

OLD SOULS NIGHT

BY HEATHER FEY

**A STAND ALONE ADVENTURE FOR
5 CHARACTERS OF LEVELS 3-10**



Old Souls Night

A Stand Alone Adventure for Halloween

Introduction: The sleepy village of Fox Hollow is celebrating Old Souls Night, when the veil between the living and dead is at its thinnest. Everyone is wearing masks and costumes and the night is full of secrets and unknown shadows lurking through alleyways the villagers dance the darkness away. When the undead rise and an innocent villager is abducted and the only witness swears it was one of our heroes, what will they do? Can they prove their innocence and save Fox Hollow?

A 4 hour adventure for 3rd-10th level characters

by Heather Fey

Cover art created by: Heather Fey

All Maps created with Dungeon Painter Studio and Inkarnat



Template Created by William Tian

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INTRODUCTION

Overview

Old Souls Night is designed for five characters with average party levels of 3 through 10. It can be played as a stand alone adventure in one evening or as part of a longer campaign.

The village of Fox Hollow was designed to fit into any setting. The villagers are described as being human, but can be any race to accommodate your world. Any villager that does not have stats provided uses the **Commoner** stats if they become necessary.

Old Souls Night Traditions

The characters are visiting the town of Fox Hollow during Old Souls Night, an annual festival to celebrate the autumn harvest and the time when the veil between the living and the dead is at its thinnest. The people of Fox Hollow have many traditions during Old Souls Night:

- In the late afternoon villagers gather in the town cemetery and set out offerings to the ancestors they've lost.
- A dance is held outside in the Town Square. It starts in the early evening and lasts until the witching hour.
- Tales for Tokens. Villagers dressed in masks and costumes visit their neighbors and exchange tales and songs for food and simple tokens. Homes that are participating leave uncarved white pumpkins on their front steps.
- Pumpkins, gourds, and turnips are carved with creepy faces and lit with candles. These are placed throughout the village to keep restless spirits away.

Summary of Events

Three days ago, three Hags (type is determined by the average party level) killed the Ivilskovia family (Remus, Florina, and

Dorin) and are now using Disguise Self or Change Shape to appear as the Ivilskovia family. They have already abducted Marina Sima and are planning on abducting Marina's lover Emanuel Savin. Offering up two lovers as sacrifices to Mother Night on Old Souls Night is part of their ritual to form a proper coven, without the sacrifice, they will not be able to form their coven.

When the characters arrive, the festivities in the Town Square have already begun. They are informed at the gate that only those wearing masks can participate in the festivities. Characters can purchase masks and full costumes from a tent set up in the Town Square. However, if you feel it would be more fun for the player to have already purchased costumes and masks, let them and have them describe their own costume.

The festival offers many forms of entertainment: purchasing goods from one of the merchants, dancing, and visiting homes to exchange tales and songs for items (the villagers refer to this tradition as "Tales for Tokens").

After the characters have spent some time enjoying the festival, a group of undead attack the Town Square. These undead were raised by Ivan Vladescu who obtained a scroll from his friend Dorin Ivilskovia (now actually a Hag in disguise). Ivan thought the scroll was made to cast an illusion of a zombie and was using it to play a prank on the village sexton, Alin Grimm. When he realized he actually raised the dead instead, he panicked and hid. After about an hour, he goes to the Town Square in order to appear innocent as well as corner Dorin and ask why he would give him such a scroll in the first place.

While the undead are being dealt with, Gabriel Constantin and Emanuel Savin are attacked in a nearby alleyway. Gabriel was severely wounded. He saw the attacker take Emanuel's unconscious body before he passed out. After coming to, Gabriel stumbles into the Town Square, bleeding and tells the guards what he saw. The description of the abductor matches

a randomly selected character. However, other witnesses say the character in question was in the Town Square at the same time.

The town Mayor, Marius Stan, asks the characters to assist in finding Emanuel to clear their name.

Through visiting various locations and talking with villagers, the characters can discover the following:

- Ivan and Emanuel had a heated argument over Marina Simas the previous evening at the Crow's Nest. Both of them are courting Marina.
- According to her friends and family, Marina left town on an errand for the Ivilskovia family without informing anyone, allowing her employers to do so for her.
- Alin Grimm, the sexton, was visited by Ivan that evening. Ivan offered to watch over the graveyard while Alin took a much needed dinner break.
- Ivan obtained a scroll from Dorin Ivilskovia to play a prank on Alin. Ivan was told that the scroll would create an illusion of a zombie, but it ended up raising the dead from their graves.

After their investigation, the characters should find themselves at the Ivilskovia Manor on the western edge of Fox Hollow. There they will discover that three hags have been impersonating the Ivilskovia family and are in the middle of a sacrificial ritual to their god, Mother Night to form a coven.

Running the Adventure

Throughout this Adventure you will find text in gray boxes like this one. These text descriptions should be read or paraphrased out loud.

This Adventure contains the following sections:

Fox Hollow – Describes the village of Fox Hollow and areas of interest.

Appendix A: Maps - Includes the following maps: Village of Fox Hollow, Town Square, Crow's Nest Inn and Tavern, and Ivilskovia Manor.

Appendix B: Old Souls Night Tokens – A random chart of tokens the characters may receive while participating in Tales for Tokens.

Appendix C: Monster Stats - Provides the stats for each monster that may be encountered within the adventure.

FOX HOLLOW

Fox Hollow is a small, sleepy village located at the center of a misty valley along the shores of Crow's Creek. Fox Hollow is a small human community made up of mostly farmers and a few merchants and noble houses. **Appendix A** provides a map of the town as well as maps of the Town Square, Crow's Nest, and Ivilskovia Manor.

Every year mid-way between the autumn equinox and the winter solstice the citizens of Fox Hollow celebrate Old Souls Night when the veil between the living and dead is said to be at its thinnest. See **Old Souls Night Festival and Traditions** in the **Overview** section for more details on Old Souls Night.

