The Silver Mask



Dungeon Master's edition

A Halloween one-shot for four level-3 characters. About two hours. D&D-style homebrew. A city masquerade, a stolen relic, and a captive conservator in a wilderness manor.

OPENING READ-ALOUD

You stand beneath a hundred paper moons while fiddles race through the final dance. Hot cider scents the Lantern Exchange. Beside a velvet display case, a silver-masked guest drops his glass. His glove splits; the hand beneath it claws across the table. A towering wolf-shaped figure snatches the open case and crashes through the terrace doors. Guests surge toward a fallen server while a watch captain points to the rain-dark quay. Do you help the people at the doors, follow the fleeing figure, or divide your efforts?

At the Table

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Overview

A Halloween one-shot for four level-3 adventurers, about 120 minutes. A werewolf breaks out of a metropolitan masquerade with a silver relic. Its trail leads to a wilderness manor, a captive conservator, and a choice between destroying a monster and ending his curse.

Tone: rain, candlelight, torn velvet, and something breathing behind a locked door. Suitable for young adults; describe injuries without gore. Threatened NPCs are adults. Before play, agree whether to fade out transformation, captivity, or animal peril. The curse never forces a player character to attack an ally.

Rules scope: D&D-style d20 homebrew, using the party's usual character sheets, initiative, actions, attacks, spells, saves, rests, and dying rules. Every adventure-specific creature, item, chase, and cure rule is printed here. These are custom creatures, not official werewolf statistics. A check means d20 plus the relevant character-sheet modifier, meeting the stated DC. Advantage rolls two d20s and keeps the higher; disadvantage keeps the lower. Do not substitute an immunity-to-ordinary-weapons monster.

DM Introduction

Adrian Vale, a young nobleman, was bitten while hunting outside the enormous river city of Greyhaven. Antiquarian Osric Voss promised a cure, then charged for monthly treatments that only suppressed the symptoms. Voss owns the Silver Mask, a palm-sized reliquary with three hinged silver petals surrounding a moonstone. Restored and exposed to moonlight, it can end Adrian's curse. Voss has chained Nella Reed, a nineteen-year-old conservator, to a repair bench at Briarwick Manor until she makes the relic work. She has delayed the repair rather than surrender a working instrument to her captor.

Tonight Voss displays the damaged Mask at Greyhaven's Halloween masquerade before returning it to the manor. Adrian has learned where Nella is held. He attends hoping to steal the relic and reach her, but Voss deliberately withholds his usual suppressant. Moonlight entering the ballroom triggers Adrian's change. He grabs the Mask and flees. The party, hired as event guards, can protect guests, pursue him, and investigate. A dropped case, a witness, and his trail independently point to Briarwick. Voss takes his carriage ahead along the toll road while the wolf and pursuers use the shorter forest path.

At the manor, Nella can expose Voss and restore the relic. Adrian initially hides in a detached hunting lodge; when the clouds clear, he approaches the manor's glass gallery seeking her help. There the party must get Nella out of danger while containing, curing, or killing the werewolf. A torch mob arrives only if someone dies during the city chase; its actions follow visible warnings and can be stopped. If nobody intervenes, Voss keeps Nella imprisoned, retrieves the Mask after Adrian retreats to the lodge, and continues selling temporary treatments. If the party intervenes then withdraws, preserve whatever they achieved; Voss escapes only if still able, and Nella remains captive only if not freed. Do not narrate an offscreen death as the unavoidable price of declining the adventure. Returning with the watch next day remains possible, but Adrian must be found again.

At a Glance

SEGMENT	MINS	CHANGE IN THE SITUATION
Briefing and cold open	5	The theft and transformation interrupt the ball.
Scene 1: Blackthorn Quay	20	The chase saves lives or draws a mob; clues name the manor.
Scene 2: The Forest Gate	15	A roadside encounter reveals the wolf's destination and offers a tracking lantern.
Scene 3: The Locked Workshop	25	Rescue Nella, confront Voss, and recover the means to a cure.
Scene 4: Moonlight in the Glass	40	Protect Nella while resolving the werewolf threat.
Rewards and return	15	Record survivors, treasure, and Greyhaven's response.

Prep: read the DM Introduction, four encounters, creature statistics, and Rewards. Place three chase markers and four finale round markers. Share only the unkeyed manor plan initially; handouts have individual reveal conditions. The illustrated route is a travel schematic, not a measured wilderness map.

Pacing: at real-time minute 40, arrive at the manor. At minute 65, start the finale or the party's alternate resolution. Skip searching empty rooms and summarize travel. If negotiations finish the threat early, end early; do not add a replacement battle. For three heroes reduce Adrian to 48 HP and one claw attack per turn; for five, use 80 HP and the normal two attacks. For novice players, Nella explains the cure on arrival and the finale starts with her chain already removed.

Hook

Each character has accepted 25 gp to guard the Halloween masquerade at Greyhaven's Lantern Exchange. Captain Mara Flint pays the agreed wage after the shift, even if the thief escapes; pursuing him is a separate rescue, not a condition secretly added to the job. Choose one connection: Nella repaired a family keepsake, Adrian once paid a friend's medical bill, or Mara is the character's trusted former patrol partner. Mara asks the party to recover the relic and locate the missing conservator while she protects the guests. She has authority to promise a further 100 gp to the party for returning Nella safely.

Stakes

Protect the guests, free Nella, and decide Adrian's fate. Exposing Voss, rescuing Nella, and ending the curse are separate victories; rescuing her and withdrawing still earns the rescue payment.

Moon and travel: the city attack occurs when the full moon first clears the roofs. Clouds then obscure it during the 40-minute forest journey. The moon clears the clouds again at the manor. Do not advance a hidden transformation timer during discussion or exploration. Once Scene 4 starts, its round procedure controls danger.

Lycanthropy: this one-shot's bite leaves a silver crescent scar but cannot transmit the curse in combat. Nella explains that Adrian's curse is not contagious. This is a declared homebrew boundary, not a claim about a published ruleset.

Factions

• **Greyhaven Watch / Captain Mara Flint:** keep the streets safe and bring captives home. Offers wages, the rescue reward, and a hearing. Evidence of Voss's chain, Nella's testimony, or his signed note is enough for an investigation. The watch does not demand the wolf's head.

• **Voss's Antiquarian House:** Voss alone is the active antagonist. His two hired coach hands flee when the ballroom changes; there is no extra squad to fight. He uses ownership papers and money as leverage, then bargains or escapes when challenged.

