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ADVENTURES



CHAMBER OF THE  
CRIMSON DRAKE

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## CONTENTS

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INTRODUCTION .....	3
BEGINNING THE ADVENTURE .....	4
MAP .....	6
SILVERDRAKE MANOR .....	8
DEFENDING SILVERDRAKE MANOR .....	15

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Compatible

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# CHAMBER OF THE CRIMSON DRAKE

This adventure is designed for 4 level 3 characters. Any prominent features of the area will be featured in a table for that area, including any DC checks needed. The aim of this pack is to have an adventure that can 'plug in' to your existing fantasy campaign, and as such details such as villages, prominent gods and areas are left out.

This adventure is designed to happen over the course of several in-game hours. During this time various encounters are scheduled to trigger. There will be various pauses in the game that will allow characters to take a short rest. Due to the time pressures of the adventure, long rests will not be possible until the end.

## INTRODUCTION

The adventurers have been offered 200 gold each to defend the home of Baron Guillaume Nicolai De Cache. The baron is a reclusive gnome, who has to go out for the evening for business. His house, Silverdrake manor, is isolated from nearby villages by several forests, and as such he is concerned about how secure his house is. He talks of nearby roaming hordes of undead and orcs and as such he wants increased security when he is elsewhere.

The adventurers' task is to guard the manor house until morning. All in all, an easy 200 gold each – what could possibly go wrong?

## QUESTIONS THAT MIGHT BE ASKED

What does Guillaume look like?

*He is middle aged for a gnome. He is constantly polishing his gold-framed spectacles and he seems constantly distracted. He seems very concerned about the security of his house.*

Who are these roaming undead and orc packs?

*He says that the area has been more prone as of late of marauding tribes who seem intent on looting any nearby village and farmstead. His manor house has been in the family for generations, and he doesn't want to give it up.*

What business is he up to?

*He wants to visit some nearby family who are down on their luck after an orc tribe looted their farm a week ago. It is about an hour's travel away. Despite the roaming tribes he previously mentioned, he doesn't seem concerned about his own personal safety.*

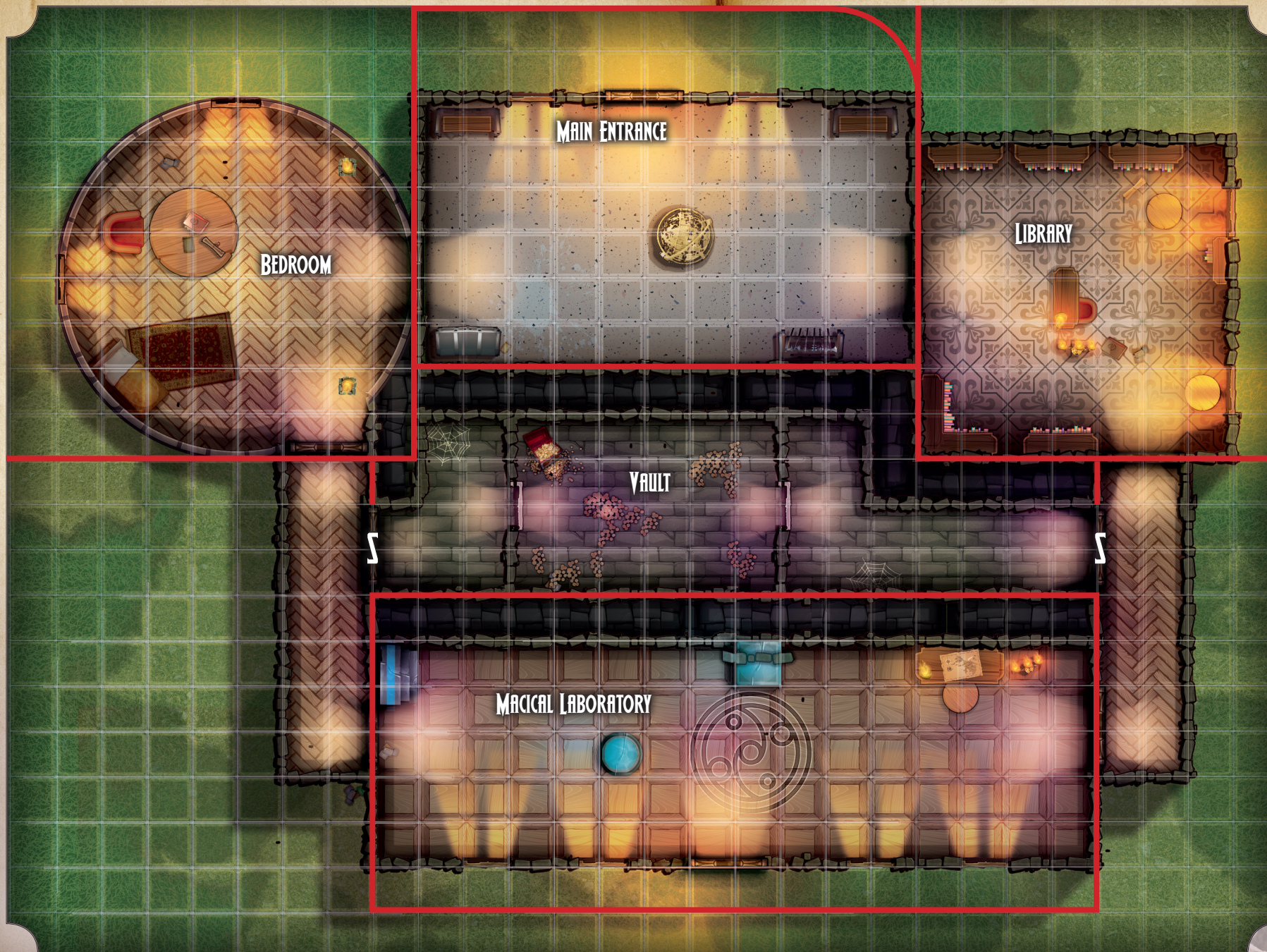
*Anyone with a passive insight of 18 or more will notice that he doesn't seem to be telling the whole story. If pressed on it he confesses that he has some magical ability and as such he will be able to hide from any danger.*

