

LUNCH BREAK HEROES
PRESENTS

FEAST
OF THE
DAMNED

5E
COMPATIBLE

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INTRODUCTION

In this adventure, characters find themselves staying in the town of Garrenhollow. After having been in town for but a few days, they are given an invitation to dine with the Sinclairs family, the liege-lords of the village and its surrounding lands. The dinner is to take place at their estate, situated in the nearby mountains.

After dinner, the characters are invited to stay the night. It is during their stay that the Sinclair family will attempt to hunt down and kill the party members for their own sick amusement and sustenance.

Will the characters survive the night and the onslaught of the Sinclair family? Or will they be added to the long list of the family's victims?

This adventure is suitable for parties of 3-5 characters of third level. It is recommended that none of them have the ability to fly.

BACKGROUND

The Sinclair family has ruled over Garrenhollow and its surrounding lands for generations. Each successive generation has been brought up on the noble sport of hunting, and the family has staged many grand hunts for exotic game throughout the years, including basilisks and dragons!

The most recent generation of Sinclairs eventually grew bored with the hunts of traditional game. They found little challenge and excitement

in the practice, but did not want to give up the sport entirely. In order to keep things fresh for themselves, they saw fit to hunt something far more entertaining and dangerous: humanoids.

In their decadence, the Sinclairs and some of their staff saw fit to consume the flesh of their humanoid quarry. That vile act cursed the family and transformed them into wretched ghouls!

Despite their undead visages and hungers, the family maintained their minds and quickly found themselves in quite a predicament. No one living would accept them. They would be ruined if they could not find a way to fit in.

Soon, a mysterious hooded figure made his way to the estate and claimed to have a set of magical jewelry that would cover up the family's undead nature. In exchange for the jewels, the family handed over not only gold but also a small renovation to the estate. Before taking his leave, the merchant carved a strange runic symbol into the stone wall of the cellar. Its purpose was not explained; only that it must remain untouched should the family wish to remain as they are.

It has been thirteen years since the family was turned, and no one in Garrenhollow is the wiser. To cover up their deathly deeds, the family makes regular appearances in town, and invites townspeople and travelers alike to tour the grounds. In order to satiate their sick desires, some of those visitors never again leave the grounds of the estate, becoming victims of the family's hunts.

Any potential rumors about disappearances are quickly squashed, as the family's influence allows them to cover up any trace of the missing people.

RUNNING THIS ADVENTURE

This adventure is broken up into three acts.

Act One. The party receives their invitation to dine with the Sinclairs. This act involves quite a bit of social interaction, and ends when the party settles down for the night in the Sinclair estate's guest bedrooms.

Act Two. The party wakes up to a knock at their bedroom door, and find a note informing them that they are going to be hunted for sport. This act is combat-heavy, and may involve some investigation as the party uncovers the family's secrets while searching for a way to escape. The bridge to the estate is withdrawn, thus trapping the characters within the walls of the Sinclair estate.

Act Three. The party discovers the estate's hidden cellar and discovers a ritual that will dispel the family's cursed undead nature, as well as a way to extend the bridge. This act involves combat and strategic elements, as the party must keep up the ritual while defending themselves from an onslaught of undead. Alternatively, they may decide to extend the bridge and beat a hasty retreat!

ACT ONE

WELCOME TO OUR HOME

The characters are introduced to the town of Garrenhollow, and they travel to the Sinclair estate to be dinner guests of the noble family.

GARRENHOLLOW

Garrenhollow is small but industrious town of roughly five hundred residents. Its location at a crossroads at the base of a mountain pass make it an ideal rest stop for long distance travelers. As such, the town sees its fair share of strangers who come and go, staying but only a few days. Your party is one such group of travelers.

This adventure begins on the third day of the party's stay in Garrenhollow. They are set to continue their journey in the morning, off to wherever their adventurous lifestyle may take them next. Their plans are interrupted, however, when a distinguished and well-dressed gentleman arrives in a fine carriage and approaches them. Read aloud or paraphrase the following text.

A white-and-gold carriage catches your eye from down the road. At its head are two white mares, directed by a coachman dressed in blue and gold. You watch as the carriage slows as it approaches you, pulls level, and stops as the coachman pulls back on the reins. After a moments pause, the door of the carriage opens and out steps a tall man in a crisp black suit. He looks to each one of you in turn, and smiles warmly. "Good day to you, visitors to our town," he says, as he hands you a sealed envelope.

The well dressed man is **Samuel Benning-sworth**, the head butler of the Sinclair estate. He has arrived to invite the party to dine with the

family this evening. The envelope is a formal invitation, signed and sealed by Eleanora Sinclair.

Samuel, being responsible for luring in new victims for the Sinclairs, is used to surprised strangers and is adept at deflecting any suspicions they may have. He is happy to answer any questions, and uses his skills in deception to his advantage when necessary. Should any party members have concerns or doubts about the dinner invitation, Samuel will direct them to speak with other residents of the town who have dined with the Sinclairs in the past, of which there are many. Roll on the Sinclair Family Tales table for stories the party may hear from other residents.

d6	Sinclair Family Tale
	"My children and I visited just last month.
1	The dinner was amazing, and their house is a wonder! So many rooms and paintings!"
2	"The topiary maze took my breath away. I got lost in it for a good half hour, but I made it out alright!"
3	"I absolutely loved the colorful fish in their little pond. I've never seen anything like them in the years before or since."
4	"Best night's sleep I ever had was at the estate. Plushest beds you've ever seen."
5	"The wine was the best part. They make it right there at the estate. Grow their own grapes and store the wine in the cellar. Never had the like of it since!"
6	"Oh, I was there years ago. One of the first, I think. Dined with the whole family. The twins were a hoot; teenagers pulling pranks and whatnot. Ain't seen them in years now—must be all grown up."

WHAT TO WEAR?

Once the party has decided to accept the dinner invitation, they might be tempted to purchase formal clothing for the occasion. However, this is discouraged by Samuel. He states that the Sinclairs appreciate the rough look of adventurers, being themselves familiar with the hardships of outdoor travel. In truth, the Sinclair family simply enjoys a challenge; the more prepared and well-armed their quarry, the better.

LET THE EVENING COMMENCE

Once the party have made their preparations for dinner and are ready to go to the estate, describe the white-and-gold carriage from earlier returning for them, and read or paraphrase the following.

The carriage stops before you, and the coachman promptly hops down to open the door. Inside are seats covered with luxurious cushions that will provide you comfort for the small journey ahead. As you load in, the coachman takes the reins, and your travel is at hand.

Your ascent up the mountainside is pleasant from within the confines of the carriage. The colorful scenery of the forest passes by, with the backdrop of snow-capped mountains looming far beyond. As you round a bend in the road, you see a drawbridge that crosses a yawning chasm. At the other end of the bridge stand the walls and gatehouses of the Sinclair estate.

Passing through the gate, you are greeted with the magnificent sight of the two-story manor house and its grounds. Sprawling lawns, gardens, and topiaries surround you.

Standing in front of the double doors leading into the manor, you see a line of nobles dressed in high fashion, who are watching your arrival. The Sinclairs await to greet you!

