



 **DMDAVE**

# **DANGER AT BLIRE MANOR**

**FIFTH EDITION COMPATIBLE**

Old Blire Manor's been abandoned for years. So why is there now a gang of mercenaries hanging out on the first floor?  
*Featuring art by Tim Hartin and Paper Forge.*

# TABLE OF CONTENTS

<b>Adventure Primer</b>	3
Background	3
<b>Blire Manor</b>	4
Laughing Jon and His Merryman	4
General Features	4
Arrival	5
Keyed Locations	5
Map of Blire Manor by Tim Hartin	5
Wrap-Up: What's Below Blire Manor?	12
<b>Open Gaming License</b>	13



## SLAVE LORDS OF QUABUS

This adventure is the first part of four in the *Slave Lords of Quabus* adventure path which takes characters from 4th level to 7th level.

*Part 1. Danger at Blire Manor.* A gang of mercenaries draws attention to itself when it starts operating out of old Blire Manor.

*Part 2. Slave Pits of Quabus.* In the old dragon dungeon Quabus, villains take part in a cruel slave trade.

*Part 3. Secrets of the Dungeon Quabus.* Deeper into the old dragon dungeon Quabus, a great evil stirs.

*Part 4. Assault on Dungeon Quabus.* A war is brewing in the dragon dungeon Quabus.

# CREDITS

This adventure was a collaborative effort brought to you by these awesome folks:

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**Special Thanks:** A big thanks to our friends at *Wizards of the Coast* for making the coolest game in the world and allowing creators like ourselves to borrow your open license.

# HOW TO RUN THIS ADVENTURE

To properly run this adventure, you need the Fifth Edition core rulebooks.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their character first arrive at a location or under a specific circumstance, as described in the text.

The core 5e monster book contains stat blocks for most of the creatures found in this adventure. When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in the core monster book.

Spells and equipment mentioned in the adventure are described in the core player's rulebook. Magic items are described in the core GM's guide.

## ABBREVIATIONS

The following abbreviations are used throughout this adventure:

hp	hit points	LG	Lawful good
AC	Armor Class	CG	Chaotic good
DC	Difficulty Class	NG	Neutral good
XP	experience points	LN	Lawful neutral
pp	platinum piece(s)	N	Neutral
gp	gold piece(s)	CN	Chaotic neutral
ep	electrum piece(s)	LE	Lawful evil
sp	silver piece(s)	NE	Chaotic evil
cp	copper piece(s)	NE	Neutral evil
NPC	nonplayer character		



## ADVENTURE PRIMER

**D**anger at *Blire Manor* is a Fifth Edition adventure designed for **three to six 3rd- to 4th-level characters**, and it is optimized for a **party of five characters with an average party level (APL) of 3**. The adventure takes place in the campaign world of Omeria in *The Summer Land*, but can easily be placed into any setting where an old manor with a large, underground location would fit. This adventure can be played as a one-shot adventure or as part of the greater series, *Slave Lords of Quabus*.

## BACKGROUND

Twenty years ago, Blire Manor was home to Prince Dunkirk Blire-Tomydon, a Tomydon Prince and important politician. Blire vanished twenty years ago just before the start of *The Attack of Regrets*. Some suspect he got into trouble with debtors and fled for Yucraria. Oddly, he left no will, therefore, his family did not know to whom his estate should pass. He had no immediate family or children, only servants, and they abandoned the estate as soon as their income dried up. Eventually, it became a monumental task which no one wished to take.

Now, Blire Manor lies in total ruin, a shell of its former glory. Squatters regularly use the building as a stopover point when traveling through the region. Vandals destroyed its stained glass windows, allowing creatures and plant life to creep in. And *The Summer Lands'* seasons beat against its walls while frequent earthquakes struck at its foundation.

Recently, a gang of mercenaries led by a rogue named Laughing Jon moved into the lowest level of the manor. Guided by a wicked hag named Vera Frogwort, Jon and his Merry-men hope to stir up trouble in *The Summer Land*. Already, they've pulled off a few heists to help fund their

exploits. On the Merry-men's last raid, Pressonian knights captured one of Jon's lieutenants. Under the influence of magic, the mercenary gave up the location of the Merry-men's hideout, old Blire Manor. All they need now is a group of low-rent adventurers to clear out the hooligans.

## ADVENTURE HOOKS

The following plot hooks provide some possible ways for the characters to travel to Blire Manor and confront its denizens.

### FIND BLIRE'S WILL

Although plenty searched for it twenty years ago before the mansion fell into ruin, a new rumor suggests that Blire hid his will in a secret chamber somewhere on the fourth floor. One of Blire's distant cousins, Gallo Mekini, approaches the characters and asks them to find the secret chamber and discover the will. He will pay them each 100 gp if they retrieve the will and bring it back to him.

### CLEAR OUT THE MANOR

The local Pressonian Knight, Sir Martha learned that Laughing Jon and the Merry-men, a troubling group of mercenaries, operate out of old Blire Manor. She offers the characters 20 gp per bandit that they remove from the premises—peacefully or otherwise.

