

D. COLEMAN



Insidious Experiments



A fifth edition dungeon adventure to take
a party from 4th to 5th level.

Dungeons
ON DEMAND

Insidious Experiments

Tips for the Game Master

- This is *your* dungeon adventure. If you don't like how something works, change it. If you think an item or NPC from your campaign world works better than an item or NPC presented here, make the switch. If a puzzle is too hard or an encounter is too easy, drop some hints or add some monsters - do whatever is best for your game. You're the master of your gaming world, this packet is just a guide to help you. It will present hints and opportunities for you to customize, but ultimately everything is up to *you*. You don't need permission to break the mold.
- The encounters listed within this packet were designed by the book - but by the book isn't always the most practical for every party of adventurers. You may need to give a monster fewer hit points, fudge some dice rolls, or just plain ignore some of the rules if you think an encounter is a risk of killing the entire party.
- This adventure will work best when you take the time to read through the packet first, so you're familiar with everything that's going on. Sometimes the monsters that lie in wait to ambush the party, traps that are hidden from sight, or the clues to a puzzle may be glossed over if you're not prepared.
- The goal of each adventure is to give the party enough experience points to advance one level. This depends on a lot of things however - the party needs to complete most of the encounters and be of the appropriate size and level for that to work out. Ultimately, you might want to go without experience points altogether, and simply allow the players to advance to the next level once they're finished the dungeon. This means a lot less record-keeping on you part!
- The ultimate goal is to have fun! If you're having fun while playing, then you're playing correctly.



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Dungeons On Demand are designed with Game Masters in mind, created to be instant adventure sites a GM can wholly customize to fit his or her campaign. Unlike lengthy, full scale published adventures, *Dungeons On Demand* can often be played in a single gaming session, requires little planning beforehand aside from reading the packet, and gives plenty of options to make the dungeon fit seamlessly within the owner's campaign. Each dungeon has enough encounters and challenges to advance the party playing through it by one level.

Insidious Experiments is designed for a party of 4th-level adventurers, assuming 4 or 5 players in the party. If your game has more or less players, you can adjust the amount of monsters present in each encounter to fit the proper difficulty.

Dungeon Background & Information

The events of *Insidious Experiments* take place mostly in the manor estate of elven wizard **Haedirn Lastlight** (*Appendix A*), but they begin in a nearby town. You can use whichever populated area works best for your campaign. The manor is built into the cliff side of *Wailing Crag*, a coastal ridge along the rocky shore several miles from town. Haedirn's manor has all the accoutrements one would expect of a wizard of his status, including magical traps and treasures.

Haedirn has served the locals as a sage and apothecary for decades. He is well respected by the townsfolk for the aid he provides. The elf used to make frequent trips from his manor to town, selling his potions and offering advice or insight to those in need.

Lately, things have grown grim for the wizard. His mate, a beautiful elf named Lyonthel, became frail with illness many months ago. Haedirn's trips to town became very brief and far less frequent. When Lyonthel took a turn for the worse, Haedirn became obsessed with finding a cure for her ailment. Despite his efforts, Lyonthel passed nearly a year ago, and since then the wizard has been so overcome with grief he has not returned from the manor.

Dire circumstances have brought news of the reclusive elf to the locals. For the past three days, a band of ogres has made nightly raids in the town, killing scores of guardsmen and dozens of citizens, dragging away their bodies and any valuables they can carry. These brutes come from, and leave heading towards, the Wailing Crag, leaving the townsfolk to wonder what has become of Haedirn. Whilst amid their slaughter, one ogre was overheard to laughingly boast "*Your wizard is dead, you gnats!*" As the townsfolk seek to defend their own, they can only help but wonder if these ogres have also slain the respected elf.

The PCs are assumed to arrive in town during the aftermath of such a raid (see *Prelude: Beginning the Dungeon*). It is here they can learn a few details about the wizard's estate in Wailing Crag, as well as acquire an adventure hook. The developments of what has happened in the estate over the past year are unknown to the townsfolk, and should be kept secret from the players at this point.

Developments

Downward Spiral

The death of Lyonthel has taken a serious toll on Haedirn's sanity. The wizard blames her death on his inability to find a cure for the illness that took her. He has spent the majority of his time buried in his books, depriving himself of eating and trancing as a result.

Though his intentions were good, Haedirn's last few shreds of sanity were not enough to preclude him from his latest obsession. The wizard is devoted to reviving his lost love, putting forth his full knowledge of necromancy magic to do so. He is very close to achieving the success he so desperately longs for – but it is not the elf maiden Lyonthel he would be bringing back.

Rather, Haedirn has constructed a flesh golem in her image. A cruel, twisted parody of the once beautiful elf, Lyonthel is now a mindless, contorted abomination, stitched together with the flesh of dozens of humans and dark magic, awaiting Haedirn to finish the final processes that will bring her mangled form to life.

Unexpected Allies

The pack of ogres traveling along Wailing Crag fell upon Haedirn's estate seeking slaughter and trophies. Disrupted from his research, the wizard angrily slayed half of them with his magic, intimidating the rest.

Cowing to his power, the surviving ogres pledged their service to the elf. In need of female bodies to complete his reconstruction of Lyonthel, Haedirn saw the opportunity in such a proposition. He's given them lodging in a cave adjacent to his manor, and gives them grim duties to perform.

Haedirn is the one that has instructed the ogres to pillage the nearby town and retrieve bodies for him to use for his work. He also instructed the ogres to make it clear to the townsfolk the wizard on the crag is dead.

The elf also uses the ogres to guard his residence while he toils away in his laboratory, but restricts them to outside its walls. The ogres are too frightened of the wizard to disobey him, but enjoy the lodgings he has provided them, as well as the opportunity for slaughter without recourse that they are afforded each night.

Private Matters

Haedirn has selected a few choice bodies from the ogres' raids, and is nearly finished giving some cruel mockery of life to the flesh golem he believes to be Lyonthel. The final processes will take time to complete, and he does not want any distractions.

He's animated a few of the ogres he had killed, as well as a couple dozen of the remnant bodies brought to him from town. They now roam the halls of his keep as zombies and skeletons, thralls to his command.

Haedirn has also summoned and bound a bone naga to his service, instructing it to slay any living thing that enters the house. The magic that binds it isn't permanent, but should last long enough for the wizard to work at his task uninterrupted.



Finally, the elf has sealed the entrance to his basement laboratory with a powerful ward, keeping everything outside of the room out, and everything inside of the room in - including the wizard himself. The seal can only be broken when three *key glyphs* are destroyed. Haedirn has inscribed one key glyph each upon three homunculi he has created. When he completes his work he will telepathically instruct them to destroy themselves, breaking the magic seal so he may exit. The homunculi also serve as a security system in the estate, telepathically updating the wizard of what's going on while he pushes to finish his labors.

Golden Opportunity

After the ogre raids, the news of Haedirn's supposed death spread through town quickly. This presented a golden opportunity to **Gertz Greypaw** (Appendix A), local werewolf and thief.

Gertz has spent the past couple years in town, picking pockets and laying low. Without a wizard to stop him, he left to plunder the estate for treasure, not intimidated by any ogres that might be on the premises.

The werewolf was able to slip into the manor unseen, climbing in through the tower access that juts out the top of the crag. Since then Gertz has been snooping from room to room, lifting any valuables he can. Once he's taken a good haul, he plans to make a quick (or bloody) exit past the ogres.

Exploration

Magical Weapons

It's assumed the party has access to at least a couple magical weapons for this adventure. One magical weapon can be found in the dungeon.

Structured Progression

The PCs may enter Haedirn's estate through either Area A, B, or C, largely depending upon how they approach it (See Entering the Manor for more information). If they approach from the coast, they will likely enter through Area A or C. If they approach from atop the cliff face, they may choose to enter through Area B.

Once inside, the party can explore each encounter area at their discretion, but will be unable to access Haedirn in Area L until they have destroyed the three homunculi in the estate. After completing this task they are able to enter the basement and complete the dungeon.

No Light

Haedirn has had no desire to keep his manor alight. He has darkvision, and is too focused on his task at hand to concern himself with such trivialities. His undead thralls do not see through traditional sight, and have no need for light at all. With a few exceptions, the rooms in the manor are completely dark. The players will need to bring a light source if they do not have other means of seeing.

Magic Detection

The walls, floors, and ceilings of the estate are thick stone. Detect magic will not reveal magical items or spells from anywhere but the rooms they are in.

Random Patrol

The wizard's house is currently infested with his undead thralls, and it's possible a roaming pack of zombies or skeletons may harass the players.

In the event you need a random encounter in the dungeon, you can use the following monsters.

Random Encounter: animated dead ★★★★★

3 - 4 *skeletons** (MM pg. 272), 225 - 300 XP

3 *zombies** (MM pg. 316) 225 XP

1 *ogre zombie** (MM pg. 316) 500 XP

Note: Because of Haedirn's *Undead Thralls* feature, the undead creatures listed above gain an additional 7 hit points and deal an additional 3 damage with weapon damage rolls. The Challenge Rating and XP has been increased accordingly.

