



The Mad Manor of Astabar

ADVENTURE BACKGROUND

Twenty years ago, the village of Havehollow was the home of a wizard name Astabar, the Experimenter. He was a collector of many magical artifacts and creatures. His obsession with magic experimentation was all-consuming.

Astabar came into possession of a Wand of Wonder. Fascinated by the many ways the magic inside the wand could manifest, he attempted to magically deconstruct the device. If he could understand the wand, Astabar was confident he could uncover the secret to transforming spells from one school of magic to another instantly.

The experiment went horribly wrong. An explosion of cross planar energy dispersed the magic of the wand throughout the structure of Astabar's manor. Astabar himself became trapped in the Ethereal Plane where he eventually died of starvation.

The manor lay abandoned and, over the years, gained notoriety for the many strange occurrences that took place on its grounds. The folk of Havehollow avoids the area at all cost. On occasion, the stories attracted adventurers looking to explore the manor and reclaim any magic left behind.

One of these groups included a young bard by the name of Rivana Greywyre. Exploring the manor was her first real adventure and her last.

She was killed by Astabar's familiar, an imp. Her fellow adventures fled, leaving her body behind. Now her spirit haunts the area around Havehollow seeking adventurers to unravel the secrets of the Mad Manor of Astabar.

Rivana's ghost will attempt to convince the characters to investigate the manor. The fact that she is dead is one of the key twists in the adventure, so try and keep it a secret for as long as possible.

Once the characters enter the manor, they will be trapped inside. In order to escape, they must find a way to cancel the magic zone of weirdness created by the wand.

In addition to the strange effects of the wand, Astabar's familiar (Imp) and some poltergeists will do everything in their power to prevent the characters from succeeding.

In the event, you need to increase the difficulty of the adventure you can include a Doppelganger as one of the creatures dwelling inside the manor.

RUNNING RIVANA

Since Rivana is a ghost, she can't interact with the physical world.

During battles, she'll use her Bardic inspiration or spellcasting.

Bardic inspiration grants one of the characters a D6 inspiration die. The character can roll the D6 and add it to any ability check, attack roll, or saving throw.

Rivana can cast the cantrips Mage Hand and True Strike at will. She can use the True Strike spell on others. She can also cast the 1st level spells Healing Word (D8+3), and Thunderwave (2d8, DC 13 Constitution save for half) once per long rest.

Rivana will not be attacked by any of the creatures in the manor.



RIVANA GREYWYRE

The adventure begins at the Crooked Crow Inn in the village of Havehollow. The characters are merely passing through the area. Read the following:

You travels have brought you to the common room of the Crooked Crow Inn. While winter has passed, the night air carries enough of a chill to make any hearth a welcome sight.

The village of Havehollow is typical for this part of the realm. Livelihoods are made from farming and livestock with a few merchants. The Inn caters to locals and travelers along the Baronsroad. You are surrounded by good folk who know that hard work is what's needed to make it through harsh times.

As you finish your meal, you notice a raven-haired woman walk to the front of the room with a lyre in hand. She plucks a few practice cords before breaking into song.

Seasons come and go
Moons wax and wane
Time seems so slow
To the spirits of Havehollow

One is the spirit of Astabar
A mage who traveled wide and far
A collector of items of magic lore
Seeker of secrets from times of yore

Seasons come and go
Moons wax and wane
Time seems so slow
To the spirits of Havehollow

For Astabar, a dragon was an easier foe
Than defeating his own pride and ego.
Certain he was greater than any magic force
He set to unraveling the eldritch source
Of a wand most strange and chaos bound
That the mind of the mage it did confound.

Seasons come and go
Moons wax and wane
Time seems so slow
To the spirits of Havehollow

Astabar would not be denied
With all his power he'd turn the tide
Against the wand that refused to break
Even if wisdom he did forsake.

Upon the wand, he cast all his might
Eldritch light dancing in the night
And the wand's power was unleashed
Its chaos and fury was released

Power beyond his control
The wand consumed the manor whole
Sheathed in radiant magic fire
Astabar was consumed on the ethereal pyre

Seasons come and go
Moons wax and wane
Time seems so slow
To the spirits of Havehollow

Don't feel like singing, check out this version of the song by the amazing **Sylvia Wendelin**:
https://www.youtube.com/watch?v=Q_OodIDUKwI

Give the characters a DC12 Perception check to notice the local patrons appear uninterested in the Rivana or the song (in fact they don't see her). Once she finishes singing, she'll walk around to a few tables, but none will offer a single coin.



Rivana will arrive at the character's table.

"Somebody must have put Otyugh spit in their wine." The woman laughs as she approaches, **"Not that I'm surprised. The story of Astabar is not a popular tale in these parts. My name is Rivana Greywyre, and the tale of Astabar is true. His manor is but an hour walk north of the village and has lay abandoned for many years. Fortune and magic await those bold enough to risk it. I plan on heading there in the morning. Perhaps you would be interested in joining me?"**

If the characters offer her coins, she'll reply that she'd like to use them to buy the table a round of drinks (she'll leave hers untouched).