All members of the Sinclair family are standing in a line, and graciously greet the party as they exit the carriage. Once the party steps out, they begin bowing, curtsying, and exchanging pleasantries with the party, while the carriage is drawn into its housing. Once done with the greetings, Julius, Eleanora, and Declan accompany the party as they begin to tour the grounds around the estate. The rest of the family head inside the manor house.

THE GRAND TOUR

After being formally welcomed to the estate by the Sinclair family, the characters are taken on a tour of the estate. During the tour, the Sinclairs will make small talk with the characters in an attempt to get to know them, where they come from, what their weaknesses are, and who will notice when they are gone.

Refer to the “Areas of the Estate” and “Areas of the Manor” sections for information.

TOUR OF THE GROUNDS

During this leg of the tour, characters are shown points of interest that may help them later in the adventure. In turn, they are taken to the following areas:

- The Hedge Maze
- The Pond and Oak
- The Vineyard
- The Garden

TOUR OF THE MANOR

After touring the grounds, and just before dinner, the characters are taken inside and given a brief tour of the first floor. The second floor is stated to be off limits, being the personal quarters of the family members. In turn, they are taken to the following areas, and then given leave to explore on their own. After some time, they are called to dinner.

- The Foyer
- The Gallery
- The Library
- The Sitting Room

DINNER

Once the tour is finished and the characters have been given time to explore on their own, Cindy Hildegard calls everyone to dinner.

A FINE AFFAIR

When the characters arrive in the dining hall, they find that all of the Sinclairs (minus any they were currently with) to be seated and waiting for them.

During this event, the party is served a delectable arrangement of meats, fruits, vegetables, and bread. Copious amounts of the Sinclairs’ wine are served as well, and although the family imbibes much of it, none of them seem affected in any way.

It is encouraged at this time that each member of the family be allowed to interact with the party, and that their personality be allowed to shine through. This will anchor each character in the players’ minds, and allow them to be memorable later on in the adventure.

Allow the Sinclairs to converse with the party members in an organic way, but always remember that the family is using this as an opportunity to get to know their prey’s strengths and weaknesses. The family members play the part

of welcoming hosts quite well, but they are all undead, cold-blooded killers at their core. Here are several examples of probing questions the Sinclairs may ask under the guise of being fascinated by adventurers and their lifestyle.

- Have you ever hunted before? Do you prefer traps, or tracking?
- What is the largest beast you've slain?
- That's an amazing sword—is it magic?
- What are your favorite spells? What are your most dangerous ones?
- I hear your kind can see in darkness; is that true?
- How many arrows do you carry with you in order to feel prepared?

BEDTIME

As the conversation goes on, describe the hours of the night wearing on and day turning to night. When you're ready to wrap up the dinner—and the first act—have Julius remark upon the late hour and invite the party to stay overnight.

If the characters agree, end the dinner and have the family bid them goodnight. Afterward, Samuel will lead the characters to the guest room.

After being left to settle in for the night, allow the characters time to interact amongst themselves and discuss the events of the evening. Eventually, they will turn in for the night, and you may begin the second act of the adventure.

WHAT IF THEY SAY “NO”?

It is possible that the characters will decline the Sinclair's invitation to stay the night at their estate. The family has had many turn them down in the past, and is adept at turning a “no” into a “yes” in this instance. Here are some tricks they may use:

- Samuel arrives in the dining room and states that the coachman has gone home for the evening.
- Samuel whispers into Julius' ear, who then tells the party of reports of brigands on the mountain path.
- The twins both gang up on a single character and adorably ask them to stay until morning.
- Julius states that he has business he wishes to discuss with the party in the morning, and that they should all get some rest before then.

If all else fails, the characters are allowed to walk to the gatehouse of the estate, where they find the bridge has been withdrawn. They are then set upon by a group of the Sinclairs, and the second act begins. If this occurs, skip over “A Rude Awakening” in the next section, and go straight to “The Hunt Begins”.

ACT TWO

THE MOST DANGEROUS GAME

The characters are hunted for sport by the Sinclair family, and must discover a means of escape. Secrets may be uncovered by exploring the grounds and the manor house.

A RUDE AWAKENING

Two hours after the party has turned in for the night, they are awakened by a sharp knocking at their door. When a character approaches the door to open it, read or paraphrase the following.

As you reach to open the door, you freeze as your eye catches upon something on the floor. A folded bit of paper, sealed with red wax, sits upon the floor, just inside the door.

The seal is that of Julius Sinclair. When anyone breaks the seal and opens the letter, read the following.

In beautiful flowing script, the letter bears a short and simple message:

“The hunt has begun. Best of luck to you. You may now run.

- Julius Sinclair”

THE HUNT BEGINS

At this point, the characters should know that they are being hunted, and by whom. Where they go from here is entirely up to them. Use the “Areas of the Estate” and “Areas of the Manor” sections to provide information about where the characters are, and what they find there.

ESCAPE

Undoubtedly, escape from the Sinclair estate is the first thing on the characters’ minds. Should they attempt to make a run for it across the drawbridge, they find that it is withdrawn and only a black chasm awaits them beyond the gatehouse. The sheer walls of the cliff face are slick and featureless, making them impossible to climb down without the aid of magic. If they are to escape, they must discover some means of extending the bridge.

Should the party look in the gate house for a way to extend the bridge, they discover that a mechanism for the gate was once there, but was removed some time ago. This leads them to surmise that it must have been moved.

TRAPS AND TRICKS

While the characters were resting, the Sinclair family were preparing the manor house and the grounds for their hunt.

For every ten minutes of exploration, roll a D20. On a result of 1 or 2, the party encounters a trap laid by Eleanora. A character whose passive Perception is lower than the trap’s Spot DC must make a Dexterity saving throw against the trap’s Save DC to avoid it. Roll on the traps table below to determine what they encounter.

d6	Trap	Save DC	Spot DC
1	Bear trap	12	16
2	Dropped net	10	15
3	Spike pit (outdoors only)	15	18
4	Raising net	13	16
5	Snare	12	17
6	Tripwire (your choice of effect)	15	16

FIGHTING THE SINCLAIRS

While the characters are exploring the grounds of the estate, members of the Sinclair family and their undead retinue have split up to hunt them down and kill them.

Whenever the characters move from one area of the estate to another, roll a D4. On an 1 or a 3, a group of the Sinclairs is there to fight them. Roll on the Sinclair Hunting Parties table to determine who they meet. If the resultant hunting party is either killed permanently, or reforming in the cellar, no encounter takes place.

When any of the named family members reach 0 hit points, they are not killed permanently. Instead, their body is transformed into a cloud of smoke, which makes its way to a random room or location in the estate at a speed of 60 feet per round. While their essence escapes in this way, the jewelry that gives them a living appearance is left behind for the characters to discover.

Once their essence arrives at the location, the defeated Sinclair family member begins to reform their ghoulish physical shape over the course of the next ten minutes. If they are attacked during this process, they are killed permanently.

d6	Sinclair Hunting Parties
1	Julius Sinclair and 3 mastiffs
2	Eleanora Sinclair, 1 ghoulish gardener, and 1 ghoulish maid
3	Charity and Bethany Sinclair
4	Declan Sinclair, 1 ghoulish tailor, and 1 blood hawk
5	Samuel, Cindy, and 1 ghoulish tailor
6	1d4 - 1 ghoulish gardeners, ghoulish maids, or ghoulish tailors

SHALL WE BUNKER DOWN?

