts

ULDRYN JOURNAL ENTRY 1

I begin this journal as I fear I may be going mad. Spectral figures have pursued me throughout the winery and vineyard, but no one else ever sees them! The clerics I've consulted detect no evil, no magic, yet I know what I have seen! Their advances are getting more aggressive. They tell me that I must leave the winery behind. My life's work! One of the clerics suggested that perhaps it is my own stress, my dedication, that has brought these visions on. What a cruel joke that would be!

ULDRYN JOURNAL ENTRY 2

One of the clerics saw the apparition today! So I am not mad. Somehow, I find no relief in that. Having been unable to find restful sleep for three days, I brought the clerics back. I see how they roll their eyes, but they take my coin well enough. As they did their inspections, the apparition appeared, flickering and floating as it commanded me again to leave! The clerics, stunned, nevertheless attempted their duty. I observed them cast their spells, eyes a-glow with divinity, to no effect! The apparition rushed me, passing through me like nothing! My heart beats fast at the mere memory. I thought I would die for certain. The clerics, impotent before their gods, told me that there was nothing there, despite the evidence of our eyes. How can I continue?

ULDRYN JOURNAL ENTRY 3

Can it be true? In the span of but one night, my nightmare seems to be over! Just as I was giving up hope on my life's work, an odd green wagon broke down outside my vineyard. A group of young adults—children, really—approached my home, bold as anyone, and asked for aid. I warned them away from the specters, and to my surprise they showed no fear—nay, they were ghost-fighters! At my wit's end, I permitted them to go about their work. By the morning, they had done it! There were no apparitions; it was all the work of Ernst, that scoundrel who runs the vineyard up the way! He wanted to scare me away with stories of demons, that he may buy up my land. He used some ingenious contraption of mirrors and lights that caused an image of a specter, without one really being there. He'd almost gotten away with it, too, if not for these meddling young heroes.

ULDRYN JOURNAL ENTRY 4

I have been unable to stop thinking of the adventurers I now know as Mystery LLC. When faced with a mysterious threat, they charged in with no heed for themselves while I cowered in my bed, afraid even to close my eyes. No more. This I resolve: never again shall I be a slave to my fear. I shall overcome, and live my life well for the rest of my days!

ULDRYN JOURNAL ENTRY 5

Today I was introduced to my third cousin Persephone. At first she seemed charming, until she laid her ambition bare: she wanted—nay, expected—my fortune! I was shocked at her bluntness, for I am far from death's door. She displays no business acumen or credentials other than pure greed. Nevertheless, I must respect her sense of self-congratulation. Perhaps she will deserve something, when my time comes.

ULDRYN JOURNAL ENTRY 6

It seems my brush with destiny and Mystery LLC has started rumors among my family—that I am weak and cowardly. How wrong they are, yet they begin to circle around like vultures. It was . . . suggested that I host a gathering—a “reunion” of sorts—for the family. Distant relations all, as I have no spouse nor children of my own. People arrived from such distant connections that their purpose was obvious: they were practically measuring my walls for their own curtains. Nevertheless, two individuals did catch my eye: some distant nephew, Buford, and an abstractly connected waif named Spinel. Utter wastes of space both, just as greedy, vain, and expectant as the rest. But neither of them seems to have any real connections within the rest of the family. If I were to add these two to my will, I’m sure the rest of the family would be so shocked and outraged that they’d pretend Buford and Spinel never existed at all.

ULDRYN JOURNAL ENTRY 7

Finally it is upon me: retirement. How I loathe the aches in my body, the greedy glances of those around me. Daily, they ask me to relinquish control of my companies. Ha! They think me a fool, a doddering old man, but they don’t know that my mind is as sharp as ever. Only my body is weak, and there’s a comfort that comes with knowing that this, too, shall end soon. But until then, nobody will be seeing one single coin from me. I’ve earned this fortune, though it took me so long to earn it that I’m too frail to enjoy it. I’ve drawn up my will and work is beginning in the new mansion tomorrow. I do so hope that Mystery LLC comes. My estranged family members just aren’t going to cut it.

Appendix C: Subclasses



These are the complete, playable versions of Mystery LLC's subclasses. They have not been rigorously playtested, and are intended to be more lighthearted than traditional class options—but still functional! Feel free to use or modify them for either your own game or, if your players would like, the continued adventures of Mystery LLC!

MONK: THE WAY OF THE COWARD

"A journey of a thousand miles begins with a single step . . . away."

Monks that follow the Way of the Coward understand a simple concept: the one who flees first is the one who survives. Coward monks are the best in the world at fleeing danger and seek to avoid violence and pain at all costs. However, if trapped, they become ferocious opponents.

Few choose the life of a coward, nay, for it is the life of the coward that chooses them.

AFTERIMAGE

When you choose this tradition at 3rd level, you have learned to flee so fast that you leave an afterimage of yourself behind.

As a bonus action, you channel your ki into your legs and may immediately move up to your movement speed to an unoccupied space in any direction. An illusory duplicate of yourself appears in the space you left behind and remains for one round or until hit with an attack. If this movement triggers an opportunity attack, the attacking creature must make a Wisdom saving throw against your ki save DC. On a failed save, the creature is unaware the duplicate is an illusion and instead targets the duplicate. Any creatures outside of your melee range perceive the duplicate as an illusion.

COWARD'S QUIVER

At 6th level, you have mastered the art of quaking in fear. As a bonus action, you can spend 1 ki point to shake inhumanly fast. This shaking lasts for 1 minute or until you are incapacitated. You can dismiss this effect at will.

While this effect is active, ranged attacks have disadvantage against you and your unarmed melee attacks deal an extra 1d4 force damage.

STILLNESS OF MIND

At 7th level, you may not use Stillness of Mind to end effects causing you to be frightened. Instead, your movement speed is increased by 5 feet as long as you are moving away from the source of your fear and any attacks made against the source of your fear deal an extra 1d4 damage.

This feature may still be used as an action to end an effect causing you to be charmed.

ESCAPIST

At 11th level, you have mastered the art of getting away from danger. As an action, you can spend 2 ki points to focus a tremendous amount of energy into your legs and teleport up to 30 feet to an unoccupied space that you can see.

When you do so, any creatures within 10 feet of the space you left take 2d10 force damage. Each additional ki point you spend, up to a maximum of 5, increases the damage by 1d10.

COMPLETE COWARD

By level 17, you are a complete, unabashed coward, peerless in the art of fleeing danger. Any time your movement provokes an opportunity attack, you can spend 3 ki points to force disadvantage on the attack and add 10 feet to your movement speed. This feature can be used multiple times per movement, but if you end your movement within an enemy creature's melee range you take force damage equal to 5 times the number of ki points expended during your movement.

PALADIN: OATH OF TRAPS

“To err is human; to trap is divine.”

It is unclear why or from whom, but a great divine power is bestowed upon those who know, in their hearts, that they were born to entrap. While theorists speculate a variety of deities in the Trickery domain, no clear source of this divine power has been identified. Most paladins of the Oath of Traps don't seem to mind—so long as they get to trap something.

TENETS OF TRAPS

The tenets of this oath have never been formally written and often vary. However, most paladins of the oath of Traps share these similar values.

Trap. Do not kill when you can trap. Do not sleep when you can trap. Do not eat—you get the idea. If you can be trapping, be trapping.

Honorable Trapping. Trapping is both a science and an art. It does not have to be kind, but neither should it be cruel. Never use your abilities to harm allies, though occasional pranks are okay.

FIGHTING STYLE

At level 2, you have the additional option of the following fighting style.

Trapper

While you are wielding a net, or other similar weapon or item designed to restrict movement, the DC for a restrained creature to break free of your weapon or item is increased by the value of your Charisma modifier.

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of Traps Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF TRAPS SPELLS

Paladin Level	Spells
3rd	<i>alarm, ensnaring strike</i>
5th	<i>cordon of arrows, find traps</i>
9th	<i>major image, glyph of warding</i>
	<i>otiluke's resilient sphere,</i>
13th	<i>hallucinatory terrain</i>
17th	<i>mislead, passwall</i>

CHANNEL DIVINITY

When you take this Oath at 3rd level, you gain the following two Channel Divinity options.

Divine Ensnarement. You can use your Channel Divinity to empower either a trap or other restraining item. This involves a ritual spell that takes 10 minutes to cast. For the purposes of this feature, a trap may consist of any combination of magical and nonmagical effects that, when triggered, are intended to restrain a creature. A restraining item is an item such as a net that is not necessarily part of a larger trap but may reasonably be used to restrain a creature.

When a trap is empowered by Divine Ensnarement, the DCs on saving throws against or checks to detect, disarm, or dispel the trap adds your Charisma modifier + half your paladin level, rounded down.

When a restraining item is empowered by Divine Ensnarement, the DC to break free of the restraint adds your Charisma modifier + half your paladin level, rounded down.

The effect of Divine Ensnarement lasts up to 24 hours or until you dispel it. It cannot be used to reinforce a restraint, but must be applied before the restraining takes place. Only one item or trap may be empowered by Divine Ensnarement at a time.

Vow of Ensnarement. As a bonus action, you utter a vow of entrapment against a creature you can see within 10 feet of you, using your Channel Divinity. You gain advantage on grapple checks against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

MARTIAL TRAPPER

At 7th level, you have a complete understanding of the best ways to restrain your enemies. You have advantage on any Strength (Athletics) or Dexterity (Acrobatics) checks made to begin or break a grapple.

SENTINEL OF SNARES

At 15th level you have learned to effortlessly trap weaker foes. You can cast *ensnaring strike* without expending a spell slot three times per day. This feature may only be used to cast at 1st level.

EPIC ENTRAP

At 20th level, you have become one with traps. As an action, you can activate your trap aura. Whenever an enemy creature starts its turn within 30 feet of you, it must make a Strength saving throw against your spell save DC or be restrained by a spectral net. A creature can use its action to make a Strength check against your spell save DC to free itself or another creature in a spectral net, ending the effect on a success. Dealing 5 damage to the spectral net (AC 10) frees the target without harming it and destroys the net.

Additionally, you know the general location of any traps within 30 feet of you. You do not learn the nature of the trap or the danger it poses.

WARLOCK OTHERWORLDLY PATRON: THE DAMSEL

"Do unto others as they would have done unto you."

Once, The Damsel was known only to be in distress. No more. She has reclaimed herself, and now gives empowerment to all who would find themselves trapped, stuck, bamboozled, duped, or used as bait. To accept The Damsel is to accept your own faults and use those faults to destroy those who would oppress you.

EXPANDED SPELL LIST

The Damsel lets you choose from an expanded spell list when you learn a warlock spell. The following spells are added to the warlock spell list for you.