Rivana Greywyre is a ghost. She is one of the spirits of Havehollow killed while exploring the Manor of Astabar. You should do your best to keep this a secret until the characters discover her body inside the manor.

Rivana doesn't realize she is dead, and will resist the idea until she sees her own body at the manor.

Rivana will do everything she can to convince the characters to help her. If the promise of fortunes doesn't convince them, she'll try a more emotional tactic. **"Please. I need your help. I must go to the manor. There is a terrible secret inside that place, and I must uncover it. I don't exactly know what it is, but I know it is important. I can't do it alone. Will you not help me?"**

If the characters ask any of the locals about Astabar and the manor, let them make a DC12 Investigation roll. If successful, they can gain the following information.

- Astabar was a popular and powerful wizard but hasn't been seen in over twenty years.
- The manor is haunted, and locals avoid the place. Periodically, a group of adventurers tries to investigate, but none have succeeded. The last group to set out for the manor about a year ago and had to abandon their quest. Some did not survive.

- Astabar was a collector of many magical artifacts and even some magical creatures. Some of those creatures have undoubtedly taken up residence in the manor. The artifacts are likely worth a fortune.
- If the characters specifically ask about Rivana, no one in the village will be familiar with her. They will simply say that travelers are common, and they take little notice.

Presumably, the characters will agree to help Rivana and investigate. After they agree she'll tell them to meet her north of town in the morning. As soon as she leaves the character's line of sight, she'll fade away until dawn.



THE MANOR GROUNDS

After an hour of traveling north through the forest, read the following.

Through the trees ahead, you see a three-story stone manor house set behind a seven-foot stone wall. The building looks like it has been abandoned for some time. The grounds are overgrown, and a leafy blanket of vines covers much of the stonework. Other than a murder of crows nesting on the roof, you see no signs of life.

The rusted iron gate stands partially open. The grass and weeds beyond the gate have grown unbelievably tall, almost to the height of the wall itself. The interior courtyard turning the interior courtyard into a labyrinth of vegetation.

The characters can make a DC12 Nature roll to recognize the vegetative growth inside the gates is unnatural.

There are two entrances to the manor, a set of double doors in the south wall (opens into area #1) and a single door in the north wall (opens into area #7). The door in the north wall has been completely overgrown with vines and is obscured from view (DC18 Perception check to notice).

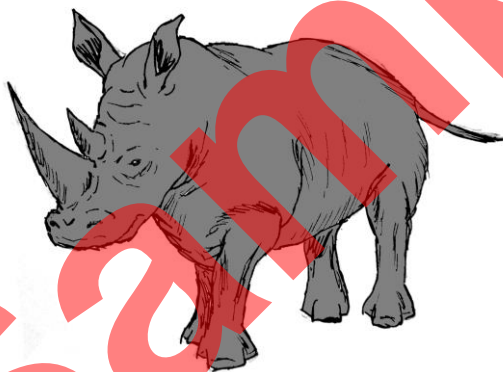
As the characters investigate the entrance, read the following:

The ornate double doors are free of the vines that cover the rest of the building. There are dozens of runes burned into the wood of the doors. You nervously ponder the thought that the entrance might be magically trapped or protected.

As you examine the strange symbols, a loud foreboding snort draws your attention back towards the courtyard entrance.

Through the path you made in the tall grass, you see a massive black rhinoceros. The beast paws at the ground with its powerful hoof as it tosses its head from side to side, displaying a lethal three-foot long horn.

After two rounds of posturing the rhinoceros will charge. It should be clear to the characters that this beast is beyond their ability to defeat. Their only course of action is to take refuge inside the manor. Give the characters a DC10 Dexterity saving throw to make it inside unscathed. Anyone failing their roll will take 1d8 damage from being partially trampled.



RHINOCEROS (Large beast)

Armor Class: 11 Hit Points: 72
Speed: 40ft Challenge: 450XP
Actions:

Gore: Attack +7 to hit, reach 5ft, Hit:2d8+5 bludgeoning.

Charge: If the Rhinoceros moves at least 20ft and hits with it's Gore it does an extra 2d8 damage. Target must make a DC15 Strength saving throw or be knocked prone.

The rhinoceros is a constant threat preventing anyone from leaving the manor grounds. If by some chance the characters manage to kill the beast it will be reanimated by the wand with full hit points two rounds later.



THE FIRST FLOOR

The magic from the Wand of Wonder has manifested in various ways throughout the manor. In addition to facing the strange effects from the wand, the characters will have to contend with a variety of monsters including Astabar's familiar (an imp) and half a dozen poltergeists.

The poltergeists will never openly attack the characters but will throw objects, hold doors shut and move things around. Feel free to use them at any point to harass the characters as they explore the mansion.