*If anyone has a passive insight of 20 or more they will also notice that this isn't the full story either - if pressed even further he gets rather flustered, and will explain that he is more than capable of killing a few errant monsters with his arcane power if it comes to it. He seems very confident in his magical prowess.*

Roaming the countryside for the past 6 months has been a tribe of orcs known as the **Red Hand Clan**. Their leader, **Jonder**, has been getting more and more greedy as of late. Last month Jonder attacked a caravan that contained several well-cut gemstones that were being delivered to Guillaume. He decided enough was enough. He made a deal with a local wizard, a necromancer known as **Ewebank**, to deal with them. Ewebank agreed, but after payment he reneged on the deal. Threatening revenge, Guillaume started to plot.

Unknown to anyone, Guillaume intends to take this fight directly to the hordes of orcs, and to the necromancer Ewebank. He is actually a drake who is able to change his form. During the next few hours he flies to where these creatures are camped, attacks and destroys them. The fleeing creatures try to ransack his house whilst he is gone, and run into the adventurers defending his house. If left to their own devices, the Red Hand Clan will loot and steal everything in the manor that is not nailed down, whilst the aim of Ewebank is to steal the magical notes in Guillaume's desk.

During the next few hours, the players will need to defend Silverdrake manor. They will have the opportunity to lay traps and use the furniture to block off areas to hold the monsters off.



# SILVERDRAKE MANOR

Below is a description of all of the rooms of the manor, as well as the furniture that can be used to help defend it.

## MAIN ENTRANCE

Light level - dim  
Roof height - 15ft

*The main entrance is well-swept but relatively empty. Large, heavy double doors provide a stout entrance to Silverdrake manor. Some benches for visitors are either side of the main door, though the bright varnish on them suggests they are rarely used. A large golden orrery stands in the middle of the floor, the slowly rotating crystal spheres on it casting fractal lights on the ceiling above. A dusty weapons rack stands against the wall, looking more like an ornament than storage for weapons. In the far corner lies a heavy stone chest.*

Feature	Description	Information
Main doors	Thick, wooden doors lead to the outside.	The doors have an AC of 15 and 25 HP.
Windows	Two leaded glass windows	The windows have an AC of 13 and 5 HP. Squeezing through a broken window will use up 15ft of movement. If the window is broken, anyone within 30ft of the window will hear it shatter on a passive perception of 10.
Crystal orrery	A orrery, showing the position of celestial bodies. There are 3 gemstones held in an ornate brass framework.	The gemstones can be removed without being broken (requiring a DC 15 thieves tools check). The gems are a ruby, a sapphire and a pearl, each is worth 100 gp.
Benches	A 5 foot bench.	Can be propped against a door to add +1 AC and 5 HP a door.
Weapons rack	A dusty weapons rack, bolted to the wall.	A spear on the weapons rack can be used to bar the main door, adding +1 AC and 5HP to the door. The spear can also be used to help lever open the chest below. The rack contains a usable shield, as well as 3 daggers.
Stone chest	A heavy stone chest	This stone chest required a DC 20 athletics check to open. If a spear (or similar long object) is used to lever open the chest, the DC drops to 15. The chest contains several traps, which are detailed below.
Internal doors	A well-made wooden door	Can be locked by a DC 10 Thieves tools check. Has an AC of 15 and 15 HP.