Adding Insidious Experiments to Your Campaign

Insidious Experiments is designed to be played by a party of 4th-level characters. You can increase the difficulty of the encounters by adding more monsters for higher level players. If you're unable to come up with a reason as to why the party would be at the adventure site, consider using one or more of these hooks:

Hook 1: Not On My Watch

The most obvious reason the PCs should head to Wailing Crag would be to root out the ogres that have been raiding the town. When the party arrives in town, they should be approached by an important figure – the town mayor, captain of the guard, an elder or alderman, or perhaps an NPC the party knows and respects. This NPC will commission them to slay the band of ogres to bring peace to the town. Upon doing so the party will be rewarded with 250 gp.

Hook 2: Where There's a Wizard, There's Magic

It's unlikely the players can get directions to Wailing Crag without learning of Haedirn and his sad circumstances (see the *Gossip* sidebar). While the town is grieving for those slain by the ogres, many are just as concerned for the wizard's safety.

Haedirn also used to supply the town with *healing potions*, and his absence has led to a decline in the town's stock. If the party cannot be convinced to assist the town with their ogre troubles, they may be coerced to find what fate awaits the reclusive wizard, and the possibility of potions and other magical trinkets in his estate.

Hook 3: This Time It's Personal

An NPC important to the party, or specific party member, has been carried off in the most recent ogre raid. This gives the party a personal reason to seek revenge against the ogres and possibly rescue the captured NPC.

[CUSTOMIZE] – This adventure assumes the victims of the ogre raids are dead. If you like the idea of making their attacks personal to the party, but do not wish to kill a liked or important NPC, you can replace Gertz Greypaw with the NPC in Encounter Area H. In this circumstance, the NPC has escaped the ogres, and has boarded themselves up for safety against the horrors in the estate.

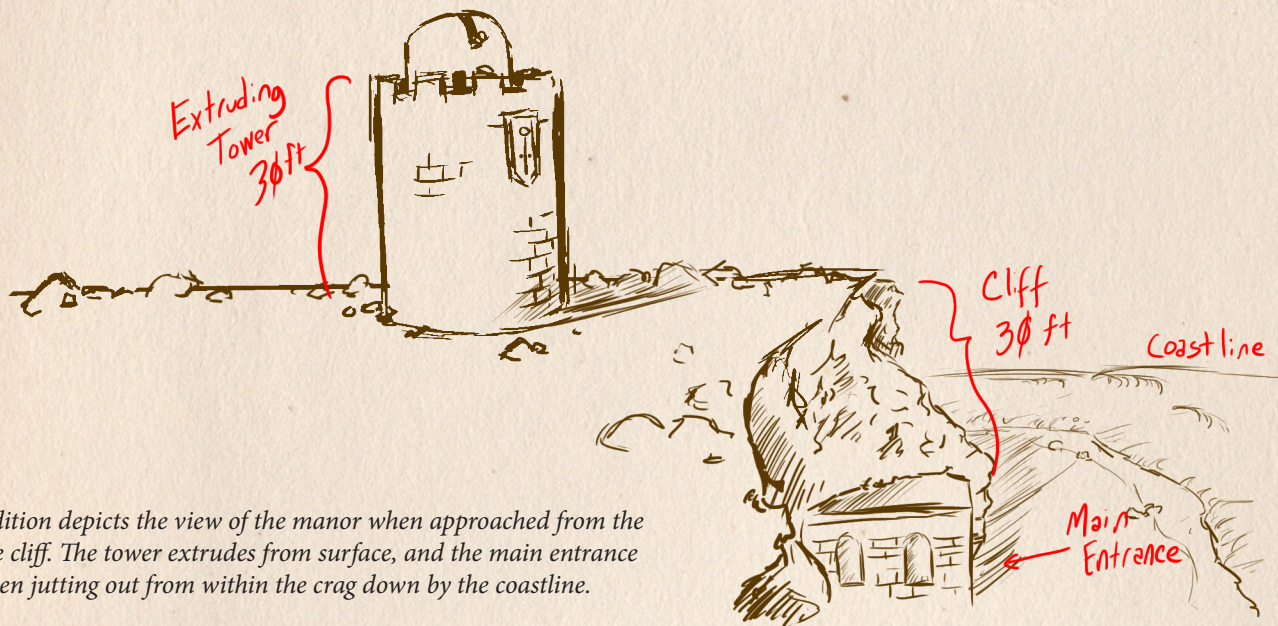




X Indicates a possible entrance into Haedir's manor. For more information, reference *Entering the Manor*, or the details in *Encounter Areas A, B, or C* for how the PCs can make their way into the dungeon.

\$ Indicates the location of a secret door.





This rendition depicts the view of the manor when approached from the top of the cliff. The tower extrudes from surface, and the main entrance can be seen jutting out from within the crag down by the coastline.

Entering the Manor

Haedirn's manor has three main points of entry, described below.

Area A

There is a secret door to the estate in the cave the ogres are currently residing in. It's too small for the ogres to use, but Haedirn had used it frequently when delivering orders to them. The ogres are too dim-witted to understand how the door works, but they are aware of its presence. Players that approach from the shoreline and access the ogre warren in Encounter Area A may discover this door.

Area B

The tower portion of the manor extends past the top of the cliff, up an additional thirty feet. An open access is visible behind the parapet (a result Gertz Greypaw's intrusion). The players could approach via the top of the cliff and attempt to scale the tower (or fly, if they have means to). This entrance is described in further detail in Encounter Area B.

Area C

The party's last option for entry is through the proverbial front door. Haedirn's estate has two formal entrances for visitors, but he's taken precaution to guard himself away from the outside world as he conducts his experiments. The main entrances are on the portions of the estate visible on the shore, built out from within the cliff face, Encounter Area C on the dungeon map. These entrances lead into the manor by the northern and western doors, but Haedirn's ogres have already blocked off one entrance piling boulders in front of it. Only the western entrance through the manor's antechamber is still open for use in this area.





Prelude: Beginning the Dungeon

Direct the players to the town nearby Haedirn's manor. They could be returning from a recent adventure, or perhaps traveling there on a new one. Whatever the circumstance, it works best if the party is not very familiar with the town, as the wizard and his plight are well known here.

The party arrives during the aftermath of the latest ogre raid. You can read the following aloud to your players upon their arrival:

Some horror has fallen upon this place. The town's gates are mangled beyond recognition. The cobbled streets are stained with blood. Throughout the road leading into town, building walls are smashed in and the sound of sobbing echoes in the distance.

As the players arrive, you can allow them to gather the information they need, giving them one or more adventure hooks to direct their attention to the manor.

Approaching Wailing Crag

The manor is several hours' ride by horseback from the town. As they approach, you should ask whether they wish to approach by the **top of the cliff** or by the **shore**, and then begin with encounter areas according to their decision.

NOTE: Players that approach via the top of the cliff and choose to scale the tower are read the description for the outside of Area B. Climbing to the top of the tower leads them to the top floor of Area K.

— Gossip —

The party learns about the savage ogre raids first hand, witnessing their fallout in town. While about town, the players can learn some details about Haedirn and the ogres from the townsfolk. While interacting with different townsfolk, you can use the following lines as part of their conversation.

"Sad, thing, really, that old elf. Been comin round here since me pa was me boy's age now. Never could afford what he sold, but he was kind and the kids liked him when he came about."

"Never trusted wizards as far as I could throw them, but Haedirn was more than that. He used to be an adventurer back when I was just a tyke, and they say he's got gold and magic trinkets out in that house of his in the cliffs."

"Haedirn was gentle, but he was powerful. Even in numbers, I don't think these wretched ogres would be a match for him. It's a sad day if he is slain by their ilk."

"Sage Haedirn saved me mum's life once, he did. She took a nasty fall on the business end of the wheat scythe that day he rode into town, and me and sis thought fer sure she was a goner. He came up to us, standin' there, cryin', when he saw us passin' by on the way to the gate. I'll never forget, he bent down, gave ma a drink o' somethin', and next thing I knew she was scoldin' me agin like nothin' was wrong. If you find the elf, tell him I owe him one."

"These raiders act with a lot of bravado, even for ogres. The town guard has taken serious casualties, and no one wants to chase them down to the shore. If Haedirn is dead, then all hope is lost."



Access from Area A: Ogre Warren

If the players approach from the **shore**, they will pass the cave where a few of the ogres are currently residing. The cave also houses some of the ogres' possession, and a secret door leading to Area H.

When the party arrives in this area, you can read the following description aloud to the players:

On the north face of the cliff is a cave. Light glows from inside it, as well as the smell of cooked meat and the sound of grunts and wicked laughter. As you stop to inspect it, a massive ogre lumbers from around a corner from within its depths, giving you a puzzled look. He smiles at you while hefting a club over his shoulder. "Hey Grat! Urrug! We has company!"

Hostile creatures: ogre gang ★★★★★
3 ogres (*MM* pg. 237), 1,350 XP



Combat

Neither party is surprised here. The PCs simply find the cave at the same time the ogre finds the PCs. The ogres are formidable, but overconfident. If two die, the third is not above fleeing for its life or begging for mercy.

COMBAT DEVELOPMENTS

- If the players choose to pass the cave here, they continue north along the shore towards Area C.
- If the players allow an ogre to escape, it runs to Area C to alert the other ogres there if they remain in that area. Add it to the encounter's hostile creatures entry if they are still there, otherwise the ogre flees the manor grounds. The ogres know they're not to bother Haedirn, and won't risk the wizard's ire by going inside the manor.