### SAVE THE LAGAKOU CHILDREN

Traveling pilgrims Casari and Eitra Lagakou were passing by the old Blire Manor while traveling north to Violl's Garden when their two children, Aspa and Mikel, went missing. They approached the house but noticed dangerous looking thugs hanging around its first floor. Although they do not have many coins in their purse, Casari and Eitra are desperate for someone to help them find their children.



## BLIRE MANOR

**B**lire Manor is a four-story building that sits on just over 600 acres of property, the majority of which consists of hilly forests and grasslands as well as a large pond fed by a creek that rejoins River Zarathos twenty miles south. The immediate nine acres of grounds were once well kept by a small army of servants, but are now overgrown by thick grass and shrubs. Those grounds are surrounded by an 8-foot high brick wall. Rust claimed the wrought-iron fence years ago. One side hangs loosely on its old hinges while the other half was torn away by an ornery troll some years past.

### LAUGHING JON AND HIS MERRYMEN

Jon and his gang have taken up residence primarily on the first floor. While they've explored some of the second floor, some of the creatures that live up there have kept them away from looking beyond a few rooms. However, they've cleared a path that leads up to the fourth floor which allows them a view from the balcony (area 42).

Laughing Jon is a NE human Pressonian **veteran**. He is joined by four **bandits** and four **thugs**, all humans of neutral evil alignment. They are assisted by a half-orc **gladiator** named Jarvi who serves the disguised **green hag** Vera Frogwart. Unless the Merry-men are notified of the characters' arrival, they are spread out between multiple locations in the manor as detailed in the Keyed Locations section.

If Laughing Jon and His Merry-men are alerted to the characters' presence, they retreat inside the manor and bar the front doors. From there, they use the windows as cover while they fire their crossbows.

If the going gets tough, Jon gets going; he escapes into the manor's basement via the stairs in area 7b. From there, he joins with the creatures who operate the secret Slave Pits below the manor (continued in the linked adventure, *Slave Pits of Quabus*).

#### TREASURE

In addition to their equipment, all of the bandits and thugs carry coin purses with 2d6 gp.

### GENERAL FEATURES

Unless stated otherwise, Blire Manor has the following features:

#### CEILINGS, FLOORS, AND WALLS

Overall, the manor has a very "Knotsider" look, lacking motifs typically found in The Summer Land. The manor's outside walls are built from large fieldstones placed in a random ashlar pattern. Inside, the walls are timber and stucco. The floors are made from hardwood throughout the complex. And the manor's beam ceilings soar 12-foot above the floor on each level. The manor's roof is flat and wrapped by stone parapets.

#### DOORS

All of the manor's doors are made from solid oak and hung on iron hinges (AC 15, 25 hp, immunity to poison and psychic damage). The exterior doors are set into 7-foot-tall stone arches, whereas the interior doors are placed in 6-foot-8-inch rectangular frames. A barred door can be broken open by a character who uses their action to make a successful DC 17 Strength (Athletics) check.

## GROUNDS

The immediate grounds are horribly overgrown. Creatures who travel via any means other than the narrow path that leads from the south gate to the manor treat the area as difficult terrain. Creatures in the foliage are lightly obscured.

## LIGHT

With the exception of the few rooms inhabited by Laughing Jon and His Merryman, overall, Blire Manor lacks lights of any kind. Fortunately, most of the rooms have windows which allow in plenty of natural light during the day time.

## VIEW FROM THE MANOR

Because of the tall grass and shrubs that consume the manor's grounds, it's difficult to see beyond the first 60 feet from the ground level. However, creatures on the second floor can see as far as 300 feet all around the manor, and those on the third and fourth can see all the way to the manor's gate, roughly 1,000 feet from the front of the mansion.

If the characters aren't stealthy—and obviously look like adventurers—Jon and his Merryman will be ready for them when they arrive (see Laughing Jon and his Merryman).

## WINDOWS

Once upon a time, Blire manor boasted a bevy of beautiful stained glass windows. Unfortunately, vandals and nature have completely and utterly destroyed the windows, leaving the castle's interior exposed to The Summer Land's extreme seasonal swings. Most of the windows are four-feet wide and between four and eight feet tall. A creature standing in a window gains half cover (+2 bonus to AC and Dexterity saving throws) if they kneel before the window.

## ARRIVAL

When the character first catch a glimpse of Blire Manor, read the following:

What was once a proud Prsesonian estate now lies mostly in ruin. A narrow path winds its way up to the manor, flanked on both sides by overgrown hedges.

The building itself is fifty to sixty feet high with what-looks-like four stories. The grounds are overgrown with flora, barely recognizable as a garden.

If the characters travel from the gate along the path, it's likely that Laughing Jon and His Merryman will spot them and make preparations. Traveling through the overgrown grounds is a better course of action, although the characters might run into a **swarm of poisonous snakes** or two (your discretion) as they sneak up to the house.