Inside the stone chest are several traps. They all look well-used, and some of them still have blood spatters from previous victims.

A DC 12 medicine check will show that much of the blood on these traps is from orcs and goblins.

These traps can be set up to delay a creature seeking to enter the manor. Setting up a trap takes an action.

**Bear trap** - after being set up, the first creature entering the square must make a DC 15 dexterity save or be caught in the trap. They take 2d4 piercing damage, and they are unable to move until they spend an action to break the trap. When they spend an action they must pass a DC 10 dexterity or strength saving throw. If they succeed, the trap is broken and removed from the map.

**Caltrops** - after being set up, the first creature entering the square must make a DC 15 dexterity save or they stand on the caltrops. This stops their movement and they take 1 piercing damage. Their walking speed is reduced by 10ft until this piercing damage is healed. If a creature walks through the square at half speed they don't need to make the save. As there are lots of caltrops on the square, do not remove them from play when stepped on.



## LIBRARY

Light level - well lit within 15ft of the candle, dimly lit everywhere else  
(dimly lit everywhere if candle is extinguished)

Roof height - 15ft

*This is a well-used and well stocked library. Old texts line the walls in even older heavy, mahogany bookshelves. A desk in the middle of the room is piled with books, and is lit by a candelabra. Many of the books in the room are of legends from the area, tales ranging from stories of ancient necromancers, rumors of dragons who lived in the area during times past, and more recent tales of ogre warchiefs who fought over the land.*

Feature	Description	Information
Candelabra	A 3 ft high candlestick, burning brightly.	If taken it will sell for 25 gold pieces.
Heavy bookshelves	A heavy wooden bookshelf.	<p>A perception check (DC 10) will notice that the bookshelves are tall, heavy and a little unstable looking.</p> <p>These are taller than the doors, and the highest shelves can be reached by a ladder. Moving these shelves requires a DC 10 athletics check.</p> <p>When used to block a door or window the door/ window must first be broken then the bookshelf behind it. The bookshelf has an AC of 13 and 15HP.</p> <p>Anyone adjacent to the bookshelf can use an action to pull it over onto an adjacent creature. They must make a DC 15 dexterity saving throw. If successful they will be moved to an adjacent square. If unsuccessful they will take 1d6 damage and be knocked prone. Freeing themselves from the bookcase and moving to an adjacent square will take a move action.</p>
Windows	Two leaded glass windows	The windows have an AC of 13 and 5 HP. Squeezing through a broken window will use up 15ft of movement. If the window is broken, anyone within 30ft of the window will hear it shatter on a passive perception of 10.
Internal doors	A well-made wooden door	Can be locked by a DC 10 Thieves tools check. Has an AC of 15 and 15 HP.

## BEDROOM

Light level - well lit (dim if braziers are extinguished)

Roof height - 20ft

*Although the room contains a bed it does not seem very well lived-in. A layer of dust covers the table and chair in the middle of the room. There appears to be little furniture in the room. The floors are of a bare, unvarnished wood.*

Feature	Description	Information
Bed	A small bed, with a feather pillow.	An investigation check (DC 10) shows the bed has not been slept in for several months. The bed does look like an expensive one, and the pillow is stuffed with goose feathers.
Ceiling	A ceiling reinforced with heavy, wooden beams.	A perception check (DC 15) will notice hanging from this ceiling a large, heavy iron ring hanging from the wooden beams, 10 feet above the ground.  When noticed, if a DC 10 survival check is passed faint claw scratches can be seen in this beam, from some kind of lizard or bird.  If the result of the survival check is 20 or higher, these marks can be identified as belonging to a drake.
Brazier	A 3 ft high brazier, full of smoldering coals.	These coals can be laid on the floor in a 5 ft square. A creature entering a square with these coals will take 1 fire damage and have their speed reduced by 15ft for one round.
Internal doors	A well-made wooden door	Can be locked by a DC 10 Thieves tools check. Has an AC of 15 and 15 HP.
Windows	Two leaded glass windows	The windows have an AC of 13 and 5 HP. Squeezing through a broken window will use up 15ft of movement. If the window is broken, anyone within 30ft of the window will hear it shatter on a passive perception of 10.