Ogre My Dead Body

The ogres have stashed their stolen goods here after returning from town on their latest raid. Haedirn is more concerned with collecting bodies than coins, and the ogres have benefitted from this.

Behind a pile of rocks marked by the treasure icon on the area map, several large burlap sacks contain 1,213 sp, 87 gp, and 238 cp. The ogres have accrued some items they've stolen in town of small value as well - mostly mundane trade goods that caught their eye, such as glass bottles, metal and brass craft work, leather garments, and such. The total value of these items does not exceed 90 gp, and would require the aid of a cart to transport back to town if the PCs desired.

There's also a gruesome assortment of trophies they have collected: bashed skulls, bent swords, and bones stripped of flesh. The ogres fashion these into necklaces and sashes they adorn with pride.

Odd items appeal to the ogres, and they also stash their prized possessions here. You can roll 2d4 times on the *Trinkets* table (*PHB* pg. 160) to simulate their valuables.



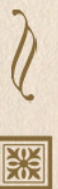
\$ Secret Door

Haedirn has several secret doors in his estate, all wonderfully crafted to appear as part of the cliff the manor has been built into. The secret door here is just behind a large stalagmite jutting up from the ground.

A successful DC 20 Perception check allows a player to spot the seam in the secret door, revealing its nature.

The secret door is opened from this side by toggling another well disguised button built into the adjacent stalagmite. A successful DC 15 Investigation check allows a player to find the button and activate the secret door.

If the players detect and use the secret door, they continue to Area H, approaching from the secret door entrance described there.



Access from Area B: Outside the Tower

The PCs may choose to approach Haedirn's manor via the **top of the cliff**. If they do, the tower that juts from the surface of the crag will be the first part of the estate they encounter.

NOTE: Area B is a reference to the outside area of the dungeon. Inside the wizard's tower is described floor by floor in Encounter Areas K1 - K4.

When the party arrives in this area, you can read the following description aloud to the players:

By the edge of the cliff, a great stone tower rises some thirty feet into the air. There is no visible entrance on the ground level, but you do see a door, half open, leading into the tower at the top level, behind the parapets. Cresting outside of an opening in its roof is an enormous looking glass, reflecting pangs of light off of its lens.

Around the Area

There is no visible entrance on the surface level of the cliff leading into the tower. The players may choose to forgo interacting with the tower to get more information from around the area.

Viewing Area A from Overhead

The area directly to the south of the tower is just over the cave located at Area A. If a character checks around this area you can read the following description to them:

The cliff descends down a sharp thirty feet or more to the rocky shore below. The sound of water crashing against the land is ever present. You notice on the southern side of the cliff face, below you, light emanating from within a crevice, possibly the entrance to a cave.

Viewing Area C from Overhead

The characters can also follow the cliff to the eastern side of the manor, and the formal entrance located on the shore at Area C. If a character checks around this area you can read the following description to them:

The cliff tumbles down to the shore abruptly here. At the bottom, jutting out of the sides of the cliff, you see two buildings. Three ogres are slowly piling boulders in front of the entrance to one of the buildings.

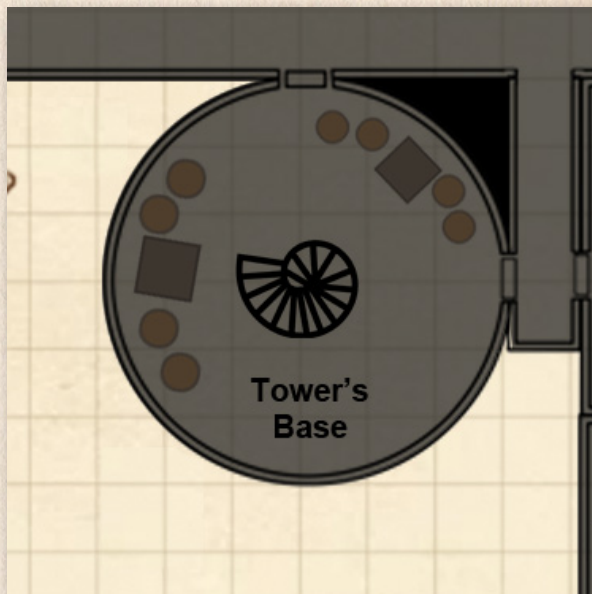
The Wizard's Tower

Interacting with the Tower.

On a successful DC 13 Investigation check allows a character to deduce the tower is not built on the crag they stand on, but built *into* it. Any player with a passive Perception score of 14 or higher notices relatively fresh claw marks scabbled up the tower (a result of Gertz climbing the tower in his hybrid form).

Climbing the Tower.

The tower is made of stone, making for a decent foothold for anyone that would attempt to climb it. A characters must make a DC 15 Athletics check to progress for each attempted movement. On a success the player moves half their speed up the tower (unless they have a special climb speed).



On a failure, the character does not progress. If a player fails the roll by 5 or more, they lose their grip and fall, suffering 1d6 bludgeoning damage for every 10 feet fallen.

At the top of the tower is a balcony area with a door leading into Encounter Area K4. You can read this description aloud when the PCs reach the balcony area.

As you pull yourself onto the ledge at, you see an oak door leading into the top floor of this tower. It has been smashed at its hinges, splinters litter the ground. It's half open, revealing only a dark room inside.



Access from Area C: Ogres at the Gates

Following the **shore** to the northeast, the proper entrances to Haedirn's manor extend from the cliff here perpendicular to each other.

Haedirn has instructed his ogres to seal these entrances as one final precaution as he begins the last couple processes of his monstrous creation. The ogres have finished sealing up the northern entrance, and are about to begin working on the western one when the PCs arrive.

When the party arrives in this area, you can read the following description aloud to the players:

As you come around a bend in the cliff, you see more of the exterior of the manor protruding from the crag. Two buildings extend out towards the shore, perpendicular to each other, to the north and to the west. The building to the north side has rocks and boulders piled in front of its entrance. Making their way from the cliff face towards the western building are three ogres, each carrying an armful of large stones.

Hostile creatures: ogre gang ★★★★★
3 ogres (**MM** pg. 237), 1,350 XP



Combat

The ogres are moving between the cliff and the western building, beginning to pile rocks and boulders in front of it to seal it off. You can place each ogre anywhere in between the two for combat purposes.

The ogres aren't expecting anyone to attack them, and it's possible the players will want to hide when they spot them (allow the ogres a Perception check versus the lowest Stealth check made by a character if this is the case). If the players are able to hide before the ogres are aware of them they can get a surprise round against them.

If spotted, or if the players do not try to hide, the ogres drop whatever they're carrying and charge the PCs.

COMBAT DEVELOPMENTS

- If the players allow an ogre to escape, it runs to Area A to alert the other ogres there if they remain in that area. Add it to the encounter's hostile creatures entry if they are still there, otherwise the ogre flees the manor grounds. The ogres know they're not to bother Haedirn, and won't risk the wizard's ire by going inside the manor.

— Ouch! —

Ogres are dim-witted and easily agitated. At the sight of the PCs, they excitedly drop the boulders they are carrying to grab their greatclubs. If you want to add a little humor into the encounter, you may want to have one ogre drop a boulder on his foot, dealing him 2d6 bludgeoning damage and causing him to go last in initiative, or move at half speed during his first turn.



Boulder Pile

The large pile of rocks isn't pretty, but it's effective. The boulders and rocks here effectively block the entrance into Area E. A character needs a Strength score of 17 or higher to move the rocks out of place, and even then the process will take a while. There is one hour's worth of work required to clear the rocks from the door. Each character with requisite Strength can work in 5 minute increments (so three characters could clear the area in twenty minutes, four in fifteen minutes, etc.)

Entrance to Area D

The door in the eastern face of this building isn't locked. The players can see the room inside is unlit through the windows.



Area D: Southern Wing

The party can access this area by entering the western building in Area C, or through the corridor leading south from Area H. The southern wing of the manor is comprised of three separate rooms: an **antechamber**, a **lounge**, and a **trophy room**.

Antechamber

The small room here serves as a waiting area for the wizard's guests or patrons. Haedirn has ignored it for some time now and it is clearly unkept. The room is enchanted with an *alarm* spell (the PCs can detect this spell through the outside door only, the stone walls are too thick otherwise). As soon as any Medium-sized humanoid enters the room, the bone naga in the adjoining lounge is made aware of their intrusion via a mental alert.

The only light in this modestly furnished antechamber leaks in through the windows. You get the impression you'll need to light a torch or candle going forward. The room is modestly furnished with few decorations, but dust and cobwebs give you the sense it's been disregarded for some time now. There's a shut door on the opposite side of the room.

Magic Detection

Detecting players can perceive a faint aura of abjuration magic covering the majority of room.

Inspecting the Lounge Door

Players that inspect the door can tell that it is not locked. If the bone naga and undead are still in the lounge, it's possible to hear them through the door. If a character attempts to listen through the lounge door, a successful DC 12 Perception check reveals a gentle clacking noise coming from behind it.