• **Quay neighbors / baker Tamsin Bell:** only become a pursuing mob after a witnessed or credibly reported city-chase death. Tamsin wants nobody else killed. Her twelve neighbors carry torches and poles; treat them as a social pressure, never twelve combat turns.

Locations

Location: Greyhaven and the Briarwick Road

Greyhaven is a crowded river metropolis: high warehouses, elevated bridges, lantern ferries, and a Halloween procession filling Blackthorn Quay. The Lantern Exchange terrace opens onto the quay. The chase passes a toppled cider cart, a narrow canal bridge, and the north gate in that order. Each is one chase beat rather than a tactical distance.

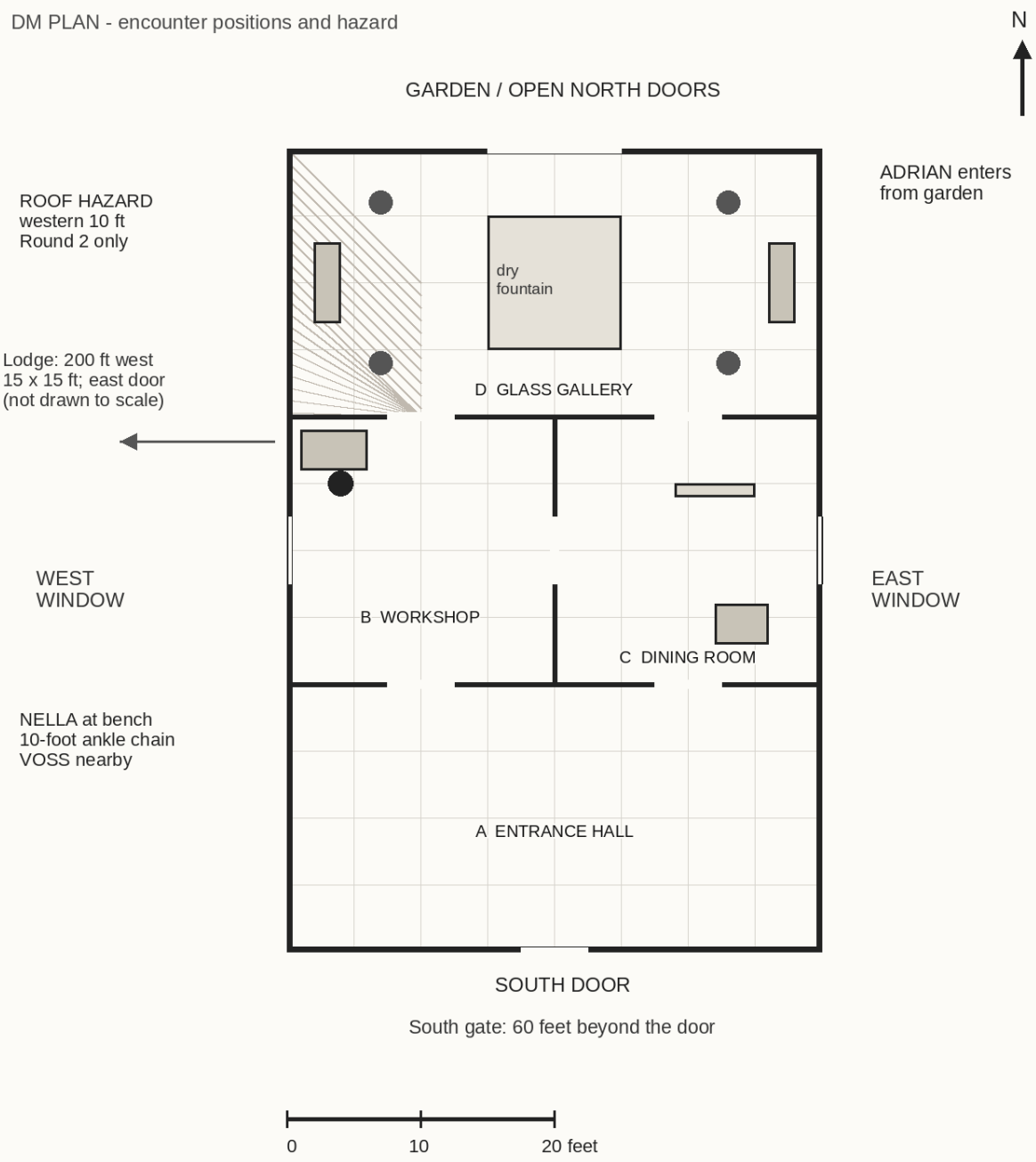
Briarwick lies six miles beyond the north gate. Voss's toll road takes 30 minutes by carriage; the muddy forest shortcut takes the party and wolf 40 minutes at the adventure's brisk travel pace. Do not apply another travel roll. A posted sign, a track through wet clay, and the case's address all identify the same place. The broken forest gate is half a mile from the house. A hunting lodge stands 200 feet west of the manor, connected to its west yard by an open path.

Location: Briarwick Manor



Briarwick exterior: atmosphere reference; use the keyed plan for movement.

Briarwick DM plan



Map key: use the keyed location descriptions on the following pages.

One occupied ground floor; the roof and upper story have collapsed over sealed rooms outside the play area. North is the rear garden. The plan uses a 5-foot scale. The **south entrance hall is 40 by 20 feet**; the **west workshop and east dining room are each 20 by 20 feet**, directly north of the hall; the **glass gallery is 40 by 20 feet**, north of both rooms. Each adjacent room has a 5-foot doorway. A 5-foot doorway also connects workshop and dining room. Doors are unlocked except the south hall exterior door (DC 12 tools or Strength; failure opens it noisily). The workshop's west window and dining room's east window are each 5 feet wide, unlatched, and 3 feet above ground. Opening or crossing costs 5 extra feet of movement. The gallery's north double doors are 10 feet wide and unbarred. Every route accommodates the Medium werewolf.

A, Entrance hall: wet pawprints cross the tiles and then go back out through the south door. A brass coat stand is improvised cover, not hidden treasure. Voss is in the workshop unless approached from there, in which case he backs into the hall.

B, Workshop: Nella is chained beside a bench against the north wall, 5 feet from the gallery door. Her ankle chain is 10 feet long. The restoration jig is bolted to the bench. A silver chain and two wax-wrapped moon salts are openly visible; Nella gives permission to use them. The bench provides half cover (+2 AC against attacks through it).