## MAGICAL LABORATORY

Light level - well lit within 15ft of the candle, dimly lit everywhere else  
(dimly lit everywhere if candle is extinguished)

Roof height - 15ft

*The hairs on your back stand up as you enter this room, the barely-held back magical energies from the magical circle in front of you cast a deep purple glow on the walls and ceiling. A magical portal stands next to the circle, a swirling vortex of arcane force contained within. To one side of the room is an old mirror, covered by a moth-holed dust sheet. In the middle of the room is a stone vessel of clear water. Despite the eldritch vibrations in the air there are no ripples in the bowl. In the far corner is a desk, covered with old maps and notes.*

Feature	Description	Information
Magical circle	An arcane circle is engraved in the floor with silver. As you get closer the circle seems to audibly hum with power.	An arcana check (DC 10) shows this is a circle used in the casting of transmutation magic. If the check is 15 or higher it was last used several hours ago. If the check is 20 or higher it was last used to cast a spell similar to disguise self.
Portal	A large stone portal, containing a swirling crimson vortex. Engraved in the stone are several large runes.	An arcana check (DC 10) shows it can be used to cast conjuration magic. If the check is 15 or higher the spell it can be used to cast is teleportation circle. Using the portal requires a DC 15 arcana check, and can be used once per day.  This portal can be used to teleport to from a different location, if the caster is familiar with the portal and the runes engraved on it.  If a dispel magic (DC 15) is cast on the portal cannot be used to teleport until the next day.

Feature	Description	Information
Desk	An old desk sits here, covered with yellowed maps.	<p>A DC 10 history check shows these are old maps of the local area. The notes over the map denote how the area has changed over the last 100 years, and markings over the map show the movement of local orc tribes, and the possible hiding place of a necromancer who has taken up residence in a tower 10 miles away.</p> <p>A DC 10 Investigation check will find a hidden compartment with a note containing several runic scripts. Anyone who has investigated the portal will realize these contain runes to a teleportation circle in a nearby town, as well as several circles much further afield.</p>
Stone bowl	A granite bowl, containing clear, cold water.	<p>A DC 10 arcana or a DC 15 medicine / alchemist tools check will show that this water has healing properties, and the bowl is magical.</p> <p>Three times per day the water can be drunk from the bowl. When done so the cool water heals 2D4 + 2 HP. After the third drink the water is gone until dawn, when the bowl magically refills.</p>
Mirror	An ornate mirror, engraved with gold and silver. The edges of the mirror are covered in thin, spidery runes that seem to shift and move if closely examined.	<p>The mirror is valuable, if undamaged it is worth 150 gp.</p> <p>An arcana check of 15 or more will show the runes on the mirror are necromantic in origin. If the check is a 20 or more the runes can be used to contact undead spirits.</p>
Internal doors	A well-made wooden door	Can be locked by a DC 10 Thieves tools check. Has an AC of 15 and 15 HP.
Windows	Four leaded glass windows	The windows have an AC of 13 and 5 HP. Squeezing through a broken window will use up 15ft of movement. If the window is broken, anyone within 30ft of the window will hear it shatter on a passive perception of 10.
Back door	Thick, wooden doors lead to the outside.	The doors have an AC of 15 and 25 HP. This door is locked, and requires a DC 10 thieves tools check to pick.

## Vault

This is the vault that contains the treasure that the orcs seek, as well as the money set aside to pay the adventurers. To find one of the secret doors (S) requires a DC 20 investigation check. Once found the door is unlocked.

Feature	Description	Information
Treasure horde	A pile of gold, silver, copper and other coins.	<p>A DC 10 perception check (possible even through the door) shows many of the coins are covered with markings and dirt.</p> <p>If closer inspection is possible, a DC 10 medicine or survival check shows lots of the coins are covered with the blood of humans, orcs and goblins.</p> <p>The horde contains enough money to pay the adventurers (200 gp per character) as well as an additional 200 gp, 400 sp and 600 cp per character.</p>
Vault doors	A door made of thick steel bars.	<p>Each door requires a DC 20 strength check to break, or a DC 25 Thieves tools check to open.</p>

## DEFENDING SILVERDRAKE MANOR.

Over the next few hours, while Guillaume is away from home taking revenge on the orcs and undead, some of these forces will try and assault the manor. These will happen at certain times, as indicated below. During the quieter periods of the evening, the players are free to explore the manor as they wish.

Below is a timetable on when they will assault the manor, and there is further detail as to the different attacks later on. Over the night the weather conditions change, that will affect light levels and the ability for the adventurers to notice anything happening outside.

Time (pm)	Encounter
7:30	Guillaume introduction
8:00	Goblin spies 1
8:30	Orc assault 1
8:40	Undead assault 1
9:00	Goblin spies 2
11:00	Undead assault 2
11:20	Mirror attack
11:35	Final orc push
1:00	Guillaume returns

Time (pm)	Outside light level	Weather	Encounter
7:30	Light	Clear skies, no wind	Guillaume Introduction

Guillaume introduces himself to the adventurers, offers and negotiates payment, and explains to them their task.