Overall, the mercenaries keep their attention toward the south end of the house. If the characters approach from the north, they gain advantage on checks to avoid notice of the Merryman.

## WAGON

Laughing Jon and His Merryman all travel on a horse-drawn wagon outfitted to look like a miner's wagon. When the characters arrive, the wagon is parked in the collapsed ruins of the old wagon house and stable. The horses are tethered to an old post where they can easily reach nearby grass and drink rainwater from a trough.

The wagon itself is empty except for a few nail barrels, a sack of horseshoes, and three tired-looking pickaxes. If the characters inspect the wagon, a successful DC 13 Wisdom (Perception) check reveals a false bottom hiding a secret compartment which measures 6 feet in length and 4 feet in width. Inside, there are three sets of manacles and three linen bags with drawstrings. The Merryman use the wagon to smuggle slaves into the manor.

## KEYED LOCATIONS

The following locations are keyed to the map of Blire Manor on page 6.

### FIRST LEVEL

The following locations are all found on the first/ground floor of Blire Manor.

#### 1 - ENTRY HALL

A **bandit** keeps watch at the front door. If the bandit sees intruders, she shouts a warning to the other members of her crew and rushes inside. Although the doors to the entry hall no longer lock, she can use her action to bar the door to give the other Merryman time to prepare for a siege.

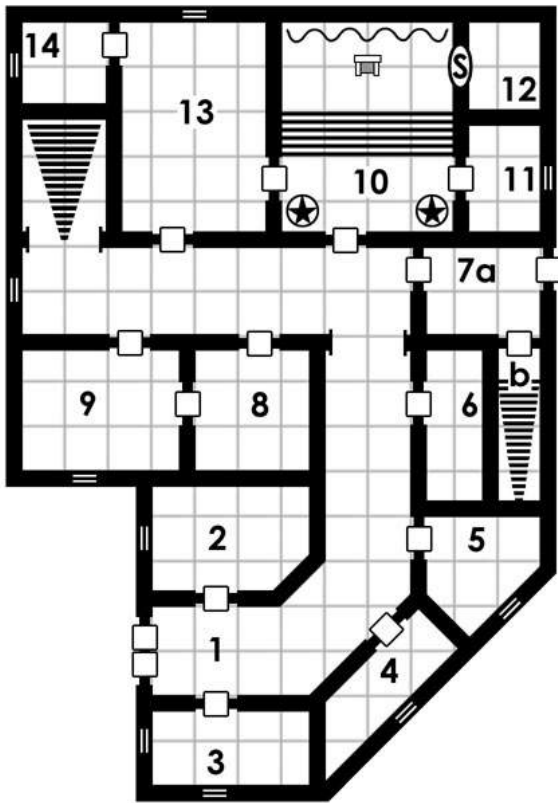
Perhaps this entry hall was once a proud location for the manor's lord or lady to greet his or her guests. Now, it displays irreparable damage, rotten leaves, and rubbish and its warped hardwood floors. A long, mold-ridden red carpet slinks east then curves north, connecting the hall to multiple rooms.

This is the part of the house through which all of the mercenaries enter. Their muddy tracks continue through the hall toward areas 7 and 10. While there are some footprints that go upstairs, for the most part, it's clear that the mercenaries prefer to work on the first floor.

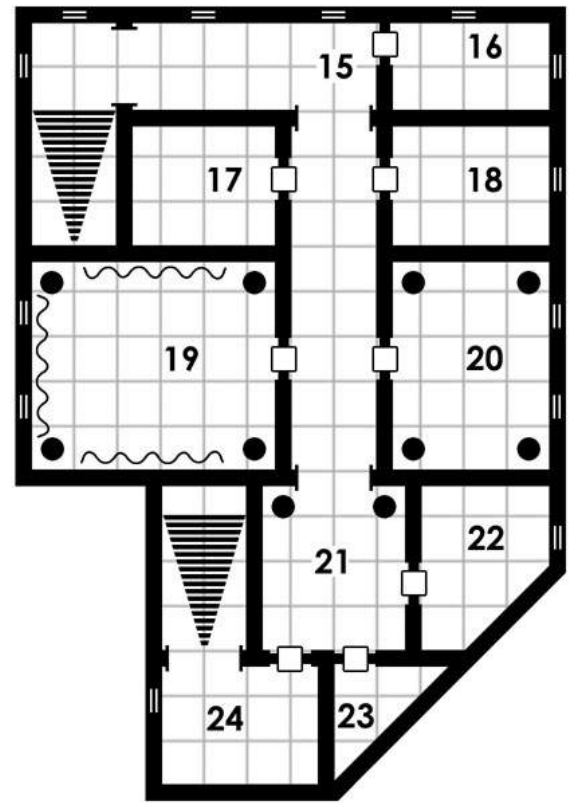
#### 2 - RECEPTION ROOM

This old room is completely empty save for a single chair covered with a mildew-stricken sheet.