C, Dining room: Voss's open travel chest contains his signed order and the agreed cash described under Rewards. Finding it requires looking, not a check. A heavy wheeled serving screen provides half cover and can be pushed 10 feet with an action. It fits through either gallery doorway.

D, Glass gallery: four broad stone columns, two benches, and a dry central fountain. Columns and benches provide half cover. The fountain is a 10-foot square; its 2-foot rim costs 5 extra feet to cross. The north doors lead to an open garden, with a clear exterior route around either side of the house to the south gate. The western roof panel is cracked; the round-2 hazard is confined to the westernmost 10-foot strip and is marked by falling grit before it breaks.

L, Hunting lodge: a single 15-foot-square shelter, one unlocked 5-foot east door, 200 feet west of the manor. Adrian crouches inside; he holds the Mask only if the party did not recover it during the chase. Finding him early is allowed; apply the Early Intervention rules in Encounter 4. The lodge contains no extra treasure or secret passage.

Encounter Matrix

ENCOUNTER	OBJECTIVE / MODE	PRESSURE	SUCCESS / FAILURE CONSEQUENCE
1. The Quay Chase	Save guests, follow the wolf / chase	Two endangered adults; three beats	Safe pursuit; a death can create the mob branch.
2. The Broken Gate	Learn the route, obtain tools / exploration	An injured gr oundskeeper needs help	Tracking lantern and local knowledge; all routes still reach the manor.
3. A Conservator in Chains	Free Nella, confront Voss / social or combat	Voss tries to leave with leverage	Rescue and relic repair; failure changes access, not the destination.
4. The Wolf in the Glass	Protect Nella, resolve Adrian / combat or cure	Four-round opening sequence, optional mob	Cure, capture, slay, or extract and retreat.

Scenes

Scene 1: Blackthorn Quay

Runtime: 20 minutes. **Objective:** protect people and follow the fugitive. **Stakes:** a preventable death may draw a torch mob.

READ-ALOUD

You reach the quay as a cider cart tips across the cobbles. A server is caught beneath its wooden handle; beyond him, a dark shape bounds over a canal bridge. Bells clang from the north gate. The rain carries a sharp smell of crushed apples. Who goes to the cart, and who keeps the fleeing figure in sight?

Run Encounter 1. Tell players before committing that helping a bystander costs pursuit progress but does not end the adventure. The server, Jory, can describe a man in a half-silver mask saying "Briarwick. She can mend it." This is testimony, not a conclusion the characters must guess.

Success: reach the north gate with people safe and useful evidence. **Fail-forward:** lose sight of the wolf but recover his address-stamped case. **Next:** follow the Briarwick road to Scene 2; Mara handles casualties and guests.

Scene 2: The Forest Gate

Runtime: 15 minutes including travel. **Objective:** find an approach and prepare. **Stakes:** arriving without knowledge makes Voss's lies harder to spot.

READ-ALOUD

You find an iron gate bent away from the road. Rain taps a groundskeeper's overturned handcart, and a man's lantern swings close to the mud. He presses a cloth to his forearm beside a sign reading BRIARWICK. Through the trees, one long window shines above the manor's dark wall. Do you approach the man, examine the tracks, or circle toward the light?

Run Encounter 2. Silas, the groundskeeper, explains the lodge and workshop window. If the city death condition occurred, show torches gathering far back on the road; they arrive during Encounter 4, never teleport ahead of the party. Without that condition, the distant lights are absent.

Success: obtain route knowledge, rope, and a lantern with Silas's help. **Fail-forward:** the party can follow the sign and wheel ruts without his aid. **Next:** enter the hall or either side window in Scene 3, or visit the lodge first.

Scene 3: The Locked Workshop

Runtime: 25 minutes. **Objective:** free Nella and understand the Mask. **Stakes:** Voss can escape with evidence if ignored.

READ-ALOUD

You see a young woman at a crowded workbench, her ankle linked to an iron ring in the floor. The room smells of beeswax and hot metal. A well-dressed man closes a ledger as she holds a replacement silver hinge up to the lamplight. "Ask him why the door needs a lock," she says. Do you speak to her, confront him, or examine the chain?

If entering the dining room first, read its visible room key instead; use this opener only on reaching the workshop. Run Encounter 3. Give Nella's restoration card when the party talks to her. Once freed, she chooses to help Adrian if the party can protect her; she will also leave immediately if they advise it. Her rescue does not depend on agreeing to fight.

Success: free Nella, secure the Mask or learn where it is, and choose a plan. **Fail-forward:** Voss gets away, but she can still be freed with tools or force and explains the same cure. **Next:** bring Adrian or the Mask to the gallery, approach him at the lodge, or escort Nella out. Use Encounter 4 at the first confrontation; never require a room change just to trigger a fight.

Scene 4: Moonlight in the Glass

Runtime: up to 40 minutes. **Objective:** keep Nella safe and end or escape the threat. **Stakes:** a cure takes coordination; a mob may mistake rescue for collaboration with the monster.

READ-ALOUD

You hear claws click against the gallery's outer step. Moonlight cuts through the broken roof onto the dry fountain. A wolf-shaped figure fills the open garden doors, a small silver object clenched in one hand. His torn formal coat drips onto the tiles. Above the western bench, loose glass ticks against its frame. Where do you put yourselves before he crosses the threshold?

Use only if Adrian still holds the Mask and has approached the gallery. If it was recovered, omit the object; if the party visits the lodge, describe its low doorway, wet fur, and scraping claws instead. If already cured, captured, or killed, skip this arrival and resolve any mob at the gate using the de-escalation options in Encounter 4; allow two exchanges of dialogue before an unanswered crowd threatens the awning.

Run Encounter 4 with its location adjustments. Nella starts in B beside the bench unless moved; Adrian enters D from the north. When freed, Nella follows agreed shelter or evacuation instructions on initiative 10, moving 30 feet and using her action to Dash, Hide, repair, or administer the cure. She does not run into reach merely because the scenario expects a rescue.

Success: make Nella safe, resolve Adrian's fate, and stop any threatened fire. **Fail-forward:** withdraw through either side window or the south door; the wolf prioritizes the Mask over fleeing people. **Next:** resolve Rewards and Resolution Paths. There is no compulsory second wave.

Encounters

Encounter 1: The Quay Chase

Setup: Adrian is the only hostile creature and flees instead of attacking. Use three beats, not initiative. No attack on him is necessary to follow. Start with zero pursuit successes; announce each hazard and its consequence before choosing actions.