1. ENTRY FOYER

As you step into the foyer, the main hallway on the first floor is directly in front of you. There is a closed door to your left and a stairwell to your right, leading to the second floor.

Your attention is immediately drawn to the doorway beneath the stairs. From the second you stepped foot into the manor, something began knocking on the other side of the door. BOOM! BOOM! BOOM! The steady banging shows no sign of stopping.

The under the stairs is unlocked and opens outward. It will open easily, however, after opening a few inches, it will slam closed as if someone pulled on it from the inside.

One of the poltergeists is holding the door shut. To open the door, the characters need to make a DC 14 Strength saving throw. If the character succeeds, the poltergeist will immediately let go of the door, forcing the character to make a DC12 Dexterity save to avoid falling over backward. The poltergeist will slip away.

Inside the closet is a human skull sitting on the floor. Carved into the forehead is an occult symbol.



If a character makes a DC12 Arcana or Religion check, they will recognize the symbol as a moon phase rune representing the waxing crescent. Rivana will point this out if none of the characters make their roll.

2. Sitting Room

This 15' x 15' room contains a comfortable sofa and chairs. The fine material and engraved wood mark these items of furniture to be of high quality. On a coffee table in the middle of the room is a glass decanter of glowing violet liquid.

Anyone who is splashed by or drinks the liquid (water) suffers from the Faerie Fire spell. There are 20 ounces of liquid in the decanter. The spell effect will last 1 minute per ounce of water used/consumed. This water could be useful later in the adventure to neutralize the imp's invisibility power or to reveal the poltergeists.

3. Dining Hall

A long, finely crafted dining table dominates the center of the room. Sitting in each of the eight chairs around the table are skeletal remains dressed in elegant attire. Shockingly the head of each dinner guest is missing.

In front of each skeleton is a large plate with a dome cover. The table is also adorned with expensive cutlery and two silver candelabras. On the south wall is a large painting of the full moon.

The eight sets of silver cutlery are worth 5 gp each, and the candelabras are worth 25 gp each.

Under one of the dome covers is a human skull. It has a rune carved into the bone of its forehead.

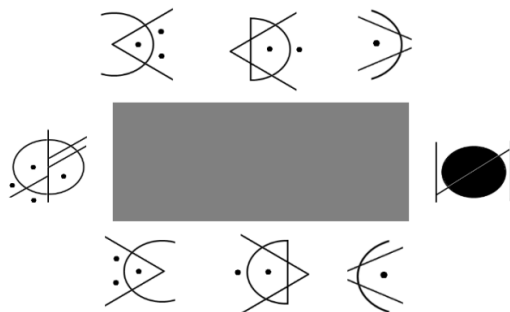
If a character makes a DC12 Arcana or Religion check, they will recognize the symbol as a moon phase rune representing the third quarter moon.



The other seven skulls are scattered throughout the manor. Each one has a moon rune carved into the forehead representing a moon phase. The skulls need to be placed on the bodies in the order of the moon phases.

. The skull on the plate is sitting in front of the correct skeleton.

Starting on the left side of the table and going clockwise they must place the symbol for the full moon, waxing gibbous, first quarter, waxing crescent, new moon, waning crescent, third quarter, and waning gibbous.



Once all the skulls are set in their proper place the symbols on the foreheads will illuminate. The painting of the moon on the south wall will cycle through the moon phases stopping on the black new moon. The moon is now an opening into a secret compartment behind the painting.

The 3' x 3' space behind the painting is covered in a darkness spell, which is why the moon in the painting is black.

Feeling around inside the characters will find a small trove of treasure including 500 silver pieces, 250 gold pieces, a silver key (valued at 75 gp), Potion of greater healing (4d4+4), three 1st level scrolls (Protection from Evil, Burning Hands and Feather Fall) and one 2nd level scroll (Scorching Ray). The silver key unlocks the door to Astabar's Study (area #20) on the third floor.

If the skulls are placed in the wrong order a lightning bolt will arc from symbol to symbol until it lashes out at any living creature in the room. It will do 3d6 damage but characters can make a DC12 Dexterity saving throw for half.

4. Servants Dining Area

This 20' x 20' area has two long tables with benches that run the room's length. The tables are laden with platters of meat, vegetables, cheese, fruit, and bread, but the food has long since spoiled. Now a blanket of mold covers the former feast.

Someone appears to have gone through the trouble of setting up a dozen stone statues of large rats throughout the room. Three are on the tabletops amidst the moldy food. Another is on a bench perched on his hind legs and two are on the floor under the tables.

These dire rats were turned to stone by the wands Flesh to Stone ability. The power of the wand remains dormant so long as there are no living creatures in the room. As soon as a living creature enters the room, the Stone to Flesh effect activates every two rounds.

When it activates, any creature which is stone automatically turns to flesh. So on the second round the characters are in the room the dire rats will turn to flesh and attack.