THE DAMSEL EXPANDED SPELLS

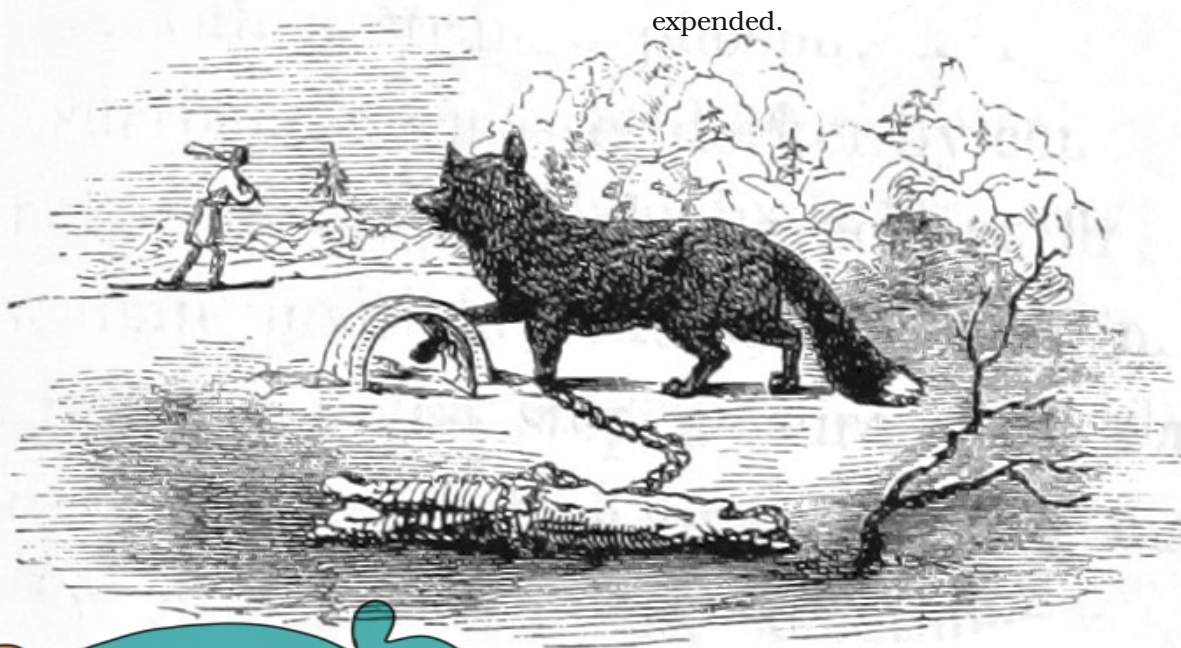
Spell Level	Spells
1st	<i>faerie fire, mage armor</i>
2nd	<i>augury, knock</i>
3rd	<i>blink, life transference</i>
4th	<i>confusion, phantasmal killer</i>
5th	<i>dominate person, holy weapon</i>

DISTRESS POINTS

At 1st level, your patron grants you the power to escape on your own. You have the ability to store distress points to empower your damaging spells.

You can store a maximum number of distress points equal to your Charisma modifier (minimum 1). Whenever you finish a long rest, your number of distress points resets to one. Whenever you activate a trap or are restrained or grappled, you gain a distress point. If you end a short rest with no distress points, you gain one distress point. For the purpose of this feature, a trap is anything that inflicts a sudden or unexpected effect which you consider undesirable or harmful that was intended as such by its creator.

Once per turn, when you deal damage to a target with a warlock spell, you can spend up to all your stored distress points to deal extra damage to your target. The extra damage equals half your warlock level (rounded down) for each point expended.



DAMSEL'S LUCK

At 6th level, your patron has taught you how to manipulate your own luck. When you make an ability check of a saving throw, you can add 1d10. You can do so after seeing the initial roll but before any of the roll's effects occur.

Once you use this feature you cannot use it again until you finish a short or long rest.

DAMSEL'S WILES

Starting at 10th level, your patron has taught you how to use your wiles to get ahead. You are immune to being charmed, and when another creature attempts to charm you, you can use your reaction to turn the charm back on that creature. The creature must succeed on a Wisdom saving throw against your warlock spell save DC or be charmed by you for 1 minute or until the creature takes damage.

CREATE DISTRESS

Starting at 14th level, you can force your enemies to serve as bait. As an action you can touch any hostile creature. It must make a Wisdom saving throw against your warlock spell save DC. On a failed save, illusory bindings appear around the creature and it is grappled.

Any creatures allied with the target within 30 feet that can see the target must make a Wisdom saving throw against your warlock spell save DC. On a failed save, a creature is compelled to use its action to attempt to free the target. Every attempt to free the target causes it to take 1d12 psychic damage.

This effect lasts for 1 minute or until the target dies. Any affected creatures, including the target, can repeat the saving throw at the end of each of its turns, ending the effect on a success. Even if the target succeeds its save and is no longer restrained, the remaining affected creatures will continue to attempt to free the target until they have succeeded the save or the spell ends. Once you have used this ability, you cannot use it again until after completing a long rest.

BARD: COLLEGE OF SNACKS

"The way to a man's heart is through his stomach."

Music may be the food of the soul, but food is the food of everything else. Bards of the College of Snacks have mastered the art of cooking, sharing, and most especially eating foods to control arcane abilities. It's a bit of a stretch, but stick with it.

BONUS PROFICIENCIES

When you join the College of Snacks at 3rd level, you gain proficiency with cook's utensils.

COURAGE CRUNCH

At 3rd level, you have been trained to make a magical treat originally named after its creator, an uncommon gnoll bard, but was later changed to a more generic but legally distinct name. As a bonus action, you can expend one use of your Bardic Inspiration to provide yourself or an ally within 30 feet of you a tasty snack. You enchant this food to either grant advantage on the creature's next attack roll or end one of the following conditions afflicting it: charmed, frightened, or poisoned.

HOME-COOKED AURA

At 6th level, you have learned your allies' favorite, most comforting foods. As an action, you begin to exude the scent of a nice home-cooked meal. All allied creatures within 30 feet of you that can smell gain resistance to poison damage and advantage on Constitution checks and saving throws.

HEROES' SNACK

At 14th level, you have truly mastered the art of magical cooking. Once per day, you can produce a magical snack. This snack takes ten minutes to prepare and one hour to consume. The snack disappears at the end of that hour, and the magical benefits do not set in until the hour is over. Up to four other creatures can partake of this snack.

A creature that partakes of this snack gains several benefits. The creature is cured of all diseases and poison and becomes resistant to poison damage. Its hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 8 hours.

ROGUE: BESPECTACLED SLEUTH

"Every silver lining has a cloud."

A bespectacled sleuth is, first and foremost, an investigator. They are known to have brilliant deductive minds and are able to solve most any crime. However, their brilliance comes at a price. The training methods these rogues undergo slowly rob them of their eyesight, forcing them to wear thick glasses to see at all. Without their spectacles, these sleuths are all but useless.

Yes, this subclass is essentially a slightly modified version of the inquisitive rogue. Wizards of the Coast already made a pretty good investigation-based rogue. This one is different because it has glasses!

SPECTACLES

When you choose this archetype at 3rd level, you require the use of glasses to functionally see. While wearing glasses, you have advantage on any Intelligence (Investigation) or Wisdom (Perception) checks. If you are not wearing glasses, you are considered to be under the blinded condition.

Whenever you are hit by an attack, roll a d20. On a 1, your glasses fall off and land somewhere random within 5 feet of you. You can attempt to find your glasses with a DC 12 Intelligence (Investigation) check made at disadvantage. Your glasses can be retrieved and handed back to you as a bonus action by any friendly creature within 5 feet of you.

EAR FOR DECEIT

Starting at 3rd level, you develop a keen ear for picking out lies. Whenever you make a Wisdom (Insight) check to determine whether a creature is lying, treat a roll of 7 or lower on the d20 as an 8.

INSIGHTFUL FIGHTING

At 3rd level, you gain the ability to decipher an opponent's tactics and develop a counter to them. As a bonus action, you can make a Wisdom (Insight) check against a creature you can see that isn't incapacitated, contested by the target's Charisma (Deception) check. If you succeed, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll, but not if you have disadvantage on it.

This benefit lasts for 1 minute or until you successfully use this feature against a different target.

IMPROVED SPECTACLES

At 9th level, you have improved on the original design of your spectacles and gain several benefits. While wearing your glasses, you have darkvision, can make out details on objects up to 60 feet away, and may read the lips of any creature you can see as long as you understand their language.

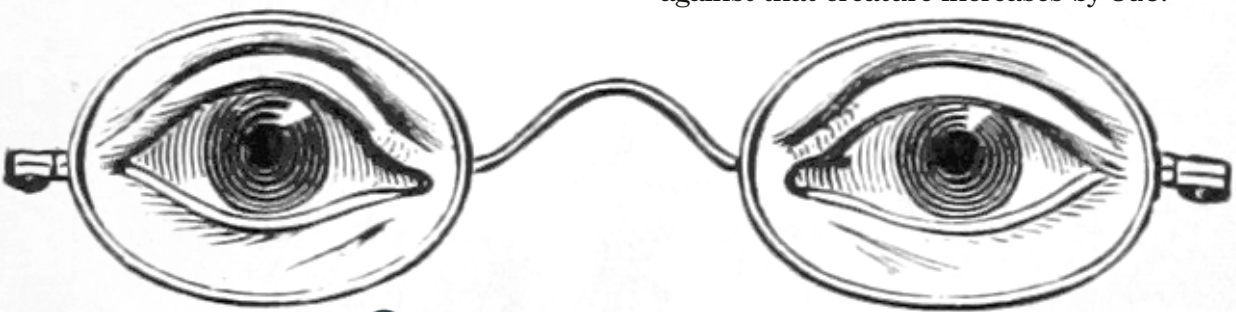
SIXTH SENSE

At 13th level, your senses are almost impossible to foil. As an action, you sense the presence of illusions, shapechangers not in their original form, and other magic designed to deceive the senses within 30 feet of you, provided you aren't blinded or deafened. You sense that an effect is attempting to trick you, but you gain no insight into what is hidden or into its true nature.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

EYE FOR WEAKNESS

At 17th level, you learn to exploit a creature's weaknesses by carefully studying its tactics and movement. While your Insightful Fighting feature applies to a creature, your Sneak Attack damage against that creature increases by 3d6.



Dafni

CHARACTER NAME

Level 5 Warlock

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Tiefling

RACE

Chaotic Good

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+1

12

DEXTERITY

+2

14

CONSTITUTION

+2

15

INTELLIGENCE

-1

9

WISDOM

-1

9

CHARISMA

+3

16

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☒ +2 Wisdom
- ☒ +6 Charisma

SAVING THROWS

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☒ +2 Arcana (Int)
- ☐ Athletics (Str)
- ☒ +6 Deception (Cha)
- ☐ History (Int)
- ☐ Insight (Wis)
- ☐ Intimidation (Cha)
- ☒ +2 Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☐ Perception (Wis)
- ☐ Performance (Cha)
- ☒ +6 Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

14

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum

38

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

5d8

HIT DICE

SUCCESSSES

○○○

FAILURES

○○○

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+4

1d4+2 piercing

Crossbow (Light)

+4

1d8+2 piercing

ATTACKS & SPELLCASTING

9

PASSIVE WISDOM (PERCEPTION)

LANGUAGES

Common, Infernal

DARKVISION 60 ft.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Studded leather armor

EQUIPMENT

HELLISH RESISTANCE

You have resistance to fire damage.

INFERNAL LEGACY

You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast the *hellish rebuke* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th Level, you can cast the *darkness* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

DISTRESS POINTS

At 1st level, your patron grants you the power to escape on your own. You have the ability to store distress points to empower your damaging spells.

You can store a maximum number of distress points equal to your Charisma modifier (minimum 1). Whenever you finish a long rest, your number of distress points resets to one. Whenever you activate a trap or are restrained or grappled, you gain a distress point. If you end a short rest with no distress points, you gain one distress point. For the purpose of this feature, a trap is anything that inflicts a sudden or unexpected effect which you consider undesirable or harmful that was intended as such by its creator.

Once per turn, when you deal damage to a target with a warlock spell, you can spend up to all your stored distress points to deal extra damage to your target. The extra damage equals to half your warlock level (rounded down) for each point expended.

AGONIZING BLAST

When you cast *eldritch blast*, add your Charisma modifier to the damage it deals on a hit.