Time (pm)	Outside light level	Weather	Encounter
8:00	Dim	Clear skies, no wind	Goblin spies 1

As Guillaume leaves by the front door, he is watched by a **goblin cutter**, who is hiding in nearby woods 60ft north east from the manor. A second goblin spy is watching the back of the house. The northern **goblin cutter** can be noticed by any player watching from the library window with a perception check of DC 16 or higher, and the back of the house goblin from a magical laboratory.

If they are noticed (and the players raise any sort of alarm) the goblins will flee into the woods immediately.

If they are not noticed they will try to sneak towards the house, and inspect the doors and windows for any possible areas that aren't patrolled. They will try the back door and see if it is locked, peek into windows and generally try and find out as much information as they can. They will not enter the house. They will try and pick the lock on the back door, taking a turn to do so.

Depending on how loud the players are, the goblins might be able to hear any plans the adventurers have to defend the manor (if any). Like previously, perception checks of 16 will notice the noise. If players are in the same room as a window or door being scouted, allow them to make a perception check with advantage at DC 16.

Assuming they survive, after 10 minutes they will retreat.

## GOBLIN CUTTER

*Small humanoid (goblinoid), neutral evil*

**Armour Class** 15 (leather armour, shield)

**Hit Points** 15 (2d6)

**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	12 (+1)	8 (-1)

**Skills** stealth +6

**Senses** Darkvision 60 ft, passive perception 11

**Languages** common, goblin, orc

**Challenge** 1/4 (50 XP)

**Nimble escape.** The goblin can take a Disengage or Hide action as a bonus action on each of its turns.

### ACTIONS

**Short sword.** *Melee weapon Attack:* +4 to hit, reach 5ft, one target. *Hit:* (1d6 +2) slashing damage.

**Short bow.** *Ranged weapon Attack:* +4 to hit, reach 80/320 ft, one target. *Hit:* (1d6 +2) piercing damage.

**Knee jab.** *Melee weapon Attack:* +4 to hit, reach 5ft, one target. *Hit:* (1d4 +2) slashing damage. The target must pass a DC 12 Dexterity saving throw or have their speed halved until the end of their next turn.

Time (pm)	Outside light level	Weather	Encounter
8:30	Dim	Clear skies, light wind	Orc assault 1

If the goblins were able to get any good information from the previous encounter, the orcs will act on this information and attack an area that is not well defended. They will prefer to enter the manor through a door rather than a window (who doesn't!) and they will be as quiet as they can. Note - orcs do not like locked doors, and if a door is locked or barred that will get very offended and start to hack at it.

There are three **Orc Sadists** in the first assault, they will prefer to attack from different locations if possible.

If no goblin cutters made it back from their scouting mission they will assume the manor is deserted, and they will all try and enter via the back door into the magical laboratory.

Three rounds after the orcs start making noise, two **goblin cutters** will also enter the house. Having a greater sense of self preservation than their orcish leaders, they will try to avoid loud noises (such as a fight) and prefer to fire arrows through any open doors or windows, or attack any adventurer who has their back to them. As the goblins enter the house, players will notice them with a perception DC 16.

Note - the orcs have different weapons depending on the model used from the GMs kit, but for ease of reference all the weapon combinations are included in the stat block below.

The orcs are not carrying anything of value on them, but they are carrying empty sacks on them, presumably to help them loot the manor for anything of value.

## ORC SADIST

Medium humanoid (orc), chaotic evil

**Armour Class** 13 (Hide armour)

**Hit Points** 15 (2d6)

**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	8 (-1)	12 (+1)

**Skills** Intimidation +3

**Senses** Darkvision 60 ft, passive perception 9

**Languages** common, goblin, orc

**Challenge** 1/4 (50 XP)

**Smell blood.** As a bonus action, the orc can move up to its speed toward a hostile target it can see. If the target has taken damage, the orc has advantage on its next attack.

### ACTIONS

**Greataxe.** *Melee weapon Attack:* +5 to hit, reach 5ft, one target. *Hit:* (1d12+3) slashing damage.

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

**Battleaxe.** *Melee weapon Attack:* +5 to hit, reach 5ft, one target. *Hit:* (1d8+3) slashing damage. If armed with two battleaxes, the orc can make a second attack as a bonus action.

**Sadistic glee.** Each creature of the Orc's choice within 10ft that can see him must pass a DC 11 Wisdom saving throw or be frightened for one minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the orc is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to being frightened by any orc for the next 24 hours.