Trophy Room

Another *alarm* spell covers this room, mentally alerting the bone naga in the lounge whenever a medium-sized humanoid enters. Haedirn used to be an adventurer in a past age, and keeps many of his memorabilia from that time on display here.

As the features of this room come into light, you see a diverse collection of adventuring memorabilia on display here. Stone tablets, rare plants preserved in jars, the pelts and skulls of magnificent beasts, and curious baubles from foreign lands decorate the walls.

Magic Detection

Detecting players can perceive a faint aura of abjuration magic covering the majority of room.

Inspecting the Lounge Door

Players that inspect the door can tell that it is not locked. If the bone naga and undead are still in the lounge, it's possible to hear them through the door. If a character attempts to listen through the lounge door, a successful DC 12 Perception check reveals a gentle clacking noise coming from behind it.

Relics

The items here are cultural relics, with more sentimental value than worth. If the players wish to nab one of Haedirn's trinkets, it's worth less than 2 gp. There are a total of 15 relics here the PCs



could take. You can feel free to invent what the elf might have kept, or you can use the following relics to be displayed:

- A stretched hide of some dark, exotic beast
- A deck of playing cards in a leather pouch
- A pouch of marbles crafted from clay, glass, and stone
- A wooden smoking pipe, charred on one end
- A brass bell with a chip in its frame
- A glass eye
- A wooden horse, crafted to the scale of a small dog
- Masks with tribal symbols painted on them
- Four stone tablets with strange symbols carved into them
- Two glass jars containing plants and flowers
- A wooden doll with moss growing for hair

Lounge

Haedirn summoned a bone naga and bound it to his service for a duration long enough for him to finish his task at hand. The bone naga is fascinated by Haedirn's descent into madness, and relishes the opportunity to guard his estate.

Upon opening the door you find a room plunged in darkness. Low moans and the clacking of bones greet you, as several zombies and skeletons move into sight. Behind them is a large serpentine skeleton, hissing something eldritch in a terrifying, raspy voice.

Magic Detection

Detecting players can perceive an aura of transmutation magic emanating from the display case in the southeastern corner of the room.



Hostile creatures: undead guardians ★★☆☆★

3 skeletons* (MM pg. 272) 225 XP

2 zombies* (MM pg. 316) 150 XP

1 bone naga* (MM pg. 233) 500 XP

Note: Because of Haedirn's *Undead Thralls* feature, the undead creatures listed above gain an additional 7 hit points and deal an additional 3 damage with weapon damage rolls. The Challenge Rating and XP has been increased accordingly.

Note: The bone naga presented here used to be a spirit naga during its normal life. Use the spell list associated with that type of bone naga, but reduce its level 1 spell slots by 2 and replace *sleep* on its spell list with *alarm*.



Combat

Place the bone naga in the back portion of the room as indicated by the combat marker on the area map. The skeletons and zombies in the room are scattered in front of it, serving as fodder and living shields it can cast spells behind.

If the players triggered the *alarm* spell in either the antechamber or the trophy room, the naga is prepared for them and gets a surprise round, using its *lightning bolt* spell to hit as many players as it can, without regard to the undead between it and them.

If the players detect and dispel the alarm spell from whichever room they entered from, both parties are surprised, and initiative works as normal.

The naga fights until it is destroyed, keeping distance from the players as much as possible.

— Get Off My Plane —

Even though the bone naga is an undead, it's native to the Plane of Limbo, and has been summoned here by the result of Haedirn using a variant *planar ally* scroll he had been saving for just such an occasion.

Players that detect magic upon the naga see a strong abjuration aura coming from it. If they attempt to dispel, the DC is 15. Upon a success, the bone naga is immediately sent back to Limbo.



A Wizard's Finery

Haedirn's lounge is furnished with lavish seats, beautiful bookshelves and display cases of oak, mahogany, and glass. In the room stand four statues the elf took a liking to during his travels, magnificent marble carvings of half human, half animal creatures.

Any one of the statues would sell for over 100 gp. Transporting the statues, however, is an endeavor, as each weighs hundreds of pounds.

Locked in a display case by the treasure marker on the area map is an elegant elven blade crafted from the femur of some enormous creature. Down the side of the blade, scribed in Elvish, is the sword's name: *Bloodthirst*. The crossguard is set with a dark amethyst, and in place of a pommel is the natural curved structure of

the bone it was forged from. Players that *detect magic* discover the sword to be magical.

A successful DC 20 Sleight of Hand check can pick the lock on the display case open, or less subtle players may choose to simply smash the glass and retrieve it. Haedirn used to have this treasure ward by spells, but has been too obsessed lately to upkeep them.

Additionally, inside the display case are 3 100 gp gems (DMG pg. 134), and a chest containing 820 sp, and 218 gp.

◀ Bloodthirst ▶

Bloodthirst is a magical longsword with the *hungry* quirk - it must have in the blood of a humanoid creature upon it to activate its qualities for 24 hours (although only a single drop is necessary).

When activated, *Bloodthirst* is a +1 longsword. Whenever *Bloodthirst's* wielder scores a critical hit against another living creature with it, he or she gains temporary hit points equal to his or her proficiency bonus.

Once per day, when *Bloodthirst's* wielder slays another living creature with it, he or she regains 10 hit points.



Area E: Eastern Wing

The party can access this building from Area C by clearing the boulders in front of it, or through the laboratory from Area G. The eastern wing of the manor is comprised of two separate rooms: a **cloak room** and a **study**.

Cloak Room

This area served as an alternate entrance for visitors into the elf's estate. Like much of the rest of the manor, it's unlit and has been ignored by Haedirn for some time now.

The wizard's ogres have been dragging corpses of their victims into the study, evidence of which is visible here.

This small, unlit room is roughly twenty feet from wall to wall. Along the sides of the room are hooks with traveling cloaks hanging from them. There's also an assortment of walking sticks, traveling bags, boots, and torches gathering dust and cobwebs. Another door is set against the far wall streaks of drying blood stain the ground between you and it.

Magic Detection

Detecting players can perceive a small aura of moderate transmutation magic coming from within the collection of traveling bags in the room.



An Adventurer's Best Friend

Among the traveling equipment in the room is a *bag of holding* that Haedirn neglected to recover since becoming obsessed with curing Lyonthe. While there is an assortment of other bags and traveling gear available in the room, there is nothing else of major value here.

Study

Once Haedirn's favorite room, this area is now a macabre vault of bodies. The ogres have been storing the corpses of the townsfolk they have slain in their latest raids here. Occasionally, Haedirn would bring one or two down to his laboratory to use for his experiments, or animate in his ever growing paranoia to guard his estate.

The smell of decaying bodies makes your stomach turn as you enter this room. Along the sides of the room are small bookshelves, comfortable looking chairs, and sitting tables with empty teacups and bare dishes.

Piled in the middle of the room is a heap of corpses. They appear to be mostly humans, male, some wearing light armor and others dressed like common folk. Undoubtedly, these are the unfortunate victims of the ogres' raids in town.

There's not much the players can do for the victims now, but if they wish to count there are 17 corpses here of varied states of decay. You should note that all of them are male - Haedirn is using the female bodies for his flesh golem. Players sent here from town would know that there were women victims in the attacks.



Area F: The Gallery Puzzle

This elaborate circular room has gorgeous elven tapestries lining the wall, and stone pedestals in the middle of the room in the effigies of seasonal fey. Haedirn has used this room as a beautiful disguise for his own personal treasure cache.

You've entered large circular room. Along its walls are beautifully spun tapestries, depicting different faeries and seasons. In the room are four stone pedestals, each carved to resemble a different faerie from the tapestries and each bearing a beautiful stone statuette.

The Tapestries

Fourteen tapestries in this area line the walls, telling the story of mischievous faeries tied to the seasons. Each tapestry is an art object worth 10 gp. In clockwise order starting at the north end of the room, the tapestries depict the following.

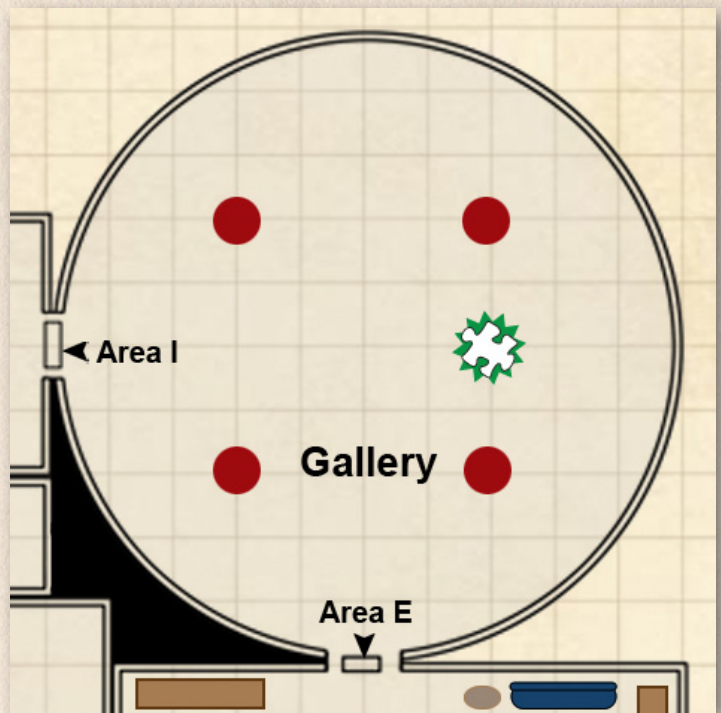
- A Summer Faerie, with hair of fire, smelling a rose.
- An Autumn Faerie, with twigs in her hair, blowing a leaf in the air.
- A Winter Faerie, with hair of snow, balancing a snowflake on her fingertips.
- A Spring Faerie, with blossoms in her hair, singing to a bird in her hands.
- The Summer, Autumn, and Spring Faerie, dancing in a circle in the woods.
- The Winter Faerie looking with envy at the others dancing and having fun.
- The Summer Faerie gives her rose to the Spring Faerie.
- The Spring Faerie gleefully jumps, and gives her bird to the Autumn Faerie.
- The Winter Faerie cautiously approaches the others, delicately holding the snowflake.
- The Autumn Faerie gives the Summer Faerie her leaf.
- The Summer Faerie notices the Winter Faerie, and beckons her to join the others.
- The Summer Faerie gives the Winter Faerie her leaf.
- The Winter Faerie happily gives her snowflake to the Summer Faerie.
- The snowflake melts in the Summer Faerie's hands.