FEATURES & TRAITS



Dafni

CHARACTER NAME

AGE
Alight with
Righteous Flame
EYES

HEIGHT
Lavender
SKIN

WEIGHT
Voluminous
HAIR



CHARACTER APPEARANCE

MYSTERY LLC

The area's premiere mystery-solving sleuths. Together, they've solved countless mysteries through the powers of friendship and traps.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Dafni was always known as "danger prone." Her whole life has been spent stumbling from one perilous trap to the next, barely managing to get by through sheer determination. Eventually, she learned of The Damsel: an otherworldly entity that grants power to those who seek to free themselves from such curses. With the help of The Damsel, Dafni has been able to recognize that her "flaws" are actually her greatest strength.

CHARACTER BACKSTORY

MISTY VISIONS

You can cast *silent image* at will, without expending a spell slot or material components.

VOICE OF THE CHAIN MASTER

You can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence. Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

PACT BOON: PACT OF THE CHAIN

You learn the *find familiar* spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, pseudodragon, quasit, or sprite.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one Attack of its own with its reaction.

ADDITIONAL FEATURES & TRAITS

TREASURE

Sha-Gi

CHARACTER NAME

Level 5 Monk

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

RACE

Chaotic Good

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+3

16

CONSTITUTION

+2

15

INTELLIGENCE

-1

9

WISDOM

+0

11

CHARISMA

+1

12

INSPIRATION

+3

PROFICIENCY BONUS

● +3 Strength

● +6 Dexterity

○ ___ Constitution

○ ___ Intelligence

○ ___ Wisdom

○ ___ Charisma

SAVING THROWS

● +6 Acrobatics (Dex)

○ ___ Animal Handling (Wis)

○ ___ Arcana (Int)

● +3 Athletics (Str)

○ ___ Deception (Cha)

○ ___ History (Int)

○ ___ Insight (Wis)

○ ___ Intimidation (Cha)

○ ___ Investigation (Int)

○ ___ Medicine (Wis)

○ ___ Nature (Int)

○ ___ Perception (Wis)

○ ___ Performance (Cha)

○ ___ Persuasion (Cha)

○ ___ Religion (Int)

○ ___ Sleight of Hand (Dex)

○ ___ Stealth (Dex)

○ ___ Survival (Wis)

SKILLS

13

ARMOR CLASS

+3

INITIATIVE

40

SPEED

Hit Point Maximum 38

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Quarterstaff

+6

1d6+3 (1d8+3)
bludgeoning

Unarmed

+6

1d4+3
bludgeoning

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

LANGUAGES

Common

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

Ki

TOTAL KI POINTS: 5 **KI SAVE DC: 11**

Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table.

You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class.

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

AFTERIMAGE

When you choose this tradition at 3rd level, you have learned to flee so fast that you leave an afterimage of yourself behind.

As a bonus action, you channel your ki into your legs and may immediately move up to your movement speed to an unoccupied space in any direction. An illusory duplicate of yourself appears in the space you left behind and remains for one round or until hit with an attack. If this movement triggers an opportunity attack, the attacking creature must make a Wisdom saving throw against your ki save DC. On a failed save, the creature is unaware the duplicate is an illusion and instead targets the duplicate. Any creatures outside of your melee range perceive the duplicate as an illusion.

FLURRY OF BLOWS

Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

FEATURES & TRAITS



Sha-Gi

CHARACTER NAME

AGE

HEIGHT

WEIGHT

Darting
EYES

Shaking
SKIN

Messy
HAIR



CHARACTER APPEARANCE

MYSTERY LLC

The area's premiere mystery-solving sleuths. Together, they've solved countless mysteries through the powers of friendship and traps.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Sha-Gi is, without question, cowardly. He was discovered as a young man by other monks of the Way of the Coward, who declared him a prodigal at fleeing. With their training, he has learned how to run away from danger better than almost anyone. There is only one thing stronger than his fear: his devotion to his best friends S'Koobi and Mystery LLC. Oh, and his stomach. Running burns a lot of calories!

PATIENT DEFENSE

You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

STEP OF THE WIND

You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

DEFLECT MISSILES

Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the Attack is reduced by 1d 10 + your Dexterity modifier + your monk level.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack (range 20 feet/60 feet) with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack.

SLOW FALL

Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

STUNNING STRIKE

Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



DUNGEONS & DRAGONS®

Sir Frederick

CHARACTER NAME

Level 5 Paladin

CLASS & LEVEL

Half-Orc

RACE

Chaotic Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+2

15

DEXTERITY

+1

12

CONSTITUTION

+1

11

INTELLIGENCE

-1

9

WISDOM

+0

10

CHARISMA

+2

14

INSPIRATION

+3

PROFICIENCY BONUS

☐ Strength

☐ Dexterity

☐ Constitution

☐ Intelligence

☒ +3 Wisdom

☒ +5 Charisma

SAVING THROWS

☐ Acrobatics (Dex)

☐ Animal Handling (Wis)

☐ Arcana (Int)

☒ +5 Athletics (Str)

☐ Deception (Cha)

☐ History (Int)

☒ +3 Insight (Wis)

☒ +5 Intimidation (Cha)

☐ Investigation (Int)

☐ Medicine (Wis)

☐ Nature (Int)

☐ Perception (Wis)

☐ Performance (Cha)

☐ Persuasion (Cha)

☐ Religion (Int)

☐ Sleight of Hand (Dex)

☐ Stealth (Dex)

☐ Survival (Wis)

SKILLS

15

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum

39

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

5d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Longsword	+5	1d8+3 (1d10+3) slashing
Net	+4	range 5/15 ft.

NET

The target is restrained. A creature can use its action to make a DC 12 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

ATTACKS & SPELLCASTING

DIVINE SMITE

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend, to a maximum of 6d8.

CHANNEL DIVINITY

When you take this Oath at 3rd level, you gain the following two Channel Divinity options.

Divine Ensnarement.

You can use your Channel Divinity to empower either a trap or other restraining item. This involves a ritual spell that takes 10 minutes to cast. For the purposes of this feature, a trap may consist of any combination of magical and nonmagical effects that, when triggered, are intended to restrain a creature. A restraining item is an item such as a net that is not necessarily part of a larger trap but may reasonably be used to restrain a creature.

When a trap is empowered by Divine Ensnarement, the DCs on saving throws against or checks to detect, disarm, or dispel the trap adds your Charisma modifier + half your paladin level, rounded down.

When a restraining item is empowered by Divine Ensnarement, the DC to break free of the restraint adds your Charisma modifier + half your paladin level, rounded down.

The effect of Divine Ensnarement lasts up to 24 hours or until you dispel it. It cannot be used to reinforce a restraint, but must be applied before the restraining takes place. Only one item or trap may be empowered by Divine Ensnarement at a time.

Vow of Ensnarement.

As a bonus action, you utter a vow of entrapment against a creature you can see within 10 feet of you, using your Channel Divinity. You gain advantage on grapple checks against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

FEATURES & TRAITS

10

PASSIVE WISDOM (PERCEPTION)

LANGUAGES

Common, Orc

DARKVISION 60 ft.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Breastplate

EQUIPMENT

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Sir Frederick

CHARACTER NAME

AGE

Heroic
EYES

HEIGHT

Green
SKIN

WEIGHT

Hilariously Blonde
HAIR



CHARACTER APPEARANCE

Mystery LLC

The area's premiere mystery-solving sleuths. Together, they've solved countless mysteries through the powers of friendship and traps.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Sir Frederick is a trapper. As an infant, he was trapping his toys. He could trap his parents by age six. Eventually, this incredible skill was noticed by an unknown deity who granted Sir Frederick his divine charge: trap, and trap with honor. He applies his skills to the cause of justice alongside Mystery LLC, where his traps usually save the day.

CHARACTER BACKSTORY

Fighting Style: Trapper

While you are wielding a net, or other similar weapon or item designed to restrict movement, the DC for a restrained creature to break free of your weapon or item is 12 + your Charisma modifier.

Divine Sense

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Lay On Hands

Your blessed touch can heal wounds. You have a pool of Healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level x 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

Divine Health

By 3rd level, the divine magic flowing through you makes you immune to disease.

Extra Attack

Beginning at 5th Level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Relentless Endurance

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks

When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

ADDITIONAL FEATURES & TRAITS

TREASURE



Sir Frederick

SPELLCASTING CLASS

CHA

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

SPELLS KNOWN

0

CANTRIPS

SPELL LEVEL

1

SLOTS TOTAL

4

SLOTS EXPENDED

PREPARED

SPELL NAME

☐ alarm

☐ bless

☐ compelled duel

☐ ensnaring strike

☐ shield of faith

☐

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S'Koobi

CHARACTER NAME

Level 5 Bard

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Gnoll

RACE

Chaotic Good

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+1

12

DEXTERITY

+0

10

CONSTITUTION

+2

15

INTELLIGENCE

-1

9

WISDOM

+3

16

CHARISMA

+1

12

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +2 Strength
- ☒ +4 Dexterity
- ☐ +3 Constitution
- ☐ Intelligence
- ☐ +4 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☒ +2 Arcana (Int)
- ☒ +7 Athletics (Str)
- ☐ Deception (Cha)
- ☐ History (Int)
- ☒ +6 Insight (Wis)
- ☒ +4 Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☒ +6 Perception (Wis)
- ☒ +7 Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

13

ARMOR CLASS

+0

INITIATIVE

30

SPEED

Hit Point Maximum 38

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Bite

+4

1d6+1 piercing

Rapier

+4

1d8+1 piercing

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

LANGUAGES

Common, Gnoll

DARKVISION 60 ft.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Hide armor

Collar of protection

Cook's utensils

EQUIPMENT

BARDIC INSPIRATION

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

SONG OF REST

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points by spending Hit Dice at the end of the short rest, each of those creatures regains an extra 1d6 hit points.

COURAGE CRUNCH (3/DAY)

At 3rd level, you have been trained to make a magical treat named after its originator, an uncommon Gnoll bard. As a bonus action, you can expend one use of your Bardic Inspiration to provide yourself or an ally within 30 feet of you a tasty snack. You enchant this food to either grant advantage on the creature's next attack roll or endone of the following conditions afflicting it: charmed, frightened, or poisoned. This feature may be used to remove a fear-based condition caused by the encounters in this adventure.

FEATURES & TRAITS



S'Koobi

CHARACTER NAME

AGE

Glowing Yellow
EYES

HEIGHT

Furry
SKIN

WEIGHT

Spotted Brown
HAIR



CHARACTER APPEARANCE

MYSTERY LLC

The area's premiere mystery-solving sleuths. Together, they've solved countless mysteries through the powers of friendship and traps.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

S'Koobi met the rest of Mystery LLC as a young pup. He was raised with the group, forming a special bond with Sha-Gi. The two became best buddies, though S'Koobi never quite learned to speak Common correctly. While his appearance is often shocking, S'Koobi is quite tame—unless Sha-Gi is threatened. Or if there's a free buffet.

CHARACTER BACKSTORY

JACK OF ALL TRADES

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

FONT OF INSPIRATION

Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

RAMPAGE

When you reduce a creature to 0 hit points with a melee attack on your turn, you may use a bonus action to move up to half your speed and make a bite attack.