To protect themselves from restless spirits, the people of Fox Hollow dress in masks and costumes and place pumpkins, turnips, and gourds carved with sinister faces and lit with candles upon their porches. It is traditional for those dressed in costume to attend an outdoor masked ball and to visit their neighbor's homes and request tokens in exchange for a song or tale. This is known as "Tales for Tokens". Tokens are traditional food and drink, but many of the villagers give out strange items and trinkets that can be used during Old Souls Night.

If characters want to participate in Tales for Tokens, they must be wearing a mask and they must exchange an interesting tale or song to be given a token. The tokens they receive can be determined randomly from the Tales for Tokens chart in **Appendix B**. Most of the homes in Fox Hollow participate in Tales for Tokens, but to speed along the adventure, it's recommended that you allow the players to approach 5 to 10 homes depending on how much they enjoy it.

Approaching the Town

Fox Hollow is located at the center of a valley surrounded by vast mountain ranges. A soft mist obscures the town from view as you travel along a meandering dirt road that slowly slopes downward.

The town is encircled by a 20 foot tall fence made of wooden logs bound together with thick layers of hemp rope cutting it off from the surrounding pine wood forest.

The dirt road ends at an iron gate, which is thrown opening, inviting you within.

Two human guards (Magda Pellea and Daniel Nemes) stand just outside the iron gate. Though Fox Hollow is far from larger cities and townships, they still expect to get a few visitors on Old Souls Night and the guards are there to ensure visitors are welcomed and not of a seedy nature.

Both guards are friendly if not slightly bored and disappointed not to be able to join in on the festivities for the evening. They will happily answer any questions characters have about Old Souls Night and explain the traditions as summarized in the **Overview** section. If characters do not already have costumes and masks, the guards will inform them that masks are required to participate in the festivities and costumes are highly encouraged. They can purchase them, at a reasonable price, at the Town Square.

F1. Town Square

The festival is at full swing at the center of Fox Hollow. A raised platform is set up at the center of the town square surrounded by tall iron lampposts lit with soft orange flames. Masked dancers in eerie costumes perform elaborate, synchronized dances to a haunting tune played by a band dressed in skeleton costumes on the northern side of the platform.

Five tents and one wooden chart are positioned around the town square selling various wares. Villagers of all age's mill about, purchasing items or visiting housings to receive tokens for Old Souls Night.

The tents are set up by villagers or peddlers that traveled to Fox Hollow for the purpose of selling goods during the festival. The prices are suggested and can be changed to accommodate different settings.

Ten couples (**Commoners**) are dancing on the dancefloor, four **Guards** patrol the area, and 25 **Commoners** are in the Town Square purchasing items or participating in Tales for Tokens. Everyone except the guards are wearing masks and costumes.

The following notable NPCs are in the Town Square when the players arrive:

- Mayor Marius Stan – a young nobleman who's rather new to the job as his father just passed away a month ago. He is intelligent and fair, but lacks confidence in his ability to lead the town. Marius wears a black mask painting with stars that covers the left half of his face and long flowing wizard's robes.
- Emanuel Savin and Gabriel Constantin are talking and drinking near the drinks tent run by Emanuel's father. Emanuel is an honest young man who is known for his sincerity and responsibility to his family. He is

dressed as a raven with dark clothing, a cape made of black feathers, and a half-mask covered in dark feathers and a sharp beak over his nose. Gabriel is an outgoing youth who is known to forget things. In fact, he forgot his mask at home and is currently wearing a skeleton costume without a mask. He plans on returning to fetch it soon.

Costumes and Masks Tent

Traditional costumes and masks for Old Souls Night are sold at this tent by a young, eager seamstress named Hellen. Masks can be purchased separately for 5 silver pieces or as part of a full costume.

Elaborate, fine quality costumes are sold with accompanying masks for 15 gold pieces. Mid-range costumes are sold with accompanying masks for 5 gold pieces. Low-end costumes are sold for 5 silver pieces and the masks are sold separately.

Examples of the masks and costumes Hellen has for sale include the following:

- Vampire costume – black fitted dress with red lace trim or black nobleman's suit with white peasant blouse and high-collared black cape with red lining. A white leather mask designed to cover from the upper lip to the forehead has two fangs that fall just over the wearers mouth, arched black eyebrows, and black hair styled in a widow's peak.
- Witch costume – black bell-sleeved dress and large pointy black hat. The witch mask covers from the nose up to the forehead, is painted green with a long, crooked nose and a number of large, black warts.
- Wraith – Dark rags of gray and black with a skeleton mask designed to cover from the nose to the forehead and a black crown on top.

- Ghost – Classic white sheet with two holes cut out for the eyes – costume doubles as a mask.
- Wolf – Silver fur vest and capelet with mask of a snarling wolf face. The mask covers the wearer from the nose to the forehead.
- Cat – Black fur vest and capelet with mask of a yowling cat. The mask covers the wearer from the nose to the forehead.
- Zombie – Clothing weathered to appear worn complete with actual mud and dirt rubbed onto the clothing and what appears to be dried blood. The accompanying mask is painted gray with bits of torn fleshing and exposed bone. The mask covers the wearer from the nose to the forehead.
- Mummy – Pants and shirt with tea stained wrappings sewn into them. Mask is made of bandages and covers the head completely with two slits for eyes.
- Devil – Red suit or dress with a red mask with pointed curved horns. The mask covers the wearer from the nose to the forehead.
- Skeleton – Black shirt and pants with a human skeleton painted on them. Mask is carved to resemble a human skull and painted white. The mask covers the wearer from the nose to the forehead.
- Jester – Colorful patterned clothing, jester hat with bells, and mask with a frown on one side of the face and a smile on the other. Mask completely covers the wearer's face.

Drink Tent

Giles Savin, who owns the Crow's Nest with his wife Dorean, is running the drink tent. Giles loves to talk about almost anything. In fact, it is rare for him to be silent. The drink tent sells alcoholic and non-alcoholic drinks both hot and cold:

- Pumpkin ale, which Giles promotes as a seasonal specialty is sold for 5 copper pieces for a large mug.
- Wine – both red and white are sold for 1 silver a glass.
- Mead – honey mead is sold for 4 copper a mug
- Hot cider – sold for 2 copper a mug.