The characters may decide to stay in one place and shore up defenses. While they are free to attempt this, it is not an advisable course of action for a variety of reasons. First and foremost, it does not progress the adventure forward. In order to escape, the characters must take action and explore the estate. Secondly, the Sinclair family are happy to wait the characters out indefinitely—after all, they have to eat, sleep, and drink at some point. While barricaded in a single area, the Sinclair family will not allow the characters to benefit from the effects of a long rest, as they will routinely assault the defenses to keep the characters on their toes.

FINDING THE CELLAR

In order to progress to the third act of this adventure, characters must discover the mansion's cellar. There are three entrances spread across the estate (the well, the foyer, and the library), each discoverable with a DC 18 Wisdom (Investigation or Perception) check, or automatically discoverable if the essence of a defeated foe is seen to use the entrance.

Once the characters arrive in the cellar, the third act of the adventure may begin.

ACT THREE

LIBERTAS DE DOMO MALI

The characters have discovered the hidden cellar of the Sinclair estate. Inside, they find the runic symbol that perpetuates the family's ghoulish nature, and discover a ritual that will allow them to stop the horrors once and for all.

THE CELLAR

If they can survive long enough, characters are bound to find an entrance to the cellar of the Sinclair manor. The key location to the cellar is its main room, area 22. Within this area, characters will find several areas of interest.

Bridge mechanism. On the south wall is the mechanism that controls the bridge. It is currently retracted, and may be extended by turning the large wooden gear wheel affixed to the wall. It takes five minutes to extend or retract the bridge.

Kennels. Along the western wall are several kennels where Julius houses his **mastiffs**. When he calls, they are trained to push a lever inside of their kennels to open their doors and rush to his aid. Characters may figure out a way to prevent the dogs from reinforcing their master.

Ghoul pen. On the eastern side of the room is a wooden pen filled with numerous ghoulish assistants that help the Sinclair family in their hunt. Characters may find a way to prevent ghouls from leaving and providing aid to their masters.

Runic symbol. Carved into the northern wall is a runic symbol measuring 10 feet in diameter. A *detect magic* spell reveals an aura of evocation around the rune.

Any character who steps within five feet of the rune receives a vision of the ritual required to dispel the Sinclair's undead nature. When this happens, read the following.

Your vision flashes to a most unbecoming sight. You see now through the eyes of a mysterious hooded figure, staring at all the Sinclair Estate members in a disheveled display. Their skin is gray and loose, and old blood mottles their hair and clothes. Wild eyed, they seem to look upon you with a sense of fear and excitement. The Sinclairs confess to their sins of cannibalism which led to their turning. The hooded figure then hands golden jewelry to the family. Upon donning it, their unseemly figures return to that which you first saw; healthy and alive.

The hooded figure then makes their way to the very cellar in which you now stand. They carve a large symbol into the stone wall, and then, as if speaking to you, begin to talk aloud. Their language is unknown to you, yet somehow you understand every word. The idea of a ritual comes to mind, one that will reverse the curse of undeath placed upon the estate members. The hooded figure then leaves, satisfied with the knowledge that you know the full extent of the ongoings of the estate.

When the vision is complete, that character possesses all knowledge required to perform the ritual that will end the curse upon the Sinclair family and put an end to their evil.

ENDING THE EVIL

Once the characters have explored the cellar of the estate, they should have all the information they need to either escape or to conduct the ritual that will lift the curse upon the Sinclairs.

LET'S GET OUT OF HERE!

If the characters wish to simply leave, they may extend the bridge and make a run for it. The Sinclairs will not allow them to leave the grounds unchallenged, however.

At the gatehouse, waiting for the characters, is any Sinclair family member that has not been permanently killed. They will do their best to prevent characters from escaping.

Should the characters make it over the bridge, they can escape to safety. Without proof of the Sinclair's evil deeds, however, no one in Garrenhollow believes a bad word about their the Sinclairs and will drive the characters out of town.

THE RITUAL

If the characters do not wish to beat a hasty retreat, they may choose to put an end to the Sinclair's evil once and for all by conducting the ritual they saw in the vision.

The ritual takes one minutes to perform, and requires several items from throughout the estate. During the vision from the rune, characters are told what the ingredients are, but not in a literal way. Roll three times on the following table to determine the ingredients and the hints that the characters receive.

Each of these items can be found throughout the estate. Likely, the characters will need to leave the cellar to retrieve them and then return to conduct the ritual. While exploring, return to using the exploration rules laid out in act two.

d10	Hint	Item
1	A seed from a giant	An acorn from the oak tree
2	The fruits of their labors	A cup of wine
3	A view of the past	A painting of the family
4	A heart of paper and leather	A family member's journal
5	The gold that enthalls them	A piece of the magical jewelry
6	That which grows but does not belong	An exotic flower from the garden
7	The bonds of their loyal friends	A dog's collar
8	Proof of their skill and talent	A hunting trophy
9	Their tools of destruction	A family member's weapon
10	What began the hunt	The family's note to the party

Once the required items have been gathered and brought to the runic symbol in the cellar, the ritual may commence. Immediately upon starting the ritual, all members of the family are aware of what is happening, and will descend upon the cellar.

Have all players roll for initiative. While one character performs the ritual in front of the symbol, the rest of the characters must defend against the Sinclairs and their ghoulish assistants who will do everything in their power to stop the ritual.

If the characters successfully perform the ritual to break the Sinclair family's curse of undeath, the entire family is returned to life, each with the statistics of a commoner. At this point, the fate of the Sinclairs is in the hands of the party members. Will they turn the family in to the authorities, kill them, or take pity on them?

AREAS OF THE ESTATE

The following section describes the outside areas of the Sinclair estate. Read-aloud descriptions assume the characters are approaching in the day time during the tour of the grounds. Modify as necessary if they are approaching at nighttime during the hunt.

1. THE HEDGE MAZE

An archway in a hedge leads to a cobblestone path beset by densely packed leaves of carved shrubbery. The path ends in a junction that continues on, unseen, into the depths of the hedge maze. Beyond the walls of green, you can see the top of a fountain sticking up from what must be the center of the maze.

The maze was created by Julius' grandmother, and the fountain at its center served as a spot of repose and reflection. Nowadays, the entire maze serves as a death trap, and is host to many of Eleanora's cunning devices.

During the hunt. Eleanora has rigged up several walls of faux foliage within the maze that can swivel to alter or close-off paths. This confounds visitors and may trap them inside the maze.

2. POND AND OAK

Colorful fish dart to-and-fro within the calm waters of a pond, beyond which stands a large oak tree. Its boughs stretch out and nearly touch the water before reaching back up into the sky. The canopy's green leaves shade the massive knotted trunk at its center, whose bark swirls and twists in meandering patterns.

The pond and the oak tree predate the construction of the estate. Their removal was prohibited by one of the founding members of the family

who had ties to a long-lost druidic faith.