ADDITIONAL FEATURES & TRAITS

TREASURE



S'Koobi

SPELLCASTING CLASS

CHA

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

SPELLS KNOWN

0

CANTRIPS

- ☐ friends
- ☐ message
- ☐ vicious mockery
- ☐
- ☐
- ☐
- ☐

SPELL LEVEL

1

SLOTS TOTAL

4

SLOTS EXPENDED

- ☐ PREPARED
- ☐ SPELL NAME
- ☐ healing word
 - ☐ heroism
 - ☐ silent image
 - ☐ tasha's hideous laughter
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- ☐ enhance ability
- ☐ knock
- ☐ lesser restoration
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- ☐ clairvoyance
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Vell'mah

CHARACTER NAME

Level 5 Rogue

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Halfling

RACE

Neutral Good

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

-1

9

DEXTERITY

+3

17

CONSTITUTION

+0

10

INTELLIGENCE

+2

17

WISDOM

+2

14

CHARISMA

+0

10

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ Strength
- ☒ +6 Dexterity
- ☐ Constitution
- ☒ +6 Intelligence
- ☐ Wisdom
- ☐ Charisma

SAVING THROWS

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☐ Athletics (Str)
- ☐ Deception (Cha)
- ☐ History (Int)
- ☐ Insight (Wis)
- ☐ Intimidation (Cha)
- ☒ +6 Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☒ +6 Sleight of Hand (Dex)
- ☒ +6 Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

15

ARMOR CLASS

+3

INITIATIVE

25

SPEED

Hit Point Maximum 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+6

1d4+3 piercing

Crossbow (Hand)

+6

1d6+3 piercing
range 30/120 ft.

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

LANGUAGES

Common, Halfling, Thieves' Cant

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Studded leather armor
Thieves' tools

EQUIPMENT

SNEAK ATTACK

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't Incapacitated, and you don't have disadvantage on the attack roll.

Your Sneak Attack damage is 3d6.

SPECTACLES

When you choose this archetype at 3rd level, you require the use of glasses to functionally see. While wearing glasses, you have advantage on any Intelligence (Investigation) or Wisdom (Perception) checks. If you are not wearing glasses, you are considered to be under the blinded condition.

Whenever you are hit by an attack, roll a d20. On a 1, your glasses fall off and land somewhere random within 5 feet of you. Whenever you are afflicted by fear caused by an encounter in this adventure, roll a d20. On a 1-5, your glasses fall off and land somewhere random within 5 feet of you. You can attempt to find your glasses with a DC 12 Intelligence (Investigation) check made at disadvantage. Your glasses can be retrieved and handed back to you as a bonus action by any friendly creature within 5 feet of you.

INSIGHTFUL FIGHTING

At 3rd level, you gain the ability to decipher an opponent's tactics and develop a counter to them. As a bonus action, you can make a Wisdom (Insight) check against a creature you can see that isn't incapacitated, contested by the target's Charisma (Deception) check. If you succeed, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll, but not if you have disadvantage on it.

FEATURES & TRAITS



Vell'mah

CHARACTER NAME

AGE

Bespectacled
EYES

HEIGHT

Pasty
SKIN

WEIGHT

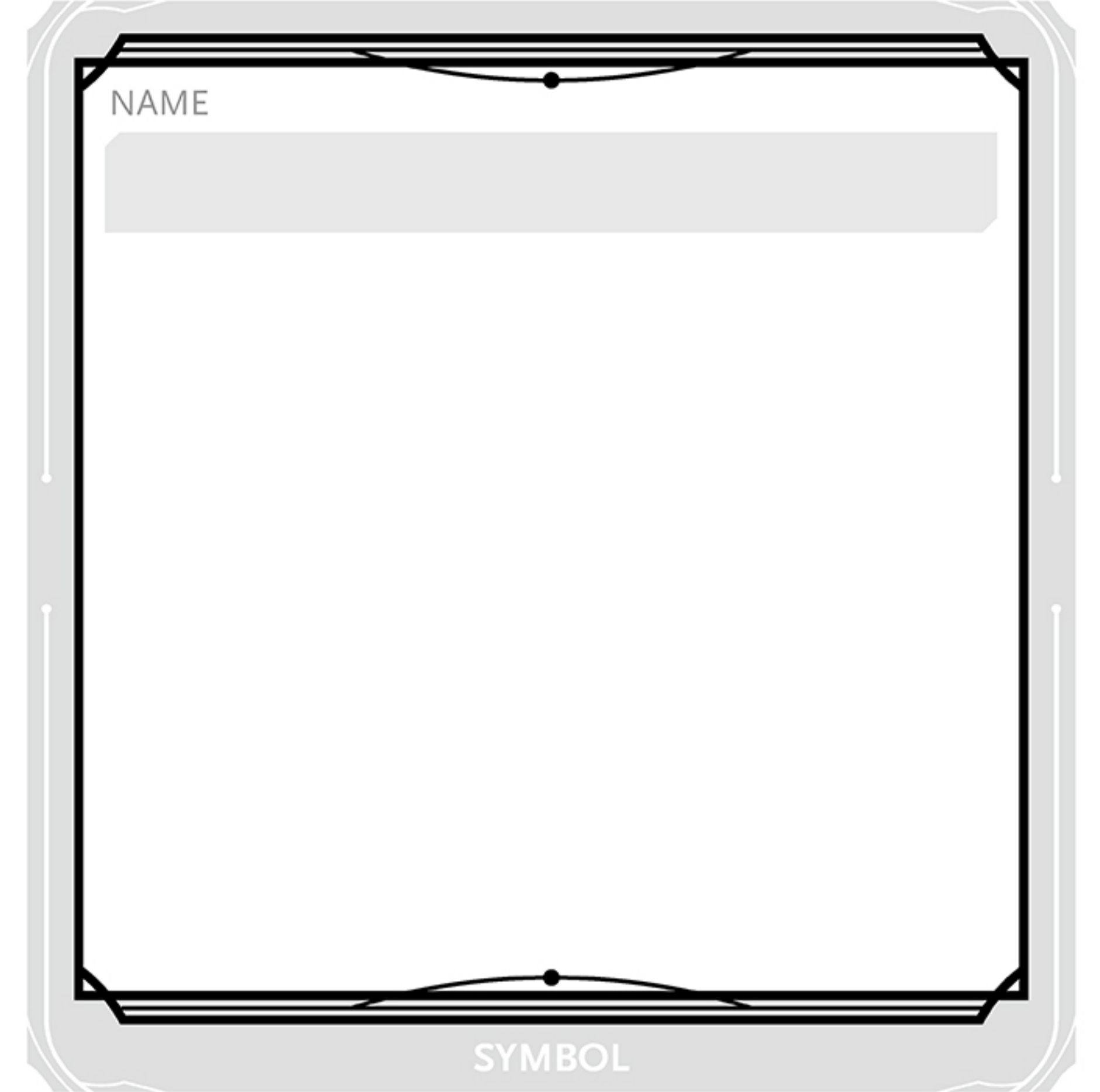
Red-Tinged
HAIR



CHARACTER APPEARANCE

MYSTERY LLC

The area's premiere mystery-solving sleuths. Together, they've solved countless mysteries through the powers of friendship and traps.



ALLIES & ORGANIZATIONS

Vell'mah is a self-made woman. Her ingenious mind too often went unnoticed in her small hometown, so she struck out on her own determined to solve the world. Happenstance brought her together with Mystery LLC, who frankly are useless without her. Her keen deductive mind is the backbone of most of the group's greatest solves.

CHARACTER BACKSTORY

CUNNING ACTION

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

EAR FOR DECEIT

Starting at 3rd level, you develop a keen ear for picking out lies. Whenever you make a Wisdom (Insight) check to determine whether a creature is lying, treat a roll of 7 or lower on the d20 as an 8.

UNCANNY DODGE

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

LUCKY

When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

BRAVE

You have advantage on saving throws against being frightened.

HALFLING NIMBLENESS

You can move through the space of any creature that is of a size larger than yours.

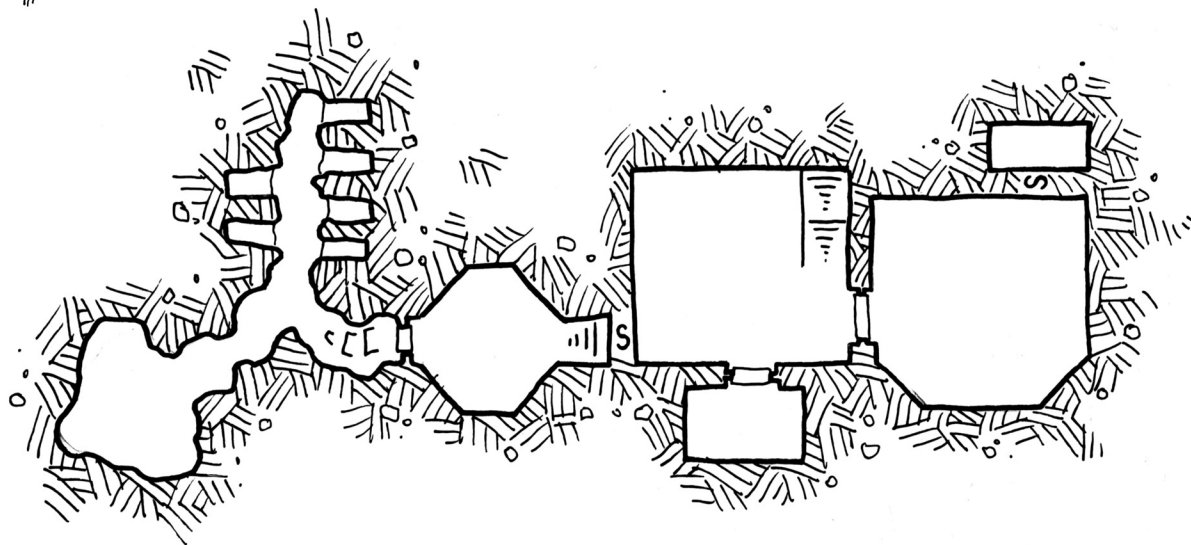
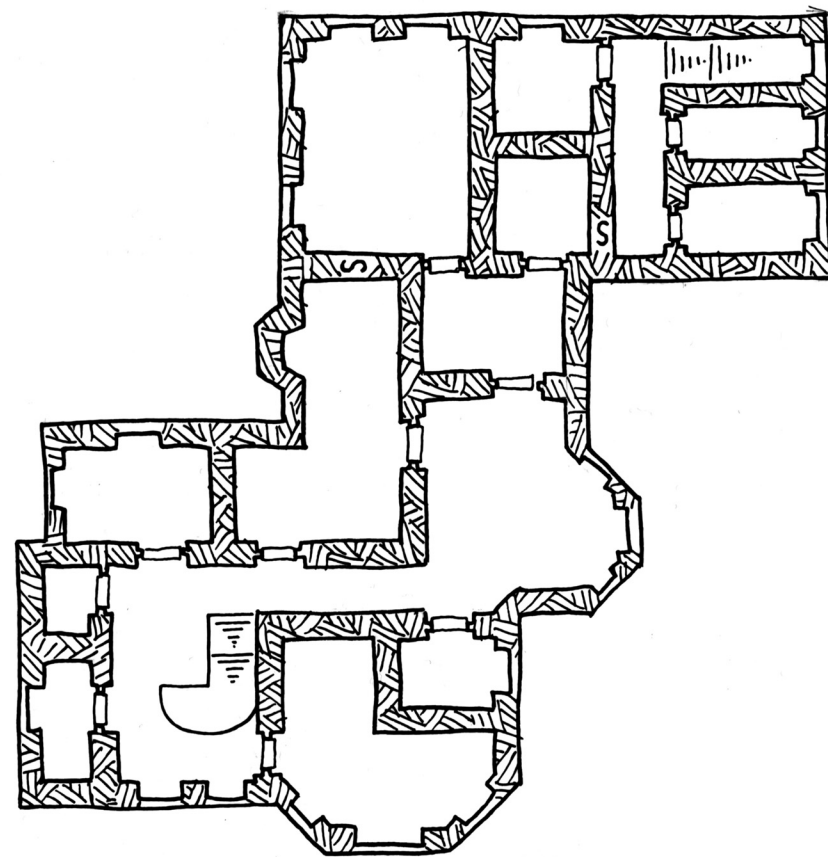
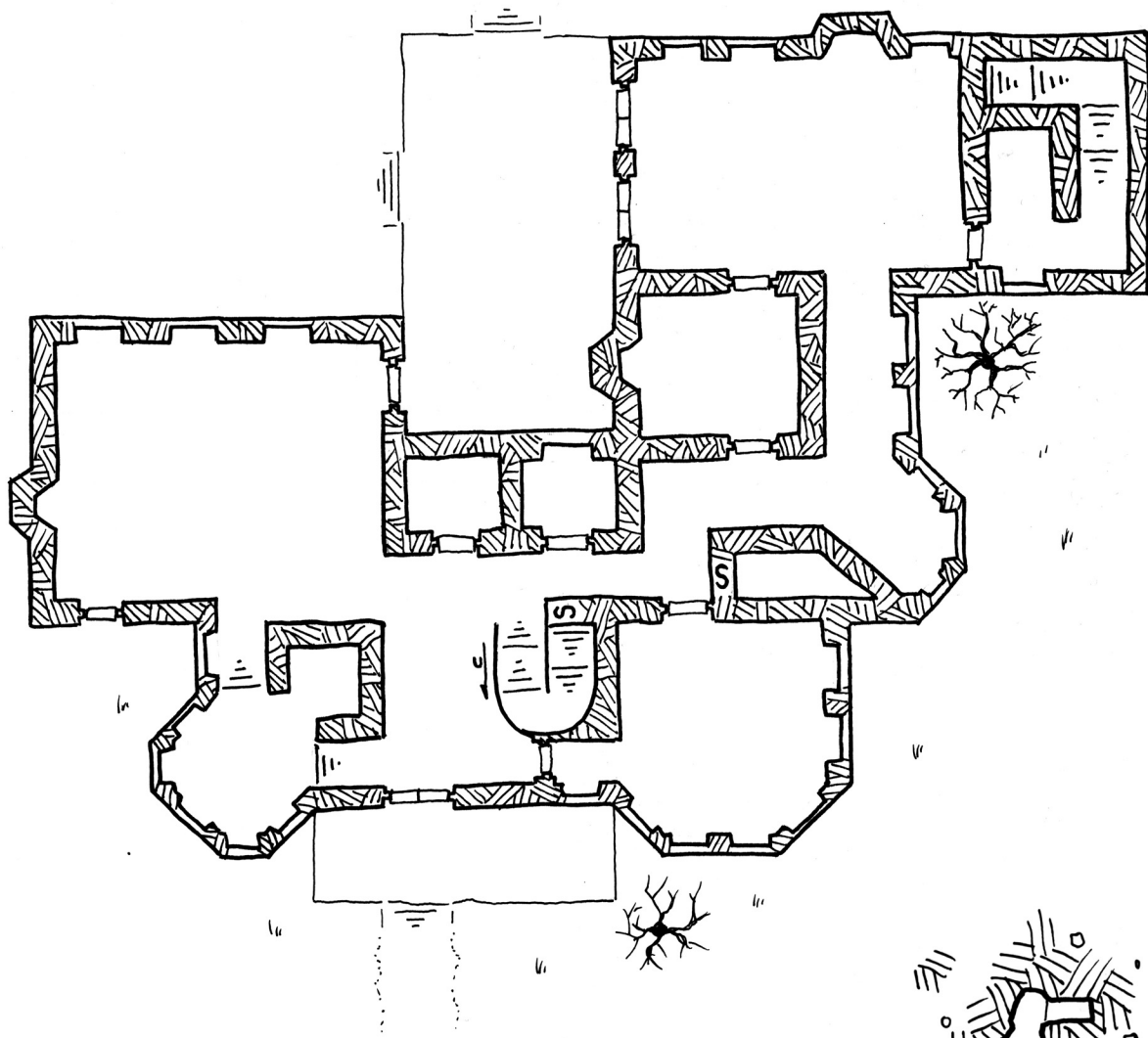
NATURALLY STEALTHY

