

SINNERS' MANOR

BY JAMES ECK

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HOUSE ON A HILL

The imposing, seemingly anachronistic manor has stood unoccupied on the hill overlooking Sommerset for as long as anyone in the town can remember. Though children sometimes get close enough to throw rocks at windows, rumors of unholy denizens occupying it have for the most part discouraged any incursions into the house for generations.

Davis O'Chuul, a businessman who set up shop in Sommerset a few years ago, has become obsessed with the Sinners' Manor, as it has come to be called, and is determined to make it his home. Perhaps he has requested adventurers to clear it out for him or maybe he approaches any rough-looking types who come through town, but he has asked the party to explore the manor, destroying any occupants, so he can renovate it for his family home.

Davis has interrogated everyone in town and searched old records. He knows everything there is that can be known about the manor without going into the manor itself.

The Sinners' Manor was originally built by Henri Sumner, son of Pepin Sumner who founded the town centuries ago. The last known occupants of the manor were Henri's grandchildren: Velos, Anita, Porthos, and Jacob, as well as three of their disreputable friends.

These seven were known to throw raucous parties that frequently continued through the night until morning, even after any guests had already left. The last such party, according to stories passed down by the participants to their descendants, was on a wild, stormy night. Even so, all but the seven fled into the rain when the storm of angry words within became fiercer than the storm outside.

The manor was unusually silent for several days before anyone investigated. Dave Simonsen is said to have been the first to go look, only to be chased away by Porthos wielding a fiery sword. The story says that Porthos was pale and covered in blood.

No one has been inside the manor since and returned. Davis estimates that between eight and twenty people have disappeared inside based on stories he has gathered, including four adventurers who entered not long after the ill-fated party.

Davis is invested the party's success and offers a reward of 800 GP for fully clearing the manor of any vile creatures that might be occupying it. As an advance, he gives them four [healing bulbs](#) to use inside the manor, explaining that they have 50 GP of value each which will be deducted from their reward if they are not returned.

THE MANOR

Rain-packed, crunching gravel still keeps the cart road to the manor front porch mostly devoid of weeds. Nearer the crown of the hill the earth, though it looks dark and fertile, does not seem to support any growth. The flower beds have long been empty and even the withered husks of plants that once grew there are long since gone. The large trees surrounding the manor seem to have once been well-pruned,

but now they stand naked and black regardless of the season.

EXTERIOR

After centuries of neglect, the roof is in surprisingly good condition with only a few places where the shingles have rotted away.

Most of the windows are broken with sparse jagged glass showing grey reflections of sky around the shadow of the dark interior.

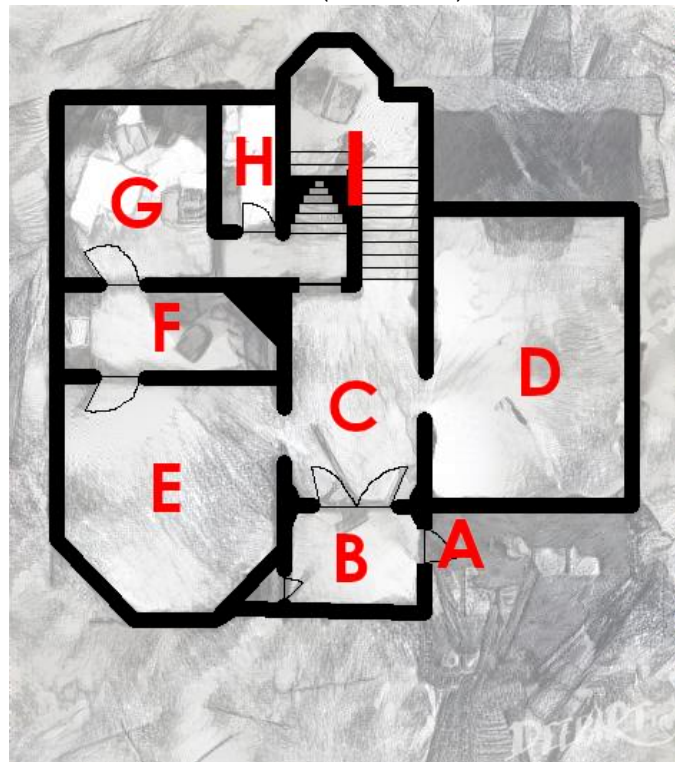
The paint and plaster, once blue, is faded where the elements haven't torn it from the brick walls. The bricks are dark and tarnished, showing bright red only in places where a corner has recently chipped away.

A creature coming within 120 feet of the manor feels a chill and Paladins recognize that they are near the lair of an undead creature.

There are front and back doors (A), each with wooden steps and an opulent porch of aged timbers, some broken through to the crawl space below. Dexterity (Stealth) checks on these stairs and porches are at disadvantage as the boards creak and moan. The doors are unlocked but closed.

MAIN ENTRANCE

The front door, on the west side of the porch, enters the cloakroom (B), a long disused room where a skeleton lies against the south wall. A streak of long-dried blood marks where the man was thrown against the wall face-first before sinking down to where the skeleton now lies. A DC 20 Wisdom (Medicine) reveals that he



was killed with blows from at least two swords, one of them with a tip broken off. What remains of his belongings indicates that he was probably a villager who came to investigate, DC 15 Intelligence (Investigation) check.

The open coat closet in the southwest corner holds several moldering cloaks.

The north wall is mostly occupied with double doors thrown open to the entry way (C) in the center of the house. In the west wall of the entry way, a partially open sliding door goes through to the dining room (E). An open pass in the east wall leads to the living room (D) where Porthos, the *irat*, paces.

Each round of combat in the entry way (C), the *gula* (in the kitchen at G) makes a DC 15 Wisdom (Perception) check to hear it. If alerted, he will also come out as far as the entry way (C).

The west half of north wall of the entry way holds a closed door that leads to the basement stairs (I), the bathroom (H), and the kitchen (G). The east half is open to the stairs (I) to the upper floors.

LIVING ROOM

Porthos, now an *irat*, has claimed the living room (D) in undeath. He paces there and while his view of the porch is obscured by shuttered windows, he does have a clear view of the entry way (C).

If Porthos perceives anyone, he will leave the living room to attack them, pursuing as far as the dining room (E), the cloak room (B), or the next landing on the stairs (I).

Ashes from a long dead fire in the fireplace on the north wall have billowed out into the room and black boot prints mark Porthos' unending traversal of the room. A desiccated corpse huddles in one corner. A Wisdom (Medicine) check might reveal that it was hacked repeatedly after death (DC 8) and even kicked around quite a bit (DC 16). The boards in the center of the room are water damaged where water comes through the hole in the ceiling

when it rains. A glimpse of the master bedroom (D) might be seen through the rotting boards above.