1. **Cider cart:** Jory is pinned. One character can free him with an action, no check. If nobody helps, he is injured but survives and the party earns this beat's pursuit success without a check. Otherwise each character not helping Jory may make one DC 12 Athletics or Acrobatics check to keep up. The party can earn at most one pursuit success per beat.

2. **Canal bridge:** ferryman Len slips and hangs from the bridge. One character can secure him with a rope, reach, spell, or DC 10 Athletics check. A failed check costs that character the next beat's pursuit attempt but still saves Len. If nobody acts, he falls; his head remains above water for one full beat. Announce the rescue window clearly. Other characters can gain one pursuit success with DC 12 Perception or Survival, noticing the wolf's direction among parade costumes.

3. **North gate:** rescue Len now with an action and any reachable rope, boat, swimming, or suitable spell, no roll;

this costs the rescuer's pursuit attempt. If everyone knowingly abandons him again, he drowns offscreen. Other characters can gain one pursuit success with DC 12 Athletics, Survival, or a convincing route-cutting plan. A spell that bypasses the obstacle grants that beat's success without a check; spend its usual resource.

Results: two or three successes allow the party to recover the dropped Mask at the north gate, where it catches on an iron spike and Adrian abandons it. With zero or one, Adrian keeps the Mask at the lodge. Either way he drops its empty transport case, stamped "Briarwick Manor - North Forest Road." No clue check is needed. Never undo an earlier capture or recovery to apply this chase result. Jory's testimony and the gatekeeper's sighting are independent backups if the case is lost.

Early attacks or restraint: pause the beat procedure and roll initiative. Place Adrian 40 feet ahead on the open quay and resolve movement, ranges, attacks, and spells normally; he uses Dash to flee. Characters may spend actions rescuing the currently endangered bystander. Carry his remaining HP and conditions forward. When combat or pursuit ends, resolve any bystander still awaiting help before leaving the city. Successful capture or incapacitation stays successful. Mara's watch can hold an incapacitated Adrian in an iron carriage, giving the party reason to seek Nella and the cure without releasing him. If the party slays him, the manor rescue still stands; do not resurrect him for the finale. A deliberate attack into a crowd has only the normal rules' consequences, never an invented automatic bystander death.

Mob trigger: mark MOB only if a person dies during this city chase and neighbors witness it or receive credible testimony. This includes Adrian if visibly slain in wolf form. Injury, property damage, and an escaped wolf alone do not trigger it. Tamsin follows to demand proof of safety and justice. The mob's arrival and de-escalation are in Encounter 4.

Noncombat / success: protect both bystanders and recover the Mask by coordinated movement. **Fail-forward / transition:** even a lost chase yields the manor address; carry MASK, Adrian's HP, and MOB state to Scene 2.

Encounter 2: The Broken Gate

Setup: Silas Fen has cut himself climbing a broken fence; Adrian did not attack him. No enemies. He fears Voss will dismiss him and initially calls the wolf "a large dog."

Procedure: offering first aid, a clean bandage, or a respectful promise to protect Nella wins his help without a roll. Otherwise DC 12 Persuasion establishes trust; failure means he answers only direct questions and will not accompany the party. He never conceals the signed road or the visible tracks.

Information and leverage: Silas saw a wolf-shaped figure enter the west lodge and saw Voss chain Nella yesterday. He offers the workshop's unlatched west window as a way around Voss. His handcart contains the Gatekeeper's Lantern and a 10-foot ordinary rope; with his trust, he lends both and later gifts the lantern if Nella is rescued. The silver restraint chain is at Nella's bench, not in his cart.

Pressure and escalation: after a few minutes he grows faint. A character supporting him or guiding him to the south gate stabilizes him; no healing resource is required. Ignoring him leaves him resting safely under the cart, unable to assist further. There is no hidden death timer. If MOB is marked, he can later vouch for Nella when she reaches the gate.

Noncombat / success: earn Silas's help and a stealth entrance. **Fail-forward / transition:** bypass him by following the tracks or sign to Scene 3; lose the lantern loan, not access to the manor or cure.

Encounter 3: A Conservator in Chains

Setup: Nella is chained in B; Voss stands within 10 feet holding the key. One antagonist, no guards. If the party already has the Mask, his opening offer is 150 gp for it, payable from his chest. The offer is a bribe in place of any restitution from him, never additional money.

Nella's freedom: use Voss's key; take one action and DC 12 thieves' tools; or use one action and DC 14 Strength to pull the ring from rotten flooring. Failed tools checks can be retried; failed force makes noise but causes no injury. Cutting requires 10 damage against AC 15 chain; it is immune to poison and psychic damage. The key is on Voss's belt and remains there if he escapes unless taken. The window allows allies to reach Nella without passing him.

Negotiation: Nella's accusation plus either Silas's testimony, Voss's signed order in C, or pointing to the chain makes Voss yield the key and restitution without a check. Without such leverage, DC 13 Persuasion or Intimidation makes him yield the key only. On failure he demands the Mask in exchange. Characters may refuse, deceive him with a DC 12 Deception check, take the key by a DC 13 Sleight of Hand check, or use force. Failed deception or theft starts combat only if he still has a clear advantage; otherwise he flees. He cannot talk Nella into consenting to captivity.

Voss in combat: use his statistics. On his first turn he Disengages and heads for the south door, choosing the east route if blocked. Once hurt or physically blocked, he drops his key and surrenders. He never attacks Nella. If allowed to escape, he takes his ledger but cannot also move the heavy travel chest. The signed order and money remain in C. He has no reaction that destroys evidence.

Repair: with the Mask, Nella, and her bench together, two actions by Nella restore the hinge automatically; they need not be in combat. Interrupted work retains completed actions. Without her, a character can repair it with two successful DC 12 tool or Arcana actions; failures waste actions, not the relic. The bolted restoration jig stays at the bench; carry the repaired Mask to Adrian. If Adrian holds it, stealing it from the lodge without waking him requires DC 13 Stealth followed by DC 12 Sleight of Hand; failure wakes him and starts Encounter 4. A plan that retrieves it at

range or restrains him uses its normal mechanics.

Noncombat / success: free Nella, obtain Voss's surrender, and repair the relic. **Fail-forward / transition:** if Voss escapes or Adrian still holds it, Nella supplies the restoration card and can repair the recovered Mask during Encounter 4. If the party chooses rescue alone, she leaves by a window and the party may withdraw; see Extraction in Encounter 4.