Any creature that is not stone must make a DC 12 Constitution saving throw or be turned to stone.



On the same round the rats are turned to flesh all the characters must make a save or be turned to stone.

This repeats every two rounds. All creatures who are stone turn back to flesh, and those that are flesh must make the saving throw or turn to stone.

If all the characters and rats are turned to stone in the same round, the spell effect stops. The characters will remain stone until another living thing enters the room. Rivana Greywyre does not need to make a save as she is not alive.

If the characters are all turned to stone, Rivana will go back to the Inn every night, looking for other adventurers to come and help. She will eventually return with a 1st level warrior named Pedrin Tannerhorn. To determine how much time has passed roll a d10 and consult the following table:

1	1d10 days
2 - 3	3d10 days
4-7	1d10 weeks
8-9	1d10 months
10	1d10 years

5. Parlor A

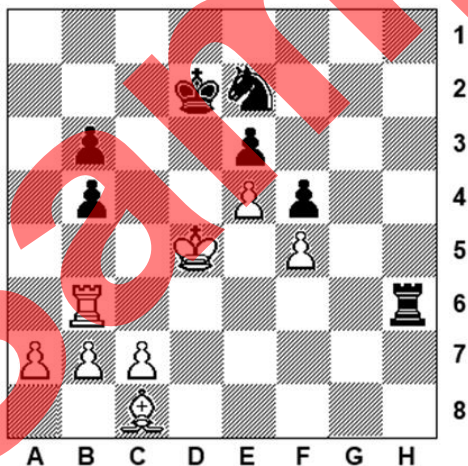
The 20' x 20' parlor room contains comfortable chairs and other beautiful furnishings. In the corner of the room is a large ornate vase.

Up against the south wall is a matching pair of wooden chairs and a solid block table with a marble surface marked into black and white squares.

Pieces have been laid out on the squares for the Game Kings & Pawns (chess), a popular game played amongst nobility. It appears as if someone left a game unfinished.

Based on the turn counter, it is black's turn. The game can be won in a single move by moving the Knight located on E-2 to C-3. If the characters make any other move, then the trap in the room will be triggered. A Stinking Cloud will erupt from inside the ornate vase and immediately fill the room.

Everyone inside the room must make a DC12 Constitution saving throw or start retching and reeling. The cloud will stay in the room for 10 minutes. During that time, one of the poltergeists will reset the chessboard.



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If you want to avoid having the characters figure this out on their own, give them a DC13 Insight roll to identify the correct move.

If the characters make the correct move, they will hear an audible click. A secret compartment in the table will open. Inside is a skull with the symbol for the waxing gibbous carved on its forehead.



6. Parlor B

This 25' x 20' room is filled with two ornate divans, several chairs, and tables. The walls of the room are entirely covered with mounted butterflies of all shapes, sizes, and colors.

Sitting on one of the tables is a jar that contains three living butterflies. At the bottom of a jar, is a gold colored gemstone.

A DC8 Insight roll will identify the gemstone are being valued at over 1,000 gp. The real value will be revealed at 1 gp. As soon the jar is opened, the three butterflies will escape. They will flutter around the room, growing gradually bigger (DC 12 Perception check to notice).

After two, rounds the 600 other butterflies on the walls will start to flex their wings. At the beginning of the third round, they will take to the air in a fluttering maelstrom, obscuring vision (all rolls are disadvantaged).

In the meantime, the three growing butterflies will reach four feet in length and attack. Both the butterfly swarm and the giant butterflies will follow the characters wherever they go in the manor.

If the characters check the divans, they'll find a wand stuffed between the pillows. It is a wand of magic missiles with 7 charges remaining.

BUTTERFLY SWARM (Tiny beasts)

Armor Class: 12 Hit Points: 22
Speed: 20ft fly Challenge: 100XP
Abilities: Blindsight 10ft, Immune to bludgeon, slashing and piercing, swarm.
Actions:

Distraction: While fluttering around, anyone caught in the swarm is disadvantaged on all rolls.

The butterfly swarm will vanish if the three large butterflies are slain.

GIANT BUTTERFLY (Medium beast)

Armor Class: 12 Hit Points: 13
Speed: 30ft fly Challenge: 100XP
Abilities: Blindsight 10ft, Immune to bludgeon, slashing and piercing, swarm.
Actions:

Bite: Attack +3 to hit, reach 5ft, Hit:1d4+2 piercing.

7. Kitchen

This 15' x 35' room once served as the manor's kitchen. The room has several worktables, and a large fireplace dominates the northern wall. There is an extensive collection of cooking utensils and pans. A row of clay jars rests on a shelf along the south wall.

Sitting on the largest of the tables is a wooden bowl containing three oddly colored apples. There is a bright blue one, a bright red one, and one that is bright yellow.

A narrow stairwell that leads up to the second floor. To the left of the fireplace is a door that appears to lead outside.