The Pedestals & Statuettes

The four pedestals are carved to resemble each one of the four faeries detailed in the tapestries. Each pedestal bears a different statuette, described below. Each statuette is an art object worth 25 gp.

Initial Pedestal and Statuette Combinations:

Summer Faerie Pedestal:	Rose Statuette
Autumn Faerie Pedestal:	Leaf Statuette
Winter Faerie Pedestal:	Snow Flake Statuette
Spring Faerie Pedestal:	Bird Statuette



Secret of the Vault

Each statuette on the pedestals has a different weight. The pedestals are actually pressure plates - although the craftsmanship is remarkable and would require a successful DC 20 Perception check for a player to notice this nature of them.

If the players arrange the statuettes in the following combination, a small dais is elevated from the floor in the middle of the room, which opens to reveal a chest filled with 500 gp, 40 pp, 4 100 gp gems, and a 250 gp art object (**DMG pg. 134**).

Key Combination:

Summer Faerie Pedestal:	Nothing
Autumn Faerie Pedestal:	Bird Statuette
Winter Faerie Pedestal:	Leaf Statuette
Spring Faerie Pedestal:	Rose Statuette



Area G: Laboratory

Haedirn has spent the majority of his time here experimenting with different alchemical and magical brews and poultices to cure Lyonthel. As a result, it's one of the few well-kept rooms in his estate.

This room as the makings of some kind of laboratory. Wooden desks are arranged against the walls bearing beakers and flasks of different colored liquids, elaborate crafting devices, and dozens of books thumbed open to marked pages, with notes scribbled upon them. A large shelf on the southern wall houses hundreds of bottles, each stoppered at the top and individually labeled.

Magic Detection

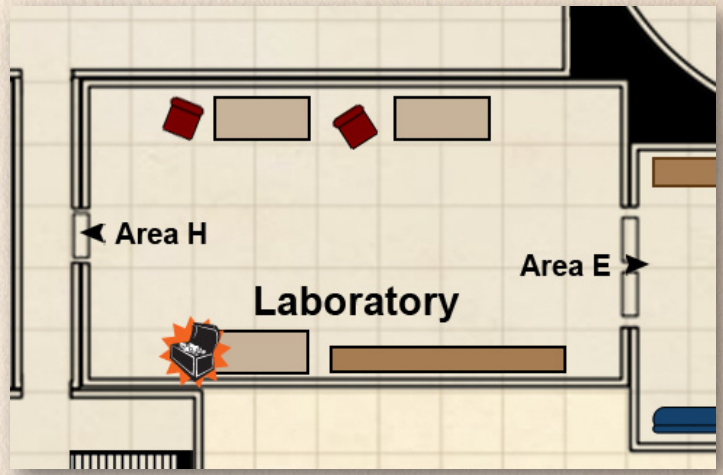
Detecting players can perceive a small aura of moderate evocation magic coming from a cache of the flasks.

The shelf on the southern wall is stocked with alchemical reagents. A successful DC 13 Arcana or Medicine check reveals these ingredients aren't particularly valuable, but it's an impressive collection.



Potion Cache

Haedirn has manufactured many different possible cures in his attempt to heal Lyonthel, but none were successful. He's left some practical items in his laboratory that the players can take. Among the cache of flasks are 2d4 *potions of healing* and 1d3 *potions of greater healing*.



Additionally, obscured under a couple open books are three vials of *silversheen*, an alchemical substance.

◀ Silversheen ▶

Silversheen is an alchemical substance that can be applied to a melee weapon as an action. Once applied, a coated weapon has the properties of being silvered for one hour. You may also spend one minute to apply a dose of silversheen to up to 20 pieces of ammunition.

Area H: Main Corridor

The main corridor of the wizard's estate connects each major location, including entrances to the tower at Area K, the basement Area L, and is the main point of access to the feast hall in Area I. A small **drawing room** and **armory** are also accessible here.

The southeastern wall has a hidden panel that works as a secret door, granting access to the cave in Area A. It's possible the party enters the room through this area. If that's the case, refer to the *Access by Secret Door* description below. If they enter the corridor by any other means, refer to the *Normal Access* description.

Access by Secret Door

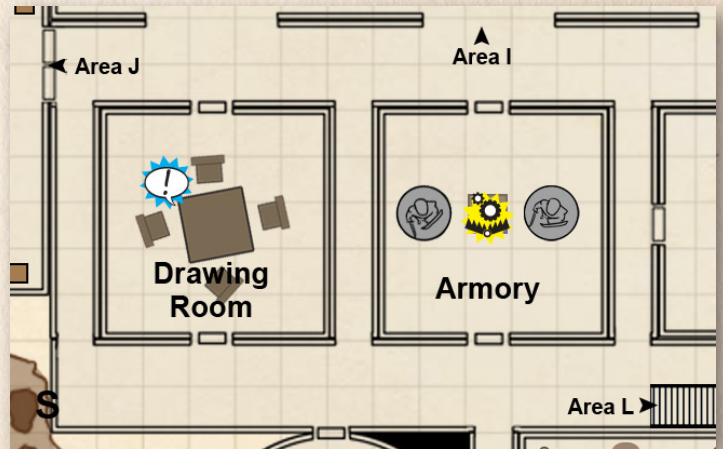
If the party enter this corridor via the secret door from Area A, you can read the following text aloud to the players:

A section of the cave wall revolves a quarter turn clockwise, and you see a dark hallway in front of you. The hall branches left and right, and at the end of corridor is a staircase heading to a lower level.

Normal Access

If the party enter this corridor through any other means, you can read the following text aloud to the players:

You've found a hallway, leading in all directions within the manner. Like the rest of the rooms you've been in, it's completely dark and clearly hasn't been tended to in some time.



Regardless of how the players access the area, they are free to explore it. The estate's drawing room and armory can be accessed here.

\$ Secret Door

If the players missed the secret door in Area A, it's possible for them to discover it from this side.

The secret door is marked as a 5 foot section on the southwest wall of the area map. It is disguised to be a simple portion of the wall.

A successful DC 20 Perception check allows a player to spot the seam in the secret door, revealing its nature.

The secret door is opened from this side by toggling another well disguised button appearing to be a stone in the wall's foundation.



A successful DC 15 Investigation check allows a player to find the button and activate the secret door.

If the players have not yet encountered the ogres in the cave at Area A, you can read the following aloud:

Shifting the stone, you hear the whirl of something mechanical, as the wall pivots a quarter turn clockwise. Behind it you see firelight illuminating a cave, and the smell of meat cooking wafts into the hall. Deep voices come from within.

If the players have already encountered the ogres, you can describe to them they are back in the same cave from Area A.

Drawing Room

This small drawing room is the current location of thief and werewolf *Gertz Greypaw*. The room itself is fairly mundane, and the werewolf has already nicked anything of value from it by the time the PCs arrive.

When the players first approach the room, you can read the following aloud:

The door to this room is slightly ajar, you hear some mild shuffling coming from within it.

As soon as the players reach the door, you can allow Gertz a Perception check to notice them. He's in his human form currently, but he's had to shift into his hybrid form to scale the tower and kill a few undead along the way. If Gertz doesn't notice the party, he continues looting the room and then exits towards library in Area J.

If they players look inside while Gertz is in the room, you can read the following aloud:

You see a small sitting room before you, comfortably furnished but clearly neglected for some time. Standing in a corner, placing a silver candelabra in a large sack, is a male human. He's wearing loose, torn clothing, and has a shortsword sheathed at his side.



Gertz Greypaw

Gertz's goal here is to make off with as much as he can and then leave. He wasn't expecting to find undead here, and he's wary of just what else is lurking about the estate.

Gertz is willing to parlay with the players, and even assist them if he thinks they can help lead him to some treasure caches, but he's not interested in fighting dangerous battles or giving up any of his stolen goods.

The werewolf isn't intimidated by the party, but won't take any chances when the PCs arrive. Gertz hides his nature as a werewolf for as long as possible, and only reveals himself if he needs to attack the players.