Encounter 4: The Wolf in the Glass

Setup: one werewolf, Adrian, with HP and conditions carried from earlier scenes. Voss joins no fight; if still present he surrenders or flees. Before initiative, show any glass hazard, indicate exits, and identify Nella's current position. If MOB is marked, Silas has told Tamsin that Voss holds a woman inside; her demand for a rescue follows that information. A fight is likely, not mandatory: the restored Mask, capture, or extraction can end this scene.

First four rounds: roll initiative normally; events occur at the end of the named round. After round 4, continue ordinary rounds until resolved.

1. Adrian focuses on whoever holds the Mask, or on the nearest armed threat if he holds it. He attacks to drive them away, using claws. A character who speaks his name and offers the cure can spend an action on DC 12 Persuasion: success makes him hesitate, taking no attacks on his next turn. This works once per confrontation. Failure does not prevent cure or further conversation.

2. The western gallery roof panel breaks. Creatures still in the westernmost 10-foot strip make DC 12 Dexterity saves, taking 1d6 slashing on failure or no damage on success. The strip becomes difficult terrain, costing double movement. Moving away before it falls avoids the save. Characters can use an action to pull an adjacent willing creature clear with them. This hazard occurs once and only in D.

3. If MOB is marked, Tamsin and twelve neighbors reach the south gate, 60 feet south of the hall door, and call, "Bring her out. We won't leave her in there." They need a full additional round to approach. Show torches; do not ignite the house yet.

4. If nobody has responded to them, one neighbor reaches the south door and warns he will light its fallen awning. Ignition is at the end of round 5, giving the party another complete round. If ignited, the fire occupies a 10-foot square outside that door; crossing it deals 1d6 fire damage once per turn. One action with a full bucket, a suitable water spell, or two actions smothering it extinguishes it. No interior spread occurs during this encounter. Side windows and garden routes remain open.

The mob: Nella appearing safely outside, Silas supporting the party's explanation, or showing a restrained/cured Adrian makes Tamsin call everyone back automatically. Otherwise one action and DC 13 Persuasion with a credible explanation gains a pause of two rounds; a failed check consumes the action but can be tried again with new evidence. A revealed corpse of Adrian stops the hunt; Tamsin asks about the city victim rather than demanding another death. Do not use an intimidation failure to force combat with all twelve neighbors. Attacking them makes them retreat, then report the party to Mara; reduce renown as specified under Rewards.

Recover the Mask: while Adrian holds it, an adjacent character can use an action for DC 13 Athletics or Sleight of Hand; success takes it, failure leaves it with him. If he is restrained, incapacitated, or willingly hesitates after the name appeal, taking it costs an action with no roll. He keeps the Mask intact. Repair it under Encounter 3 before attempting the cure.

Cure procedure: open the repaired Mask in moonlight within 10 feet of Adrian, speak his name, and use an action to point its open face at him. No roll. This begins a beam visible as pale silver threads. Until the operator's next turn, Adrian must remain within 10 feet, the operator must remain conscious, and neither can have total cover from the other. If all hold at the start of that turn, the curse ends permanently. Otherwise the beam fails; the Mask can be tried again with another action. Partial attempts consume no charge. Moonlight enters D through the roof, reaches the open garden, and reaches the lodge's east threshold; inside other rooms the beam cannot begin. Restraint, grappling, positioning, or Adrian's one-turn hesitation can keep him in range. Damage alone does not interrupt the operator. Once he is cured the Mask becomes inert, worth 50 gp; no other item is consumed.

Protecting Nella: free her under Encounter 3 if needed; get her behind a closed door, screen, or escort. Adrian attacks armed interveners and the relic holder before her. If she holds the Mask she becomes a target, telegraphed by his stare and approach. At 0 HP she falls unconscious and stable instead of dying; any healing revives her, and an ally can carry her at half speed. Her rescue succeeds when she leaves the manor grounds with the party or the threat is contained and she freely chooses to remain. Do not count opening the chain alone as extraction.

Early intervention: if the party visits the lodge first, allow negotiation, restraint, theft, or combat there. Omit the glass event; the mob still reaches the manor's south gate on round 3 if marked. Nella remains where the party left her. Adrian flees toward D when reduced below half HP unless blocked or restrained; follow normal movement, not a cutscene escape. If already captured in the city, bring the repaired Mask to his watch carriage in the open air after freeing Nella; no breakout is scripted. A spell or ability that bypasses an obstacle works under the party's rules. If that edition grants Remove Curse and it ends this curse, honor it without requiring the Mask.

Extraction / noncombat: Nella can leave with an escort via either window and the exterior path while others distract Adrian. Dropping the Mask 30 feet away draws his next movement toward it; he spends his action picking it up before resuming attacks. This works once. If the party leaves the Mask and withdraws beyond the south gate, he retreats to the lodge instead of pursuing. A living uncured Adrian then remains a problem for the watch, not an extra encounter tonight.

Success: cure, capture, or slay Adrian and extract Nella. **Fail-forward:** evacuate Nella and retreat, leaving the beast at large; if everyone falls, Silas and the watch recover the party after Adrian takes the Mask to the lodge. Nella is still captive if nobody freed her. **Transition:** choose the matching Resolution Path and calculate actual rewards; do not grant unearned rescue payment.

Creatures and Characters

NPC: Adrian Vale



Adrian transformed: reveal on the confrontation.

Role: frightened nobleman and cursed werewolf, age 23. Human Adrian wears a torn swallowtail coat and a half-mask cracked across one eye. He wants to stop hurting people; he fears permanent imprisonment. He remembers Nella's name because she sent him a warning. In human form he says, "Tell me what I broke. All of it." Honest help wins his cooperation; threats make him demand a witness; betrayal makes him surrender to Mara rather than accept private custody.

Custom werewolf statistics: Medium humanoid; AC 13; HP 64; speed 40 feet; initiative +2. STR +3, DEX +2, CON +3, INT +0, WIS +1, CHA +0; saves use those modifiers. Perception +3, Stealth +4; passive Perception 13; darkvision 60 feet, advantage on hearing/smell Perception. Understands Common; in wolf form speaks only broken names. No damage resistance or immunity; no automatic healing. One action, one movement, and one reaction per round; reaction is a normal opportunity claw attack when an enemy leaves reach without Disengaging. His bonus action is unused.