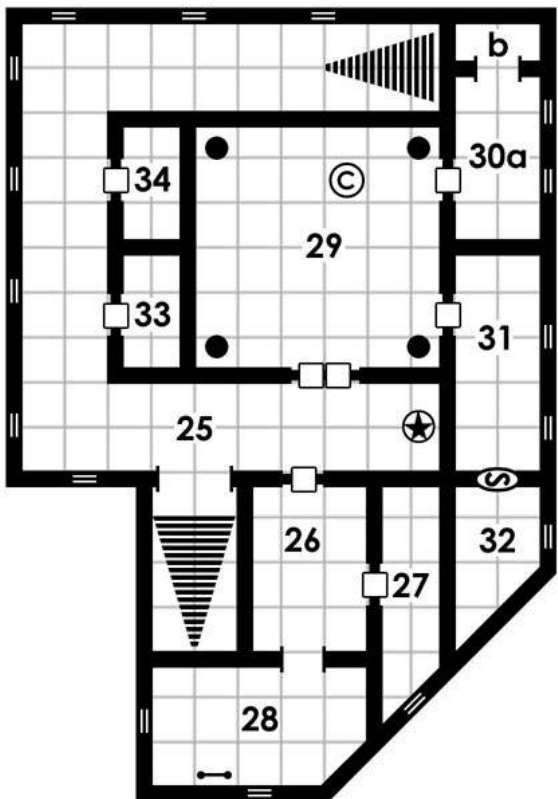
One **thug** waits here. If the Merryman are on alert, he uses the window to fire shots.



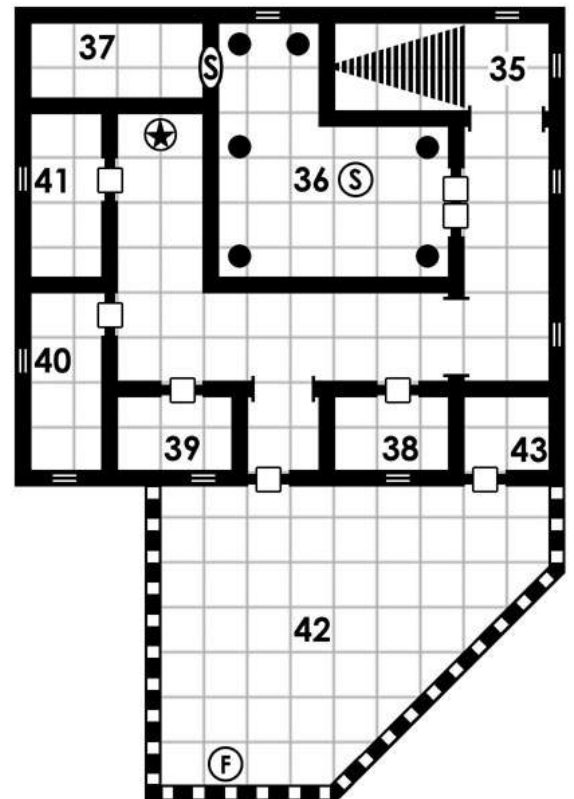
First Level



Second Level



Third Level



Fourth Level

### 3 - GUARD ROOM

An old table with three chairs stands in the middle of this mostly-empty room. The table is topped with a deck of cards and a lantern. There are three bedrolls spread throughout, each with a backpack sitting on it.

**Creature.** Another **bandit** waits here. If the Merry men are on alert, he uses the window to fire shots at the intruders. The other bandits and thugs on this level sleep in this room.

**Treasure.** Each of the three packs contain the contents of a burglar's pack.

### 4 - LATRINE

This unusually-shaped room boasts a long wooden bench built into the southern wall covered with webs. Two holes have been carved into the bench. There is a ceramic pot placed under each hole.

**Creatures.** A **swarm of spiders** lives under the latrine's bench. They attack anyone that comes near the latrine.

### 5 - AVIARY

This old room is blanketed in dust and cobwebs. A large, floor-to-ceiling window overlooks the southeastern side of the manor's grounds.

There is nothing of interest in this room.

### 6 - STORAGE

This dark room is wrapped with empty shelves.

**Treasure.** If a character searches the shelves at the south end of this old storage room, they find a loose brick on a successful DC 12 Wisdom (Perception) check. Behind the brick, they discover two pieces of blue quartz, each one worth 10 gp.

### 7 - MUD ROOM

The door that leads outside of the house is kept barred.

**Downstairs Door.** The door that leads downstairs (marked "b") is of relatively new construction and it's locked. A character can pick the lock with a successful DC 14 Dexterity check using proficiency in thieves' tools. Both Jon, Jarvi and Vera all hold keys to this door. If Jon is cornered, he retreats to this door and descends to the dungeons below Blire Manor. The dungeons below Blire Manor are featured in the follow-up adventure, *Slave Pits of Quabus*.

**Muddy Tracks.** A character who makes a successful DC 10 Wisdom (Perception or Survival) check notices that many muddy tracks lead into this room from the hall and to the door marked "b" on the map.