The fruit is cursed. Anything touching the fruit will immediately turn the same color. Anything that touches any object that touched the fruit will, in turn, take on the same color and so on (remove curse to dispel).

The color of the apples is essentially contagious. The effect will only occur if the object is actively touched by something else. The apples do not effect extremely large objects (like the ground), the manor itself or items made of wood.

Buried inside one of the clay jars, filled with grains of rice, is a ring of protection (+1 to AC and Saving Throws).

(Optional) An emaciated doppelganger is hiding in the pantry (Location #8). It will use it's Read Thoughts ability on anyone in the kitchen.

8. Pantry

You open the door in the east wall of the kitchen and discover impenetrable darkness beyond.

The pantry is under a permanent darkness spell. Inside are several shelves holding various food items like grain, flour, and jars of preserves.

On a shelf at the very back of the room are three potions mixed in with jars of jam and pickled vegetables. They include a potion of healing (2d4+2), a potion of mage armor (AC13+Dex) and a potion of magic weapon (When poured over a weapon, it gains +2 to hit/damage for 1 hour).

Also on one of the shelves is a skull with the full moon symbol carved into its forehead.



Optionally, an emaciated doppelganger is hiding in the pantry. It has been watching the characters and reading their thoughts. If someone enters the pantry, it will change into their form and exit the pantry first.

It will tell any of the characters waiting outside the pantry, that a horrible monster is hiding in the darkness and encourage them to attack.

Give the characters a DC14 Perception check to notice the character being imitated by the doppelganger is skinnier than usual.

DOPPLEGANGER (Medium monstrosity)

Armor Class: 14

Hit Points: 32 (Normally 52)

Speed: 30ft

Challenge: 700XP

Abilities: Darkvision 60ft, Shapechanger

Skills: Deception +6, Insight +3

Actions:

Ambusher. In the first round of combat the doppelganger has advantage on attack rolls against any creature surprised.

Surprise Attack: If a doppelganger hits a surprised creature in the first round of combat it does an extra 3d6 damage.

Slam: Attack +6 to hit, reach 5ft, Hit:1d6+4 bludgeon.

As mentioned previously, the doppelganger is emaciated due to lack of nutrition. As a result its hit points have been reduced to 32 from 52.



THE SECOND FLOOR

8. Second Floor Hallway

At the top of the stairs, a hallway runs the entire length of the west side of the manor. There must be an open window nearby as there is a slight breeze in the air.

As soon as any character reaches the halfway point of the hallway, a Gust of Wind spell will activate blowing against them.

Characters in the hallway must make DC 13 Strength saving throws of they will be pushed 15 back in the opposite direction. Anyone succeeding must spend 2 feet of movement for every 1 foot travelled.

The gust of wind automatically extinguishes open light sources (e.g. torches) and has a 50% chance to extinguish lanterns.

The Gust of Wind stays active as long as someone is in the hallway.

10. Guest Bedroom A

This 15' x 20' room contains a bed, dresser, and chair. All are of unremarkable quality. The item of furniture that catches your attention is the ornate chest sitting in the northwest corner.

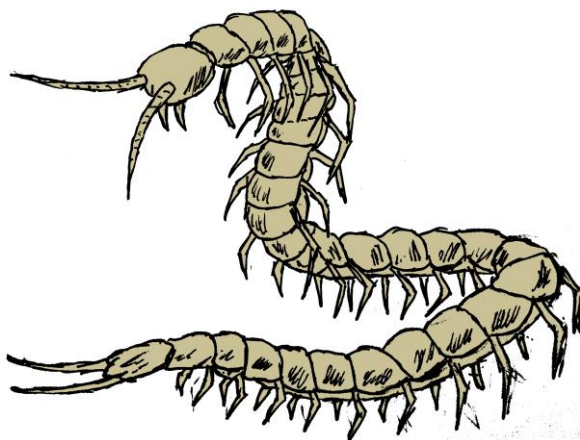
The chest is made of wood with a reddish hue and is bound in copper. The motif of a horse is carved into the lid.

Once the characters reach the chest on the far side of the room, they'll start feeling dizzy and suffer from blurred vision (no save). When their vision clears, they will be 1/12 their normal height. So, a character 6 feet tall will be reduced to six inches in height. Read the following:

As the dizziness passes, you look in amazement at your surroundings. The chest, which was two feet in height, now stands at over twenty feet tall. In fact, the entire room has grown. The twenty feet from one wall to the other now spans over two hundred feet.

Movement beneath the bed catches your attention as a giant centipede skitters into view. It stares at you through stygian eyes as its antennae twitch in excitement at the prospect of an easy meal.

Even though this is a regular centipede, it's considered giant relative to the character size. If the characters are low on hit points, reduce the centipede's hit points to 20 from 40.