Actions: Multiattack, two claws, each +5 to hit, reach 5 feet, one target, 1d6+3 slashing. Bite instead of Multiattack: +5 to hit, reach 5 feet, 1d8+3 piercing, no infection. He may Dash, Disengage, Dodge, grapple, or escape a restraint instead of attacking. For grapple, use an Athletics +5 check opposed by target Athletics or Acrobatics; successful grapple sets target speed to zero and ends if separated beyond reach. Target may escape with the same contest as an action. He has only one free hand while carrying the Mask, allowing one grapple. He can release it freely.

Tactics and morale: the Mask holder is his priority, then nearby armed threats. He crosses furniture to avoid being surrounded, announces his approach by staring and snarling, and never executes an unconscious creature. Below half HP, he tries to retreat; from D he heads for the lodge, and if confronted in the lodge he heads for D. Restraint or blocked exits prevent flight. At 0 HP, a melee attacker may declare him unconscious and stable instead of dead. Ranged damage follows the party's ordinary rules. Cured Adrian is conscious at 1 HP if previously at 0; otherwise keep remaining HP to a maximum of 8. Human AC 10, speed 30, ability modifiers unchanged, no Multiattack or bite, unarmed +3 to hit for 1 damage; he cooperates and does not join another fight.

NPC: Nella Reed



Nella at her bench: show when the party meets her.

Role: nineteen-year-old conservator, rolled sleeves, short dark curls, brass magnifying lens, ink on her thumb. Wants freedom and a safe repair; fears Voss will sell the Mask as a weapon. Voice: precise, dry, practical. "Hold the light still. The monster can wait half a second." She knows the full cure and Voss's lie. Help earns candid instructions; pressure earns a refusal to work until free; betrayal makes her seek Mara. She chooses whether to assist and owns her tools and two moon salts. Her testimony and skill are leverage; she is not a sacrificial ritual component.

Statistics: Medium human; AC 11; HP 10; speed 30; STR -1, DEX +1, CON +0, INT +3, WIS +1, CHA +1; initiative +1, passive Perception 11; saves use ability modifiers; Common; no special senses or resistances. Tool checks +5. One action and movement each turn, no bonus action or special reaction; improvised wrench +1 to hit, reach 5 feet, 1d4-1 bludgeoning (minimum 1). Prefers Dodge, Hide, Dash, repair, or cure. Unconscious and stable at 0 HP under this adventure's rescue rule.

NPC: Osric Voss

Role: antiquarian in a spotless high collar, age 50. Wants the repaired Mask and plausible deniability; fears public evidence. Voice: soothing, contractual. "A debt is not a prison." He knows the Mask works and his treatments did not cure Adrian. Aid is met with purchases, evidence with bargains, and force with surrender. Nella's captivity and the signed order break his authority; his ownership papers do not excuse either.

Statistics: Medium human; AC 12; HP 18; speed 30; STR +0, DEX +2, CON +0, INT +2, WIS +0, CHA +3; initiative +2, passive Perception 10; saves use ability modifiers; Common; no special senses or resistances. Deception +5,

Persuasion +5. One action, movement, and normal opportunity dagger reaction; no bonus action. Dagger +4 to hit, reach 5 feet or range 20/60 feet, 1d4+2 piercing. He surrenders when damaged or blocked; do not run him as a second boss.

NPC: Mara, Silas, and Tamsin

Mara wants civilians safe, fears another panic, and uses brisk patrol language: "Names first. Accusations second." Her leverage is the watch's protection and rescue purse. Silas wants Nella free but fears losing his livelihood; he twists his cap and names doors rather than offering brave speeches. Tamsin wants accountability for the city death, fears a cover-up, and listens when a survivor speaks. Their knowledge is limited to what they witness or are told; none secretly knows the cure. Help makes them cooperate, threats make them withdraw, and betrayal costs access to their favors. They are noncombat contacts; resolve crowd pressure by Encounter 4 rather than rolling attacks for them.

Items



Treasure sketches: the Mask, lantern, chain, and two moon-salt packets.

Item: The Silver Mask

A palm-sized reliquary, not wearable armor: three hinged silver petals fold over a moonstone face. It bears the maker's mark of a crescent crossed by a needle. Voss owns the damaged object at the opening; its seizure as evidence is handled by Mara. Use Encounter 3 for repair and Encounter 4 for its single successful cure. No attunement, attack bonus, or AC benefit. It cannot cure from a closed box or indoor lamplight. If deliberately destroyed (AC 15, 10 HP; immune to poison and psychic), its magic ends without an explosion or harm to Adrian. Breaking it prevents the homebrew relic cure but leaves restraint, spells, and rescue viable. A successful cure leaves a 50 gp art object; an unused repaired relic is evidence, not automatically party loot.

Item: Gatekeeper's Lantern

An iron hand lantern with a crescent shutter and scratched glass. Silas lends it in Encounter 2 and gifts it after Nella's rescue; otherwise return it. As a bonus action while held, open the shutter to shed silver light 20 feet bright and 20 more dim for 10 minutes. During that time fresh footprints within the bright light stand out to the holder, granting advantage on checks to follow tracks less than one hour old. It does not reveal invisible creatures, identify werewolves, or count as moonlight for the Mask. One use, recharging at the next sunset. It also functions as a mundane oil lantern using the table's ordinary fuel rules. No attunement; resale 25 gp.

Item: Moonthread Chain

A 10-foot silver-plated restraint from Nella's bench; she gifts it if rescued, or lends it during the emergency. Two adjacent willing creatures can use their actions in the same round to loop it around an adjacent target; one makes DC 13 Athletics, with advantage if the other spent their action helping. Success restrains the target: speed zero, attacks against it have advantage, its own attacks and Dexterity saves have disadvantage. A willing, incapacitated, or already grappled target can instead be secured by one adjacent creature's action without a check. The restrained target may spend an action on DC 14 Strength or Dexterity to escape; an adjacent creature can unlock it with an action. AC 15, 10 HP; immune to poison and psychic. It has no extra effect on werewolves and does not suppress transformation. Repairs cost 5 gp and an hour of smith's work if broken; resale intact 20 gp. No charges or attunement.

Item: Moon Salts

Two distinct wax packets belonging to Nella. With her permission, a creature uses an action to apply one to itself or a willing or unconscious adjacent creature, restoring 1d6+2 HP. Each packet is consumed, cannot revive the dead, and has no curse-curing effect. Unused packets are hers until she gives them to the party after rescue; each has resale value 10 gp. These are custom healing consumables, not an additional ability of the Mask.