Time (pm)	Outside light level	Weather	Encounter
8:40	Darkness	Clear skies, light wind	Undead assault 1

Ewebank, realizing that Guillaume is away from the manor, sends some of his undead creations to take away his magical research and items.

Unlike the orc and goblin assault, he has no ability to scout and detect any defenses the manor has. The first wave of undead servants will try and assault the front door. If it is barred shut they will try and break a nearby window and climb in that way instead.

The first wave will consist of three **skeleton retainers** and a **ghoul chosen**. Five rounds later two Revenant adventurers will try to enter via the back of the house. If this door is locked or barred they will break any nearby window and climb in that way instead.

Note - the skeletons and the revenant adventurers have different weapons depending on the model used from the GM's kit, but for ease of reference all the weapon combinations are included in the stat block below.

## SKELETON RETAINER

*Medium undead, chaotic evil*

**Armour Class** 13 (Armour scraps) OR 15 (armour scraps and shield)

**Hit Points** 13 (2d8+4)

**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	8 (-1)	8 (-1)	6 (-2)

**Damage Immunities** poison

**Damage Vulnerabilities** Bludgeoning

**Senses** Darkvision 60 ft, passive perception 9

**Languages** common (can't speak, but does understand)

**Challenge** 1/4 (50 XP)

**Holding on to (un)life.** unless reduced to 0HP, the skeleton retainer heals 1d4 HP and the end of its turn. If the skeleton is hit by radiant damage, it loses this ability for the next 24 hours.

### ACTIONS

**Scythe.** *Melee weapon Attack:* +2 to hit, reach 5ft, all adjacent creatures. *Hit:* (1d8) slashing damage.

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

**Rusted sword.** *Melee weapon Attack:* +5 to hit, reach 5ft. *Hit:* (1d6+2) slashing damage. The target must pass a DC 10 constitution saving throw or take an additional 1d4 poison damage.

## GHOUL CHOSEN

*Medium undead, chaotic evil*

**Armour Class** 12

**Hit Points** 22 (5d8)

**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

**Damage Immunities** poison

**Condition Immunities** Charmed, exhausted, poisoned

**Senses** Darkvision 60 ft, passive perception 10

**Languages** common

**Challenge** 1 (200 XP)

**Flurry of claws.** If the ghoul chosen moved 15ft in a straight line prior to its attack, the ghoul can make a claw attack as a bonus action.

### ACTIONS

**Bite.** *Melee weapon Attack:* +2 to hit, reach 5ft. *Hit;* (2d6) piercing damage.

**Rancid Claws.** *Melee weapon Attack:* +4 to hit, reach 5ft. *Hit;* (2d4+2) slashing damage. If a target is damaged by this attack it must succeed on a DC 10 constitution saving throw or be paralysed for 1 minute. The target can repeat the saving throw at the end of each of its turns. If the target is subjected to any healing effect, the paralysis ends.

## REVENANT ADVENTURER

*Medium undead, chaotic evil*

**Armour Class** 16 (Breastplate and shield)

**Hit Points** 37 (5d8+15)

**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

**Damage Immunities** poison

**Condition Immunities** Charmed, exhausted, poisoned

**Senses** Darkvision 60 ft, passive perception 11

**Languages** common

**Challenge** 1 (200 XP)

**Hated memories of life.** When the revenant adventurer is reduced to less than 18 HP it gains advantage to its next attack roll, and can make an additional attack as a bonus action.

### ACTIONS

**Slashing blow.** *Melee weapon Attack:* +5 to hit, reach 5ft. *Hit;* (1d8 + 3) slashing damage.

**Cleaving blow (recharge 6).** *Melee weapon Attack:* +5 to hit, reach 5ft. *Hit;* (1d8 + 3) slashing damage. If the Revenant is armed with an axe, the target must pass a DC 14 strength or dexterity saving throw or drop any shield they are carrying.

**Sword hilt smash (recharge 6).** *Melee weapon Attack:* +5 to hit, reach 5ft. *Hit;* (1d4 + 3) slashing damage. If the Revenant is armed with a sword, The target must pass a DC 14 Strength or dexterity saving throw or be directly away 5ft and be knocked prone.

Time (pm)	Outside light level	Weather	Encounter
9:00	Darkness	Cloudy, light wind, light rain	Goblin spies 2

Two **goblin cutters** are sent to investigate the condition of the adventurers and the manor. In a similar manner to the first goblin spies encounter, their aim is not to get involved in a fight and retreat if they are in danger.

If the manor is looking reinforced, fortified or otherwise well defended, the goblins will try and act as a vanguard for future assaults. This will involve breaking windows with arrows to allow future assaults, and attempting to damage any barricades they see.