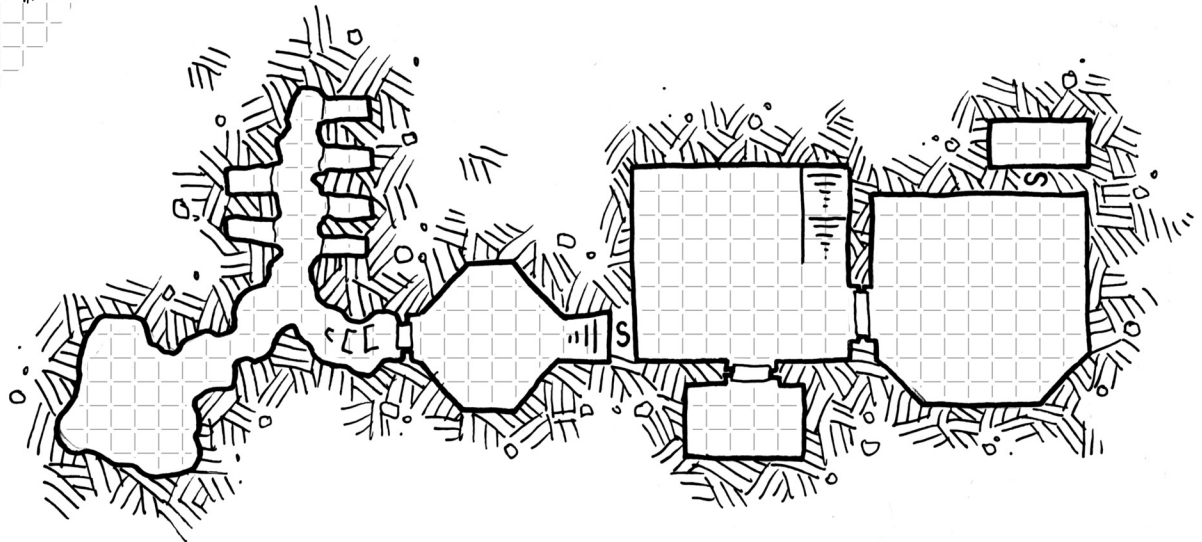
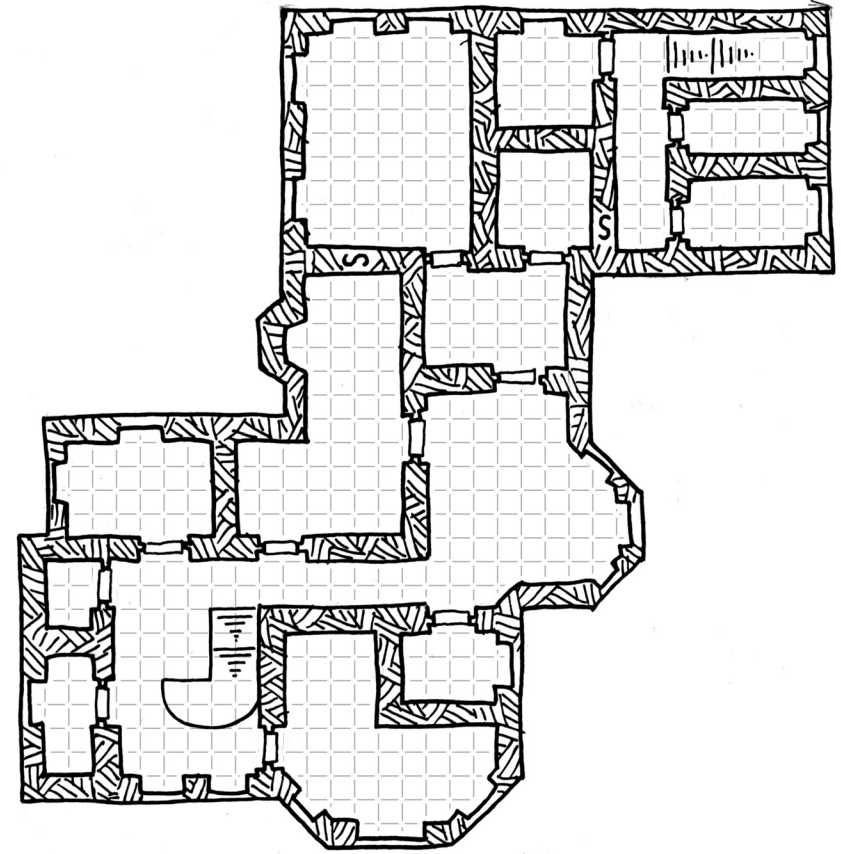
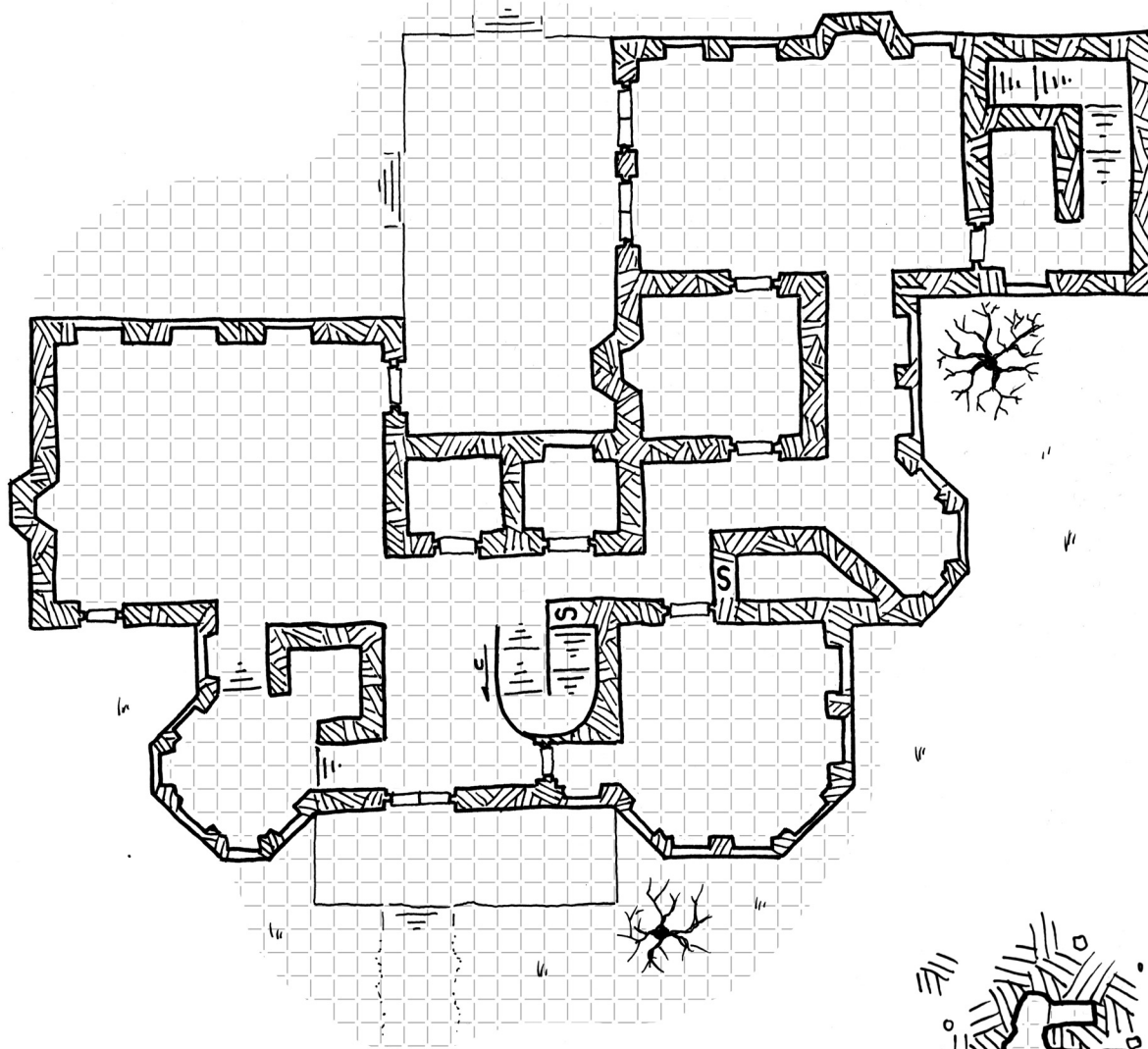
You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