CENTIPEDE (Medium beast)

Armor Class: 13 Hit Points: 40 or 20
Speed: 30ft Challenge: 200XP

Abilities: Blindsight 30ft

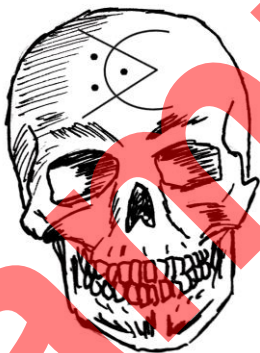
Actions:

Bite: Attack +4 to hit, reach 5ft, Hit:2d4+4 piercing. Anyone bitten must make a DC11 Constitution save or take an extra 3d6 poison damage.

If the characters can make it across the threshold of the door, which is the equivalent of 100 feet away they will grow back to normal height in 1d4 rounds.

If the characters re-enter the room they will shrink again. They will need to get creative if they want to open the chest. Inanimate objects not carried by a person don't shrink. The characters could use a grappling hook, or several shrunk characters could drag a full-sized rope around the chest and back out the door.

Inside the chest is a metal box containing 100 gold coins and one of the skulls with the symbol for the waning gibbous.



11. Guest Bedroom B

This 15' x 20' room is adorned with a massive four-post bed with a canopy curtain. The bed is set with crimson blankets and gold-colored pillows.

There is also a large wooden dresser made of cherry wood. Sitting on the dresser is a beautifully designed set of silver grooming items.

The dresser items include a silver hand mirror (50 gp), a silver comb (25 gp) and a pair of silver scissors (30 gp).

Any character who stays in the room for longer than one round, must make a DC 15 Wisdom saving throw. If they are within 5 feet of the bed, they can make an advantaged roll. If they are lying on the bed, they automatically succeed.

Anyone who successfully makes the roll will hear what seems like whispers that get clearer as the person moves closer to the bed. What they are hearing is the surface thoughts of the other characters.

Anyone lying on the bed can automatically detect the surface thoughts of any creature in any room of the manor. They can only concentrate on one room at a time and cannot focus on rooms they've never visited. This includes the imp, doppelganger and poltergeists.

12. Library

Shelves containing hundreds of books line the walls of this 20' x 30' library. A large oak desk dominates the middle of the room. The legs of the desk are carved to resemble coiled dragons. Behind it is a chair of a similar design.

In one corner of this library stands a suit of plate mail armor holding a longsword.

On the desk are a leather-bound tome and an iron candelabra fashioned to resemble a hydra with nine heads.

Hiding in this room is Astabar's former familiar, Gazz'ik, who is an Imp. It is perched high on the bookshelves and invisible when the characters enter.

Gazz'ik is aware of the nature and location of the wand of wonder. It likes that manor the way it is and doesn't want Astabar to return.

Gazz'ik will start following the characters and secretly try to foil their attempts to recover the skulls. It will avoid combat with the characters until it is certain they will gain access to Astabar's study on the third floor.

GAZZ'IK, IMP (Tiny Fiend)

Armor Class: 13 Hit Points: 15
Speed: 20ft, 40ft fly Challenge: 200XP
Abilities: Darkvision 120ft, Immune to nonmagical attacks that aren't silvered. Shape changer (rat, raven, or spider). Devil sights, Advantaged saves against magic. Invisibility.

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

Actions:

Sting: Attack +5 to hit, reach 5ft, Hit:1d4+3 piercing. Anyone stung must make a DC11 Constitution save or take an extra 3d6 poison damage (1/2 on successful save).

While invisible, Gazz'ik will taunt the characters in an attempt to create doubt and uncertainty. It might say things like:

"One of you is going to die in the next room."

"I wouldn't open that if I were you."

"You're trapped in here with me forever....or until you starve to death."

"Are you scared.....you should be."

"Have you seen the big demon yet? Don't worry, you will."

"I am the ghost of Astabar. Get out before I scare you to death...."

The leather-bound tome on the desk contains Astabar's research notes. It functions as a Tomb on Insight. If a character spends 48 hours over 6 days or fewer, studying the book, their Intelligence score increases by 1, as does the character's maximum for that score.

The candelabra will give off a magical aura. Characters can make a DC14 Arcana roll to identify symbols for light and darkness carved into the silver. Speaking the word "light" while touching the candelabra will cause all nine hydra heads to spout a small flame. The word "darkness" will deactivate the flames.

The suit of plate mail armor is normal, but the long sword is silvered.

There are three drawers in the desk, two of them are locked (DC15). The unlocked drawer contains a quill, inkwell, writing paper and a silvered dagger.



The characters will have to pick the locks, smash them open or use the key located in the master bedroom (Area #15). The contents of the drawers are as follows:

Drawer 1: A money pouch containing 50 gp and a magnifying glass. Once per day the magnifying glass can cast the comprehend languages spell for written text only. The effect lasts for 1 hour, and during that time, anyone looking through the lens can read any language.