Food Tent

Henry Tompsett runs the food tent. Henry is an older man who doesn't talk much, but is very passionate about the food he makes and all of his goods are very tasty.

The food tent sells traditional Old Souls Night food. Each food item is 3 silver pieces and includes roasted chestnuts, individually sized pumpkin and apple pies, pork sausages, and a root vegetable medley in a wooden bowl.

Tricky Treats Tent

Dunut Moise is dressed in brightly colored clothing and is selling a variety of unique candies for the evening. They are very friendly and act very much like an overgrown child.

The magical properties of these candies only last for the evening of Old Souls Night, if consumed on another night they taste fine but their magical properties no longer function. Dunut is honest about this for they want to sell as many as they can in a single evening.

Dunut has the following candies for sale for 1 gold a piece or 5 for 4 gold:

- Black bat liquorice – transforms any creature that consumes it into a tiny bat for 1d4 rounds.
- Sugar Rush Rock Candy – any creature that consumes this candy gains a 10 foot bonus to their speed for 1d4 rounds. After which, their speed is reduced by 5 feet for 1d4 rounds.
- Howler – Sugar candy shaped to look like a wolf. Any creature that

consumes it lets out a long, uncontrollable howl for 1 round.

- Blood Drop – Sugar candy shaped to look like a drop of blood. It tastes like blood. Any creature that consumes it regains 1 hit point.
- Witch's Hat – hard chocolate fudge in the shape of a tall, pointy hat. Any creature that consumes the fudge cackles madly for 1d4 rounds.

Harvest Display Tent

The largest tent has the award winning harvest vegetables on display. The grand prize appears to have gone to a large orange pumpkin the size of a small cart.

Trinkets and Toys Cart

This small cart is selling a number of unique trinkets and toys.

Toys include a variety of finger puppets representing a vampire, witch, mummy, werewolf, ghost, and zombie.

The trinkets include metal pendants in the shape of bats and rings with eyeballs carved into them.

The toy cart is also selling small Hover Brooms for 10 gold pieces. Hover Brooms have a speed of 20 ft. and allow one medium or two small sized creatures to ride and hover 5 ft. off the ground. The magic of the Hover Brooms only lasts 1d8 hours on Old Souls Night.

The Undead Rise

At some point in the evening Emanuel and Gabriel leave the Town Square to get Gabriel's mask. This should happen when you feel that the characters have had enough time to familiarize themselves with the area and participate in any of the festival activities they may be interested in (dancing, shopping, Tales for Tokens). Shortly after Emanuel and Gabriel leave, a group of undead shuffle into

the Town Square. When this occurs, read or paraphrase the following:

A loud scream pierces through the Town Square. The music comes to an abrupt stop as villagers shout warnings and run in all directions away from the shambling corpses that stagger in from the western side of the Town Square. They reach out their hands towards the nearest living things; they are so cold and hungry for warm, living flesh.

Villagers (25 **Commoners** around the tents, 10 **Commoners** on the dancefloor) are doing their best to get out of the way of the undead. The undead will only focus on the characters if they interfere; otherwise, they mindlessly attack the closest living thing. There are also four **Guards** in the Town Square that do their best to protect the villagers and lead them to safety. If the characters appear to be willing to assist, the **Guards** ask for their help.

Average Party Level	Encounter
3	Ghast (1), Zombies (3)
4	Ghast (2), Zombies (1)
5	Ghast (3), Wight (1)
6	Coldlight Walker (1), Ghast (2)
7	Coldlight Walker (1), Ghast (3)
8	Coldlight Walker (1), Deathlock (1), Ghast (2)
9	Coldlight Walker (1), Deathlock (1), Ghosts (3)

10	Coldlight Walker (1), Deahtlock (2), Ghosts (3)
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After the undead are dealt with and the wounded are taken care of, Gabriel Constatin stumbles into the Town Square, his skeleton costume drenched in blood. Four **Guards** and the town Mayor, Marius Stan, rush to help Gabriel.

Gabriel tells them that he and his friend Emanuel Savin were attacked in a nearby alleyway while all the shouting was going on in the Town Square. Whoever it was stabbed Gabriel in the stomach with a long, jagged dagger. Right before he blanked out, he saw them knock Emanuel out and make off with him. When asked to give a description of the attacker, Gabriel says they were wearing a costume and mask matching the description of one of the characters' costumes/mask. If Gabriel sees the character, he swears it was them.

A DC 12 Wisdom (Insight DC) check reveals that Gabriel is frightened of the accused character and is not showing any telltale signs of a liar (e.g., hand does not cover mouth and eyes stay focused on whoever he's talking to). His unsteady voice is likely do to shock from what he just witnessed.

However, more than a few villagers are able to confirm that they saw the accused character in the Town Square at the same time. Seeing as the character cannot be in two places at once, Mayor Marius pulls the characters aside and offers them a way to clear their name. If they can prove their innocence by the end of Old Souls Night, they are free to go. If not, then they will be put on trial. His guards are spread thin already and he cannot cancel Old Souls Night, because of something he believes was likely an ill-conceived prank.

He insists on accompanying the characters if they agree to conduct the investigation to ensure they do not try to leave town. Marius

will lead them around town to locations of interest if asked, otherwise he insists on staying neutral during their investigation.

Clues

Witness: Gabriel

Gabriel is convinced that one of the characters abducted his friend. Otherwise, all he knows is they were walking towards the west when he lost consciousness.

If Gabriel is asked if Emanuel had any potential enemies, Gabriel will mention that Emanuel had a fight with Ivan Vladescu the other night at the Crow's Nest. Gabriel doesn't know what the fight was about as he wasn't there.

Alleyway

There are too many overlapping footprints in this area as many of the villagers passed through this way to get to and from the Town Square for the festival. However, a couple drops of blood leading west out of the alleyway can be spotted by a character making a DC 25 Wisdom (Perception) check. There is not enough blood to follow a clear path.