Characters looting Porthos might find his name written in his clothes—DC 10 Intelligence (Investigation) check—or notice something special about his ring—DC 14. [Porthos' Ring](#) is a cursed magic item described in [Magical Items](#).

If the players linger here for long, Jacob, the *invid*, should appear from the fireplace having descended the chimney. He will wait for an opportunity to steal from the party before escaping whether by the stairs or by the chimney.

DINING ROOM

The dining room (E) table lies flat near the south west wall, its legs broken out from under it and scattered around the room. There are traces of long-dried blood on the floor and walls visible with a DC 18 Wisdom (Perception) check. Closer examination with a DC 16 Intelligence (Investigation) check reveals that these traces remain from attempts to lick up the blood while it was wet.

A door in the west side of the north wall leads into a serving room (F) and stands wide open. It looks directly through the serving room into the kitchen (G) and anyone standing in it is surely perceived by the *gula*.

Each round of combat in the dining room (E), the *gula* (in the kitchen at G) makes a DC 10 Wisdom (Perception) check to hear it. If alerted, he will also come out as far as the entry way (C) pursuing prey.

KITCHEN

The serving room (F) has been ransacked and utensils and dishes are scattered on the floor around smashed and open cabinets. Some of these utensils and cabinet pieces show bite marks for DC 12 Wisdom (Perception) or Intelligence (Investigation) checks. A door on the west side of the south wall is open to the

dining room (E) and a door opposite it on the north wall is open to the kitchen (G).

The kitchen (G) is in worse condition, with furniture also knocked over and significant parts of missed, edges chewed. The *gula* dwells here, ravenously chewing on the scattered furnishings of its domain, the food long gone.

If the *gula* perceives anyone, it will leave the kitchen (G) to attack them, pursuing as far as the entry way (C), the bathroom (H), or the lower stair landing (I). Any prey it catches it eats, swallowing it whole and licking up whatever escapes onto the walls or floor.

STAIRS

The manor's main stairs (I) are all in the middle north of the house above the back door. There are landings between floors with stairs up to the landing on the east side and stairs up from the landing on the west side.

The back door (A) enters the landing between the ground floor and the basement, which once functioned as a mud room with a closet for tools and such. A locked and reinforced door (DC 20 Strength check to break it down, DC 20 Thieves' Tools to pick the lock) blocks the stairs down to the basement (W) from this landing. Attempts to break it down draws the attention of the *gula* in the kitchen (G) and alerts the *avarit* in the basement (W). The key is in the attic (V) in Jacob's, the *invid*'s, stash.

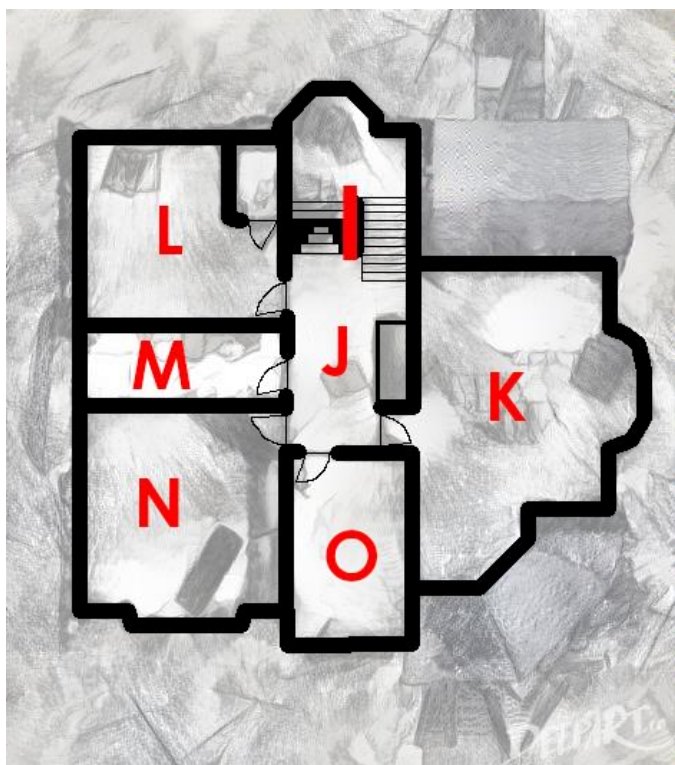
The other landings are littered with broken glass from the open windows overlooking the back side of the hill on which the manor stands.

SECOND FLOOR LOFT

The stairs (I) open up onto a loft (J) on the second floor. On the north side of this loft there are stairs to the floors above and below. All other rooms on this floor are accessed by doors off the loft.

THE MASTER BEDROOM

The largest room on the second floor is the old master bedroom (K) and was previously Velos'



room. It has long been empty and dust blankets all but the center area where holes in the ceiling above sometimes let rainwater through. The bedsheets are sliding off the bed as it sags down into the widening hole into the living room (D) below. Books fallen from the library (U) above litter the buckling floor.

BEDROOMS

There are three other bedrooms on the second floor: L, N, and O. They are all opulently decorated with rotting and faded furnishings, and empty except for N, in which the *luxria* waits for her lover, Porthos, who paces downstairs. She will not leave the room unless attacked, but she will try to entice any creature she sees into the room. Hidden from view on the far side of the bed is a withered corpse, dry and well-preserved as if mummified without wrappings.

BATHROOM

The bathroom (M) contains plumbing that in this age would be admired by even the wealthiest kings, though it no longer functions. It is also home to Anita, the *magnu*. She stands before the shattered mirror, brushing her bald head. She is entranced with her own visage in

her hand mirror and will do nothing if not attacked, though her gaze may still be a danger to anyone who meets her eyes in the mirror.

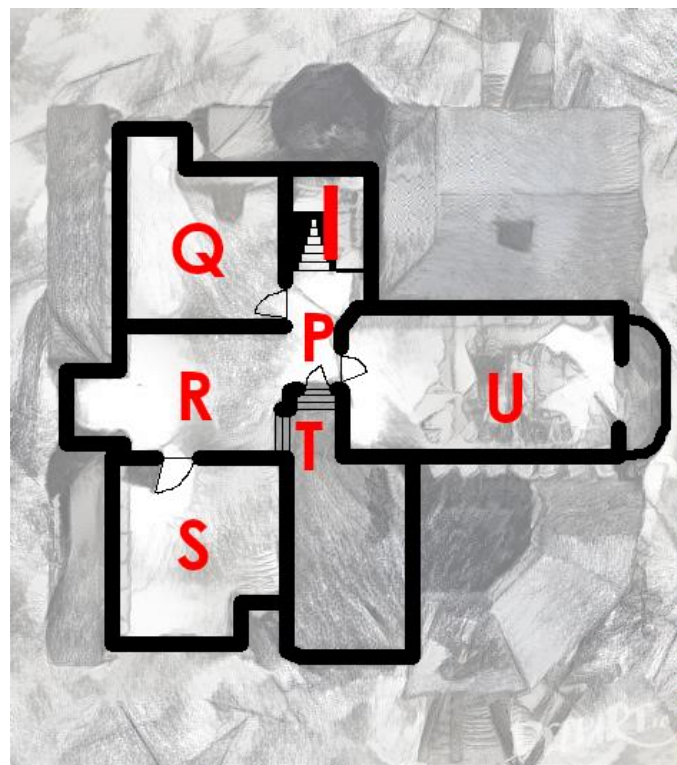
Characters looting Anita might find a monogrammed handkerchief with her name—DC 10 Intelligence (Investigation) check—or recognize that her hand mirror is a source of her power—DC 14. [Anita's Looking Glass](#) is a cursed magic item described in [Magical Items](#).