The oak is thought to be sterile, having never been seen to drop any acorns. However, a single acorn may be found by characters who succeed on a DC 17 Wisdom (Perception) check during the night's hunt, or who climb the tree and spends 10 minutes searching.

During the hunt. Eleanora has placed a snare trap at the base of the tree that can be spotted with a DC 18 Wisdom (Perception or Investigation) check. Any character approaching the tree who fails to spot the trap must succeed on a DC 15 Dexterity saving throw or trigger the trap. Once triggered, the creature is lifted 10 feet into the air by one leg.

3. THE VINEYARD

Rows and rows of vines extend out before you, each one heavy with plump purple fruit. The air here is laden with a tantalizing sweetness. At the end of one row stands a wooden cask, and next to it is a small table with several goblets.

The grapes here are used to create the wine that the Sinclairs sell in Garrenhollow and serve with dinner. The cask and the goblets have been placed here recently for the purpose of sampling the wine during the tour. They will still be present at night during the hunt.

During the hunt. The twins love to skulk around in the shadows of the vineyard, hiding and pelting their quarry from afar with grapes.

4. THE WELL

Dark moss clings to the simple mortared stone of this well. A shingled roof covers its opening, and a wooden bucket dangles from a winch and pulley. The depths of the well disappear into darkness, but you can discern the faintest glimmer of water at its bottom.

Given the undead nature of the Sinclair family, the well is only used these days by the groundskeeper (see area 5).

Characters who descend the well find themselves in the cistern (area 22).

5. THE GARDEN

A kaleidoscope of color blooms before you, and the air is filled with both fragrance and the buzzing of busy bees. Rows of flower beds, greenhouses, and a myriad of potted plants are spread out here. Sitting on the ground in the midst of it all, a gray-haired sifter sifts through the soil and pulls weeds from the base of a small tree.

The gardens are home to all manner of exotic plant. What will not grow in the open is cultivated in one of several greenhouses.

The seated man is the groundskeeper, Tom Barshook (NG **commoner**). He is the only living staff member at the Sinclair estate, and is not allowed to leave. He is kept around because of his skill at maintaining the estate's grounds and caring for the plant life.

If engaged in conversation during the tour, Tom keeps his eyes downcast and his voice low. He answers with as few words as necessary, and will under no circumstances say anything about the true nature of his employers.

During the hunt. Eleanora has placed a spike pit trap in the garden that can be spotted with

a DC 16 Wisdom (Perception or Investigation) check. Any character who walks over the pit must succeed on a DC 12 Dexterity saving throw or fall into the pit and take 2d10 piercing damage.

GROUNDKEEPER'S HUT

Behind the gardens is a small hut where Tom makes his home. A DC 12 Wisdom (Perception) check reveals that the lock to his door is on the outside, rather than the inside.

If approached at night during the hunt, characters will notice a single candle lighting the one small window of the hut. Should they knock on the door or otherwise attempt to engage Tom in conversation at this time, he will share the following information with a successful DC 10 Charisma (Persuasion or Intimidation) check.

- The Sinclair family is undead because they started hunting humanoids and eating the meat.
- They all wear magical jewelry to maintain their living appearance.
- The family hide their undead slaves and other horrendous things in the mansion's cellar, though Tom has no idea where the entrance is.
- Samuel and Cindy are deceptive and not to be trusted.
- Declan is a skilled swordsman.
- The twins like to hunt as a team, and always from a distance.
- Eleanora likes to leave traps around the estate grounds.

AREAS OF THE MANOR

The following section describes areas of the manor house. Read-aloud text assumes the area is encountered during the daytime. Adjust the descriptions as appropriate if encountered at night during the hunt.

6. FOYER

Intricately laid hardwood stretches out through this cavernous room, reflecting the warm light of the oil lamp chandelier overhead. Across from the heavy wooden doors of the entryway, a grand staircase leads up to a balcony that wraps around the foyer, supported by ornate wooden columns, polished to a gleaming finish.

Visitors to the Sinclair manor house enter in through this grandiose room. The ceilings here are approximately 30 feet high. That, combined with the ubiquitous hard wood, create an echo of even the smallest sounds. Attempts to cross this room stealthily must be made with disadvantage.

A locked door to the northwest leads to Julius' office. It is locked, but can be picked with a DC 15 Dexterity check.

Underneath the staircase is a hidden door that leads to a set of stone stairs that go down to the main cellar room (area 22). The door can be spotted with a DC 17 Wisdom (Perception) check.

Hallways lead off the foyer to the east and west. The eastern hallway has doors to the north and south, leading to the gallery and library, respectively. The western hallway leads to the bedrooms, lavatories, and the dining room.

During the hunt. A 10 foot square net trap is hung from the chandelier, and is triggered by a trip wire that runs the width of the foyer. It can be spotted with a DC 15 Wisdom (Perception) check.

7. GALLERY

Dominating this room is a dragon skeleton, hanging from chains and posed as if in flight. The prized hunting trophy of the Sinclair family, the skeleton shares this room with myriad other trophies and paintings of various family members. A modestly sized family portrait hangs in the center of the eastern wall, depicting a slightly younger Julius, Eleanora, and their children.

The gallery serves as a repository for the Sinclairs' most prized hunting trophies and artworks. The dragon was slain by Julius and a team of hunters when he was a teenager, and has hung here ever since.

Treasure. Affixed to the back of one of the paintings on the wall is a spare key to Julius' office.

8. LIBRARY

Rows and rows shelves filled with books are scattered throughout this richly decorated room. A black wooden cabinet stand on the eastern wall. At the center of the room, a spiral staircase leads upwards to the second floor. On the south wall, a warm fire crackles in a stone hearth, in front of which are two plush arm chairs.

The shelves of books and scrolls contain all manner of reading material. Notable volumes cover occult subjects, such as curses and magical artifacts.

The stairs in the center of the room lead to the library's second floor, which contains a seating area with large windows that overlooks the front lawn. A hidden trap door at the bottom of

the stairs can be found with a DC 17 Wisdom (Perception) check. When opened, it reveals stairs that continue down into the storage room (area 26).

Treasure. The black cabinet contains one scroll each of *revivify*, *healing word*, and *burning hands*. The cabinets are locked and trapped. Both may be disabled with a DC 15 Dexterity check. Failure to disarm the trap releases several darts which deal 2d6 piercing damage.

9. SITTING ROOM

Three plush armchairs are scattered about this room, and a large couch sits on the west wall. A piano stands opposite, its black and white keys polished to a delicate shine. The room is warmed by a fire burning in a hearth on the south wall.

This is where the Sinclairs entertain their guests before dinner is served. If the characters are brought here, drinks and appetizers are served to them while their hosts make polite conversation and ply them for information.

If any character attempts to play the piano, they find that it is woefully out of tune, as the family stopped all musical pursuits when they were cursed.

10. DINING ROOM

A long dining table, polished to a gleaming finish, stands in the center of this long room. Ten cushioned chairs are placed around the table. In front of each of them is a plate, goblet, and cutlery; all meticulously placed and aligned. A roaring hearth warms the room from the western wall, casting shadows from the various hunting trophies mounted on the walls.