Resolution Paths

• **The man beneath the mask:** cure Adrian and rescue Nella. Adrian submits to Mara's inquiry, remembers his actions imperfectly, and pays restitution to anyone injured. Nella keeps her independence and offers the party first choice of her next harmless restoration job. The curse is gone permanently; do not undo the success in a sequel.

• **Silver and sorrow:** slay Adrian and rescue Nella. Mara accepts necessary defense, but a death is acknowledged, not played as a joke. The city does not require a trophy. Voss can still be exposed and all rescue rewards remain available.

• **A living prisoner:** restrain Adrian and place him with the watch. Mara provides a guarded iron carriage; he does not automatically escape. Repair, a spell, or later moonlight can finish the cure. If no cure is pursued, the party leaves an explicit unresolved responsibility with the watch.

• **Out the side window:** extract Nella and leave Adrian with the Mask. Rescue rewards still apply. Mara closes the forest road and seeks volunteers for a later hunt; tonight's session ends. Voss's fate depends on evidence and capture, not the wolf's survival.

• **The relic broken:** destruction removes Voss's prize and the relic cure. Nella can still be rescued; Adrian may be captured or killed. No punishment curse or surprise blast follows. State this consequence before players commit to smashing it.

• **Retreat without Nella:** pay only the guard wages and award any earned city-safety renown. The next-day watch intervention is a lead, not a claim that the rescue occurred. Keep Nella's status and Voss's escape in campaign notes.

Rewards and Follow-Up

All cash below is **party total**, except the initial 25 gp wage per contracted hero. For four heroes, wages total 100 gp. Award the same rescue payment for combat, cure, capture, or quiet extraction.

REWARD	OWNER/SOURCE AND CONDITION	PARTY AMOUNT
Guard wages	Mara pays every contracted hero after the shift.	100 gp for four heroes
Nella's rescue	Mara pays once Nella is safe as defined in Encounter 4.	100 gp
Voss's restitution	One purse of 150 gp in C; obtained by his agreement or seized by the watch after Nella's testimony or the signed order establishes coercion.	150 gp
Gatekeeper's Lantern	Silas gifts it after rescue if the party earned his trust; otherwise it stays his.	One item, resale 25 gp
Moonthread Chain	Nella gifts it after rescue, if intact; otherwise it remains borrowed.	One item, resale 20 gp
Moon Salts	Nella gifts whatever remains after rescue.	Zero to two packets, resale 10 gp each
Inert Mask	Only after a successful cure, Nella consents and Mara releases it after recording evidence.	One art object, resale 50 gp

Accounting: maximum cash payout is 350 gp for four heroes. The bribe in Encounter 3 uses the same 150 gp purse and replaces restitution. Maximum additional resale value is 115 gp if the lantern, intact chain, both unused salts, and cured Mask are awarded and sold; total liquidated value is then 465 gp. Do not award resale value as extra cash while retaining items. No extra jewelry or bounty is implied. Looting the chest before ownership is settled is possible, but Mara asks the party to declare it; evidence-backed seizure produces the same single payout.

Renown: Lantern Friends of Greyhaven. Earn 1 point for rescuing Nella, 1 for preventing any city-chase death, and 1 for bringing Voss in or delivering his signed order with Nella's testimony. Maximum 3. Attacking the mob costs 1 point, minimum zero, unless necessary to stop immediate harm after other options fail. At 1 point, named watch posts offer safe shelter for one night; at 2, the party receives free common lodging for one week at Tamsin's family inn; at 3, Mara gives a city letter of introduction that secures an appointment with a civic official, not immunity or automatic success. These are party favors, usable once each; mark them when spent. A city death prevents the safety point but never removes the rescue point.

Advancement: use one session of milestone progress under the campaign's normal policy; do not add an unprinted XP bounty. Record Nella's freedom, Adrian's fate, Voss's status, MOB, damage or fire, money received, items retained, and renown favors spent. A future job can recover Voss's other fraudulent remedies without reviving the ended curse.

Handout Reveal Guide

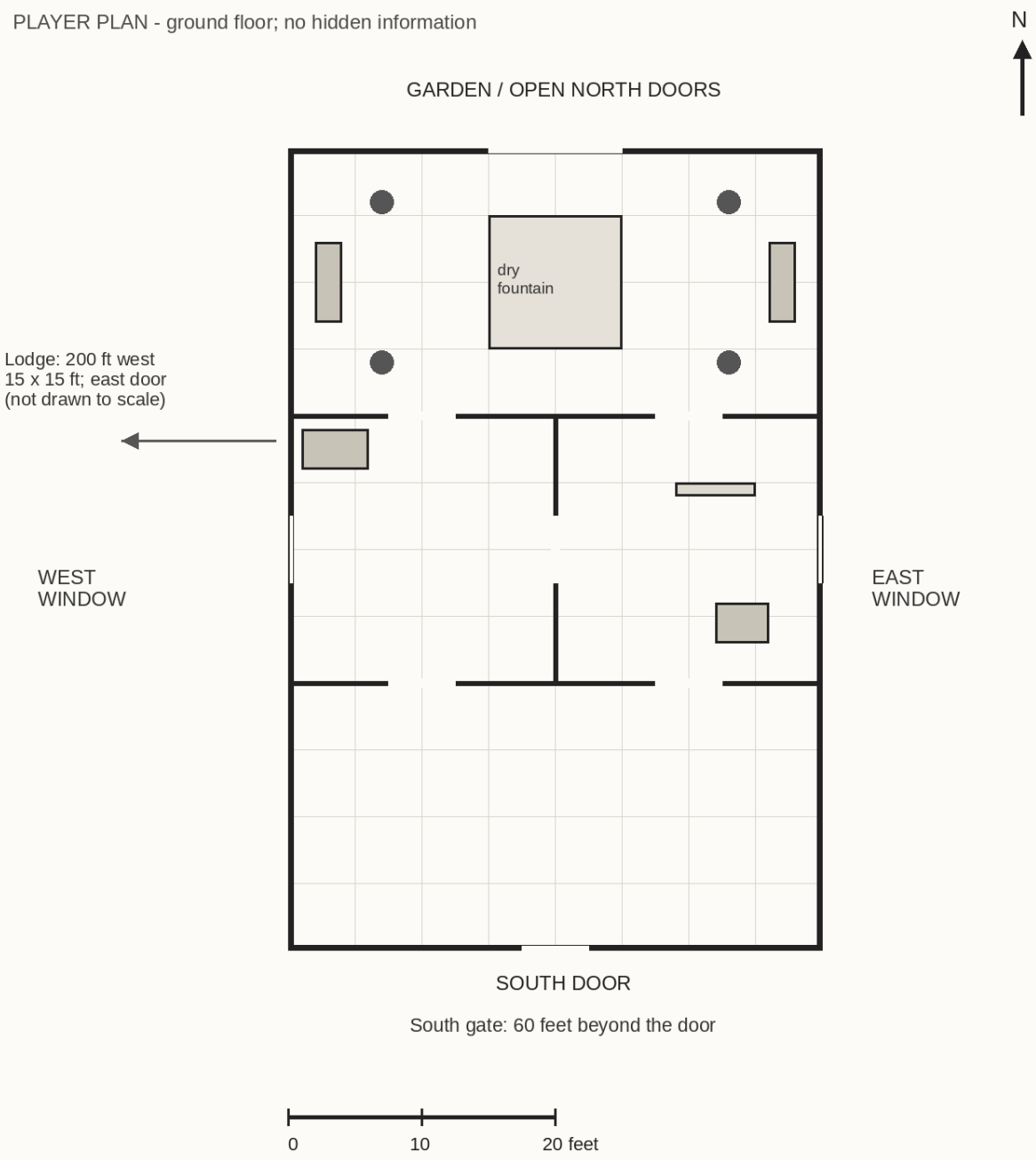
• **Briarwick Ground Floor:** Reveal the plan on arrival at the manor; rooms contain only visible furnishings, with no NPC positions or hazard annotations.