THIRD FLOOR

The third floor has a much smaller loft (P) at the top of the stairs (I). The door nearest the stairs (in the west wall) leads to a guest room (Q) where the *aceda* sleeps. The *aceda* does not engage anything unless it attacks it first, and even then, only crawling and rolling slowly toward its assailant.

An opening also in the west wall shows a long-empty playroom with ancient toys, finely made, not used since the Sumner children outgrew them. In the playroom's south wall is a door to the nursery (S), whose cribs have long been empty. This room is still well sealed and eerily well preserved.

The library (U) through the open door on the west wall of the small loft (P) is largely



destroyed. Most of the floor has collapsed though into the master bedroom (K), the book shelves fallen and their books strewn across the remaining floor boards.

The south door, opposite the stairs, leads into a storage room (T). It is full of old and dusty seasonal decorations. Immediately through the door on the right (west) a flight of stairs climbs to the attic (V). Jacob, the *invid*, uses these stairs to access the rest of the manor, making off with anything nice that is brought into it.

ATTIC

The attic (V) is Jacob's lair since becoming an *invid*. He has dozens of family heirlooms enshrined there, as well as some pieces taken from past adventurers in the manor. His treasury also contains the key to the basement.

Jacob is usually in the attic, but he does wander the house when anything enters it. He is very curious and given the chance will steal from them their most valuable goods.

If his treasures are found, Jacob will not fight to protect them, but will try to steal them back. He avoids fighting unless trapped.

Jacob's treasure contains appropriate lair treasure for a CR ½ creature, as well as any items it might have stolen from the party. When

rolling on the treasure table, consider a -15 modifier to the roll to limit results to minor treasures. It also contains the basement key.

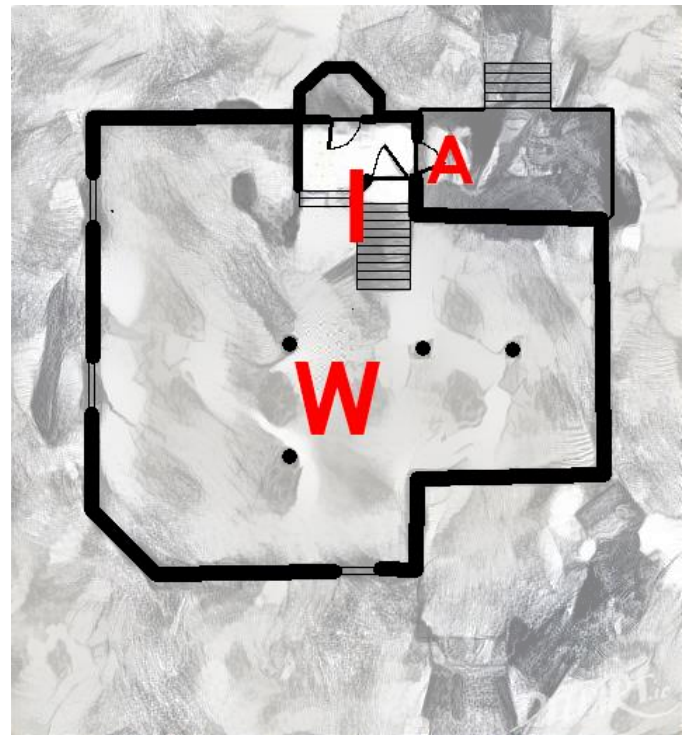
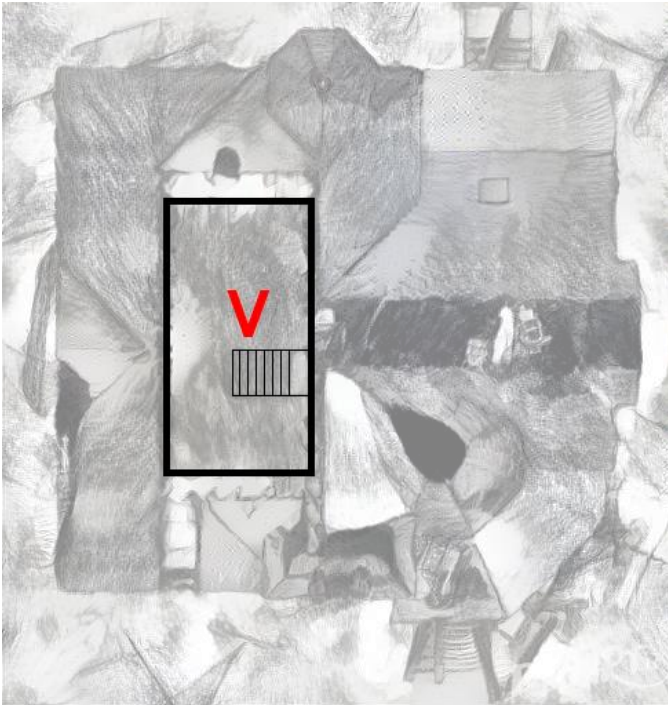
Characters looting Jacob might find his name written in his clothes—DC 10 Intelligence (Investigation) check—or perceive his shoes as special—DC 14. [Jacob's Slippers](#) are a cursed magic item described in [Magical Items](#).

BASEMENT

The dirt floor basement (W) is dank and dark. Velos, the *avarit*, guards his hoard in the basement. Any creature entering the basement whether by the stairs (I) or by a window will immediately draw his attention and he will attack without hesitation. He never willingly leaves sight of his hoard, from which he draws much of his power.

If Velos is destroyed, the curse is broken. The other undead sinners in the manor are free to leave it once the curse ends and may head toward the village to pursue their desires. They will also remain destroyed without the curse's power to restore them.

Velos' hoard has treasure appropriate to a CR 2 creature's lair, as well as the [Greedy Gem](#), a cursed item described in [Magical Items](#).