Drawer 2: Is a skull with the first quarter moon symbol carved into the forehead.



13. Closet A

You open the door to a closet and see an empty 10' x 10' room inside. You are momentarily startled, and something unseen brushes across your feet.

An invisible mouse just ran across the character's feet and will run down the hall. Anyone who enters the closet will appear to vanish into thin air. They have turned invisible and will reappear after 1 minute or if they attack or cast a spell.

14. Closet B

You open the door to this 10' x 10' closet and see a pile of gemstones sitting on the floor.

The pile consists of 30 gems, each worth 1gp. If the gems are removed, another 10-40 will shoot violently from the ceiling one minute later. This can be heard by anyone on the second floor. Gems will continue to shoot from the ceiling until the wand is removed, or a total of 400 gemstones have appeared. Anyone who is inside the closet when the gemstones appear will take 2d6 damage.

15. Master Bedroom

This well-lit 20' x 25' chamber is the master bedroom of the wizard Astabar. The light is coming from a glass sphere sitting on a dresser. Contained inside the sphere appears to be a fiery inferno.

There is a large bed adorned with furs and a high backed chair with a battle scene between elves and goblins carved into the wood.

The glass sphere gives off heat and is somewhat hot to the touch (easily handled with gloves). Inside the glass sphere is a fireball spell. It will expand to a 20' fireball doing 8d6 damage if the glass sphere is broken. To break the sphere, a character needs to throw it against a hard surface and make a DC 10 Strength check.

In the bedside table, there is a key that unlocks the desk drawers in the library (Area #12). If a character makes a DC12 Insight roll, they will recognize the designs on the key as matching those of the desk.

There is a trap door in the ceiling of this room that leads up to the attic (area #18).

16. Changing Room

This appears to be the private changing room of Astabar. This 15' x 20' room contains an ornate desk with a mirror and a chair.

Along the east wall are pegs from which hang a variety of wizardly robes.

Anyone looking into the mirror will see shimmering colors dance and play in the reflection. The character needs to make a DC 15 Wisdom save or be blinded for 1d6 rounds.

17. Bathroom

When you open the door to this 10' x 20' room, you are surprised to find rain pouring from the ceiling. Mold and other vegetation have grown across the floor and walls.

At the far end of the chamber is a metal tub that is overflowing with water. A layer of algae covers the surface.

A giant frog is hiding in the tub. If any of the characters get within 10 feet, they can make a DC13 Perception check to notice the frog's eyes just above the waterline. If they fail, the giant frog it will gain advantaged on it's first attack.

GIANT FROG (Medium Beast)

Armor Class: 11 Hit Points: 18

Speed: 30ft, 30ft swim Challenge: 50XP

Abilities: Darkvision 30ft, Standing leap (20ft).

Skills: Perception +2, Stealth +3

Actions:

Bite: Attack +3 to hit, reach 5ft, Hit:1d6+1 piercing. The target is grappled (Escape DC 11). If small, another hit on a grappled target means they are swallowed (blinded, restrained and 2d4 acid damage per turn).

At the bottom of the algae filled tub is a sodden pouch containing 28 silver pieces and 12 gold pieces. There is also one of the skulls with the symbol for the New Moon.





The Third Floor

18. Attic Room

The trap door opens into a windowless 15' x 20' room. The only item of furniture is a square table. Lying on the floor next to the table is a body of a woman. She appears to be similarly dressed to Rivana Greywyre and is clutching a skull in her dead hands.

Rivana will stare blankly at the body. As the characters investigate, they'll discover to their surprise that it is Rivana's body. She'll start to weep as she tells them her tale.

"I'm sorry. I didn't intentionally deceive you. It wasn't until this very moment that I realized I was dead. Two other adventurers and I came to the manor a year ago. We found all but one of the skulls. We decided to split up and search. I found the skull here, sitting on the table.

Then a small devilish creature with a scorpion's tail appeared and attacked me. I was poisoned and died. My allies never came for me – they fled in fear.

I've been doomed to repeat my missteps ever since. Each night I travel to the Inn looking for those who would help end the madness of this place. I'm sorry but this is as far as I can go. Please finish this quest so that I can finally rest."

The skull has the waning crescent symbol carved into its forehead.



The characters should have all the skulls at this point. If they missed any, Rivana can show them the location.

With the skulls in their possession, the characters can return to the dining hall (Area #3) and recover the key to Astabar's study (Area #20).

19. Main Attic

This large cluttered room runs almost the entire length of the building. It is filled with all manner of strange objects.

On your left, there is a birdcage overflowing with pink feathers, a taxidermized two-headed cat, and the skeletons of various species. On the right is a cracked crystal ball, a mirror that shows no reflection, a giant tooth, and piles of oddly-colored clothing.

A path through the clutter leads to a wooden door inlaid a metallic silver moon. In the center of the moon is a keyhole.

The room is filled with many different items that are odd but not magical.