### 8 - SITTING ROOM

The only thing you can find in this old, decrepit room is an old, torn couch haphazardly covered with a sheet and a short, broken table in front of it.

**Treasure.** After a quick search of the couch, the characters find a silver earring with a cut azurite gem worth 25 gp. Its twin is nowhere to be found.

### 9 - LIBRARY

Likely, this room was once a library. The walls are wrapped with mostly empty shelves, although there are a few, old, ruined books here or there. The floor is littered with leaves and detritus likely blown in through the large open window that faces the entrance of the house.

**Creature.** A single **bandit** waits here. The bandit can use the south-facing window to grant the entrance extra coverage.

### 10 - AUDIENCE CHAMBER

This room looks somewhat like a throne room. The throne in question sits atop a stone dais. Vandals have not been kind to the old stone chair as it appears to be the target of graffiti. Behind the chair, a large, red curtain hangs from the 12-foot-high ceilings. Black mold creeps up the curtain's full length.

Against the southern wall stand two statues. Both are carved to look like Pressonian knights with halos.

If the characters make it this far without alerting the mercenaries, Jon (NE male human **veteran**), the **green hag** Vera, and the half-orc **gladiator** Jarvi are here discussing the Merry Men's next target. Vera uses a *minor illusion* spell to recreate a map of the region with red marks pointing out farmsteads. She is currently in the disguise of an attractive, dark-haired Anorian elven woman.

If they are disrupted, Jon and Jarvi cover Vera while she turns invisible and flees either through the door leading to area 13 or back into the hall. She will then try to reach the stairs in area 7, if at all possible. Failing that, she will try to deceive her way out of capture, explaining that she was being forced against her will to work with the others. Vera will not reveal that she is a green hug unless it is absolutely necessary.

Jarvi asks for no quarter and gives none in return. He is a brutal fighter who only wants to shed blood. Laughing Jon, however, is a coward. If he sees an opportunity to escape, he takes it. He's not above jumping out a window and running for the nearby forest or dashing to the stairs that lead below the manor in area 7.

**Secret Door.** A successful DC 12 Wisdom (Perception) check reveals the presence of a featureless door set into the timbers and stucco. The door opens into area 12.

**Treasure.** A character who looks behind the curtain finds a small sack filled with 200 sp and 55 gp. Vera carries a bag at her side that holds 35 gp, 1d4 random trinkets, and a *wand of magic detection*.

## 11 - ROBIN ROOM

This old, dusty room looks like it was once a walk-in closet. Old clothing racks hang from the walls with a few wooden hangers still in place.

The small window in the eastern wall has survived vandalism thanks to its relatively small size and lead comes.

**Creatures.** Two **giant rats** lurk in the shadows of this area. Frightened, they attack.

## 12 - LISTENING ROOM

Perhaps it is the lack of windows in this small chamber, but beyond the dust and cobwebs, it is in decent condition. There is a small cot pressed against the southern wall with an end table beside it. There is an old lantern on the table along with a book, ink bottle, and quill.

An enchantment cast in this room allows anyone inside the room to listen in on any conversations happening in area 10 as if the listener were in the room. Blire used to place one of his servants in the room to listen. He would greet guests in the audience chamber, then excuse himself to other parts of the manor for sometimes an hour or longer, intentionally leaving his guests waiting. If the guests had negative things to say about the Prince, the servant would record it in a journal. The journal's pages all have dates going back 20 years or more and contain bits of gossip recorded by the servant. None of the information is useful.

## 13 - BANQUET ROOM

This large, filthy room was probably once a banquet hall. There are three twenty-foot long tables beset by benches at the center of the room. A mural depicting a battle between dragons and knights covers the eastern wall.

The painting is a depiction of the infamous War of the Burning Plains which transpired in The Summer Land roughly eighty years ago.

Beyond the mural, there is nothing else of interest in this room.

## 14 - KITCHEN

This room was once a small kitchen. There is a soot-covered hearth set into the northeast corner of the room. Tables once

used for preparing food now only bear dust, with old, rotting crates and barrels shoved below them.

**Creatures.** Two **swarms of rats** hide among the old crates and barrels. They attack if disturbed.

## SECOND LEVEL

The following areas are keyed to the second level of the map as shown on page 6.

### 15 - SECOND FLOOR AMBULATORY

The upstairs hallway grants access to every room on the second floor.

**Creature.** One of Laughing Jon's Merryman, a **thug**, stands guard here, watching the southern face of the manor.

### 16 - GUEST ROOM

It looks like this old bedroom is once again being used. The four post bed against the south wall has been covered with clean blankets. Additional blankets have been hung from the old canopy, creating makeshift curtains.

Laughing Jon claimed this room as his own. Most nights, Vera joins him in the room.

**Treasure.** Laughing Jon keeps a burglar's pack stuffed under the bed. In addition to the items normally found in a burglar's pack, there is a coin pouch stuffed with 50 gp.