THE SEVEN DEAD SINNERS

The occupants of the manor are undead humans who died having embodied the seven deadly sins: Sloth (Aceda), Greed (Avarit), Gluttony (Gula), Envy (Invid), Wrath (Irat), Lust (Luxria), and Pride (Magnu).

ACEDA

Large undead, neutral evil

Armor Class 7

Hit Points 95 (10d10 + 40)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	4 (-3)	18 (+4)	3 (-4)	6 (-2)	4 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common but can't speak

Challenge 1/2 (100 XP)

Stench Cloud. A cloud of putrid air surrounds the *aceda*. Any creature that starts its turn within 10 feet of the *aceda* or moves within 10 feet of the *aceda* must make a DC 11 Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on the saving throw.

A strong wind (at least 20 miles per hour) keeps the stench cloud from gathering.



Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) bludgeoning damage.

AVARIT

Medium undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	7 (-2)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common but can't speak

Challenge 2 (450 XP)

Amphibious.

The avarit can breathe air and water.

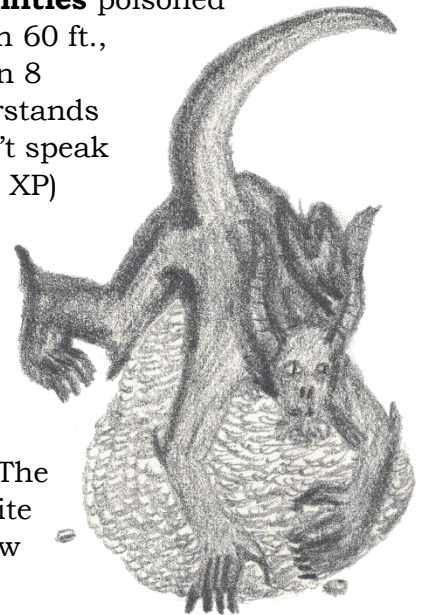
Actions

Multiattack. The avarit makes a bite attack and a claw attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage.

Fire Breath (recharge 5-6). The avarit exhales fire in a 10-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 9 (2d8)



fire damage on a failed save or half as much on a successful one.

THE AVARIT'S LAIR

The avarit, Velos' corpse, calls the basement its lair. Its hoard was the subject of the fight that brought the curse upon the manor and its inhabitants.

Lair Actions

When fighting within sight of its hoard, the avarit is empowered by its bond with it to take lair actions. On initiative count 20 (losing initiative ties), the avarit takes a lair action to cause one of the following effects:

- The avarit casts *blindness* on any numbers of creatures that can see its hoard within 30 feet. The save DC is 12.
- The avarit casts *fear* on a creature within 30 feet without components or concentration. The save DC is 12.

Regional Effects

The region surrounding the avarit's lair is affected by the curse that created it, which creates the following effects:

- Plants cannot grow within 120 feet of the avarit's lair.
- The other dead sinners (aceda, gula, invid, irat, luxria, and magnu) rise again fully restored at dusk, as long as the avarit lives and their remains are within 120 feet of the lair.

GULA

Medium undead, neutral evil

Armor Class 13 (natural armor)
Hit Points 75 (10d8+30)
Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
14 (+2)	4 (-3)	17 (+3)	3 (-4)	6 (-2)	4 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common but can't speak

Challenge 1 (200 XP)

Actions

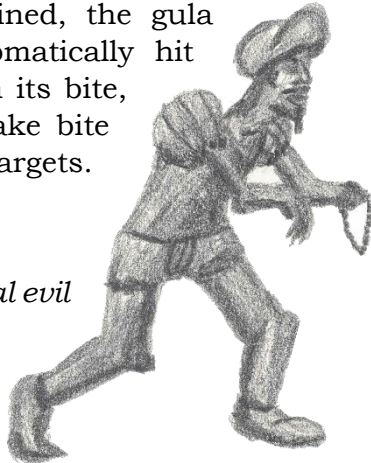
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, the gula can automatically hit

the target with its bite, and the gula can't make bite attacks against other targets.

INVID

Medium undead, neutral evil

Armor Class 14
Hit Points 45 (10d8)
Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	3 (-4)	6 (-2)	4 (-3)

Saving Throws Wis +0

Skills Stealth +8, Slight of Hand +8, Perception +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands Common but can't speak

Challenge 1/2 (100 XP)

Actions

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) slashing damage.

IRAT

Medium undead, neutral evil

Armor Class 11

Hit Points 22 (4d8 +4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	3 (-4)	6 (-2)	4 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft.,
passive Perception 8

Languages understands
Common but can't speak

Challenge 1/2 (100 XP)

Immortal Wrath. Once per day when it takes damage, the irat flies into a rage lasting 1 minute. During that time it has resistance to bludgeoning, piercing, and slashing damage. It gains a +2 bonus to damage rolls. It gains advantage on Strength checks and Strength saving throws. And it can use its bonus action to make a sword attack.

Actions

Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

LUXRIA

Medium undead, neutral evil

Armor Class 12

Hit Points 54 (12d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	3 (-4)	6 (-2)	14 (+2)

Saving Throws Wis +0

Skills Deception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common but can't speak

Challenge 1/2 (100 XP)

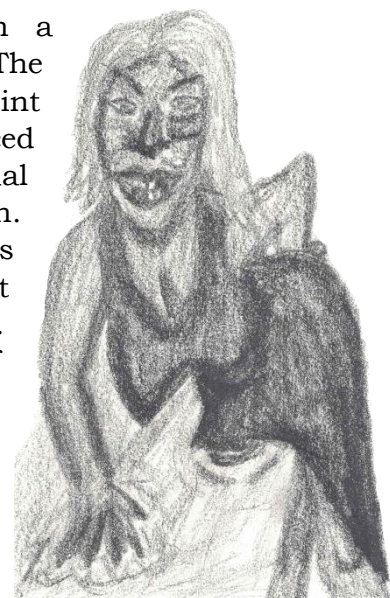
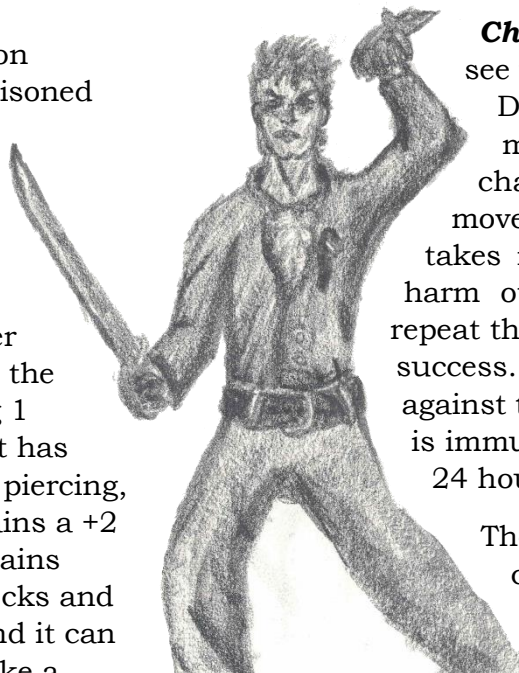
Actions

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

Charm. One humanoid the luxria can see within 30 feet of it must succeed on a DC 12 Wisdom saving throw or be magically charmed for 1 day. The charmed target can only use its movement to approach the luxria and takes no actions. If the target suffers any harm other than from Death Kiss, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect or the effect ends, the target is immune to the luxria's Charm for the next 24 hours.