Once dinner has been announced, characters are lead to this room to find that the table has been laid out with a resplendent feast.

During the hunt. A snare trap has been rigged up to the ceiling, and can be spotted with a DC 15 Wisdom (Perception) check. Any creature that triggers the trap will be lifted 10 feet into the air by one foot and suspended over the dining room table.

11. KITCHEN

A fragrant soup bubbles in a cauldron suspended over a fire in the western wall. Shelves of spices, grains, and other dry ingredients are arrayed around this stone room. Near the north wall is a large butcher's block with various knives hung on its sides.

Cindy prepares the family's meals in this room, both mundane and cannibalistic. A character that spends 10 minutes searching this room can find a severed finger that rolled underneath a cabinet with a DC 20 Wisdom (Perception) check.

12. LAVATORIES

These two very basic lavatories consist of little more than a hole in a plan of wood. Observant characters may notice that the latrine descends down into an area filled with water 20 feet below (area 27d).

13. SERVANT'S QUARTERS

Two beds stand in opposite corners of this room. At the foot of each is a small chest. In another corner, a small round table with two chairs serves as a private dining area for the head butler and the chef, Samuel and Cindy.

Despite being married, Samuel and Cindy always preferred sleeping in separate beds. Now that they are cursed with undeath, neither bed sees much use.

The chests are locked and may be opened with a DC 12 Dexterity check.

The southern wall contains a peep hole that looks into a guest room, which can be spotted with a DC 15 Wisdom (Perception) check.

Treasure. The chests contain modest silver jewelry worth 5 gp and a potion of healing.

14. JULIUS' OFFICE

An elegantly crafted mahogany writing desk dominates the center of this room, its surface covered with all manner of ledgers and books. Along the perimeter of the room are various trophies, maps, and other hunting souvenirs. A window in the northern wall looks out onto the vineyards.

When he is not hunting the guests of his estate, Julius tends to the business of managing his lands and estate here in this office. The ledgers contain information on the mundane day-to-day business operations of the family.

A small hole in the south wall looks in to one of the guest rooms and can be spotted with a DC 15 Wisdom (Perception) check.

Treasure. Hidden within the desk is a log of all of the family's past victims, as well as invoices for construction work on the manor. The invoice lists "Hidden door under stairs" as a particular item.

15. GUEST ROOMS

There are four guest rooms in the Sinclair manor house, each similarly furnished with a bed, nightstands, wardrobe, and several hunting trophies. Each room shares a wall with a personal space of one of the Sinclair family members, and each wall contains a hidden peep hole that can be spotted with a DC 20 Wisdom (Perception) check. While the characters are in their guest rooms, the Sinclair family will spy on them and listen to their conversations.

16. MASTER BEDROOM

Dotted around this large room are plush couches and chairs, tables and ottomans. A large four poster bed stands on the north wall. To the south is a set of glass double doors leading to a balcony that overlooks the front lawn and draw bridge.

This room belongs to Julius and Eleanora. They spend little time here nowadays, having little to interest them besides finding their next victims and doing what little they need in order to manage the estate.

A small room to the west contains Eleanora's old sewing supplies, including a spinning wheel and several dress forms. A thick layer of dust covers everything here, and no footprints can be found here, indicating the utter lack of use this room has received over the last thirteen years.

Treasure. Eleanora's journal is tucked away in her nightstand. Its entries begin long before the curse befell the family and details her life and personal troubles at the estate. Later entries tell of Julius' concerning and distant behavior. The final entries detail the family's change into undead, and their hunger for living flesh. The final entries go over the hooded stranger's visit and the magical jewelry.

17. BREAKFAST NOOK

Delicate flowers grow in the window boxes of this room, matching the floral prints of the curtains and the upholstery of the four chairs that stand around a small table in the center of the room. On the table are several plates and glasses.

Although this room is regularly cleaned and the plants are maintained, none of the Sinclair family have sat around the breakfast table here the past thirteen years.

During the hunt. Poisoned food and drink are laid out on the table for any guest who may choose to sneak a bite while being hunted. Any character who eats the food must succeed on a DC 15 Constitution saving throw or be poisoned for 10 minutes

18. DEN

High backed arm chairs sit in front of the cold and empty hearth of this room, atop of which is a mounted stag's head. Rich carpets cover much of the wooden floor, and dark curtains cover the windows of the western wall. Everything here is covered in a thick layer of dust and cobwebs.

The Sinclair children used to spend a good deal of their spare time here under the watchful eyes of their parents. Like many of the other common spaces of the manor house, this room has seen little use in the past thirteen years. Characters who search the room can find a set of wooden children's toys without the need of a skill check.

19. TWINS' ROOM

This long room is warmed by a small hearth on the western wall, on either side of which are two identically dressed windows. Two identical beds stand on either end of the southern wall, and the width of the northern wall is taken up by two identical wardrobes.

This room belongs to Bethany and Charity, the twins. Every item here has an identical match. Even the wrinkles and ruffles on the bed spreads are identical.

Hidden at the back of the wardrobes are small boxes that contain the severed ears of the family's victims. These boxes can be found with a DC 17 Wisdom (Perception) check.

Treasure. Hidden underneath one of the beds is a +1 Longbow.

20. BATH CHAMBERS

A claw footed tub stands in the middle of the northern wall, and an ornate silver mirror hangs to the west. Light streams in from a window over the tub.

Although now unused, the family maintains this room for the benefit of their guests and their own illusion of being alive.

During the hunt. The bottom of the bath tub is filled with an inch or so of dark ichor and chunks of meat. This is done to arouse curiosity and lead characters to stand in front of the tub, on top of a pressure plate that triggers a swinging hammer trap from the ceiling. If hit, characters take 2d4 bludgeoning damage, and must succeed on a DC 12 Dexterity saving throw, or be knocked out of the window above the tub. The trap can be spotted with a DC 18 Wisdom (Perception) check.

21. DECLAN'S ROOM

This sparsely decorated room is dominated by a large birdcage in the northeastern corner, and a practice dummy in the northwestern corner. A weapon rack stands between them, containing a wooden practice sword. A shabbily made bed stands on the south wall.

Declan has never been one for material possessions, and keeps as little as possible in room. His only prized possessions are his **blood hawk**, Elmyra, and his dueling rapier. Neither the sword nor the bird are in the room when the characters arrive here.

The south wall contains two peep holes that each look into a guest room. They can be spotted with a DC 15 Wisdom (Perception) check.

Treasure. Underneath the bed's mattress is Declan's journal. In earlier entries, he details his ambitions to expand Garrenhollow's influence. In later entries, in a shaky hand, he goes on about the mysterious hooded stranger who gave his family their magical jewelry and the rune he carved on the cellar wall.

AREAS OF THE CELLAR

The following section describes the areas within the cellar of the Sinclair mansion. This is where the family stores their ghoulish help, and where characters can end the family's curse of undeath. The Sinclairs don't expect characters to find the cellar, and will not be looking for them here. With the exception of the wine storage room (area 23), do not roll on the encounter table while characters are in these areas.