### 17 - BATH

This room reeks of mold. A large wooden wash tub filled with murky, black water sits at the center of the room. A wooden bench with four holes cut into the surface

**Creature.** A **gray ooze** hides in the room. It's been eating rats since it took up residence in the old manor. But once it sees a humanoid cross its path, it'll gladly change diets. The gray ooze's false appearance ability makes it indistinguishable from the walls of this bathroom. This should allow it to surprise any characters who come to close.

### 18 - GUEST ROOM

Clearly, this was once a bedroom. Although it is covered in mildew and its mattress is torn apart, a four-post canopy bed dominates the center of the southern wall. The only other piece of furniture in this room is a wardrobe missing both of its doors.

There is nothing of value in this room.



## 19 - CHAPEL

This dark room looks like it was once a chapel. The room is divided into two columns of wooden pews all facing a backlit curtain to the west. The tapestries on the walls are painted to look like Pressonian knights.

The tapestries depict the Four Generals, the celebrated gods of Presson's Enclave and The Summer Land.

There is nothing else of value in this room.

## 20 - REFECTORY

When the characters first enter the room, read the following:

A flutter of birds gives you a start as you step into the room. When they see you, the large, black birds fly out through the open windows at the eastern end of this well-lit room.

There are four, bird-dropping-covered tables spaced evenly throughout the room each surrounded by benches. A few of the tables have random plates and flatware strewn about.

This was once the refectory for chapel service. It's since become a home for a nest of ravens. The ravens don't attack.

## 21 - HALLWAY

The end of the hallway offers a bench against the western wall for seating.

**Unstable Floors.** The beams that support the floor directly in front of the doors leading to areas 22 and 23 have been weakened thanks to a hungry nest of termites. Any creature weighing more than 100 pounds that sets foot on the floor must make a DC 12 Dexterity saving throw. On a failed save, the creature falls through the floor into area 1 below, taking 3 (1d6) falling damage as a result of the fall. On a successful saving throw, the creature is able to move before the floor collapses. Noticing the weakened floor requires a successful DC 12 Wisdom (carpenter's tools).



## 22 - GUEST ROOM

There is an old canopy bed pressed against the northern wall. To the southeast, there is a wardrobe and a small desk.

**Creature.** If a character opens the wardrobe, a black **cat** leaps out and hisses. The cat wears a collar with a bell around its neck. It runs back through the hall and up the stairs to level 3 and heads for area 32.

## 23 - LINEN CLOSET

This small room is wrapped in empty shelves.

There is nothing of value in the closet.

## 24 - STAIRWAY

A wide staircase leads up to the next floor.

The steps are old and creaky. Dexterity (Stealth) checks made to walk up the steps are done so with disadvantage. If the thug in area 25 hears the characters approaching, she finds a place to hide to see who is coming, then tries to surprise the intruders.

## THIRD LEVEL

The following locations are keyed to the third level of the manor.

## 25 - THIRD FLOOR AMBULATORY

This long hallway is well lit by a series of windows along its western wall. You get a full view of the manor's grounds from here, including a large pond some 2,000 feet in the distance. Even though the grounds are horribly neglected, it's still a dazzling sight to behold.

A lone **thug** keeps watch here. If the characters aren't careful walking up the stairs (see area 24), she will hide and try to surprise them.

**Statue.** A statue made in the likeness of Lord Blire stands at one end of this hallway. Like many of the artworks still standing in manor, this one has been vandalized.

## 26 - WALKWAY

This walkway is well tread by the thug in area 25 and the bandit on the roof in area 42.

## 27 - LATRINE

This room was a latrine. A wooden bench is built into the walls of the north end. Judging by the smell, it's recently been used.

The mercenaries in areas 25 and 42 use this room to relieve themselves.

## 28 - GUARD ROOM

Two old bunk beds are placed in this room. While one of the bunks looks just as rotten as the rest of the furniture found throughout this manor, the second looks like it's been repaired and cleaned up. There are two packs stuffed under the bed.

An iron ladder rises to a trapdoor in the ceiling above.

This is where the thug from area 25 and bandit from 42 sleep.

**Treasure.** Both of their packs contain the contents of a burglar's pack plus 2d6 gp (as noted at the start of the chapter). One of the packs also contains a silver circlet set with various precious gems. It's worth 100 gp.

**Knock System.** The bandit on the balcony in area 42 has created a knock system with the thug from area 25. It's three knocks, two knocks, three knocks. If the bandit hears someone coming who doesn't use the knock, they will ready a shot and fire indiscriminately.

## 29 - MASTER BEDROOM

This large room is dominated by a huge, 10-foot wide canopy bed and a large fireplace against the western wall.

Although the area is covered in dust, it's still in relatively decent condition.

This was Blire's master bedroom. A character who succeeds on a DC 13 Wisdom (Perception or Survival) check notices that there are footprints in the dust on the floor that lead to area 31. They appear to be made by a Small humanoid.

**Concealed Trapdoor.** There is a trapdoor built into the ceiling over the bed. Spotting it requires a successful DC 13 Wisdom (Perception) check. The trapdoor leads up to area 36. Blire had the trap door added as a quick escape that led to his old vault and secret safe room.