The luxria can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Death Kiss. The luxria kisses a creature charmed by it or a willing creature. The target must make a DC 14 Constitution saving throw against death, taking 7 (2d4 + 2) necrotic damage on a failed save or half as much on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



MAGNU

Medium undead, neutral evil

Armor Class 12

Hit Points 42 (12d8-12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	8 (-1)	3 (-4)	6 (-2)	4 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common but can't speak

Challenge 1/2 (100 XP)

Actions

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

Haunted Gaze. The magnu makes eye contact with a creature via its mirror. The target must

make a DC 14 Constitution saving throw. On a failed save, it is restrained and its flesh begins to harden. On a successful save, the creature isn't affected.



A creature restrained by this effect must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this effect three times, the effect ends. If it fails its saves three times, it is turned to stone and subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the magnu is killed before the creature becomes petrified, the effect ends.

MAGICAL ITEMS

The manor contains a good deal of treasure, including magical items that are part of the curse and other magical family heirlooms collected by Jacob, the *invid*. This section describes the items particular to this module that might be found throughout the manor.

HEALING BULB

Potion, common

As a bonus action, you can throw this bulb at a target up to 30 ft. The target regains 1d4+1 hit points.

Davis provides the party with four healing bulbs at the outset of the mission to improve their chances of success against the creatures in the manor.

ANITA'S LOOKING GLASS

Wondrous Item, rare (requires attunement)

This mirror has 3 charges. While holding it, you can use an action to expend one of its charges to cast the *flesh to stone* spell (save DC 12) on a creature you can see reflected in the mirror.

The mirror regains 1d3 expended charges daily at dusk. If you expend the mirror's last charge, roll a d20. On a 1, the mirror shatters and is destroyed, dealing 1d4 slashing damage to you.

Curse. You cannot set this mirror down and hold it in one of your hands at all times. At the start of each of your turns, you must make a DC 8 Wisdom saving throw. On a failed save, you are compelled to look into the mirror and have disadvantage on attack rolls and other actions that require sight for the remainder of your turn.

JACOB'S SLIPPERS

Wonderous Item, rare (requires attunement)

While wearing these slippers, you have Expertise in Stealth and Slight of Hand. Your proficiency bonus is doubled for any ability check you make that uses either of these skills.

Curse. At the GMs discretion, no more than 10 times a day, you feel compelled to steal something of value that you see. You must make a DC 15 Wisdom saving throw. On a failed save, you attempt to steal the item. If you successfully save against this effect, you are immune to it until the next day.

PORTHOS' RING

Ring, common (requires attunement)

Once per day the first time you take damage, you fly into a rage lasting 1 minute. During that time, you have resistance to bludgeoning, piercing, and slashing damage. You gain a +2

bonus to damage rolls for melee weapon attacks using strength. You gain advantage on Strength checks and Strength saving throws.

Curse. During the rage caused by this ring, you use your movement and action to approach and attack the nearest creature, or a random creature if multiple creatures are at the same distance.

GREEDY GEM

Wondrous Item, rare (requires attunement)

While holding the gem, you can cast *locate object* with gold as the target at will.

Curse. You cannot part with gold that belongs to you or might easily come into your possession. When leaving gold, you must make a DC 14 Wisdom saving throw. On a failed save, you cannot leave the gold behind. You must wait 1 minute before making another such attempt.

RUNNING THE MODULE

This module is intended to be a pretty deadly session for four level 1 characters. Though some monsters were tweaked and the healing bulbs were added in response to play tester feedback, the *aceda*, *avarit*, and *gula* can quickly kill unwary adventurers in tight quarters. Some players will find these deaths enjoyable as a change of pace, but you know your table. Feel free to pull punches if a critical hit killing a player wouldn't be received well.

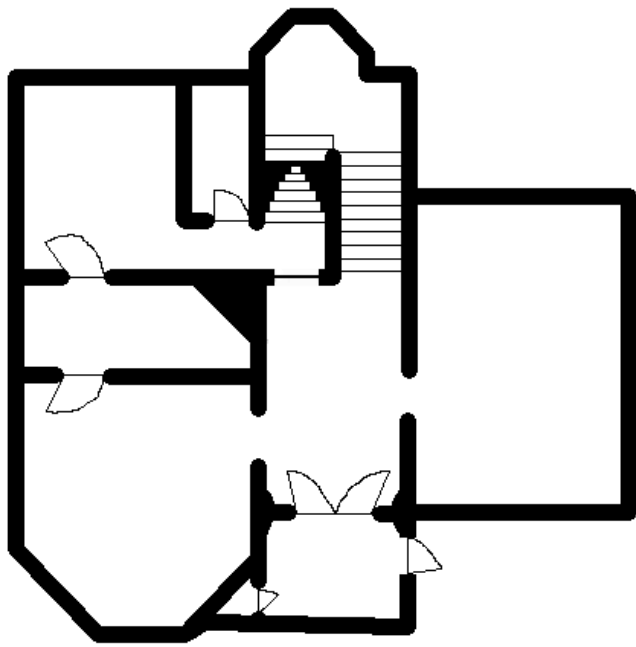
A TPK becomes particularly likely if the party breaks their way into the basement without getting the key and magical items from the attic and other undead. A dedicated party will always find a way to pick the lock or break the door open. If you deem it necessary to spare them facing the boss unprepared, you may have to hint more directly that they have a bad feeling about going down there. On the other hand, a skilled party may be able to slay the *avarit* early and then take the rest of the manor on their own terms with the curse broken.

The purpose of the *avarit*'s regional effect to raise the other undead is to explain why a prior adventuring group died in here without killing any of them. It also punishes/prevents a fight-a-day approach, but you can ignore it for that purpose if you choose (maybe they took a year to recover). To soften the penalty for taking the dungeon in two bites, consider having the undead recover a fourth of their health at dusk instead of all of it or giving them resurrection sickness (-4 to hit, reduced by 1 each dusk after that).