22. MAIN CELLAR

This stone room extends nearly the full width and length of the Sinclair manor house; its far reaches painted with pools of black where light dare not wander. Dotted throughout are stone columns that reach to the ceiling, and piles of garbage covered in decades of filth and dust. To the north, something on the wall emits an eery glow. To the east are sounds of eager claws on wood. Something glimmers in the darkness to the south. To the west, there comes a foul smell of wet fur and sewage.

This large room contains a large glowing runic symbol on the northern wall, dog cages to the west, and the bridge mechanism to the south. The piles of garbage contain nothing of value.

On the wall north of the dog cages is an unlit torch that can be pulled to open a secret door to the wine storage room (area 23). The secret door can be spotted with a DC 17 Wisdom (Perception) check, but cannot be opened without using the torch.

Just beyond the dog cages a portion of the west wall has collapsed, allowing access to a natural tunnel that leads to the cesspool (area 27d).

To the northeast is a locked door that leads to the ghoulish pen (area 25). It may be opened with Samuel's key, or picked with a DC 10 Dexterity check.

To the southeast is a door that leads to the storage room (area 26).

23. WINE STORAGE

Two racks of wine barrels, all stamped with the Sinclair name, stand on either side of this chilly room. Cold air wafts in from a grate on in northeast corner.

There are twelve barrels in this room, each containing 60 gallons of wine (220 liters).

Visible beyond the grate is a small man-made tunnel that leads to the cistern below the well. Cold air from the cistern flows in to keep the wine in this room chilled.

The grate can be removed with a DC 15 Strength (Athletics) check, and the tunnel is big enough to fit a medium creature crawling on all fours.

On the south wall is a secret door that can be spotted with a DC 17 Wisdom (Perception) check. It cannot be opened from this side, however.

24. CISTERN

This circular room is lined with carved stone blocks and dotted by five stone pillars that rise up from the cold, dark water. Dim light pours in from the mouth of the well thirty feet above. To the west is a carved hole in the wall large enough to crawl through. To the south, the stones of the wall have broken away to reveal a dark passageway.

The water in this area is five feet deep at the center, gradually rising to two feet deep at the edges.

Treasure. Searching the water with a DC 15 Wisdom (Perception) check reveals two *potions of healing* on the body of an adventurer who got pinned under the water and drowned.

25. GHOUL PEN

Humanoid bones of all shapes and sizes litter the floor, mixed in amongst filth and rotted gore.

This is where the Sinclair family houses their mindless undead servants. When characters arrive here, the room contains 2 **ghoulish gardeners**, 3 **ghoulish tailors**, and 4 **ghoulish maids**. They are immediately hostile to anyone other than the Sinclair family.

26. STORAGE ROOM

A fetid stench fills this dark room. Large bundles wrapped in stained white cloth are scattered about the room amongst boxes and other shapeless heaps. A circular staircase leads upwards, and a door leads out to the west.

The bodies of dead servants and victims that the family chooses not to eat are wrapped in cloth and stored here, along with other odds and ends.

The staircase leads up to a trap door that opens into the library (area 8). It can be spotted without a skill check from this side.

Treasure. Twelve *bear traps* can be found in a box here. Taking them all deprives Eleanora of her ability to replenish her supply.

27. TUNNELS

A rough stone tunnel extends into the darkness before you. Somewhere up ahead you can hear the sound of dripping water, and the scurrying of tiny feet.

This natural tunnel connects one end of the estate with the other, extending from the cistern (area 24) and winding all the way to a broken wall on the western side of the main cellar room (area 22).

27A. DEAD ADVENTURER

Here, a skeleton sits against the wall of the tunnel. Its empty eyes peer out at you from underneath a battered helm. Its body is covered in leather armor, heavily damaged from both time and all manner of weaponry. At their side is a small pack, and a piece of parchment.

This is the body of an adventurer who managed to evade the Sinclair family, and who nearly undid their curse. Unfortunately for them, they succumbed to their wounds before they could find a way to escape the estate.

On the parchment, written in blood, is the following:

*“Touch the rune that lights the darkness.
Break their curse and bring th—”*

Treasure. Inside the pack is one item that is required to break the curse, provided the characters have not already gathered them all. In addition, the skeleton has a *+1 rapier* at its side.

27B. RAT’S NEST

Bits of torn cloth, sticks, leaves, and other garbage is piled together around the edges of this area. From within the piles, you can hear the squeaking and scurrying of a host of rodents.

Several swarms of rats make their nest here. They are hungry, and will attack characters on sight. The rats are afraid of fire, however, and will shy away from group carrying an open flame.

Treasure. The rats have stored away a *scroll of fireball*. It is partially chewed, but readable.

27D. CESSPOOL

The stench here is nigh unbearable. A greenish brown effluent fills this chamber, lit dimly by the holes in the lavatories above. Passageways lead out to dry ground to the north and the south.

The cesspool is three feet deep. Any character who wades through the effluent gains disadvantage on stealth checks for the next ten minutes, and must succeed on a DC 10 Constitution saving throw or be poisoned for one minute.

Treasure. Characters who succeed on a DC 15 Wisdom (Perception) check find a golden wedding band worth 10 gp.

THE SINCLAIR FAMILY

The Sinclairs are a family of hunters with a history of killing not only humanoids, but large and dangerous beasts as well. Each member specializes in some form of hunting; techniques passed down through the generations. Their training and experience make them dangerous foes for even the most seasoned adventuring party.

Despite the fact that they will regenerate if bested by their quarry, each family member knows better than to hunt alone. Whenever possible, they will choose to hunt in groups of two or more; either with each other, or with the undead slaves of the household (see Other Staff). When hunting as a group, the Sinclairs will leverage their combined abilities to their greatest tactical advantage. If one of them can disable their quarry while another runs in for the kill, they will do so.

They will also tend to focus their attacks on a single target, knowing that they can always come back for the others, if need be. Their undying nature has given them preternatural patience and perseverance.

The following section details the statistics of each member of the Sinclair family, giving you everything you need to run them as devious and deadly foes.

FAMILY ABILITIES

In addition to what is in their stat block, each member of the family, including Samuel and Cindy, has the following two abilities:

Reformation. If dropped to 0 hit points, this family member's body will turn to smoke and travel to the basement of the Sinclair mansion at 60 ft. per round. Once there, they will reform in 10 minutes.

Reveal. This family member may remove their magical jewelry to reveal their undead nature. If the undead nature of the Sinclair family is unknown to the characters, they must make a DC 13 Wisdom saving throw or be frightened until the end of their next turn.

BETHANY & CHARITY SINCLAIR

Long ago, these two twins terrorized the household staff with their delightful play and banter. They were bright, spirited, and sweet children. Unfortunately for them, and the rest of Garrenhollow, both time and the curse of undeath have made their terrors take a turn for the worst.

Now, Bethany and Charity work together as a fearsome fighting force. Their tight bond allows them to communicate silently with each other over a distance. Their reflexes are also attuned to one another's, so that they are able to attack their foes more often and more quickly.

Apart, they are ordinary. Together, they are deadly.