Refer to the sidebar *Role-playing Gertz* for more details.

Gertz Greypaw ★★★★★

Gertz Greypaw (**Appendix A**) 1,800 XP

Role-playing Gertz

The werewolf thief is snide, cunning, and ruthless. You can use the following statements to give a sense of Gertz's personality when interacting with the players.

"Hey friends, fancy seeing something that breathes here. Tell me, nick anything good, did'ya?"

"Yeah, I heard the ol' wizard was dead, so I came to have a look. He won't be needing a fancy candle stick holder where he's at, right?"

"Don't ask me what's up with this place. Already had to put down a couple corpses that didn't have the good sense to stay dead. I was expectin' ogres, serves me right."

"No disrespect friend, but I'm the best burglar this side of the sea. Asking me to give up these goods would be incredibly poor taste."

"No need to be scared now, I got all the scary this little troupe needs."

Gertz doesn't mind conversing with the party, but is willing to kill them if his hand is forced. If the party attempts to rob him, intimidate him, or show aggressive actions, he uses a surprise round to shift into his hybrid form, and then combat begins.

Gertz depends on his damage immunity in combat. If a player has offensive magic, magical weapons, or silvered weapons, Gertz will attempt to kill that character first. If things look grim, the werewolf will turn tail and flee in his wolf form.

CAUTION: Gertz can be quite a handful against a party that has no magic weapons, silvered weapons, or offensive spellcasters. Even if outnumbered, the werewolf is certainly capable of killing the party if they do not have the means to defeat him. Use discretion if you would have Gertz attack the party.

COMBAT DEVELOPMENTS

- If Gertz flees, he won't stay in the manor. He'll take anything he can carry as he escapes.
- The werewolf isn't too proud to beg for his life. If he feels trapped, he'll offer what he knows about the manor in exchange for freedom. Gertz has seen two of the homunculi that inhabit the estate, and feels like they're connected with the warded door in the basement - although he's not sure how. He'll also reveal he was looking for a magic sword rumored to be kept by the wizard, although he hadn't come upon it yet.
- If slain, Gertz reverts to his normal form. In his bag is 87 gp and 3d4 art objects each worth 25 gp. (**DMG pg. 134**)



Armory

A small decorative armory showcases some of the exotic arms and armor Haedirn has collected. His prized possession is a round shield crafted of some exotic wood and steel. The shield itself isn't magical, but is historically significant. The wizard has an active, magical trap placed upon it.

This room serves an armory. Weapons and armors of different ages and cultures line its perimeter. An ancient elven shield is prominently on display, mounted in a showcase between two plate armor-bearing mannequins in the center of the room.

Magic Detection

Detecting players will notice a moderate evocation aura emanating from the shield. A player that detects the aura should be asked to make a DC 15 Insight check to discern that the magic is not a property of the shield, but a spell placed upon it.



Ancient Shield & Lightning Bolt Trap

Players succeeding a DC 15 History check can identify this shield as a remnant from an ancient war important to elven culture. You may wish to substitute a war important to your own campaign. It could be appraised to be worth 450 gp to a collector.

Haedirn has placed a contingent *lightning bolt* trap on the shield.

Detecting the trap

The trap is invisible, but can be noticed by its aura from a *detect magic* spell. A character that approaches the shield with a passive Perception of 18 or higher notices small sparks skirt quickly off its rim as they approach. An *identify* spell reveals the nature of the trap safely, so long as the shield is not removed from its place on the display.

Triggering the trap

If the shield is removed from its display, it targets a lightning bolt (cast as a 3rd level spell) against whomever is handling it, in a line directly away from it, and then the trap expires. The trap can be dispelled on a successful DC 16 check with *dispel magic*.

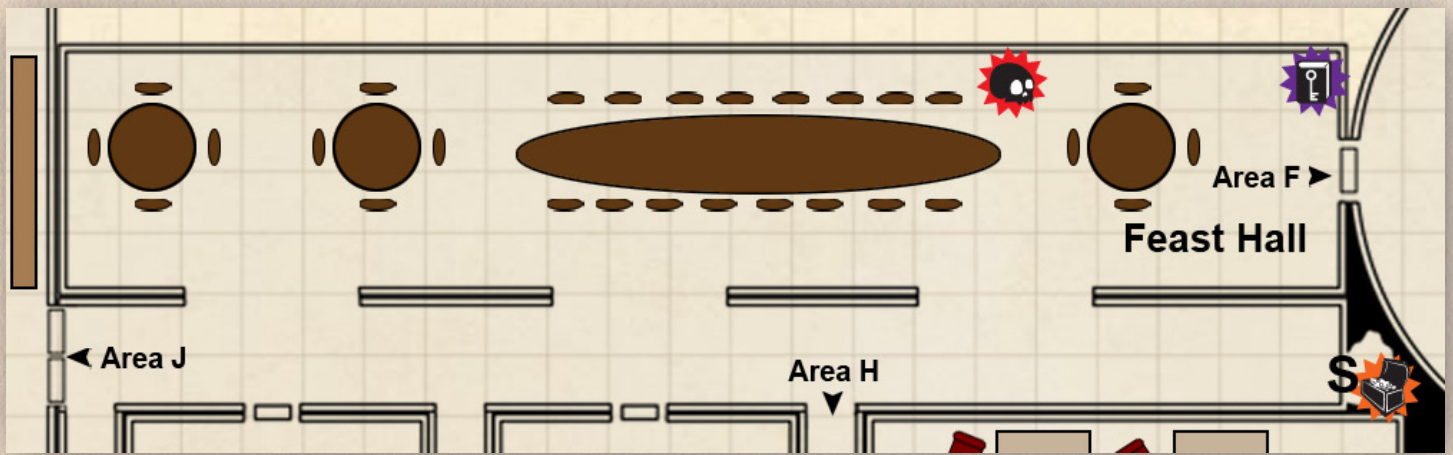
Equipment in the Armory

The rest of the equipment isn't trapped. If the players wish, they can take various weapons or armor from the elf's collection.

The room includes the following: 6 suits of scale armor, 2 suits of plate armor, 4 suits of studded leather, 4 shields, 12 daggers, 4 longswords, 4 glaives, 4 battleaxes, a trident and a net.

The arms are in good condition but not battle worthy, and worth one-quarter their purchase price to anyone but a collector (who pay up to twice that amount).





Area I: Feast Hall

Haedirn's feast hall once housed the lord and lady of the house, dozens of guests, servants, and friends when the wizard would take his meals. It has become a staging area for the corpses the elf used in his experiments, and now is home to many of the animated dead that roam the estate.

Three archways lead into an extravagant dining room. The hall is dominated by a burnished oak table, forty feet long and running its length. No sooner does your light reveal the room that walking corpses and skeletons appear - they seem to be the risen bodies of the townsfolk. Two monstrously large zombies are also here, each looking vaguely like an ogre.

Hostile creatures: undead guardians ★★★★★

2 ogre zombies* (MM pg. 316) 1,000 XP

4 skeletons* (MM pg. 272) 300 XP

3 zombies* (MM pg. 316) 225 XP

Note: Because of Haedirn's *Undead Thralls* feature, the undead creatures listed above gain an additional 7 hit points and deal an additional 3 damage with weapon damage rolls. The Challenge Rating and XP has been increased accordingly.



Combat

Place each undead spread out throughout the area, putting the ogre zombies where the combat marker is on the area map.

The skeletons and zombies shamble into melee with the party, attacking the closest PCs without strategy. As mindless undead, the monsters here fight until destroyed.



Homunculus

Once of Haedirn's homunculi is surveying this room, keeping an eye on the herd of undead and relaying information telepathically to the wizard. It lays on a mantle on the wall where the plot driver icon is on the area map.

Haedirn knows the party is in his estate as soon as they encounter any homunculus, but he's too close to "healing" Lyonthel to deal with them.

If this is the first time the players have encountered a homunculus in Haedirn's estate, you can read the following description:

An odd creature is in this room. It's vaguely reptilian, winged, and no larger than a cat. Within its left eye you see the distinct glimmer of a vibrant, purple rune upon its pupil. It's staring at you from its perch, hunched cautiously and baring its teeth.

Haedirn's Homunculus ★★★★★
1 homunculus (MM pg. 188) 10 XP

Magic Detection

Detecting players see strong abjuration magic on the homunculus. A character can attempt a DC 20 Arcana check to understand the nature of the *key glyph* upon it, or DC 15 if they have already seen the warded door in the basement of Area L.

The homunculus isn't a threat to the PCs, and flees if it can. Players may attempt to *dispel magic* on the homunculus with a DC of 15. On a success, the homunculus crumbles to dust, destroying its *key glyph*.



Secret Door

At the far end of the corridor adjacent to the mess hall, against the eastern wall, is a large oil painting of Lyonthel wearing a beautiful ruby and turquoise necklace. The painting is also a disguised secret door that leads to a small crevice in the house Haedirn has used to hide keepsakes.

On a successful DC 20 Perception check, a character can notice that the frame of the portrait is attached to the wall. On a successful DC 15 Investigation check, the wall is revealed to be hinged, opening outward.



Secret Stash

Haedirn has stashed a small chest here. In it is 133 gp, a ruby an turquoise necklace worth 100 gp, and a few rolled up pieces of paper. These are love letters, written in Elvish script, between Haedirn and Lyonthel.