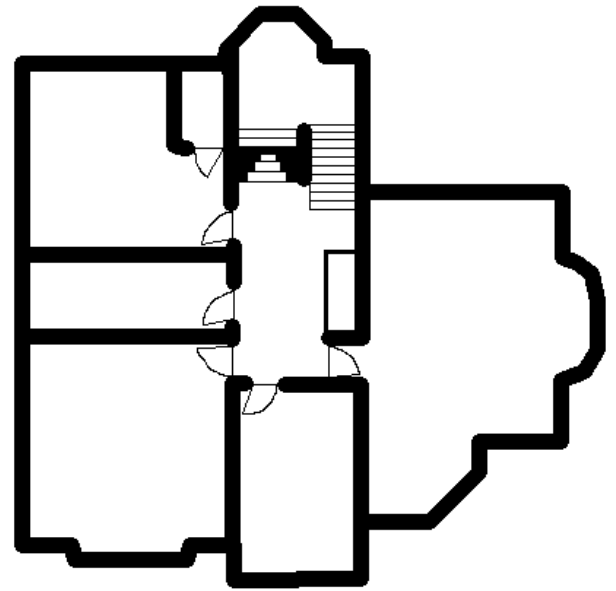
Provided with this document are image files suitable to be used as maps and tokens in a virtual tabletop like Roll20.

The following pages provide blueprints of the house Davis might show the party, battle maps, and sinner miniatures for use at the table.

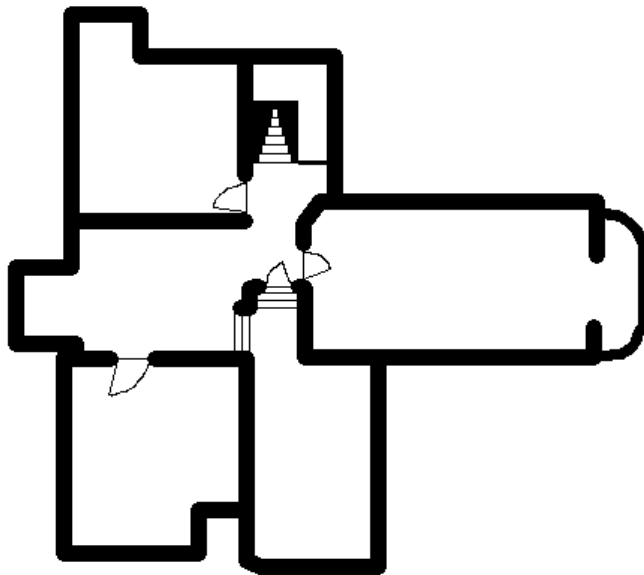
A party successfully completing this module will have gained enough experience points to reach level 2.