Note, due to the worsening of the weather conditions, the goblins will be harder to spot as they approach the manor, increasing the DC of any perception checks by 2.

Time (pm)	Outside light level	Weather	Encounter
11:00	Darkness	Cloudy, light wind, light rain	Undead assault 2

Due to the surprising resistance to the first wave, Ewebank the necromancer has decided to unleash his secret weapon, the **Zombie Ogre Demolisher**. This ogre is very good at breaking through solid objects, and not much else. This ogre will try and break down the front door. If it is open (which denotes a worrying lack of preparation on the adventurers' part!) he will just walk in and start killing things.

He will be escorted by a **Revenant adventurer**.

Unfortunately the ogre is even less intelligent than other undead. Due to this, he has to be within 5ft of a revenant adventurer or he will simply attack the nearest individual, friend or foe. This should be randomised if there is more than one valid target.

At the same time a **ghoul chosen** and a **skeleton retainer** (with a bow) will approach the manor from the bedroom with a ladder. They will try to climb up to the roof and break through from above. They will try and break through when there are signs of a fight. Each 5ft square of the wooden roof has an AC of 13 and 20 HP. A Perception check of DC 10 check will hear this, and alert the adventurers to a possible ghoulish drop from above.

Note that neither of these creatures is very intelligent, and whilst the skeleton has a bow, the ghoulish does not, and it will happily drop 15ft to the floor, hopefully landing on an adventurer in the process!

## ZOMBIE OGRE DEMOLISHER

*Large undead, neutral evil*

**Armour Class** 7

**Hit Points** 85 (9d10+36)

**Speed** 20ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	5 (-3)	18 (+3)	3 (-4)	3 (-4)	5 (-3)

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft, passive perception 6

**Languages** common

**Challenge** 2 (450 XP)

**Crushing blow.** The zombie ogre demolisher does double damage to objects and structures.

**Holding on to (un)life.** unless reduced to 0HP, the ogre demolisher heals 1d4 HP and the end of its turn. If the ogre is hit by radiant damage, it loses this ability for the next 24 hours.

### ACTIONS

**Brick to the face.** *Melee weapon Attack:* +7 to hit, reach 5ft. *Hit:* (2d8 +5) bludgeoning damage.

Time (pm)	Outside light level	Weather	Encounter
11:20	Darkness	Cloudy, Heavy wind, light rain	Mirror attack

Assuming the undead assault failed (if it didn't, the adventure is probably over) the Ewebank is getting more desperate to claim the magical items, as by this point Guillaume has killed almost all of the orc tribe and is moving towards his lair.

As such, he is going to use the mirror that was stolen from him to summon a **mirror shadow**, a creature that normally resides in the ethereal plane. This shadow hates anything living, even the poor mage that summons it, so he has avoided summoning one so far. Fortunately, he is able to use the stolen mirror to bring one into the material plane remotely.

This mirror shadow will try and drain the life of anything alive it finds. As it is summoned from the mirror that was in the magical laboratory, it is possible it may be summoned somewhere else if that mirror was moved. If the mirror was somehow broken, the shadow is also severely damaged, and will appear on half HP.

## MIRROR SHADOW

*Medium undead, chaotic evil*

**Armour Class** 10  
**Hit Points** 45 (10d8)  
**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

**Damage Immunities** poison, cold, necrotic  
**Condition Immunities** Charmed, exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained  
**Damage Resistances** Lightning, fire, acid, bludgeoning, piercing and slashing from non magical attacks.  
**Damage Vulnerabilities** Thunder, radiant  
**Senses** Truesight 30ft, passive Perception 11  
**Languages** common  
**Challenge** 4 (1100 XP)

**Shadow lurker.** The mirror wraith can only move into, and end its movement, in spaces of dim light. If start its turn in an area of bright light it takes 1d6 radiant damage.

## ACTIONS

**Consume essence.** *Melee weapon Attack:* +5 to hit, reach 5ft. *Hit:* (2d8) necrotic damage. The mirror shadow heals this number of hit points.

**Snuff.** All creatures within 10ft of the Mirror shadow must pass a DC 12 Strength save or be pushed 10 ft directly away. All non-magical light sources within 10ft of the shadow are extinguished.

Time (pm)	Outside light level	Weather	Encounter
11:35	Darkness	Cloudy, Heavy wind, heavy rain	Final orc push

By now Guillaume has killed the red hand clan's camp and is on his way to remove the necromancer. The remnants of the orc camp decide on a final assault on Silverdrake manor. As this is their last ditch assault, they decide to throw everything they can at his house, in the aim of looting it and running away with enough treasure to make a new life for themselves far, far away from a murderous drake.