The Undead

A character that makes DC 10 Intelligence (Investigation) check notices that the clothing the undead are wearing are covered in fresh grave dirt. A character that makes a DC 10 Wisdom (Perception) check notices a trail of dirt leading towards the west. Marius will confirm that the only graveyard in town is in that direction, not too far from the Town Square.

F2. The Crow's Nest

Based on Gabriel's story about Emanuel having an argument with Ivan at the Crow's Nest, the characters may decide to go there to find out more information. The Crow's Nest is run and owned by the Savin family (Giles, Dorean, and Emanuel) and is the only Inn and Tavern in Fox Hollow.

As the characters approach the Inn, read or paraphrase the following:

A comely three-story cottage rests along the shore of the Crow's Creek. Warm, golden light spills out of the windows in a welcoming fashion. Hanging just above the doorway is a wooden sign depicting a silhouette of a crow in flight and sitting upon the steps is a number of gourds carved with glowing ghoulish faces.

One of the gourds on the porch is a white pumpkin, indicating that The Crow's Nest is participating in Tokens for Tales.

Upon entering the inn, read or paragraph the following:

The Crow's Nest is just as warm and welcoming as it appears from the outside. Thirteen round tables are located in the tavern area with narrow paths meandering among them. A bar stretches along the western wall. A few overstuffed chairs are set up by the fireplace on the eastern side of the tavern, a fire dancing merrily within.

The Crow's Nest is relatively empty with only a few locals sitting at the back table well into their cups and Dorean Savin standing behind the bar. Dorean is a sensible middle-aged woman who prefers the quiet over the constant chatter of the bar, which is why her husband, Giles, is running the drink tent for Old Souls Night.

Dorean is very upset when she learns her son has been abducted, but is more than willing to answer any questions the characters may have about him. She also speculates that it could be a prank as people are known to pull them occasionally on Old Souls Night.

What Dorean knows:

- Emanuel was courting Marina Sima, the housekeeper for the Ivilskovia family. Marina is a sweet girl, but apparently Ivan Vladescu had his eyes on her as well. Dorean thinks Ivan's

pursuit of the girl is an ideal thing.

Ivan is a nobleman after all and Marina is a simple housekeeper for the Ivilskovia family.

- Emanuel is a good person, always caring for others. Recently he was upset because the Ivilskovia's sent Marina away to gather supplies and she apparently told him nothing about it.
- Two nights ago Emanuel got into a rather heated argument with Ivan Vladescu. She thinks it was likely about Marina, but he wouldn't talk to her about it.
- She suspects Ivan is at the Town Square with the rest of the villagers if they want to talk to him as he is not the type to miss a festival.

What the other patrons know:

- Ivan and Emanuel had a fight about Marina. Emanuel said she made it clear that she chose him and Ivan did not think this was the case.
- Ivan drinks a strong mead most nights and gets drunk and loud. This tends to result in him running his mouth off.
- At one point during their argument Ivan said he'd "have his revenge".
- Most seem to think Ivan is more the type to pull a prank or two than get into a physical confrontation with anyone.

F3. Cemetery

The graveyard is located on a raised mound of land on the western side of Fox Hollow.

A 8-foot tall stonewall surrounds the town graveyard, which resides on a raised mound of earth. The iron gates are open, though no signs of life are seen within.

A thin mist crawls along the ground and creeps between the headstones and monuments of the departed. Lit candles, fresh

flowers, and gourds are laid out in front of many of the headstones. A single dark figure flits among them.

The candles, flowers, and gourds are offerings the villagers make on Old Souls Night prior to attending the festivities in the Town Square. Alin Grimm is the “dark figure” seen walking in the graveyard. Alin is a soft spoken young man who likes the peaceful quiet of the graveyard.

A number of the graves have been disturbed and a character that makes a DC 5 Intelligence (Investigation) check will realize the number of graves that were disturbed are the same as the number of undead that attacked the Town Square. A DC 10 Wisdom (Perception) check confirms that a trail of grave dirt leads towards the Town Square.

Alin’s job as the sexton on Old Souls Night is to ensure no one vandalizes the offerings or headstones, and that nothing catches fire from all the candles. It is not an easy night for Alin, who prefers the calm day-to-day tending of the graveyard grounds.

If asked, he tells the characters that almost every villager visited the graveyard late that afternoon, which is a custom before attending the festivities in the Town Square. He did not see anything out of the ordinary during this time. A DC 10 Wisdom (Insight) check reveals that Alin appears uncomfortable by the way he avoids looking anyone in the eyes and the way he keeps shuffling his feet. He is likely hiding something.

Alin can be convinced to admit that later in the evening his friend Ivan Vladescu offered to watch over the graveyard for him so he could take a break and get something to eat. When he returned just a few moments ago, Ivan was missing and a few of the graves had been dug up. Alin wasn’t overly concerned about this as he knows Ivan likes a good prank and assumed he would be jumping out from behind one of the headstones at any moment in an attempt to scare him.

If any character tells Alin that undead actually raised from the graves and attacked people in the Town Square, he doesn’t believe them at first. He also doesn’t believe Ivan is capable of doing it, but also finds it strange that Ivan isn’t hiding in the graveyard.

Alin isn’t sure where Ivan is but assumes he would have gone back to the Town Square, it’s not like Ivan to avoid a dance. Alin will inform them that Ivan was wearing a black tailored suit and finely crafted black cat mask for the evening when he last saw him.

Confronting Ivan Vladescu

Based on their conversation with Alin, characters will likely try to locate Ivan. Marius insists they check the Town Square first as he’d rather not disturb Ivan’s family if they can avoid it.

Ivan, still wearing his suit and cat mask, is at the Town Square drinking by Giles Savin’s drink tent and watching the crowd nervously.

Read or paraphrase the following when the characters arrive back in the Town Square:

It is almost as if the undead had not attacked the Town Square earlier that evening, for the citizens of Fox Hollow are still celebrating Old Souls Night. Adults and children of all ages run from tent to tent and house to house obtaining tokens and trinkets for the evening. Music drifts through the air once more as dancers move to its rhythm.