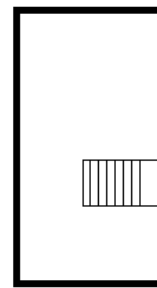
Ground Floor



Second Floor

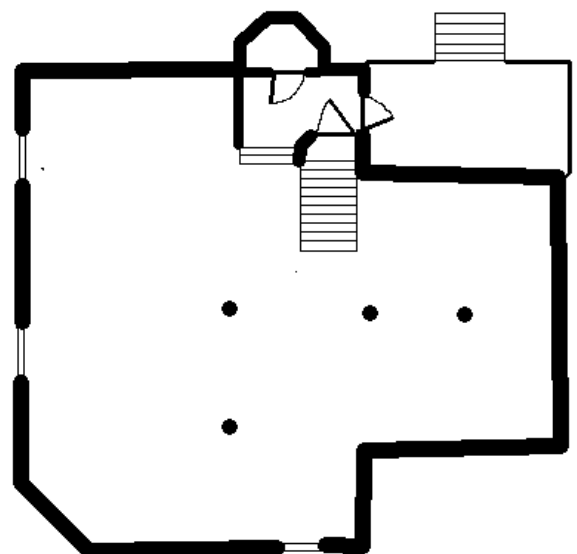


Third Floor

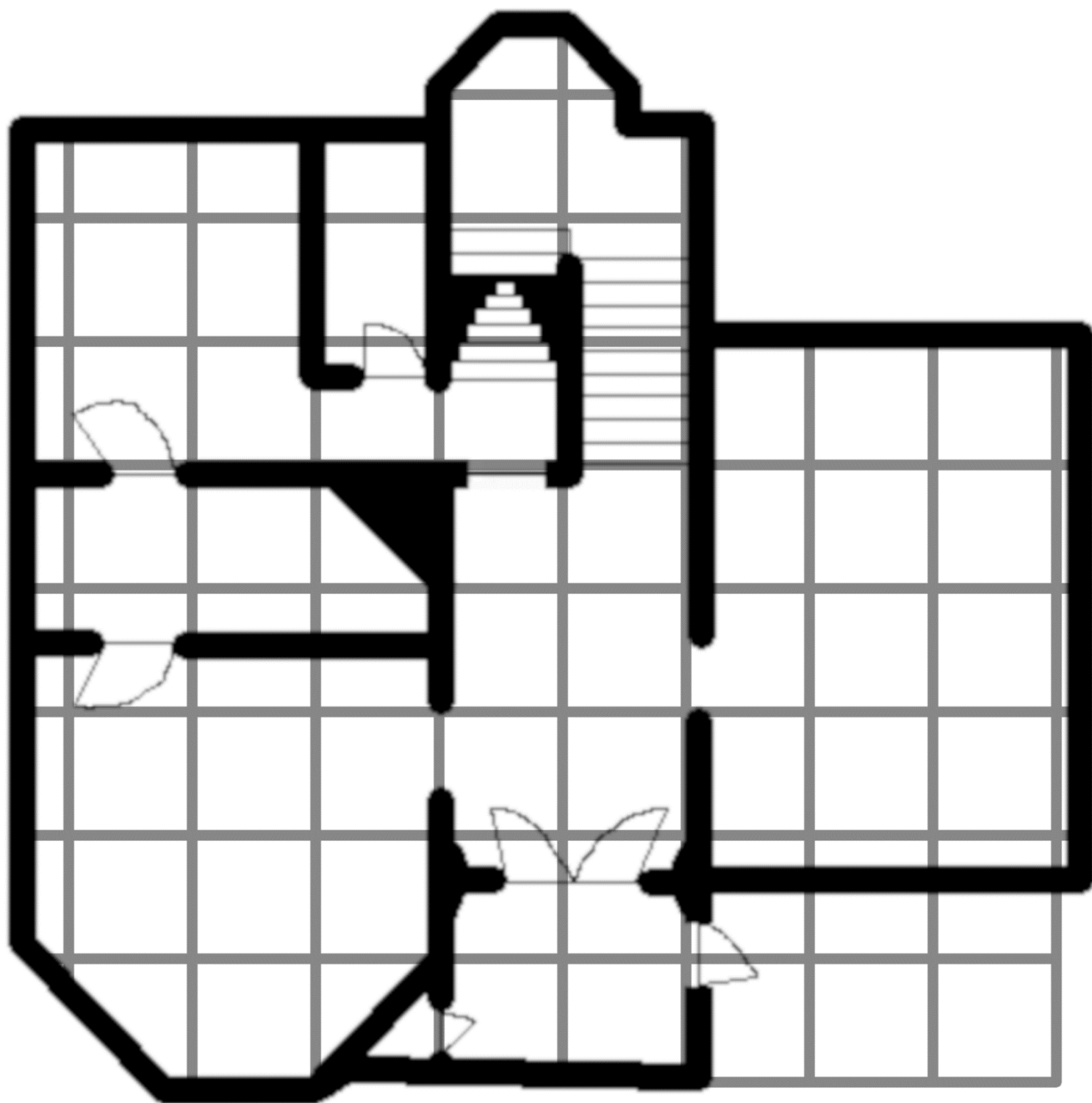


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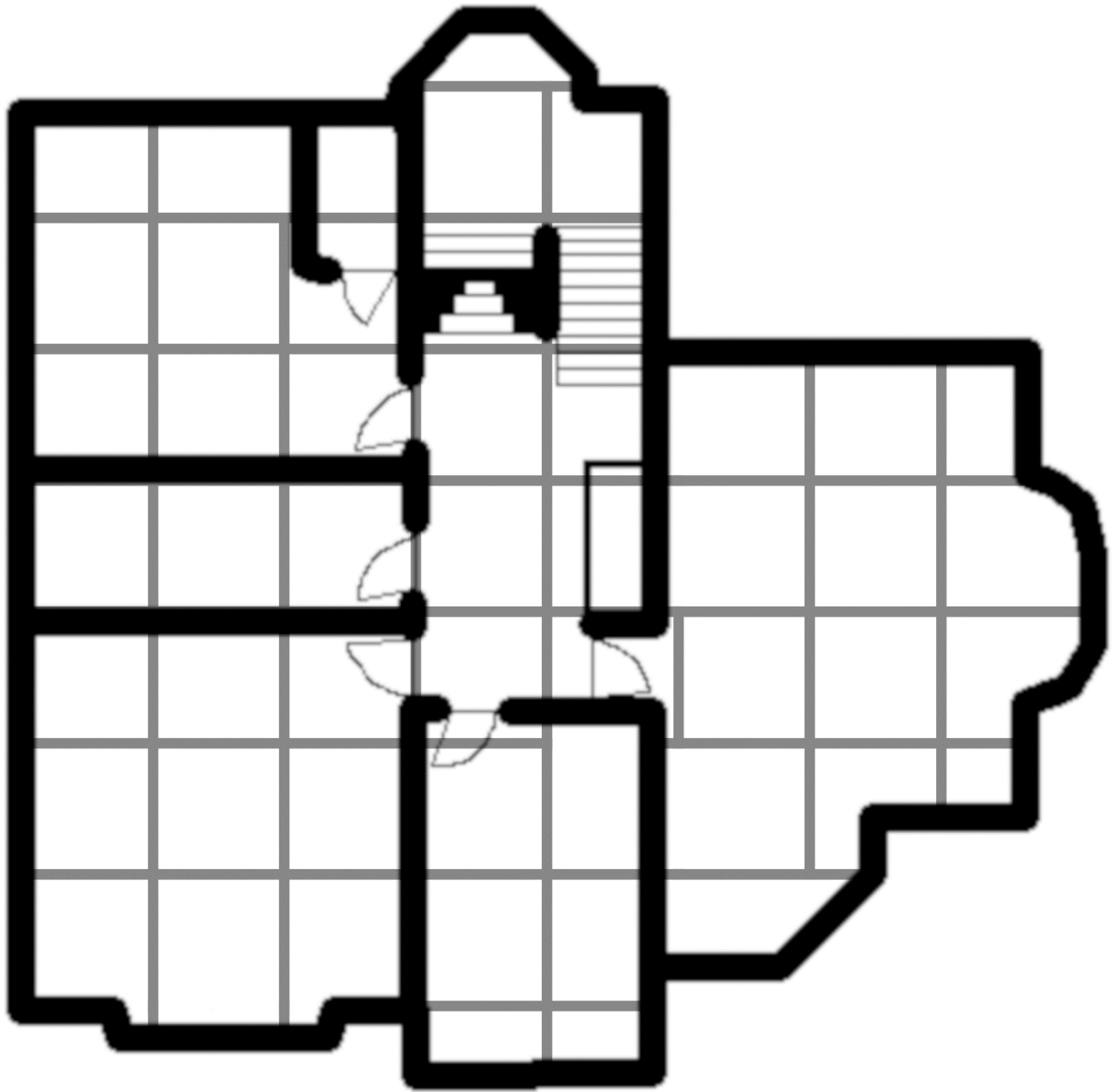
Sumner Manor
Blueprint