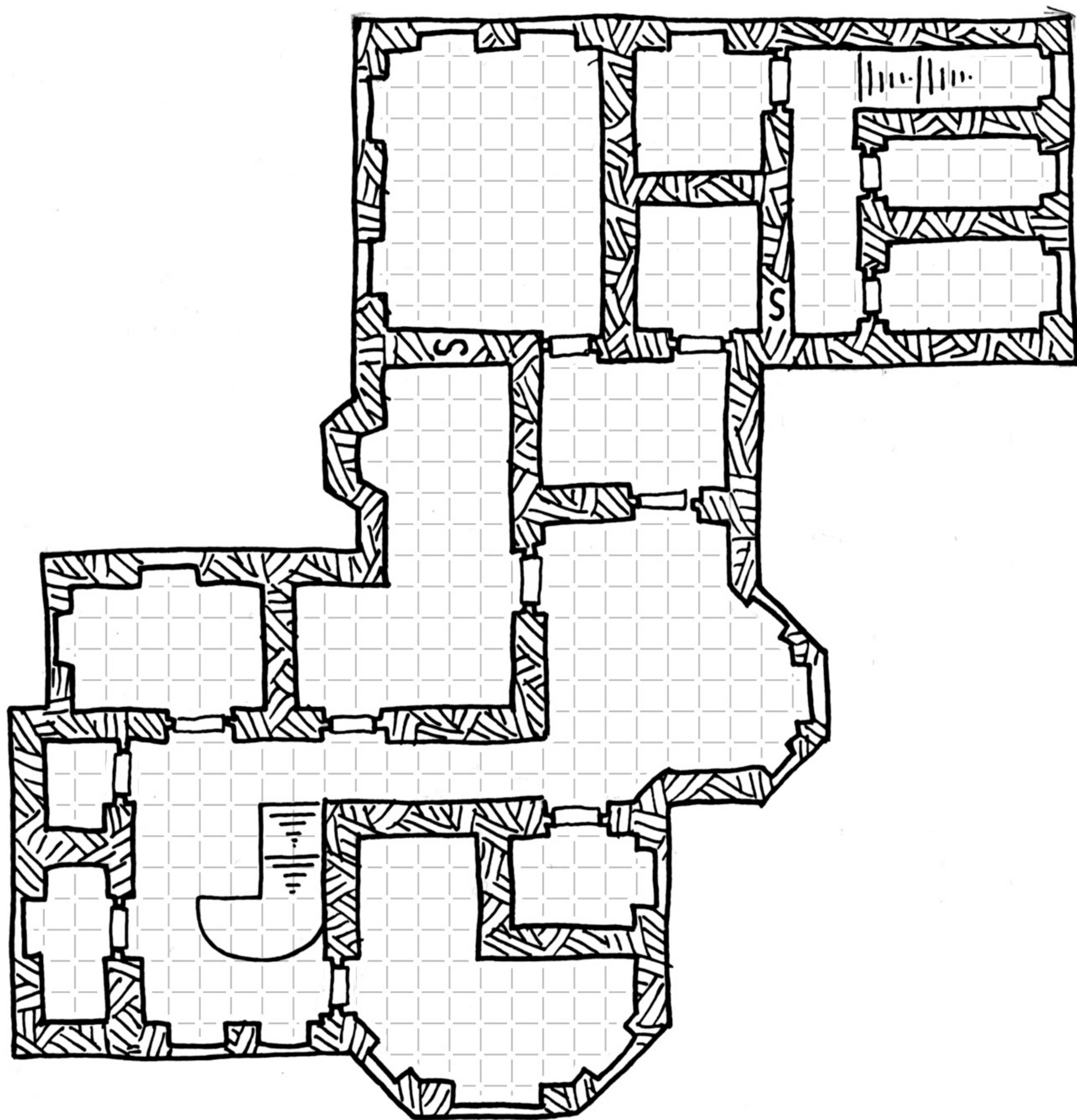
ADDITIONAL FEATURES & TRAITS

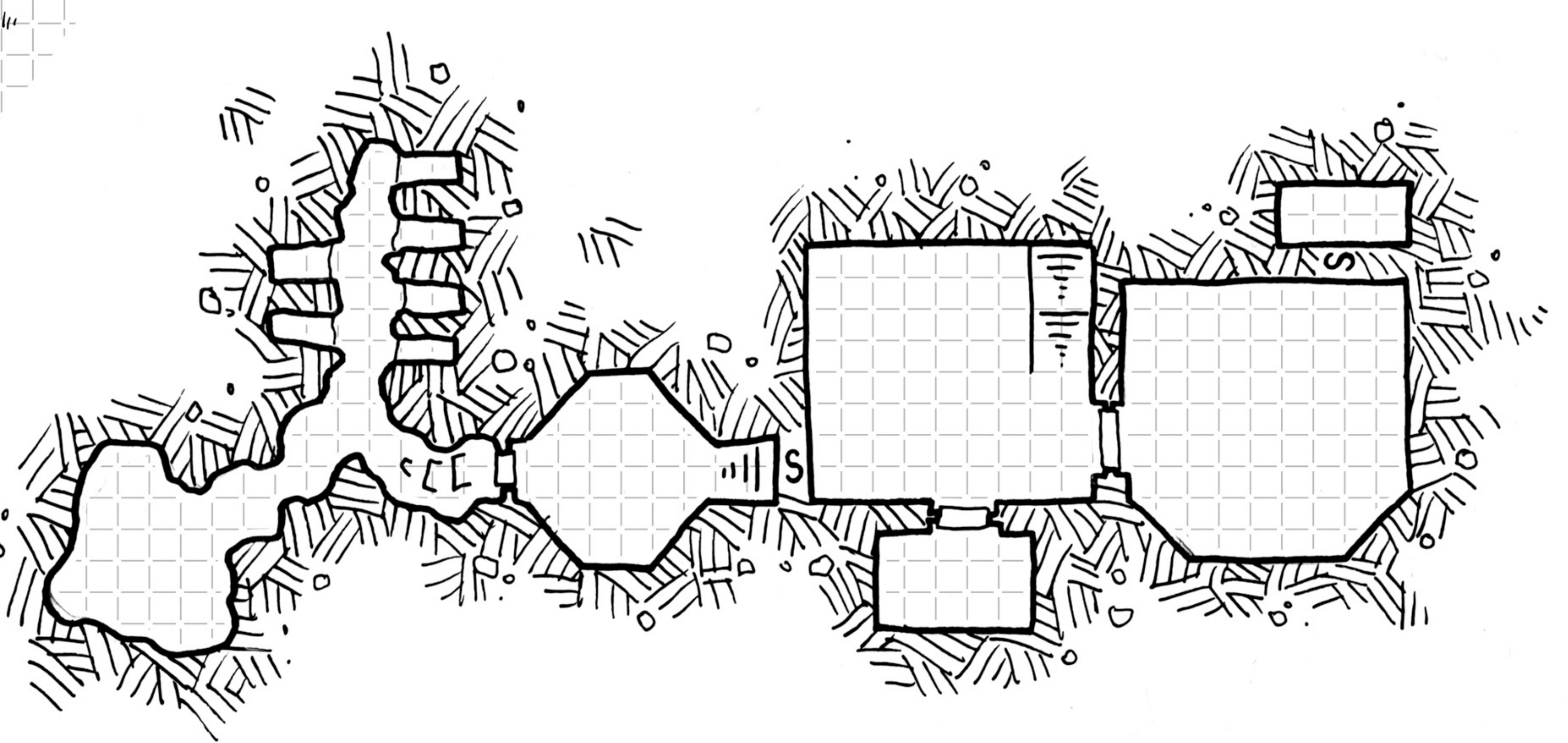
TREASURE

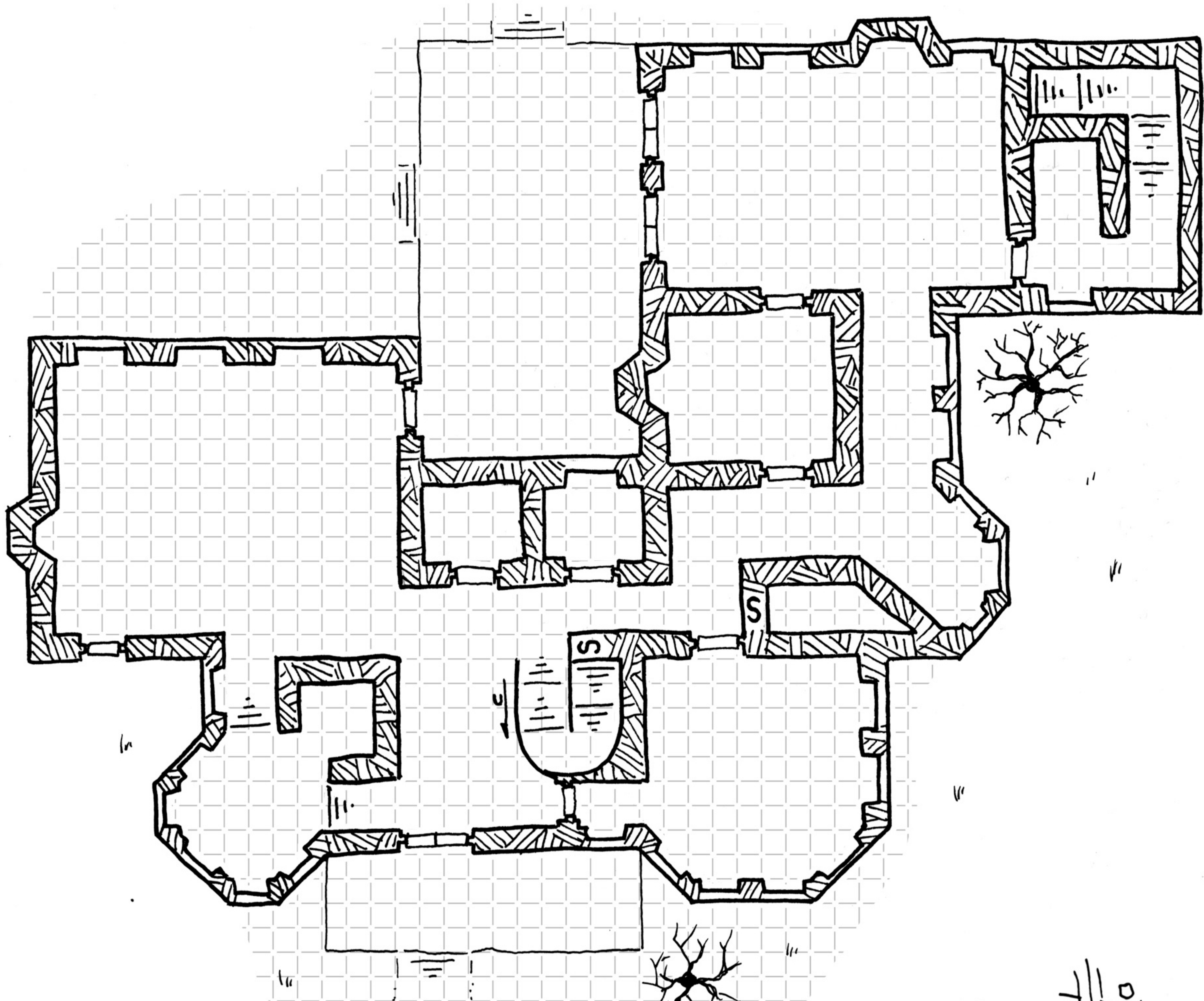