## 30 - WALK-IN CLOSET

An old vanity with a broken mirror sits against the eastern wall between two broken windows. The north end of the room boasts a closet with multiple shelves and clothing racks. Other than one or two moldy robes, the closet looks empty.

**Treasure.** The vanity has a small drawer at its center. Other than a few scraps of paper and dust, it looks empty. However, a successful DC 11 Intelligence (Investigation) check reveals a false back to the drawer. Inside is a hidden potion of healing.

## 31 - MASTER BATHROOM

This old bathroom features a steel tub at the center of the south portion of the room and a latrine bench to the north.

A character following the footprints from area 29 notices that the footprints continue up to the southern wall. A DC 12 Intelligence (Investigation) check reveals the presence of a secret door that leads to area 32.

**Creature.** If the characters discovered the **cat** in area 22, the cat is now here sitting on the window sill cleaning its paws. There are two small bowls set on the sill—one with food and one with water. Both look clean and freshly stocked.

## 32 - XOZU'S SECRET CHAMBER

When the characters first open the secret door leading into this area, read the following:

With a click and a creak, the hidden door opens. Before you get a sense of the area, you hear someone shout, "Gadzooks! I ain't got nothin' for ya!"

A bushy-haired gnomish man stands at the center of this hidden chamber holding a rusted frying pan.

Xozu (CN male gnome **commoner**) snuck into the old Blire estate about five years ago and has squatted there ever since. By happenstance, he discovered this old strong room and has converted it into his home. There is a small bed and desk here along with a pack full of his supplies. He adopted the cat (he named Wally) and gave it a bell to know when it was near. The cat also captures the occasional bird or rat which Xozu cooks and eats.

Since Laughing Jon and his cronies moved into the manor, Xozu's stayed hidden in the secret chamber watching from his lone window. He despises the mercenaries—not just because they've disrupted his home, but he's seen them bring people into the house wearing bags over their heads. He suspects that they're hiding the people somewhere in the basement and worries that they're doing bad things.

Xozu also gets a bad vibe from Vera. Xozu suspects she is not who she appears to be. "Probably some wretched witch in disguise. It's the eyes. You can always tell with the eyes!"

Xozu won't leave his chambers, but he'll offer as much information about the manor that he can. He's searched the place up and down at this point and knows most of its secrets.

**Blire's Will** This area was where Blire once hid his will. Xozu didn't think much of it, but if the characters mention it, he knows right away what they're talking about. He used the multi-page document as stuffing for his pillow. He surrenders the will without any trouble, but does lament that he'll have to find new stuffing. However, Xozu fails to mention the 50 gp he found with the will which he keeps in his pack.

Other than a little creasing, the will is legible and names Blire's true heirs.

### 33 - LINEN CLOSET

This empty closet once held linens. The shelves are now bare.

### 34 - CLEANING CLOSET

The house's servants kept cleaning supplies in this closet. All that remains now is a bucket with a mold-ridden mop.

## FOURTH LEVEL

The following locations are keyed to the fourth level of Blire Manor, as shown on page 6.

### 35 - FOURTH FLOOR AMBULATORY

Light pours in through the three large windows in this long hall. A quick look out one of the windows reveals that you're probably fifty or higher above the manor's grounds.

**Creature.** If the characters aren't careful, the **thug** that keeps watch in this area will hear them coming. To prepare, the thug waits in the doorway that leads to area 36. Then, when one of the characters passes, they will charge and try to shove that character out of the window directly across the hall. Have the thug make a Strength (Athletics) check contested by the character's Strength (Athletics) or Dexterity (Acrobatics) check. If the thug succeeds, the character is pushed out of the window and falls 50 feet into the eastern garden, taking 21 (5d6) falling damage as a result.

**Statue.** A statue made in the likeness of Lord Blire stands at one end of this hallway. Like many of the artworks still standing in manor, this one has been vandalized. A character who makes a successful DC 13 Intelligence (Investigation) check while examining the statue notices a hidden switch in its base. If the switch is triggered, it unlocks the secret door leading to Blire's old safe room in area 37.



### 36 - TROPHY ROOM

This large, L-shaped room is stuffed with multiple displays, shelves, and tables. It's possible they once displayed works of art, trophies, or other valuables. Now they only display dust and cobwebs.

This room was cleared a long time ago by Blire's relatives.

**Secret Door.** A well-concealed door in the northwestern wall hides the entrance to Blire's safe room (area 37). Unless a character makes a successful DC 15 Intelligence (Investigation) check in the square directly in front of the door, they won't notice it. However, if the switch hidden in the statue in area 35 is triggered, they find the door slightly ajar.

The door can be broken open with a successful DC 22 Strength (Athletics) check, or its lock can be picked with a successful DC 20 Dexterity check using proficiency in thieves' tools.

### 37 - SAFE ROOM

This dark room is choked with dust. There is a bed and chest against the far wall with a short stack of books just within reach. But that's not what draws your attention. A withered, insect-eaten corpse sits in a plush armchair just ten feet from the door.