The entire area is under the effect of the Wand of Wonder's slow spell. Each character needs to make a DC12 Wisdom saving throw or suffer a -2 penalty to AC and Dexterity saves. They also can't use reactions.

If the characters move towards the door Gazz'lk, the imp will cry out in his most intimidating, yet impish, voice.

"Pesky adventurers are not wanted in this place. Leave now or incur the wrath of Gazz'lk of the Nine Hells."

If the characters persist, Gazz'lk will attack. Being invisible, the imp will get advantaged attack rolls on the first round.

Two poltergeists will also unleash their fury by throwing items and trying to drape clothing over their heads. The poltergeists will disperse if Gazz'lk is killed.

POLTERGEIST (Medium Undead)

Armor Class: 12 Hit Points: 22
Speed: 50ft fly Challenge: 450XP
Abilities: Darkvision 30ft, Immune to non-magical weapons, invisible, Incorporeal
Actions:

Distract: Attack +4 to hit, reach 5ft, If hit the target is disadvantaged on their next action.

The door to Astabar's lab can only be opened by the key found behind the moon picture in the dining hall (Area #3).

20. Wizard's Study

After unlocking the door with the key, you find yourself in Astabar's study. Tables and shelves are filled with bottles of various components and materials. Several bookshelves hold piles of scrolls and tomes of magic lore. A black oak chest to the right of the door.

In the center of the room is a circular stone, covered in runic symbols. Lying on the stone is a multicolored wand resembling a unicorn's horn. It is sitting inside a hand-drawn magic circle.

While undetectable to the characters, the 5' x 5' foot space directly in front of the circular stone is a one-way portal to the ethereal plane.

Anyone stepping into this space will immediately disappear. The character can still see the muted details of the study and fellow adventurers but is invisible and incorporeal. They can still speak, but their voice will sound very distant. Those left behind will need to make a DC10 Perception check to hear them.

The portal is only one way, but if the wand is removed from the stone, everyone sent to the material plane by the wand will reappear (including Astabar).

Unfortunately, anyone trapped in the ethereal plane is not alone. Waiting there is the undead corpse of Astabar. Driven mad by hunger and fueled by his anger at being undone by the wand he lingered on after death as a zombie. Now he has but one obsession, which is to eat.

ZOMBIE ASTABAR (Medium Undead)

Armor Class: 8 Hit Points: 27
Speed: 20ft Challenge: 50XP
Abilities: Darkvision 60ft, Undead fortitude: If reduced to 0 hit points, can make a Constitution save (+3) against a DC of 5+damage taken. On a success, the zombie drops to 1 hit point instead.

Actions:

Slam: Attack +3 to hit, reach 5ft, Hit:1d6+1 bludgeon.

If all the characters enter the portal, then there will be no one left to recover the wand. They are trapped in the ethereal plane. Rivana, now fully aware of her fate, will return to the Inn in search of other adventurers to help.

It will take her 1d10 days to return. If the characters don't have enough food or water, they will suffer the same fate as Astabar.



It is an easy task to recover the wand. The characters just need to avoid the 5' x 5' ethereal portal. They can detect the edges of the portal by throwing items into it.

As soon as they remove the wand from the magic circle, all of the effects of the wand will vanish. This includes the Rhinoceros preventing the characters from leaving. The characters now also possess a wand of wonder with no charges.

Astabar and any characters trapped in the ethereal plan will immediately return to the material plane. If not already dealt with Astabar will attack on sight.

Astabar is wearing a brooch of shielding and has a +1 dagger on his belt. The key to the black oak chest is in his pocket.

Inside the locked chest (DC20), the characters will find 200 gold coins, two potions of greater healing (4d4+2), a potion of lesser restoration, and a potion of dark vision.

They will also find the deed to the manor. It is now theirs to do with as they please.



CONCLUSION

Once the characters have deactivated the wand, they can return to room #18 where Rivana is waiting. She is extremely grateful.

"Thank you for putting an end to this madness. Myself, Astabar, and the others spirits trapped here can now find peace. The manor and all its contents are yours. May the fortunes of the gods smile upon you."

With that, Rivana will fade from view. Whether the characters decide to turn the manor into a stronghold or sell it, is up to them.

Regardless they can now resume their journey along the Baronsroad.

MiniQuest Adventures

Beware the Wyvern Wood
Maze Of The Man Bull
The Hollowing Of Greyhaven
The Baron's Bastard
Song Of The Siren Queen
Rise Of The Vampire
Revenge Of The Kobold King
The Lost King
Jaws Of The Landshark
The Terror At Inaruk
Return To The Doom Tower
Trail Of The Giant
Curse Of The Amber Princess
Sword Of The Archon
Madness Of The Mouter
The Talisman Of Moloch
Curse Of Widow's Cape
Cult Of The Jelly God
The Mad Manor Of Astabar
Trials of the Spider Queen