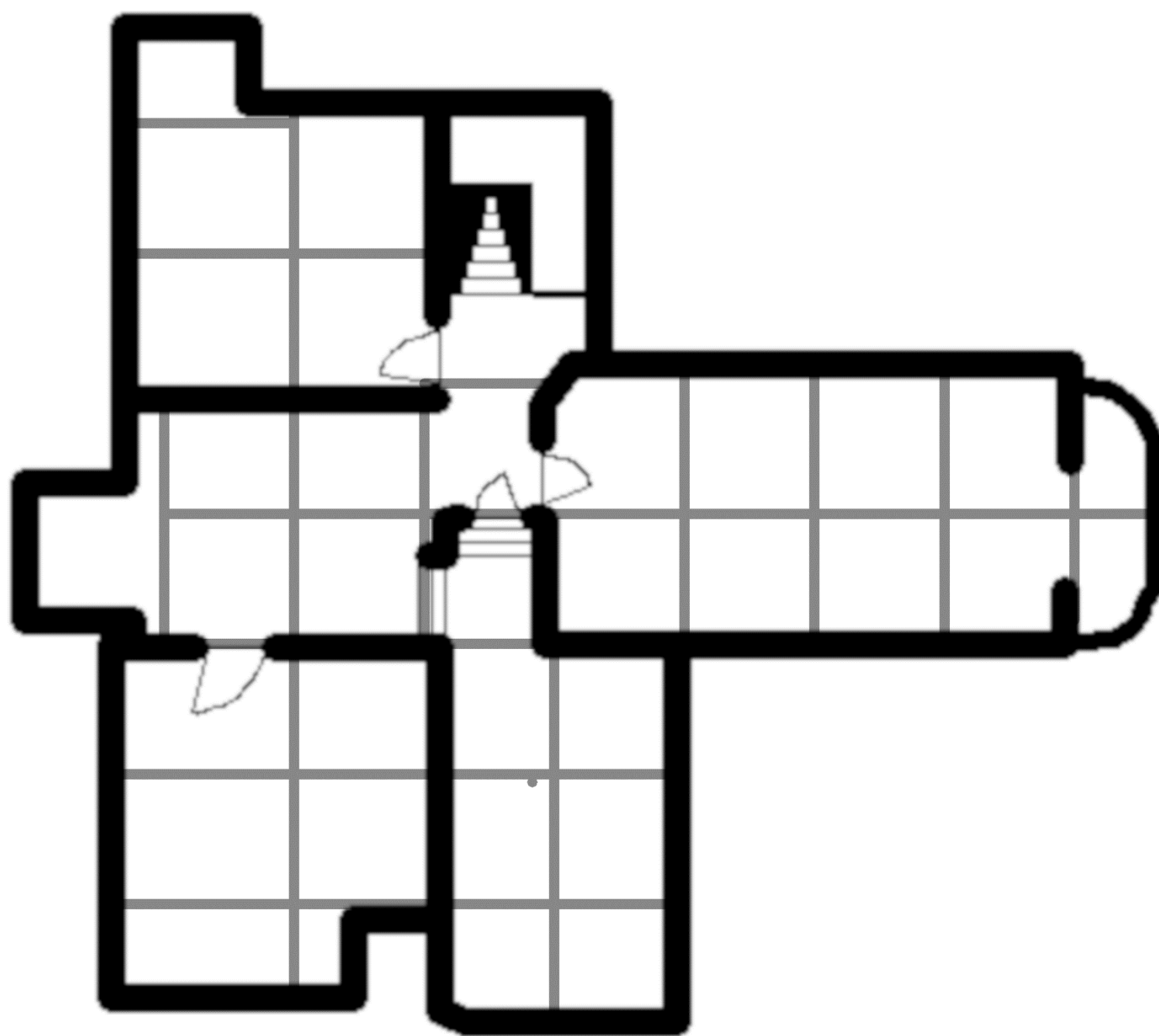
Basement



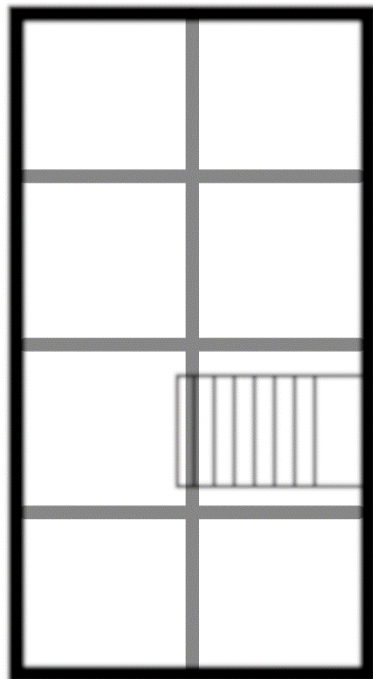
Ground Floor



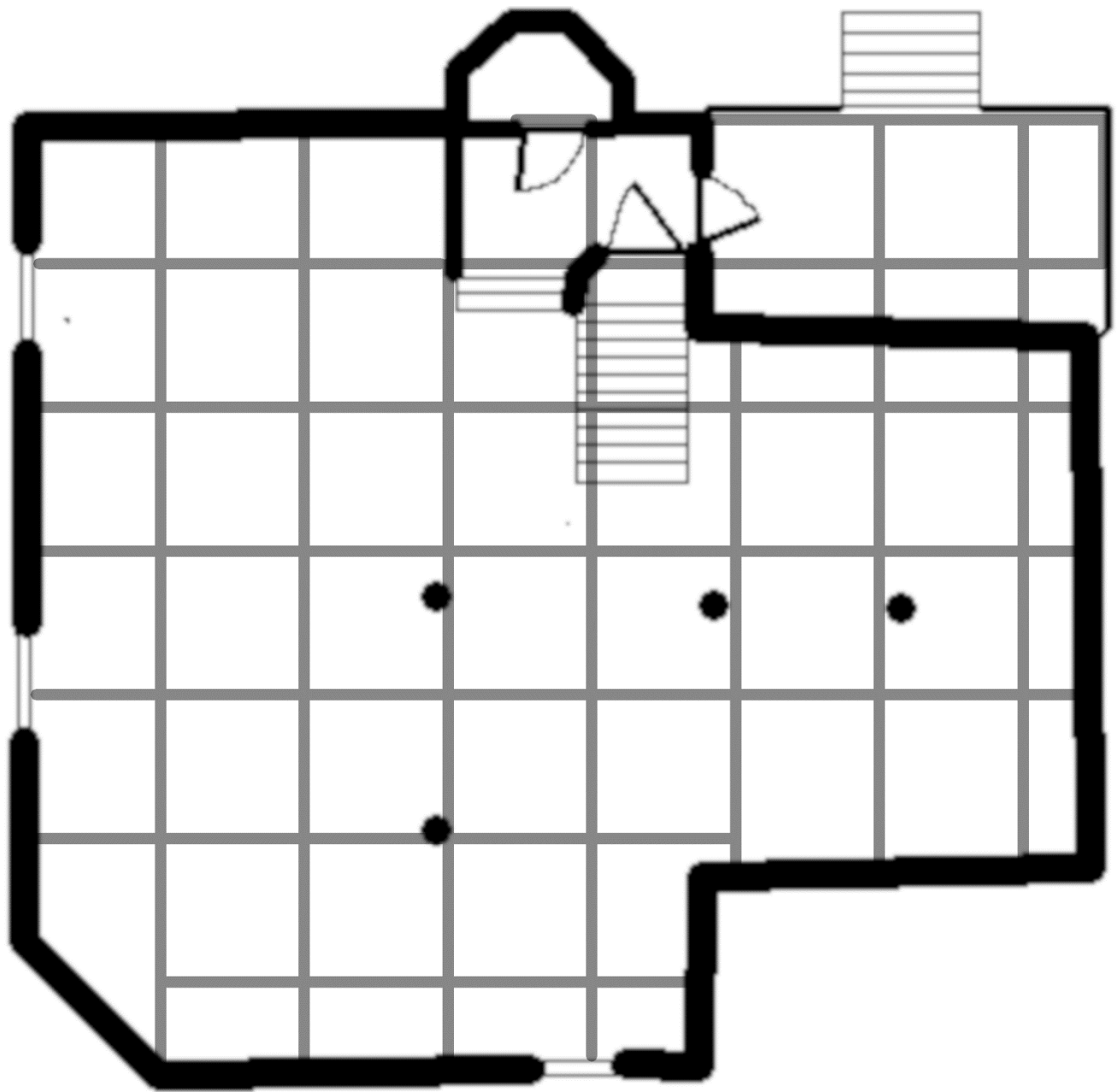
Second Floor



Third Floor



Attic



Basement