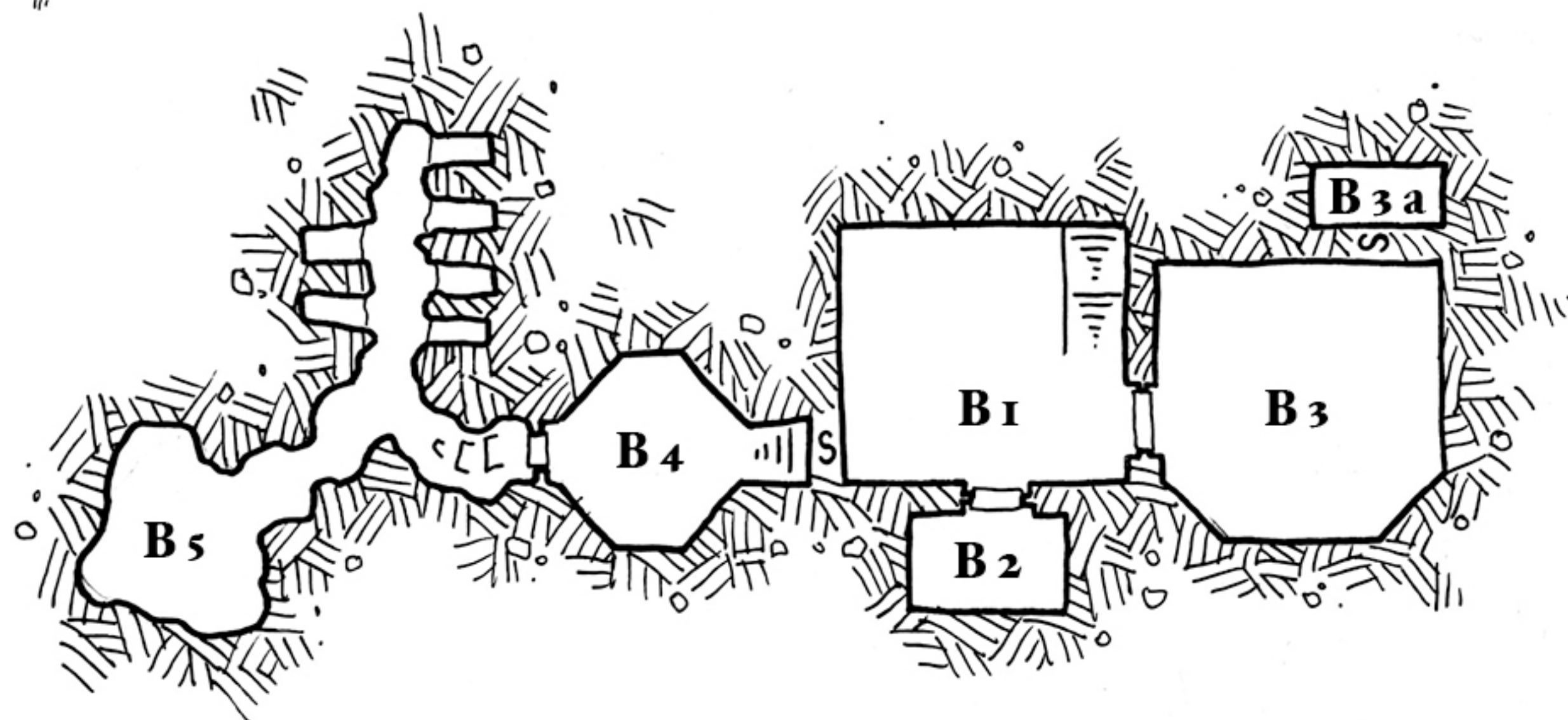
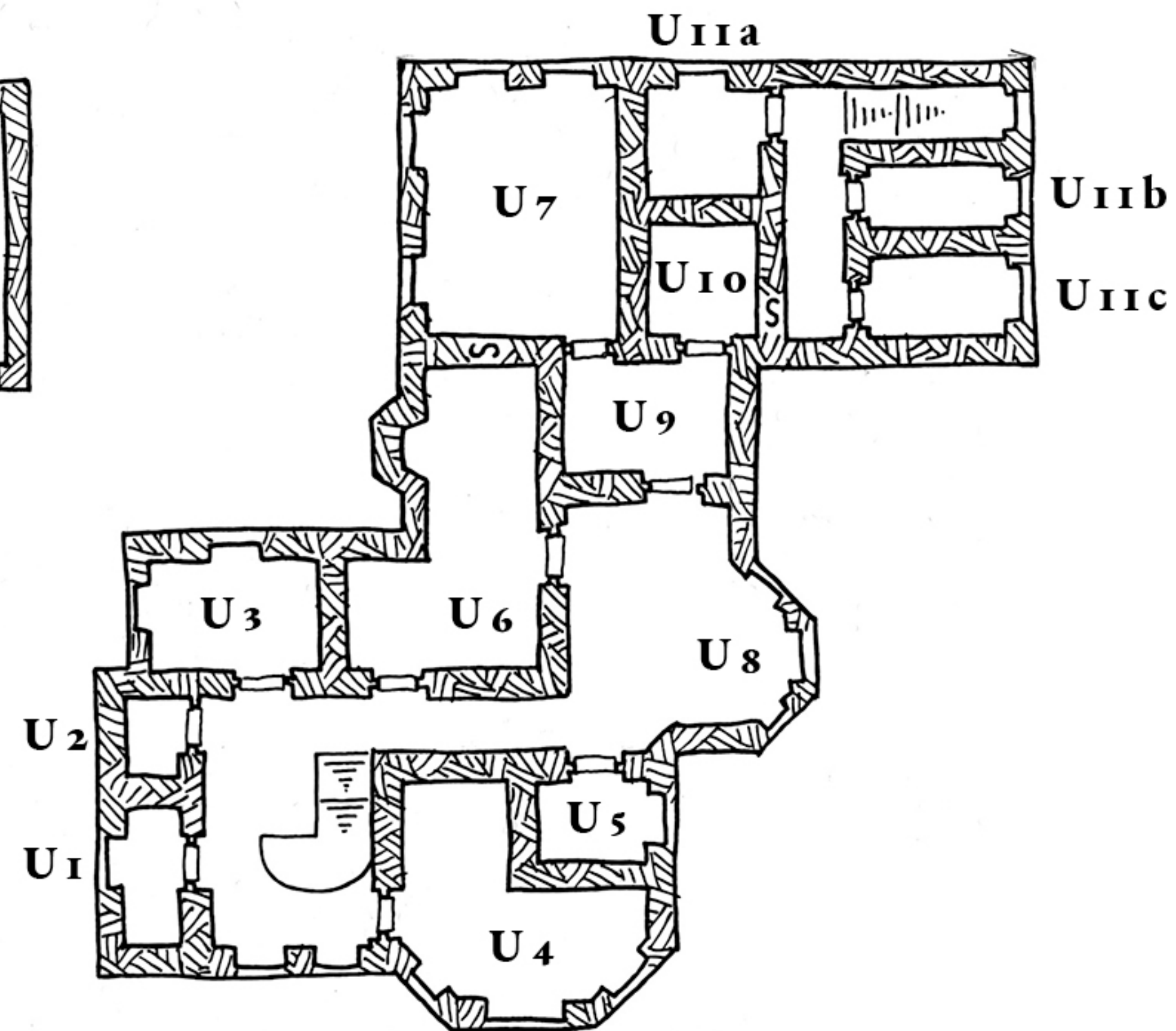
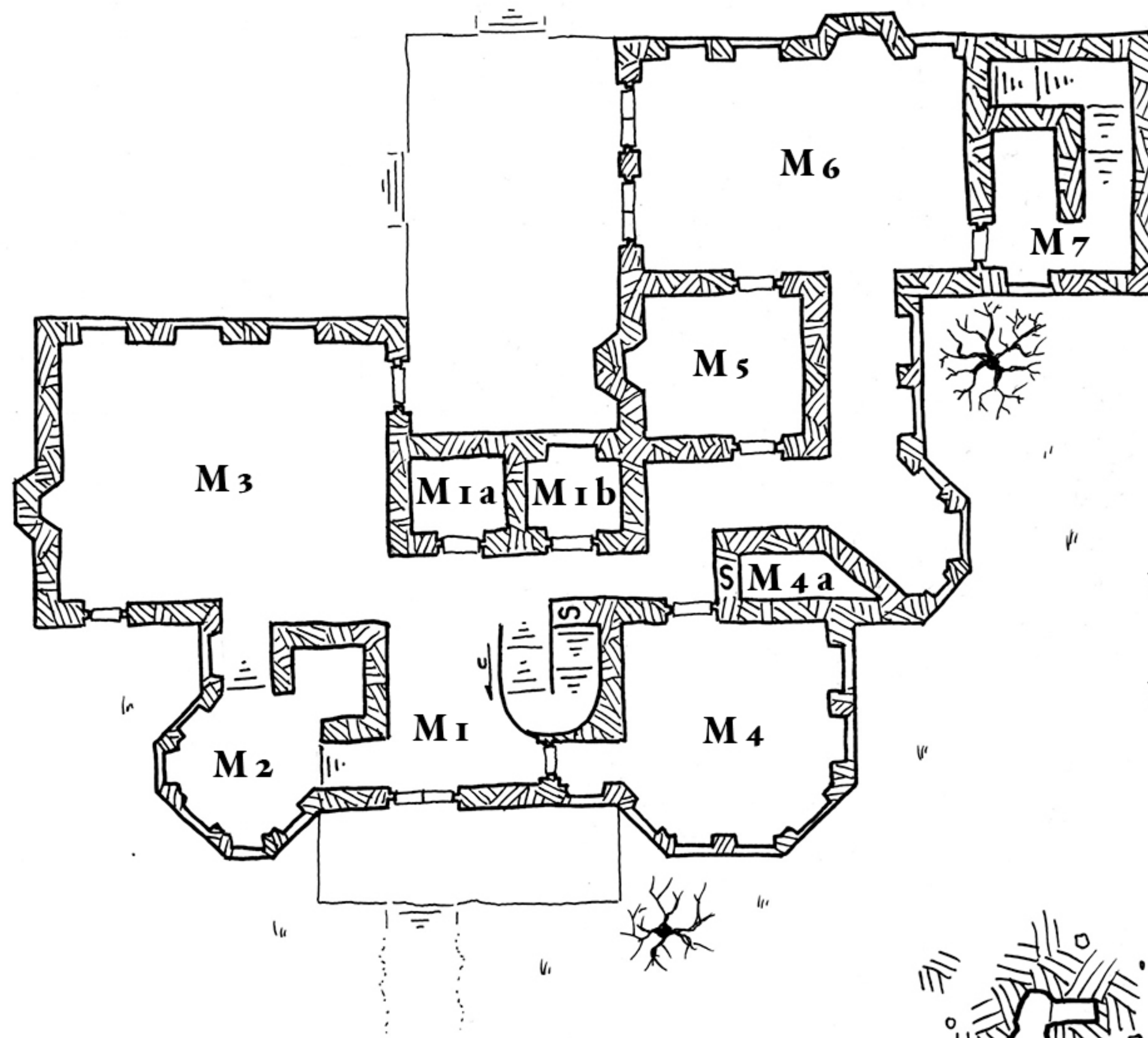