Standing near the drink tent is a man wearing a well-tailored suit and a cat mask. He’s drinking a glass of red wine as he constantly surveys the crowd.

Ivan is nervous and keeping an eye out for Dorin Ivilskovia or any of his family members. He doesn’t want to get in trouble for raising the undead but he also wants to know if Dorin gave him the wrong scroll and why Dorin would even have such a scroll in the first place.

If confronted, Ivan willingly talks with the characters, especially if Mayor Marius is still with them. Ivan's family has a lot of influence in Fox Hollow, so he doesn't believe there will be any consequences for his actions.

Ivan readily admits that he was the one who raised the dead. He was trying to play a prank on his friend Alin who works in the graveyard, but had no idea that the scroll Dorin Ivilskovia gave him would do what it did. He thought it was going to cause an illusion of a single zombie, not actually raise them from their graves. He panicked and hid for a while before coming to the Town Square in hopes of finding Dorin to ask why he gave him such a scroll. However, Dorin has not shown up yet. Neither has his father (Remus) or sister (Florina).

If asked, Ivan will admit he had a fight with Emanuel over Marina, who they were both courting. He is clearly taken aback when he learns that Emanuel was abducted earlier that night and denies having any involvement in it. After all, Marina had told him she'd be away for a few days and had not told Emanuel, which is why Ivan didn't see Emanuel as a threat. However, he does admit he wasn't exactly informed by her, but indirectly by his friend Dorin.

Depending on the results of the undead attack, Mayor Marius will either give Ivan a stern warning or have him arrested. For example, if the undead were disposed of without causing any lasting harm, then Ivan gets a warning. However, if someone was killed or severely injured during the attack, then Ivan is arrested.

If the characters are unsure where to head next, Mayor Marius will suggest they check the Ivilskovia Manor to confirm Ivan's story since none of the Ivilskovia family appear to be in the Town Square.

F4. The Ivilskovia Manor

The Ivilskovia Manor rests on the shores of the Crow's Creek on the southwestern side of Fox Hollow far from the festivities in the Town Square.

The Ivilskovia Manor is surrounded by a 10 foot tall stonewall, separating it from the rest of the town. The large iron gate at the front of the wall is closed.

Thick strains of ivy creep along all sides of the manor. Shadows of overhanging leafless oaks appear to be reaching within the large, pitch-black windows of the two-story manor.

The sound of rhythmic chanting in an unfamiliar tongue drifts through the wind from the backyard. Beneath the chanting, is the sound of a young woman pleading for her life.

The iron gate is closed and when opened emits a loud creaking noise.

The front door of the manor is locked. A DC 20 Dexterity check made with Thieves Tools opens the front door. Characters can quickly navigate through the bottom floor and out the back door if they choose to do so. Characters can also reach the backyard by going around the manor from the outside.

Characters that wish to climb over the stonewall must make a DC 15 Strength (Athletics) check.

Once the characters arrive in the backyard, read or paraphrase the following:

A large stone platform draped with black velvet cloth stands in the middle of the yard. Lit black candles encircle two figures that are chained to the platform by their legs and arms. A tall man with a well-trimmed silvered goatee stands over them, holding a jagged dagger over his head as a young woman and a young man chant along with him.

The man holding the dagger appears to be Remus Ivilskovia and the other two chanting figures appear to be Florina and Dorin. They are chanting in Infernal:

“Mother Night, Mother Night
Hear us on this Old Souls Night
With this sacrifice our spell is woven
May we three form the darkest covenant”

Remus, Florina, and Dorin are Hags in disguise who killed the Ivilskovia family a week ago. They are using Disguise Self or Change Shape to appear as the Ivilskovia family so they could abduct two human lovers and make a sacrifice on Old Souls Night in order to complete their ritual to form a true covenant.

The two people chained to the table are Marina and Emanuel. They cry for help as soon as they see the characters. A DC 16 Dexterity check with Thieves Tools will unlock their chains. The Hag disguised as Remus Ivilskovia has the keys.

If the characters interfere with their ritual, the Hags take on their true forms and turn to fight. They fight to the death, preferring to deal with the characters before finishing their ritual.

Average Party Level	Encounter
3	Green Hag (1), Lesser Green Hag (2)
4	Green Hag (2), Lesser Green Hag (1)
5	Green Hag (3)
6	Night Hag (2), Green Hag (1)
7	Night Hag (3)

8	Night Hag (3)
9	Night Hag (2), Dusk Hag (1)
10	Night Hag (1), Dusk Hag (2)

Conclusion

If the Hags are defeated, Marina and Emanuel are extremely grateful. Emanuel says the characters can stay at the Crow's Nest free of charge whenever they wish.

Marina says that the Hags took her once she discovered what they were by mistake. She had been suspicious of her employers as they were acting strangely the last few days. So, she did a little snooping and discovered the corpses of the Ivilskovia family poorly hidden under sheets in the attic. Unfortunately, one of the Hags had followed her and locked her in the attic with the corpses for a few days, only to remove her for the sacrifice this evening.

Emanuel says he was attacked by one of the Hags disguised as the randomly determined character from before while the undead were attacking the Town Square. He's not sure if they targeted him specifically or if he was just convenient.