Area J: Library

Haedirn has accrued a vast collection of different books over his long life span, and keeps them stored here in his library. It's also become the lair of one of the more esoteric denizens of the wizard's estate.

Sometime recently, a mimic managed to find its way into the manor via one of the secret doors that leads from the crag the manor is built within. The elf hasn't noticed the intrusion.

The mimic has gorged itself on the random, mindless zombies that occasionally shamle into it. Right now, it has disguised itself as a desk at the north end of the room marked with a combat icon on the area map.

The walls of this room are lined floor to ceiling with decadent book shelves, each filled with volume upon volume of leather-bound tomes. An extravagant desk is centered between two masterfully carved marble statues at the far end of the room. Strewn throughout the floor are many piles of books, each opened and stacked on top of each other.

Hostile creatures: mimic ★★☆☆☆

1 mimic (MM pg. 220) 450 XP



Combat

The mimic here has disguised itself as a lavish desk (although savvy players may recognize there is no chair to accompany it with a successful DC 13 Insight check). Upon the desk's surface the mimic has produced an open book, although since the mimic has no concept of language the "writing" upon it is an unintelligible mishmash of different scripts and letters.

The desk in this room is unlike any you've ever seen before. It's made of a dark wood and ringed with stone, appearing natural and unnatural at the same time. It is devoid of anything on its surface, with the exception of a single open book. On its pages are odd markings. If this is a language, you're not familiar with it at all.

If a player attempts to pick up the book, they are automatically affected by the mimic's *adhesive* ability, they become grappled and the mimic attacks them during a surprise round.

If players approach but do not interact with the desk, the mimic attacks with a surprise round when they turn to leave the area.

The mimic cannot speak nor understand any languages, but is excited for the opportunity for a living meal. It fights until slain, at which point it deflates as an amorphous blob of flesh, ichor, eyes, and teeth.



Homunculus

A homunculus has moved into this area, curious as to how some of the animate dead in the house enter the room and seemingly disappear. It's currently curled on top of a bookshelf marked by the plot driver icon.



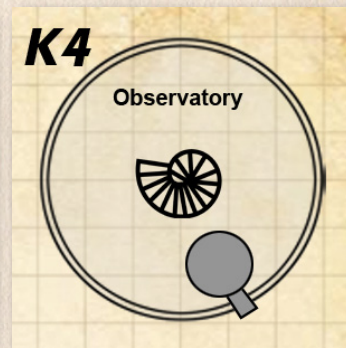
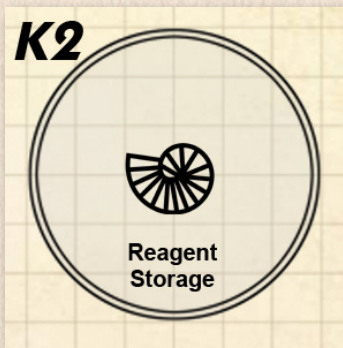
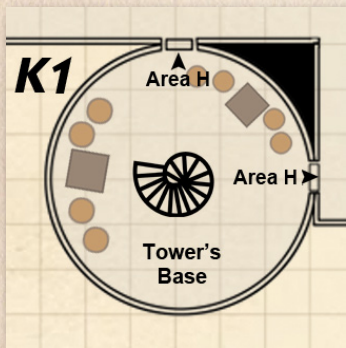
If this is the first time the players have encountered a homunculus in Haedirn's estate, you can read the description for it described in Area I.

Haedirn's Homunculus ★☆☆☆☆

1 homunculus (MM pg. 188) 10 XP

Books By Their Covers

The books strewn about the place tell the somber story here. Many relate to diseases, cures, and spells. Others show diagrams of humanoid bodies, instructions for cutting, grafting, and stitching flesh. These tomes in particular are caked in grime and dried blood, their pages earmarked with sections circled and notes scrawled in their margins.



Area K: Inside the Wizard's Tower

Haedirn's tower is divided up into four floors, the tower's **base**, a floor for **reagent storage**, a **spell room**, and the tower's **observatory**. A spiral staircase runs central through each floor.

If the PCs choose to approach Haedirn's manor via the **top of the cliff**, they may scale the tower and gain access to the manor from the tower's observatory. Alternatively, they may enter the base at the tower at K1 and climb up.

The tower is relatively safe. Most of the monsters in the estate lack the ability or interest to use the spiral staircase, and any of the tower levels could be a suitable spot for the group to rest.

Tower's Base (K1)

The bottom of the tower has access to the main corridor in Area H. It stores most of Haedirn's supplies.

In the center of this large circular room is a staircase spiraling up through the ceiling. Along the walls are crates and barrels with various labels.

If the players wish to search, they'll find a decent stock of foodstuff here, as well as barrels of mead, wine, and ale. Haedirn may neglect most of the other things in the manor these days, but he must still eat.

Reagent Storage (K2)

Haedirn keeps an overstock of his alchemy reagents here, as well as miscellaneous stores of things he wishes to experiment with or concoct potions from in the future.

Columns of small crates fill the sides of this floor of the tower. Each has an Elvish glyph painted on their side, and appear to be meticulously organized.

Like the reagents in Area G, the materials here alone do not possess much value individually. A successful DC 13 Arcana or Medicine check reveals them to be alchemical reagents. The whole collection (over 75 square feet of crates) is worth 120 gp.

Spell Room (K3)

The wizard uses this floor of the tower to memorize, research, develop, and test new spells. He hasn't used it in quite some time, however.

This portion of the tower is mostly open, with a lush carpet and feather pillows scattered about. Clusters of paper with handwritten notes lie in neat piles of one section of the room. Along the wall is a ledge, displaying bottles of spell components - eyeballs, bits of metal, insect legs, fine powder, and other things.



Homunculus

A homunculus has moved sleeps in this area, and is here when the PCs arrive. It's currently resting on the ledge behind bottles of spell components as indicated by the plot driver icon on the area map.

If this is the first time the players have encountered a homunculus in Haedirn's estate, you can read the description for it described in Area I.

Haedirn's Homunculus ★★★★★
1 homunculus (MM pg. 188) 10 XP

Observatory (K4)

The wizard acquired an enormous telescope of gnomish design, and recently transformed the top of his tower into a makeshift observatory.

The roof overhead is slotted, allowing you to see the open sky above you. One side of this room is dominated by an enormous looking glass - its cylindrical scope extends past the opening in the roof and points towards the heavens. A spiraling set of stairs dives through the floor in the middle of the room.

Looking through the telescope reveals nothing unless observed at night, in which case the shape of some distant planet is discernible.



Area L: Haedirn's Sanctum

The basement level of the manor is the wizard's private **sanctum**, also connected to the elves' **bedroom**.

Haedirn has transformed his once lovely sanctum into a horror - it was here he has toiled for hour on end to finish creating the flesh golem he believes to be his precious Lyonthel, returned from death.

Warded Door

In order to finish his task undisturbed, Haedirn has placed a powerful ward on the door leading into his sanctum - even he cannot bypass it. In order to lift the ward, three *key glyphs* attuned to it must be destroyed - each key glyph has been inscribed upon one of three homunculi in the estate. Destroying the homunculi removes the seal from the door, and it can be accessed as normal.

The first time the players encounter the warded door, you can read the following description aloud:

The stairway ends at the foot of a small hallway. You immediately see light coming from a door at the end of the corridor - three arcane glyphs glowing with magical power.

Touching the door will not harm a character, but it will make them feel uneasy. The ward on the door cannot be bypassed, but an *identify* spell will explain its nature and how it can be lifted. Casting *dispel magic* will not work either - although individual castings may be used against the homunculi bearing the key glyphs.

Magic Detection

Detecting players will notice a strong aura of abjuration magic emanating from the door.

When the players destroy each key glyph and return to this area, you can read the following aloud if applicable:

Whatever enchantment that was upon this door previously has vanished. The images of the glyphs are scarred into the wood of the door, and three distinct piles of ash have collected at the foot of it. The door hangs open slightly, allowing light to pour forth from the gap it leaves within its frame.

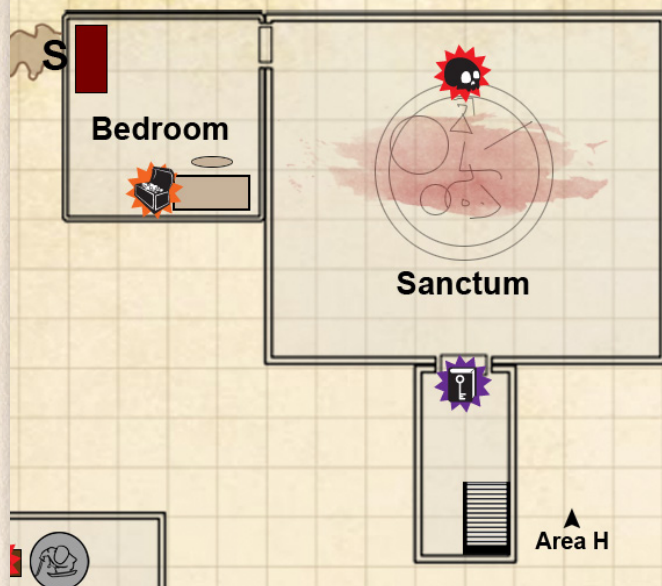
Sanctum

Haedirn's sanctum is the climax of the adventure. He's fully aware that the characters are in the manor, and cannot be surprised by them. By the time they arrive, he's finished his gruesome task.