BETHANY SINCLAIR

Medium undead, neutral evil

Armor Class 14 (leather armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR 12 (+1)	DEX 17 (+3)	CON 14 (+2)
INT 11 (+0)	WIS 12 (+1)	CHA 10 (+0)

Skills Acrobatics +5, Stealth +5

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 11

Languages Common

Challenge 2 (450 XP)

Proficiency Bonus +2

Connected. Bethany shares a special connection with her twin, Charity. As long as they are within 1 mile of each other, they can communicate thoughts and observations instantaneously and without limitation.

Actions

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

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

Reactions

Tandem Attack. As a reaction, Bethany is able to attack at the same time as her twin sister, Charity.

CHARITY SINCLAIR

Medium undead, neutral evil

Armor Class 16 (breastplate)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR 17 (+3)	DEX 12 (+1)	CON 14 (+2)
INT 11 (+0)	WIS 12 (+1)	CHA 10 (+0)

Skills Athletics +5, Perception +3

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 11

Languages Common

Challenge 2 (450 XP)

Proficiency Bonus +2

Connected. Charity shares a special connection with her twin, Bethany. As long as they are within 1 mile of each other, they can communicate thoughts and observations instantaneously and without limitation.

Actions

Hand Crossbow. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage.

Maul. *Melee Weapon Attack:* +5 to hit, range 5 ft., one creature. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Reactions

Tandem Attack. As a reaction, Charity is able to attack at the same time as her twin sister, Bethany.

DECLAN SINCLAIR

Declan was once the up-and-coming heir of the Sinclair family fortune. Proud and industrious, he had a vision for Garrenhollow that rivaled anything of previous liege-lords. Ambition was at his heart, and he swore that the Sinclairs would truly make their mark upon history when his time came to manage the lands and estate.

Now frozen in his mid-twenties, such ambitions are long gone now. Where once vision and drive lived within his soul, now there is only a ceaseless aching hunger for living flesh. Where once he would visit merchants and politicians alike, Declan now whiles away his time helping to plan his father's macabre hunting events.

Having been taught from a young age how to fence, Declan wields a rapier against his foes. Hunting was never a passion of his, much to his father's chagrin, and he prefers a straight-up fight to sneaking around in the shadows.

DECLAN SINCLAIR

Medium undead, neutral evil

Armor Class 17 (studded leather armor and shield)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR 12 (+1)	DEX 16 (+3)	CON 16 (+3)
INT 11 (+0)	WIS 14 (+2)	CHA 10 (+0)

Skills Acrobatics +5, Perception +4

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 14

Languages Common

Challenge 2 (450 XP)

Proficiency Bonus +2

Actions

Multiattack. Declan makes two rapier attacks.

Rapier. *Melee Weapon Attack:* +5 to hit, range 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

Reactions

Parry. Declan adds 3 to his AC against one melee attack that would hit him. To do so, Declan must see the attacker and be wielding a melee weapon.

ELEANORA SINCLAIR

At one point, Eleanora was a kind and caring person, who took the job of overseeing Garrenhollow and the surrounding lands very seriously. It was her opinion that the Sinclair family were not rulers of the land, but stewards—it was theirs to care for and take care of, but nothing more. It was this outlook that put her and her son, Declan, at odds with each other over their goals as lords of the land.

Like her husband, Eleanora grew up on the Sinclair estate. Being second cousins, the two were always close, and eventually married in their late teens according to the wishes of their parents.

As a Sinclair, hunting is in Eleanora's blood, and she accompanied the family on all of their trips throughout the land. However, unlike other members of her family who preferred to track their quarry, Eleanora preferred the comfort of laying traps and waiting for the quarry to come to her. These days, she uses her skills to set traps around the estate and manor house. From simple spike pits to multi-stage mechanical death dealers, Eleanora's traps confound and kill in equal measure.

ELEANORA SINCLAIR

Medium undead, neutral evil

Armor Class 16 (studded leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR 11 (+0)	DEX 18 (+4)	CON 14 (+2)
INT 15 (+2)	WIS 12 (+1)	CHA 16 (+3)

Saving Throws: Dex +6, Cha +5

Skills: Stealth +6, Perception +3

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Common

Challenge 3 (700 XP)

Proficiency Bonus +2

Meld Into Shadows. While in dim light or darkness, Eleanora has advantage on checks using the Stealth skill.

Expert Trapper. Eleanora has advantage on Perception checks to spot traps, and doesn't trigger her own traps.

Actions

Multiattack. Eleanora makes two stiletto attacks. She can use her hand crossbow in place of one stiletto attack.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Stiletto. *Melee Weapon Attack:* +6 to hit, range 5 ft., one target. *Hit* 6 (1d4 + 4) piercing damage.

Bonus Actions

Nimble Escape. Eleanora can take the Disengage or Hide action as a bonus action on each of her turns.

Bear Trap. As a bonus action, Eleanora can plant a bear trap at her current location, which can be spotted with a DC 18 Perception (Wisdom) check. Any creature who enters the space must succeed on a DC 13 Dexterity saving throw or take 1d6 piercing damage and be restrained. A creature can use its action to make a DC 13 Strength check, freeing itself or another restrained creature within reach on a success. Each failed check deals 1 piercing damage to the trapped creature. Eleanora can carry a maximum of three traps at a time.

JULIUS SINCLAIR

Despite the friendly demeanor he displayed to his parents, friends, and all of Garrenhollow, Julius was never a nice person. No matter how many hands he shook, how many charitable works he lead, or how congenial he appeared, there was never anything but utter contempt bubbling just beneath the surface. It was that contempt which finally led him and his family to becoming cursed with undeath when, after a tragic hunting accident, Julius decided to treat his fallen hunting partner as game instead of a casualty.

These days, with the help of the family's magical jewelry, Julius keeps up appearances as he has always done. But now, rather than organizing public hunts throughout the land, he organizes and leads his family's own hunting activities within their estate.

Although a formidable combatant in his own right, Julius' experience prevents him from hunting and fighting on his own. If he has any choice at all, he is accompanied by one or more of his faithful hounds. His hounds are exceptionally well trained and loyal only to Julius. Despite their loyalty to him, however, Julius has no qualms about sacrificing any of his hounds to get at his quarry or to protect himself. After all, he can just train more.

JULIUS SINCLAIR

Medium undead, neutral evil

Armor Class 13 (leather armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR 16 (+3)	DEX 12 (+1)	CON 16 (+3)
INT 12 (+1)	WIS 10 (+0)	CHA 14 (+2)

Saving Throws: Str +5, Con +5

Skills: Athletics +5, Animal Handling +4

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from nonmagical attacks.

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Common

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Legendary Resistance (3/Day). If Julius fails a saving throw, he can choose to succeed instead.

Hunter's Mark. Julius may innately cast Hunter's Mark as a 1st level spell at will, requiring no material components.

Pack Tactics. Julius has advantage on an attack roll against a creature if at least one of his allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. Julius makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Bonus Actions

Pack Leader. As long as he is not incapacitated, Julius may use his bonus action to let out a shrill whistle and summon one of his mastiffs, which will arrive the next round.

Reactions

Parry. Julius adds 3 to his AC against one melee attack that would hit him. To do so, Julius must see the attacker and be wielding a melee weapon.