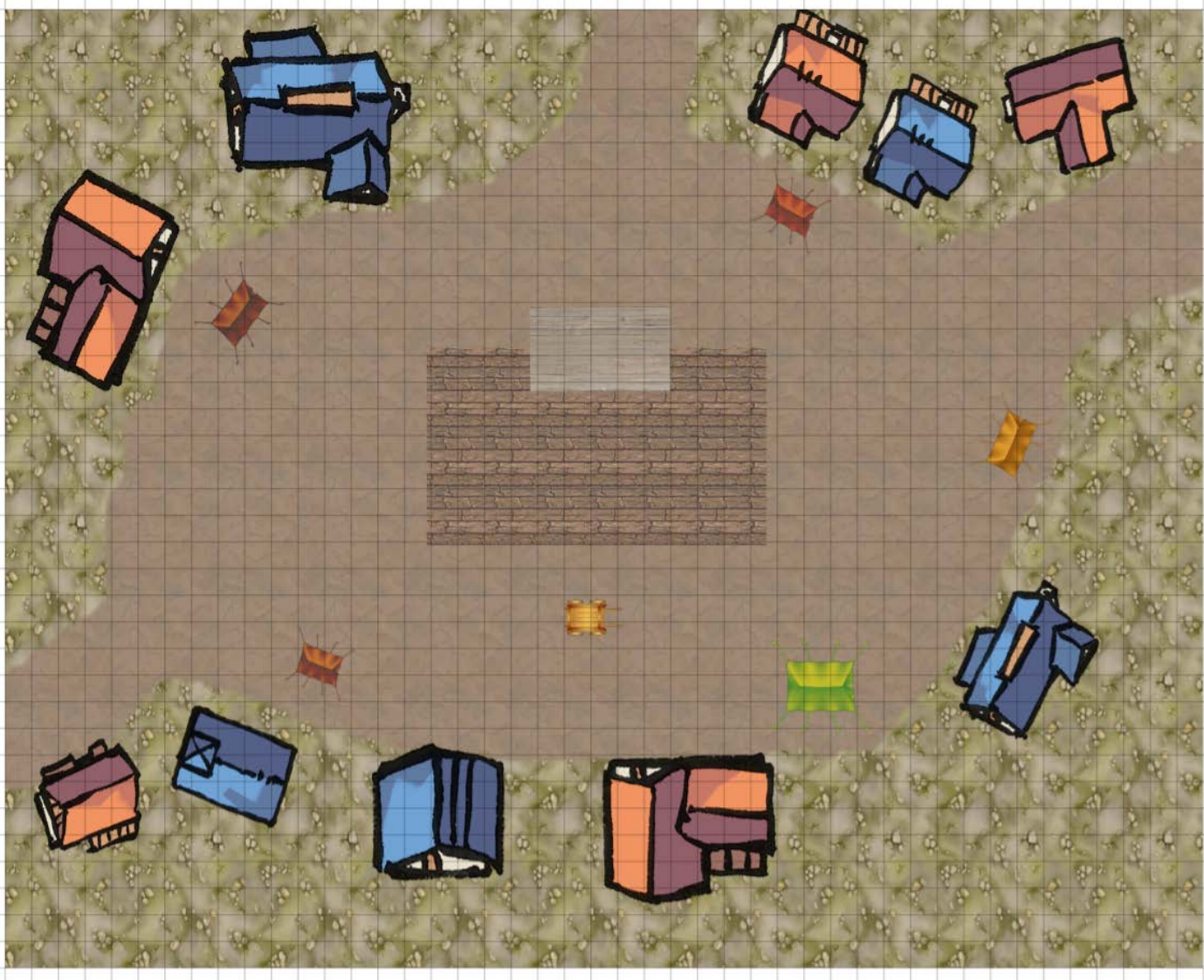
Mayor Marius is grateful for the characters' assistance and is willing to fairly compensate them for their efforts. As far as he's concerned, the Hags were blamed for everything and if Ivan was arrested previously, he will be let go. He also informs the characters that they are more than welcome to stay in Fox Hollow for as long as they wish and to return often, if they can.