This area is well lit by a glowing sphere hanging in mid air in the center of the room - but you immediately wish you couldn't see. Nausea grips you as take in the sights of this large sanctum. Scattered everywhere are humanoid body parts - arms, legs, fingers, hands, torsos, heads even, laying about the floor. Many are missing strips of flesh, or show needlework stitching upon them. The room has an eldritch ritual circle emblazoned upon the floor, and a large swath of blood stained across its center.

Standing at the far side of the room is an elf, dressed in a robe,

Basement



laughing, and staring up at something terrible beside him. A hulking monstrosity of stitched flesh, some six feet tall, stands rigidly there. It's face is vaguely elven, and female.

"My beautiful Lyonthel," the elf says aloud, as he turns to you, "I thought I lost you. And just when I bring you back, these wretches come to take you away from me again. Show them! Show them, Lyonthel, the strength of our love. Show them the lengths I have gone through. Show them for me, my sweet."

Hostile creatures: Haedirn & Lyonthel, tragic lovers ★★★★★

1 flesh golem (*MM* pg. 169) 1,800 XP

3 crawling claws (*MM* pg. 44) 30 XP

Haedirn Lastlight (*Appendix A*) 1,450 XP

Driftglobe

The sanctum is lit by a driftglobe, which the players may wish to claim if they defeat Haedirn.

Magic Detection

Detecting players will notice an aura of evocation magic emanating from the driftglobe that illuminates the sanctum.



Combat

The flesh golem, even in Lyonthel's twisted visage, has no will of its own and most obey Haedirn. "She" charges the players immediately after being instructed to. Neither side is surprised here, and initiative is rolled normally.

The crawling claws rise from anywhere in the area that you wish and act at the end of the first combat round. They are more a nuisance than a threat, but they add some drama and imagery to the scene.

Haedirn laughs and taunts the players, often speaking nonsense or acting bewildered. He will only react violently when the flesh

golem is damaged, screaming and cursing the player to harm it and retaliating as often as possible.

CAUTION: The flesh golem will be a decent challenge for the party, but Haedirn at his full mental faculties added to the fight would be deadly. Fortunately for the players, Haedirn's last bits of sanity and humanity are long gone, and is an erratic combatant (as per his brink of insanity feature).

It should be emphasized during each round that the wizard shows complete disregard for his own well-being, and he is obsessively protective of the flesh golem. Clever players will pick up on this to focus attacks on the wizard first.

Haedirn fights until slain, growing more maniacal as the fight progresses.

If the flesh golem goes berserk, Haedirn can attempt to calm it down as described under the golem's *berserk* feature. However, the golem will attack Haedirn if he is the nearest target during a berserk round. If this happens Haedirn becomes implacable, screaming and crying, and takes no actions during his next turn.

If the flesh golem is destroyed before Haedirn, he loses his *brink of insanity* feature and makes a full assault against the party to the best of his abilities.

Bedroom

Haedirn's bedroom is modest and oddly drafty - its obviously been lived in for some time and quite unkempt. A large table occupies one corner of the room opposite the bed. On it is a diary the elf has kept, detailing his attempts at curing Lyonthe's disease, the grief he had gone through her passing, and his descent into madness thereafter.

Secret Door

The bed itself is actually part of another secret door in the manor. It leads to another cave on the northern side of Wailing Crag, allowing the elf to make a quick exit should the need arise. The secret door can only be opened from within the estate.

On a successful DC 20 Perception check, a character can notice the bed frame is built into the wall and floor. On a successful DC 15 Investigation check, a player can discover a lever disguised as a bed post, pulling it slides a panel in the wall away to reveal access out of the manor.



Haedirn's Strong Box

Haedirn's bedroom has a locked chest as indicated by the treasure marker on the area map.

A successful DC 25 Sleight of Hand check can pick the lock on it, but the elf carries the key to it on his person (he also has the key to the display case in Area D upon him as well).

The chest has the wizard's spell book inside of it, placed reverently wrapped in silk cloth on a cushion. The spell book contains the spells listed on his statistics entry in Appendix A.

Additionally, inside of the chest is 3,894 sp, 341 gp, 2 100 gp gems (*DMG pg. 134*), a *cloak of elvenkind*, and 5 *potions of healing*. Two leather scroll cases, each holding a scroll with a random 3rd level wizard spell, are also inside.

This is the end of the narrative arc for *Insidious Experiments*, but the players are still welcome to explore any areas they may have missed.

Wrapping Up the Dungeon

As things are drawing to an end, refer to this information for anything left to wrap up in the dungeon:

Adventure Hooks

- By defeating Haedirn and destroying his creation, the players should be able to complete whichever adventure hook brought them to his manor in Wailing Crag.
- If the party doesn't use them or claim them for their own, they can return any *potions of healing* found in the dungeon to the town.
- If a reward was offered for rooting out the ogres raiding the town, it can be given to the players at this time, or role-played as part of another adventure.

Remaining Monsters

- If Gertz is traveling with or aiding the party by the end of the dungeon, he's likely not going to challenge the players unless they instigate it. He may be evil, but he's not rude. If he did get into combat against the party but was not slain, he slinks away to plan his revenge at a later time.
- Remaining monsters in the area continue to lair there until removed. They harbor no threat against the party, as they lack the will or intelligence to.

Experience Points

- You can reward each player 500 XP for successfully completing the dungeon and finishing their adventure hooks.
- If Gertz is still alive and makes friends with the party, you can award each player 350 XP. The werewolf might evolve into an ally or villain in the future, or be used to start new adventures.
- You can reward each player 350 XP if the party deduces and solves the puzzle in Encounter Area F.
- You can reward each player 100 XP for each secret door they discover.



Appendix A: New Monsters & NPCs

GERTZ GREYPAW

Medium humanoid (human, shapchanger), chaotic evil

Armor Class: 12 (human form), 13 (hybrid or wolf form)

Hit Points: 71 (11d8 + 22)

Speed: 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	9 (-1)	11 (+0)

Skills: Athletics +6, Perception +4, Sleight of Hand +4, Stealth +4

Damage Immunities: bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered.

Senses: passive Perception 13

Languages: Common (can't speak in wolf form)

Challenge: 5 (1,800 XP)

Shapchanger. Gertz can use his action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into his human form. His statistics, other than his AC, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

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

Actions

Multiattack (Human or Hybrid Form Only). Gertz makes two attacks: two with his shortsword, or one with his bite and one with his claws or shortsword (hybrid form only).

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) piercing damage. If the target is humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Shortsword (Human or Hybrid Form Only). *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) piercing damage.

Reactions

Parry (Human or Hybrid Form Only). Gertz adds 3 to his AC against one melee attack that would hit him. To do so, Gertz must see the attacker and be wielding a melee weapon.

HAEDIRN LASTLIGHT

Medium humanoid (elf), neutral evil

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

Hit Points: 63 (14d8)

Speed: 30 ft.

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

Saving Throws: Int +6, Wis +4

Skills: Arcana +6, History +6, Medicine +6

Senses: passive Perception 11, *see invisibility*

Languages: Common, Draconic, Dwarfish, and Elvish.

Challenge: 4.5 (1,450 XP)

Fey Ancestry. Haedirn has advantage on saving throws against being charmed, and magic can't put him to sleep.

Grim Harvest. Once per turn when Haedirn kills one or more creatures with a spell of 1st level or higher, Haedirn regains hit points equal to twice the spell's level, or three times the spell's level if the spell belongs to the School of Necromancy.

Undead Thralls. Undead animated by Haedirn increase their maximum hit points by 7 and deal an additional 3 damage to their weapon damage rolls.

Brink of Insanity. Haedirn has been slowly driven insane. He operates each round as if affected under the *confusion* spell. Roll 1d10 each round to determine how Haedirn acts. Haedirn sees the PCs as threats, and will target them with his spells if given the opportunity to act normally. If Haedirn would attack a target at random, he will never attack the flesh golem he believes to be Lyontheil, and attacks the next closest target instead.

If the flesh golem Haedirn believes to be Lyontheil is damaged between his turns, no roll is necessary. Haedirn will always attack whomever damaged the flesh golem last, or include them as a target if he uses a spell that affects multiple targets.

Spellcasting. Haedirn is a 7th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Haedirn has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *light*, *mage hand*, *shocking grasp*
1st level (3 slots): *mage armor*, * *magic missile*, *ray of sickness*
2nd level (2 slots): *mirror image*, *ray of enfeeblement*, *see invisibility**
3rd level (3 slots): *counterspell*, *vampiric touch*, *slow*
4th level (1 slots): *blight*

* Indicates an instance of this spell is already in effect (included in the statistics block above).

Actions

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

Reactions

Minor Magic Missile. *Ranged Spell Attack.* Automatically hits, range 120 ft., one target. *Hit:* 3 (1d4 + 1) force damage. Haedirn may use this reaction when he sees a target in range deal damage to the flesh golem he believes to be Lyontheil.





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