Sacrifice. If Julius is attacked by someone he can see, and a one of his mastiffs is within 5 feet of him, he may use his reaction to have the hound take the damage instead of himself.

HOUSEHOLD STAFF

Aside from the family themselves, the Sinclair estate has always housed a full staff to keep things running smoothly. After the curse, however, staffing became a problem.

CINDY BENNINGSWORTH

At one point, the entire family thought that Cynthia Sinclair would die an old spinster. That is, until she found love in the arms of a handsome butler.

Cindy has worked as the family's head chef for nigh on three decades now, and her devotion to the family is absolute. So when Julius asked her to cook a strange new kind of meat, she simply did as she was told.

These days, she continues to ply her trade on that strange new meat, and takes an active role in acquiring it.

SAMUEL BENNINGSWORTH

Samuel was a young man when he began working for the Sinclairs. Originally a coachman, he used his charm and intelligence to work his way up to valet and eventually became the head butler after a decade of service. During all that time, he had secretly courted the family's chef, Cynthia. He finally made their relationship public with the blessing of the family, and a grand proposal in the gardens.

Now that he and the rest of the family are cursed, Samuel and Cindy care to see little of each other. Instead, he spends his time luring new victims to the family's hunting parties. It's only during these hunts that he and Cindy spend any time together.

OTHER STAFF

It takes more than a chef and a head butler to run a household like the Sinclair estate. Samuel and Cindy have made sure that proper staffing levels are maintained, and use the family's curse of undeath to their advantage. From maids, to tailors, to gardeners, the staff of the estate are nearly all mindless undead that serve without question—and who provide aid during the hunts.

The one exception to this is the groundskeeper, Tom Barshook. He alone is kept alive to do his duties, as no member of the undead has been able to keep the grapes of the vineyards alive for very long. Tom is well aware of the family's undead nature, and is kept prisoner on the grounds so that he cannot reveal their secret. Each night, he is locked within his small shack in order to prevent escape.

CINDY BENNINGSWORTH

Medium undead, neutral evil

Armor Class 11

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR 14 (+2)	DEX 12 (+1)	CON 14 (+2)
INT 10 (+0)	WIS 11 (+0)	CHA 12 (+1)

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Common

Challenge 1 (200 XP)

Proficiency Bonus +2

Actions

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

Chain & Hook. *Ranged Weapon Attack:* +3 to hit, reach 30 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. On a hit, the target must succeed on a DC 12 Strength saving throw or be knocked prone and dragged 15 feet toward Cindy.

Bonus Actions

Pepper Spray. Cindy unleashes a cloud of pepper in a 10 foot square in front of her. All creatures in the affected area must succeed on a DC 15 Constitution saving throw or become blinded until the end of their next turn. Cindy cannot use this ability again until she returns to the kitchen to get more pepper.

SAMUEL BENNINGSWORTH

Medium undead, neutral evil

Armor Class 11

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR 11 (+0)	DEX 12 (+1)	CON 12 (+1)
INT 14 (+2)	WIS 16 (+3)	CHA 18 (+4)

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Dwarvish, Elvish, Gnomish

Challenge 1 (200 XP)

Proficiency Bonus +2

Actions

Sword Cane. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage if unsheathed, or 3 (1d4 + 1) bludgeoning damage if sheathed.

Confounding Words (Recharge 5-6). Samuel weaves a web of twisted logic for one target that can hear him, leaving them confused and dazed. The target must succeed on a DC 14 Wisdom saving throw or be incapacitated until the end of their next turn. Once affected in this way, targets are immune to this effect for 24 hours.

Bonus Actions

Sheath Wollop. While his cane sword is unsheathed, Samuel may use his bonus action to attack with the sheath of the cane sword. *Melee Weapon Attack:* reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

GHOULISH GARDENER

Medium undead, chaotic evil

Armor Class 12 **Hit Points** 22 (4d8 + 4) **Speed** 30 ft.

STR 14 (+2)	DEX 15 (+2)	CON 12 (+1)
INT 7 (-2)	WIS 10 (+0)	CHA 6 (-2)

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Understands common but cannot speak

Challenge 1 (200 XP)

Proficiency Bonus +2

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Dirty Scythe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. On a hit, the target must succeed on a DC 10 Constitution save or be poisoned until the end of their next turn.

Swinging Rake. The ghoulish gardener swings its rake wildly. All creatures within 5 feet of the ghoulish gardener must make a DC 15 Dexterity saving throw or take 4 (1d4 + 2) bludgeoning damage and be knocked prone.

GHOULISH TAILOR

Medium undead, chaotic evil

Armor Class 13 **Hit Points** 18 (4d8) **Speed** 30 ft.

STR 13 (+1)	DEX 17 (+3)	CON 10 (+0)
INT 7 (-2)	WIS 10 (+0)	CHA 6 (-2)

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Understands common but cannot speak

Challenge 1 (200 XP)

Proficiency Bonus +2

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Scissors. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Binding Tape. The ghoulish tailor wraps up one target with its measuring tape. The target must succeed on a DC 15 Dexterity saving throw or become restrained. A creature can use its action to make a DC 12 Strength check, freeing itself or another restrained creature within reach on a success.

GHOULISH MAID

Medium undead, chaotic evil

Armor Class 14 **Hit Points** 13 (3d8) **Speed** 30 ft.

STR 10 (+0)	DEX 18 (+4)	CON 10 (+0)
INT 7 (-2)	WIS 10 (+0)	CHA 6 (-2)

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Understands common but cannot speak

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Dusty Broom. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. On a hit, the target's vision is obscured and they gain disadvantage on their next attack roll.

Piercing Scream (Recharge 5-6). The ghoulish maid emits a high-pitched scream that assaults the ears of all targets within 30 feet of her. Each target must make a DC 15 Wisdom saving throw or take 11 (3d6) psychic damage.

SINCLAIR FAMILY BEASTS

Dating back generations, the Sinclair family have always loved their hunting animals. Both Julius and his father before him preferred to hunt with the help of dogs. Since being cursed, Julius has trained his current crop of mastiffs to enjoy humanoid flesh. As a result, they are kept in the cellar and out of sight of guests unless they are on a hunt.

Declan, in an attempt to differentiate himself from his father, took after his great aunt and began hunting with feathered companions. His current bird is a blood hawk, whom he calls Elmyra. When not out on a hunt, she is kept hooded and caged in his bedroom. Much like Julius' mastiffs, Elmyra has been trained to enjoy the taste of humanoid flesh.

BLOOD HAWK

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 10 ft., fly 60 ft.

STR 6 (-2)	DEX 14 (+2)	CON 10 (+0)
INT 3 (-4)	WIS 14 (+2)	CHA 5 (-3)

Skills Perception +4

Senses Passive Perception 14

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The hawk has advantage on an attack roll against a creature if at least one of the hawk's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

MASTIFF

Medium beast, unaligned

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40 ft.

STR 6 (-2)	DEX 14 (+2)	CON 10 (+0)
INT 3 (-4)	WIS 14 (+2)	CHA 5 (-3)

Skills Perception +3

Senses Passive Perception 13

Languages --

Challenge 1/8 (25 XP)

Proficiency Bonus +2

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

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

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