Appendices

Appendix A: Maps



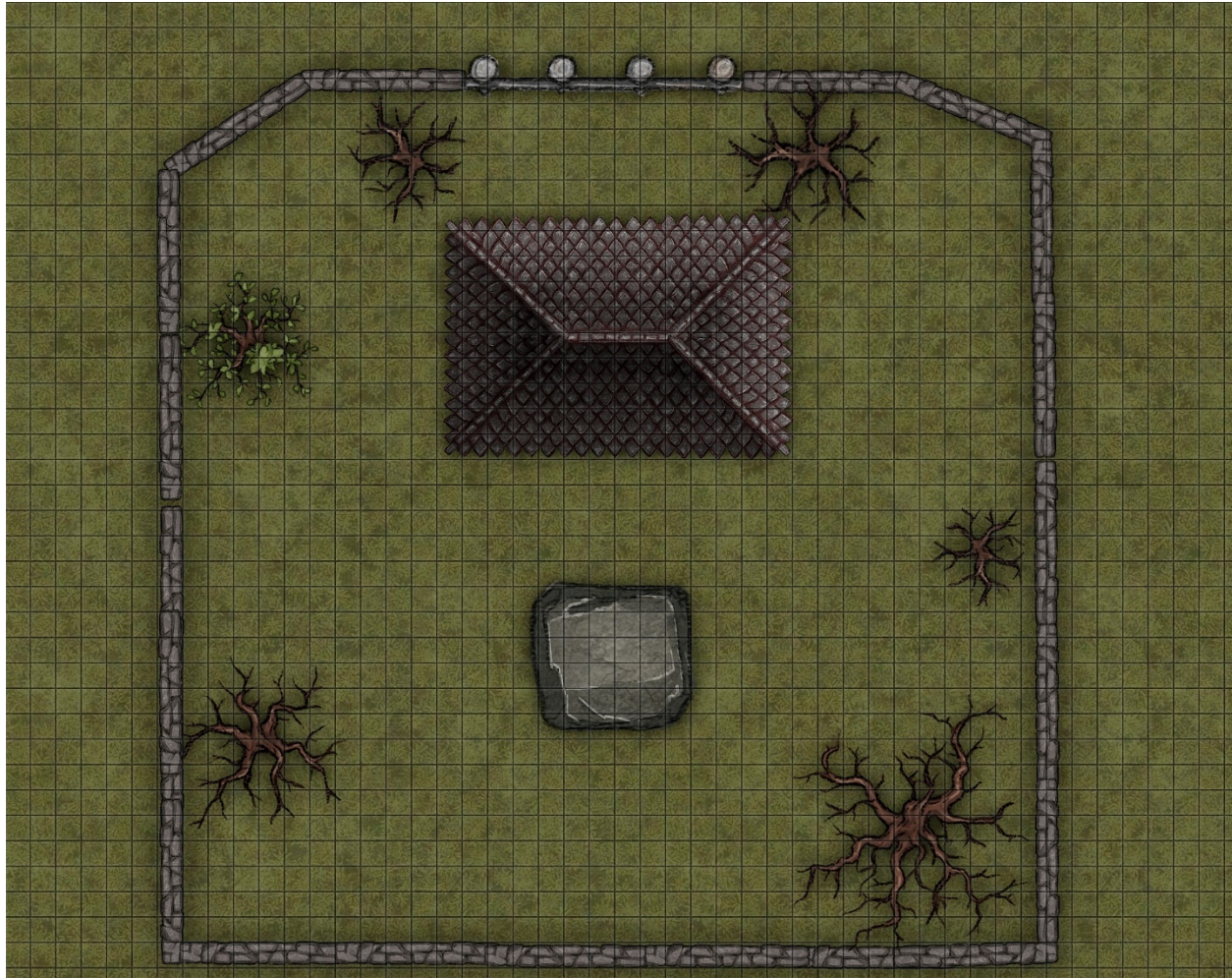
Map1: Village of Fox Hollow



Map 2: Town Square (1 Square = 5 feet)



Map 3: Crow's Nest Inn and Tavern



Map 4: Ivilskovia Manor (1 square = 5 ft.)

Appendix B: Old Souls Night Tokens

01-02	Howler – Wolf shaped hard candy – any creature that consumes it instantly lets out a long, uncontrollable howl.	51-52	Rock candy – any creature that consumes it gains a 10 foot bonus to their speed for 1d4 rounds. After which, their speed is reduced for 5 feet for 1d4 rounds.
03-04	Wine blood that filled with blood.	53-54	White sheet with two holes in it.
05-06	Black Bat Licorice: transforms any creature that consume it into a tiny bat for 1d4 rounds.	55-56	Hollow clay jack-o'-lantern candle holder. When lit, it lets out an eerie howl.
07-08	Stale hunk of bread.	57-58	A dagger that looks like it is stained with blood.
09-10	Zombie mask	59-60	Smelly, yet tasty cheese.
11-12	This looks like a dog treat.	61-62	A single copper piece.
13-14	A tiny spider in a jar.	63-64	A rock.
15-16	Blackened bone of an index finger.	65-66	Wooden mask carved to resemble a human skull.
17-18	A linen cloth and a tin filled with ground sage and salt.	67-68	Human hand made out of stitched leather on a leash.
19-20	An apple	69-70	A gold piece
21-22	An apple, it is a bit mealy.	71-72	Witch mask
23-24	Hover Broomstick – 20 ft. speed; hovers 5 feet in the air and can be ridden by one medium creature or two small creatures. Only works on Old Souls Night for 1d8 hours.	73-74	Hat of Limited Disguise –makes the wearer look like they are wearing a witch, vampire, mummy, or cat costume. Only works on Old Souls Night.
25-26	Wolf skull	75-76	Wolves bane herb
27-28	Mummy mask	77-78	A single black rose.
29-30	Slice of pumpkin pie.	79-80	Roasted squash.
31-32	Roasted hazel nuts. They are quite tasty!	81-82	A fake pair of vampire fangs. At least, you hope they are fake.
33-34	A tarnished silver fork	83-84	A raven feather.
35-36	A silver piece	85-86	Vampire mask
37-38	A large bar of chocolate	87-88	Sausage on a stick
39-40	Very old candy – it is sticking together.	89-90	Devil mask
41-42	A pointy black hat	91-92	A sewing kit that has seen better days.
43-44	Six small buttons shaped like bats.	93-94	A bird skull.
45-46	A turnip.	95-96	A silver pendent in the shape of a howling wolf.
47-48	A long, red scarf.	97-98	A wooden stake.
49-50	A mug of hot cider.	99-100	A skull that occasionally shouts out insults to whoever holds its.

Appendix D: Monster Stat Blocks

Coldlight Walker

Medium undead, chaotic evil

Armor Class 13 (Natural Armor)

Hit Points 82 (11d8+33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	17(+3)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Int +2, Wis +3

Damage Immunities Cold

Condition Immunities Blinded, Charmed, Exhaustion, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 ft, Passive Perception 10 ft

Languages --

Challenge 5 (1,800 XP)

Blinding Light. The walker sheds bright light in a 20-foot radius and dim light for an additional 20 feet. As a bonus action, the walker can target one creature in its bright light that it can see and force it to succeed on a DC 14 Constitution saving throw or be [blinded](#) until the start of the walker's next turn.

Icy Doom. Any creature killed by the walker freezes for 9 days, during which time it can't be thawed, harmed by fire, animated, or raised from the dead.

Unusual Nature. The walker doesn't require air, food, drink, or sleep.

Actions

Multiattack. The walker makes two melee attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) bludgeoning damage plus 14 (4d6) cold damage.

Cold Ray. *Ranged Spell Attack:* +3 to hit, range 60 ft., one target. *Hit:* 25 (4d10+3) cold damage.

Commoner

Medium humanoid, any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

Senses Passive Perception 10

Languages -- Common

Challenge 0 (10 XP)