• **The Case Label:** Reveal after Scene 1 when the dropped case is inspected.

• **Voss's Signed Order:** Reveal only after searching the dining room chest.

• **Nella's Restoration Card:** Give when Nella explains the cure; not before meeting her.

Handout: Briarwick Ground Floor



Player copy - safe to share. Each square is 5 feet.

Handout: The Case Label

The Case Label

PLAYER COPY - DETACH OR SHARE

LANTERN EXCHANGE EXHIBITION

Owner: Osric Voss, Antiquarian House.

Return tonight to BRIARWICK MANOR, North Forest Road. Delicate hinge. Keep dry. Do not force the petals.

PLAYER NOTES

FOR: _____ SESSION: _____

Handout: Voss's Signed Order

Voss's Signed Order

PLAYER COPY - DETACH OR SHARE

Silas,

Miss Reed is to remain in the workshop until the hinge is repaired. Keep the ankle chain locked. Meals through the door. No visitors, including Mr Vale. My carriage returns after the masquerade.

O. Voss

PLAYER NOTES

FOR: _____ SESSION: _____

Handout: Nella's Restoration Card

Nella's Restoration Card

PLAYER COPY - DETACH OR SHARE

Repair the hinge at my bench: two actions from me, or two successful DC 12 tool or Arcana checks from someone else. Completed work survives interruption.

Once repaired, take the Mask into moonlight. Within 10 feet of Adrian, open the petals, say his name, and point its face at him with an action. Keep him within 10 feet and in sight until your next turn begins; stay conscious. Then the curse ends. If interrupted, try again. It works only once successfully.

The chain can hold him. His name may make him hesitate. I can help if you get this lock off my ankle.

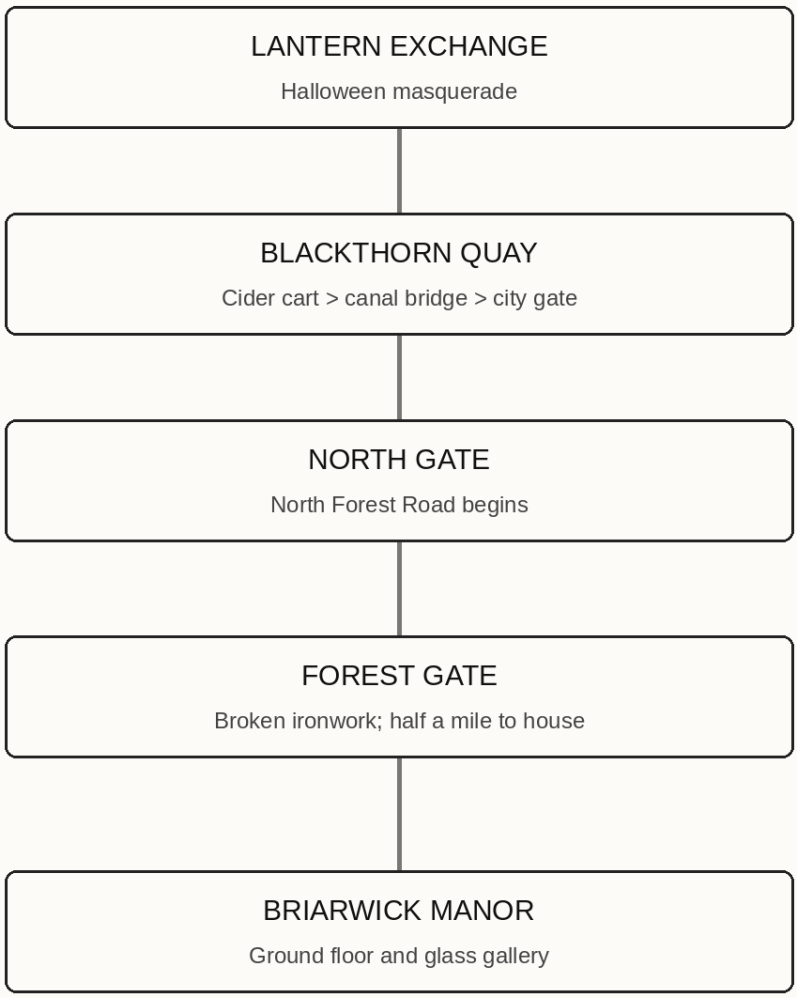
PLAYER NOTES

FOR: _____ SESSION: _____

Handout: City to Manor Route

FROM CITY TO WILDERNESS

Player route reference - schematic, not to scale



Six miles beyond Greyhaven
Forest shortcut: 40 minutes at the adventure travel pace
Toll road: 30 minutes by carriage

The lodge stands 200 feet west of the manor.

Player copy - safe to share. Travel reference; not to scale.

Session Notes

Decisions, discoveries, and the next adventure.

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