**Lord Blire's Corpse.** Twenty years ago, Lord Blire's paranoia and fear of invasion during the Attack of Regrets drove him to secure himself in these chambers without telling anyone. He had two weeks of rations when he first entered. Unfortunately, when he went to let himself out to restock after the two weeks ended, he discovered that the door latch was broken. Trapped inside, Blire eventually died of starvation.

**Soundproof.** No matter how much someone screams or makes noise, no one outside of this room can hear them.

**Treasure.** The chest at the foot of Lord Blire's bed contains 100 gp and a *+1 shortsword*. Lord Blire's corpse still wears his platinum signet ring worth 25 gp.

**Tricky Door.** If the secret door to this area shuts and locks, the latch that once opened it from this side does not work. Breaking the door down requires a DC 22 Strength (Athletics) check or a character can make a DC 20 Dexterity check using proficiency in thieves' tools to trigger the latch.

### 38 - SITTING ROOM

Natural light pours in through a large window at the south end of the room. Two slatted-wooden chairs face the window with a small table set between them.

There is nothing else of value in this room.

### 39 - CONSERVATORY

Dozens of pots and hanging baskets clutter this old conservatory. The plants that once thrived in this room are long dead. The only thing that now grows here is mold.

There is nothing else of value in this room.

### 40 - OFFICE

An old dust-covered desk rests just below a large, broken window at the south end of this room.

This was once Blire's office. The drawers of Blire's desk are empty.

### 41 - PRIVATE LIBRARY

The door that leads into this room was once locked until someone broke it open some years back.

Floor-to-ceiling wooden shelves cling to the walls of this old room that appears to have once been a library. Moldy books still clutter the shelves.

**Creatures.** A **swarm of wasps** has built a nest into one of the bookshelves. If the characters look through the books, they disturb the wasps who attack.

**Treasure.** One character can spend 10 minutes searching the books on the shelves for anything of value, or a group of three or more characters can spend 1 minute searching. At the end of the duration, the character(s) must make a DC 10 Intelligence (History) check or group check. On a successful check, the character(s) finds an old book detailing the Great Chromatics of The Summer Land. The book is quite valuable to collectors, worth 500 gp in its condition.

The rest of the books have little value. In total there are 200 books, each one worth only 2d6 cp.

### 42 - BALCONY

This large, leaf-strewn balcony grants you a full view of the estate's eastern, southern, and western grounds.

**Creature.** A **bandit** stands guard on this balcony. Because of the bandit's vantage point, it can see intruders arriving from nearly any direction. If the bandit sees the characters, he calls to the others to prepare, then stays on the balcony to fire down.

If the characters make it this far without alerting the bandit, the bandit's back is turned away from the door, so it's possible they can get the drop on him.

### 43 - STORAGE

The door to this storage area is slightly open when the characters find it.

This small area is filled with extra tables that have legs that can fold beneath them and multiple chairs stacked on top of each other.

**Creatures.** A **swarm of bats** calls this old furniture storage area home. They won't attack unless disturbed.

## WRAP-UP: WHAT'S BELOW BLIRE MANOR?

At some point, the characters will discover that Blire Manor holds more secrets than just a few mercenaries, squatter gnomes, or the corpse of a missing lord. The true secret of Blire Manor is disturbing: the green hag Vera Frogwar employs Laughing Jon and His Merryman to capture humanoids in the region. She then takes the victims down into the manor's cellar and imprisons them in the Slave Pits of Quabus. There they are forced to toil until they die.

The adventure continues in the second part of the *Slave Lords of Quabus* series, *Slave Pits of Quabus*.

## ADVENTURE HOOK RESOLUTION

There were three adventure hooks mentioned in the introduction. Here is the resolution for each adventure hook:

### BLIRE'S WILL

If the characters discovered the hidden room in area 32 and the gnome Xozu, they may have discovered Lord Blire's lost will. The will outlines that Blire's distant cousin, Arrow Diamond, is the heir to his fortune. As promised, Gallo Mekini awards the characters 100 gp for the recovery of the will.

### CLEAR OUT THE MANOR

If the characters bring back proof that they cleared out the manor, they are paid 20 gp for each bandit and thug they forcibly removed as well as Jarvi, Vera, and Laughing Jon himself. Sir Martha pays without question. However, she is interested in why Jon and his men were staging attacks from that particular manor. She offers a follow-up quest: if the characters can learn more about the manor and any secrets it might hold, she will pay them an additional 100 gp for such information.

### WHERE ARE THE LAGAKOU CHILDREN?

The characters won't find the missing Lagakou Children in the manor. The children were taken below the manor into the slave pits where they were interred. To rescue the children, the characters must descend into the slave pits and fight the villains within. The Lagakou children are featured again in the follow-up adventure, *Slave Pits of Quabus*.

## ADVANCEMENT

If the characters completely clear the mercenaries out of Blire Manor, they should earn roughly one-fourth of the experience necessary to reach level 4. Ω

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