Actions

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

Deathlock	Dusk Hag																								
<i>Medium Undead, neutral evil</i>	<i>Medium fey, neutral evil</i>																								
Armor Class 12 (15 with Mage Armor)	Armor Class 17 (Natural Armor)																								
Hit Points 36 (8d8)	Hit Points 82 (15d8+15)																								
Speed 30 ft.	Speed 30 ft.																								
<table><tr><th>STR</th><th>DEX</th><th>CON</th><th>INT</th><th>WIS</th><th>CHA</th></tr><tr><td>11 (+0)</td><td>15 (+2)</td><td>10 (+)</td><td>14 (+2)</td><td>12 (+1)</td><td>16 (+3)</td></tr></table>	STR	DEX	CON	INT	WIS	CHA	11 (+0)	15 (+2)	10 (+)	14 (+2)	12 (+1)	16 (+3)	<table><tr><th>STR</th><th>DEX</th><th>CON</th><th>INT</th><th>WIS</th><th>CHA</th></tr><tr><td>11 (+0)</td><td>14 (+2)</td><td>12(+1)</td><td>17 (+3)</td><td>16 (+3)</td><td>18 (+4)</td></tr></table>	STR	DEX	CON	INT	WIS	CHA	11 (+0)	14 (+2)	12(+1)	17 (+3)	16 (+3)	18 (+4)
STR	DEX	CON	INT	WIS	CHA																				
11 (+0)	15 (+2)	10 (+)	14 (+2)	12 (+1)	16 (+3)																				
STR	DEX	CON	INT	WIS	CHA																				
11 (+0)	14 (+2)	12(+1)	17 (+3)	16 (+3)	18 (+4)																				
Saving Throws Int +4, Cha +5	Saving Throws Int +6, Wis +6																								
Skills Arcana +4, History +4	Skills Deception +7, Insight +6, Perception +6																								
Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered	Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks																								
Damage Immunities Poison	Damage Immunities Poison																								
Condition Immunities Exhaustion, Poisoned	Condition Immunities Blinded, Charmed, Frightened																								
Senses Darkvision 60 ft., Passive Perception 11	Senses Blindsight 60 ft; Passive Perception 16																								
Languages the languages it knew in life (suggested: common and one other)	Languages Common, Giant, Infernal																								
Challenge 4 (1,100 XP)	Challenge 6 (2,300 XP)																								
Innate Spellcasting. The deathlock's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components: At will: <i>detect magic, disguise self, mage armor</i>	Innate Spellcasting. The hag's spellcasting ability is Charisma (spell save DC 15). She can innately cast the following spells, requiring no material components: At will: <i>detect magic, disguise self</i> 3/day each: <i>dream, hypnotic pattern, sleep</i> (9d8) 1/day each: <i>legend lore, scrying</i>																								
Spellcasting. The deathlock is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells: <i>Cantrips (at will): chill touch, eldritch blast, mage hand</i> <i>1st–3rd level (2 3rd-level slots): arms of Hadar, dispel magic, hold person, hunger of Hadar, invisibility, spider climb.</i>	Magic Resistance. The hag has advantage on saving throws against spells and other magical effects.																								
Turn Resistance. The deathlock has advantage on saving throws against any effect that turns undead.	Actions																								
Actions	Multiattack. The hag makes two Nightmare Touch attacks. Claws. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d6 + 2) slashing damage. Nightmare Touch. <i>Melee Spell Attack:</i> +7 to hit, reach 5 ft., one creature. <i>Hit:</i> 18 (4d6 + 4) psychic damage. If the target is unconscious, it takes an extra 10 (3d6) psychic damage and is cursed until the hag dies or the curse is removed. The cursed creature's hit point maximum decreases by 5 (1d10) whenever it finishes a long rest.																								
Deathly Claw. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 9 (2d6 + 2) necrotic damage.	Reactions																								
	Dream Eater. When an unconscious creature the hag can see within 30 feet of her regains consciousness, the hag can force the creature to make a DC 15 Wisdom saving throw. Unless the save succeeds, the creature takes 11 (2d10) psychic damage, and the hag regains hit points equal to the amount of damage taken.																								

Ghast	Green Hag
Medium undead, chaotic evil	Medium fey, neutral evil
Armor Class 13	Armor Class 17 (Natural Armor)
Hit Points 36 (8d8)	Hit Points 82 (11d8+33)
Speed 30 ft.	Speed 30 ft.
STRDEXCONINTWISCHA	STRDEXCONINTWISCHA
16 (+3)17 (+3)10(+0)11 (+0)10 (+0)8 (-1)	18 (+4)12 (+1)16(+3)13 (+1)14 (+2)14 (+2)
Damage Resistances Necrotic	Skills Arcana +3, Deception +4, Perception +4, Stealth +3
Damage Immunities Poison	Senses Darkvision 60 ft., Passive Perception 14
Senses Darkvision 60 ft., Passive Perception 10	Languages Common, Infernal, Sylvan
Languages Common	Challenge 3 (700 XP)
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.	Amphibious. The hag can breathe air and water.
Turning Defiance. The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.	Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:
	At will: dancing lights, minor illusion, vicious mockery
	Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.
Actions	Actions
Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit:12 (2d8 + 3) piercing damage.	Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit:13 (2d8 + 4) slashing 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.	Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.
	The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.
	Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

Guard

Medium humanoid, Lawful Good

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8+2)

Speed 30 ft.

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

Skills Perception +2

Senses Passive Perception 12

Languages -- Common

Challenge 1/8 (25 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Lesser Green Hag

Medium Fey, neutral evil

Armor Class 13

Hit Points 12 (3d4+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13(+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Infernal, Sylvan

Challenge 1 (200 XP)

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) slashing damage.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Night Hag

Medium fiend, neutral evil

Armor Class 17 (natural)

Hit Points 112 (15d8+45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +7, Insight +6, Perception +6. Stealth +6

Damage Resistances Cold, Fire; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Condition Immunities Charmed

Senses Darkvision 120 ft., Passive Perception 16

Languages -- Abyssal, Common, Infernal, Primordial

Challenge 5 (1,800 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *detect magic*, *magic missile*

2/day each: *plane shift* (self only), *ray of enfeeblement*, *sleep*

Magic Resistance. The hag has advantage on saving throws against spells and other magical effects.

Actions

Claws. (Hag Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Change Shape. The hag magically polymorphs into a Small or Medium humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying is also transformed. She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic.

Wight

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+1)	14 (+2)	15 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft, Passive Perception 13

Languages The languages it knew in life

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its 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.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Zombie					
<i>Medium undead, neutral evil</i>					
					
Armor Class 8					
Hit Points 22 (3d8+9)					
Speed 20 ft.					
					
STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)
					
Saving Throws Wis +0					
Damage Immunities Poison					
Condition Immunities Poisoned					
Senses Darkvision 60 ft., Passive Perception 8					
Languages understands the languages it knew in life but can't speak					
Challenge 1/4 (50 XP)					
					
Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.					
Actions					
Slam. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 4 (1d6 + 1) bludgeoning damage.					