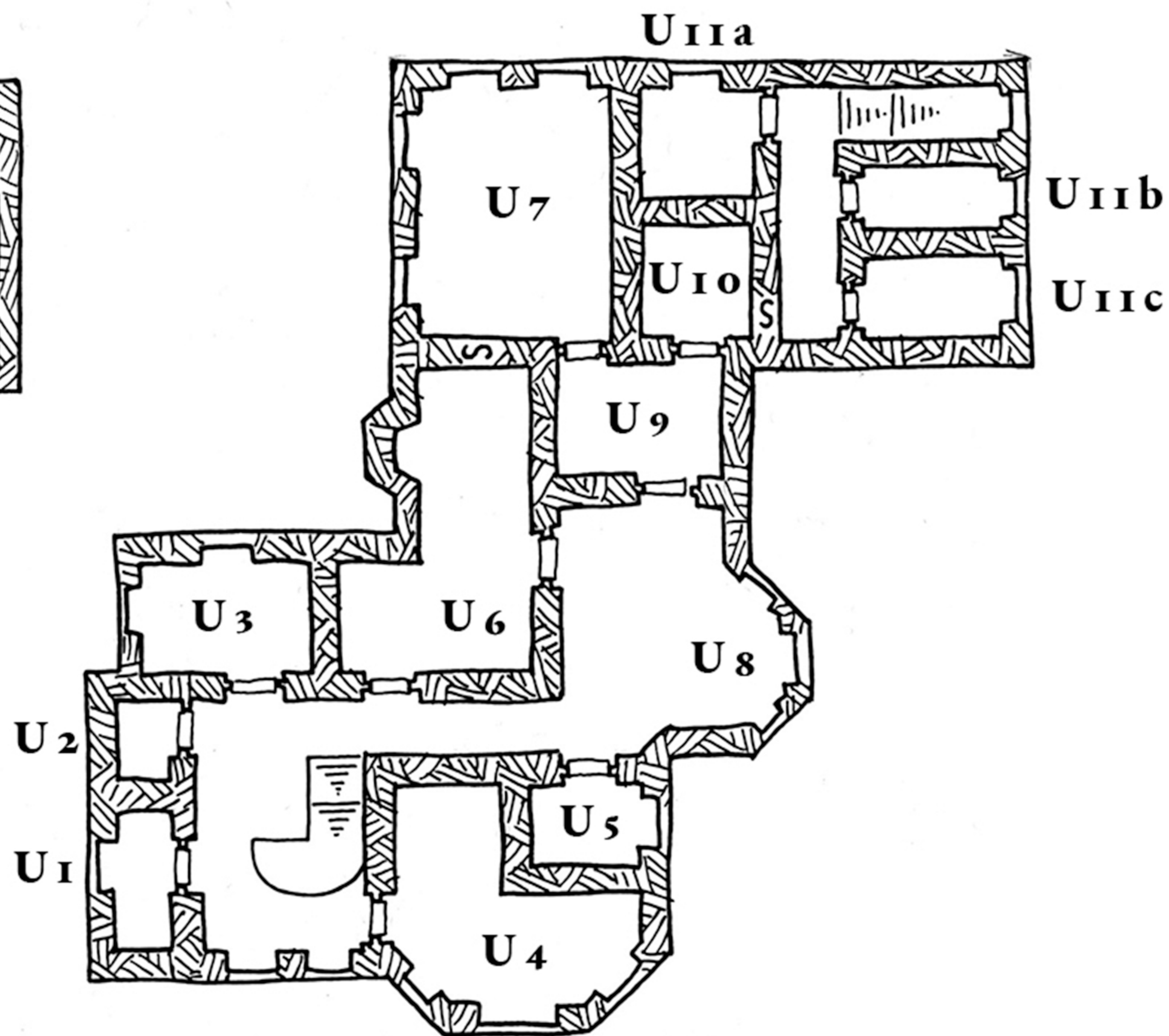


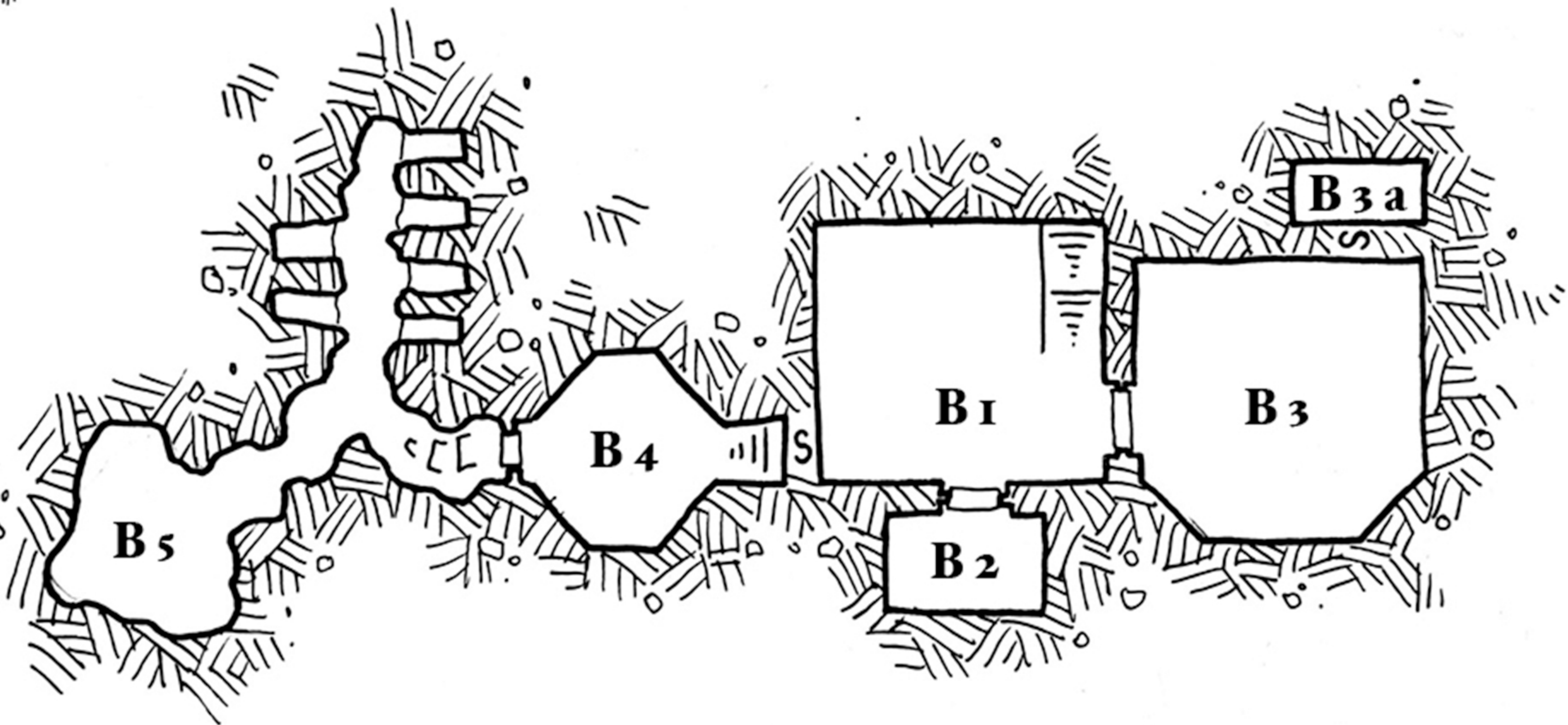


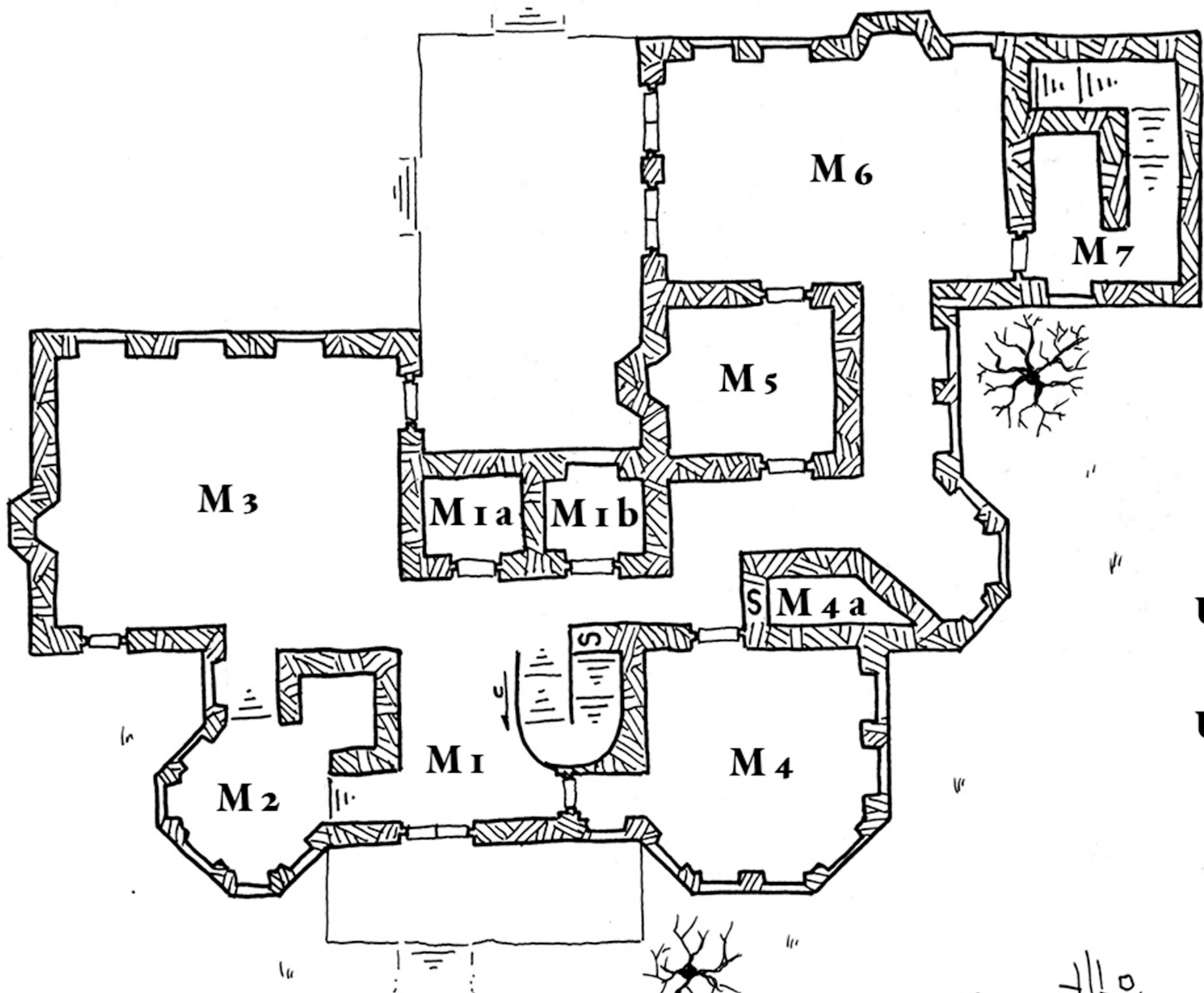












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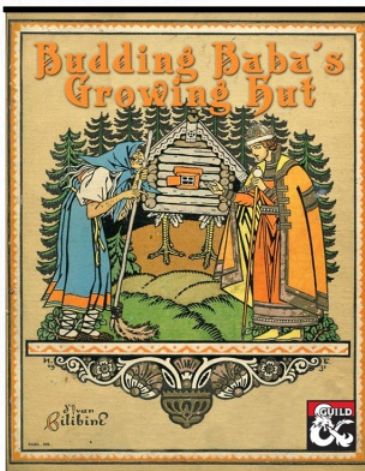
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