Two **Goblin cutters** will use the worsening weather conditions to try and scout the manor without being seen. This will increase the DC of any perception checks by 4. They will find a section of the house that is not occupied or guarded, or at least as lightly guarded as possible.

The goblin scouts have informed the orcs as to how well defended the house is, so they bring along their siege ogre **Krunk the Inedible**. Like his name says, he has never been beaten, or eaten in battle. He is carrying with him a large boulder. When he is within 30 ft of a wall, he will throw the boulder at the wall, which will break through any wall it hits, and carry on rolling until it hits another internal wall. From this point onwards the squares the boulder occupies are impassable. Any creature in the path of the boulder must pass a DC 10 dexterity saving throw or take 2D10 bludgeoning damage and be knocked prone. The boulder weighs 1,200 lbs.

He much prefers knocking a wall down than a door as it makes a more satisfying noise. When the breach has been made, three **orc sadists** will run ahead of him into the breach.

This is the orcs last attempt, and they will fight to the death.

## KRUNK THE INEDIBLE

Large giant, Chaotic evil

**Armour Class** 11 (tough hide)

**Hit Points** 59 (7d10+21)

**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

**Senses** darkvision 60 ft, passive perception 8

**Languages** common

**Challenge** 2 (450 XP)

**Powerful build.** Krunk counts as one size larger when determining carrying capacity and the weight he can push, drag or lift.

**Juggernaut.** If Krunk moves 15ft in a straight line the next attack he makes in this turn does double damage to objects and structures. If this destroys a structure, he can carry on moving and make a sledge attack as a bonus action.

### ACTIONS

**Spiked Mace.** *Melee weapon Attack:* +7 to hit, reach 5ft. *Hit:* (2d8 + 5) piercing damage.

**Sledge.** *Melee weapon Attack:* +7 to hit, reach 5ft. *Hit:* (2d6 + 5) bludgeoning damage.

Time (pm)	Outside light level	Weather	Encounter
1:00	Darkness	Cloudy, Heavy wind, heavy rain	Guillaume returns

Guillaume returns from his excursions, killing necromancers and orcs alike. He staggers in, covered in wounds and bloodstains. Anyone can make a DC 10 medicine check and realize that most of the blood isn't his.

He seems a little distracted, and the adventurers might want, at this point, to get paid and leave. He doesn't seem overly concerned about the bodies, the holes in the walls or the general damage to the manor. His main desire is to rest.

He also, unfortunately, seems very unwilling to pay the adventurers. If they press the issue, and demand payment for their work (which seems perfectly fair given the assaults they have had to survive! He will look them in the eyes and start to angrily rant at them:

*"I am older than any of you, I have seen villages rise and fall before your ancestors were even conceived. I have spent many years in study, removed many threats to my person and dealt with denizens of the other realms that would see you fleeing in terror. Your lack of respect has angered me, it has been a long night, and so my patience is spent!"*

At this, he will transform into a drake and attack the adventurers. Curse his sudden but inevitable betrayal!

Of course, if the players have already looted the vault, he will fly into a rage and attack them as soon as he notices.

Guillaume, when killed, drops a key to the vault doors.

At this point, the adventure is over. The adventurers are free to deal with Silverdrake manor as they see fit, and probably promise to themselves that being house sitters is probably more dangerous than going down a dungeon.

## GUILLIAUME THE CRIMSON DRAKE

Large giant, Chaotic evil

**Armour Class** 17 (natural armour)

**Hit Points** 75 (10d8+30)

**Speed** 30ft, fly 60ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

**Damage Immunities** Fire, poison

**Senses** darkvision 60 ft, passive perception 10

**Languages** common, draconic

**Challenge** 4 (1100 XP)

**Arrogance.** Guillaume will not take attacks of opportunity unless he is reduced to 37 HP or less.

**It's been a long night.** Guillaume starts with his crimson breath attack expended, and will only first regain it when reduced to 37 HP or less. After this, it will recharge normally.

### ACTIONS

**Bite.** *Melee weapon Attack:* +6 to hit, reach 5ft. *Hit:* (1d10 + 4) piercing damage.

**Wing Flap.** *Melee weapon Attack:* +6 to hit, all adjacent creatures. *Hit:* (1d6 + 4) bludgeoning damage. All adjacent creatures must pass a DC 16 Strength check or be knocked prone.

**Crimson breath (recharge 5-6).** Guillaume exhales in a 15ft cone. Each creature in the cone must make a DC 13 Dexterity saving throw or take 4d6 fire damage on a failed save, or half as much damage on a successful one.

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