

# THE HAUNT OF ERMINSK

## D&D 5E CONVERSION GUIDE

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Contained within are the necessary updates to the adventure *The Haunt of Erminsk* to support the 5<sup>th</sup> Edition Dungeons & Dragons Role Playing Game.



## PAGE 12

### BLACRIDGE INN

#### 01 - STOREROOM

**Locked Door (DC 15 Dexterity)**

#### Treasure

**Locked Wine Cabinet (DC 20 Dexterity):**

Inside is a single bottle of elven Esandoral wine. The wine is poisoned.

#### 03 - LORRAINE'S ROOM

**Locked Door (DC 15 Dexterity):** Key can be provided by Boris.

**DC 10 Intelligence (investigation)** - The dresses are out of fashion by a few seasons, but decent quality.

#### Treasure

**Locked bedside table (DC 10 Dexterity):** a leather pouch (14gp, 20sp, 12cp), and a small lock box

**Lock box (DC 10 Dexterity):** vial of Sliver – an illicit substance (drugs).

**Makeup kit (false bottom DC 20 Perception):** Inside are two more vials of sliver and 30 gp.

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### ANDRES LAZAREV

- **(DC 10 Insight)** - He is fidgety, and anxious, but just with concern.

### PATRIA LAZAREV

- **(DC 10 Insight)** - She has a knowing smile and is not concerned.
- **(DC 15 Charisma)** - Patria will reveal that she believes Madeline is safe with a boy (Malikai). She knows that Madeline was going to see a boy in secret.

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### CROWSFALL ORPHANAGE

**DC 10 Wisdom (Perception)** - There is a journal hidden inside of the desk. Inside there are strange, almost disturbing drawings done by Orn.

**DC 10 Intelligence (Investigation)** - There is a location marked on one of the maps. Additionally, there are a few sketches of the same map on some parchment under the books.

### LOKEN DUTCH

- **(DC 10 Insight)** - He has nothing to hide, and will co-operate fully.

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### ALFREN SATYEV'S HOUSE

**DC 10 Wisdom (Perception)** - There are full jars of moonshine mixed with the empty ones in the shack.

### ALFREN SATYEV

- **(DC 10 Insight)** - He is a drunkard and is feeling sorry for himself.

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### ENWEN SEVRUK'S HOUSE

Locked Door (DC 10 Dexterity)

Things inside the house:

- **DC 15 Wisdom (Perception)** - The largest knife is missing from a set of knives.
- A nearly empty barrel of wine
- **DC 15 Intelligence (Investigation)** - An old letter from Boris thanking Enwen for joining him on a trip to a nearby city.

### RY TOPOLEV

- **(DC 10 Insight)** - She is scared because she is alone worried about her safety

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### KOZLOV THEATER

**DC 15 Charisma (Persuasion)** - The housekeeper will try to keep the party out of the Theater, as they are not invited and it is currently closed.

A donation to the theater (not a bribe, he is altruistic in his support of the theater) will reduce the DC to 10.

**DC 10 Charisma (Persuasion)** - If they are able to gain access, they may even be able to convince Varan to sell them some of the older costumes and items that the theater has.

#### READILY AVAILABLE ITEMS

<u>Items</u>	<u>Cost</u>	<u># Avail.</u>
Disguise kit	25 gp	1
Clothes, common	5 sp	1d6
Clothes, costume	5 gp	1d6
Clothes, Fine	15 gp	1d6
Clothes, Traveller's	2 gp	1d6

### VARAN ABELEV

- **(DC 10 Insight)** - He is proud of the theater and his position.

## PAGE 20-21

### DOSTOEVSKY FAMILY MANSION

**DC 15 Charisma (Persuasion)** - If they manage to convince the Seneschal, she will absolutely not allow them to enter carrying any weapons. This will be a deal breaker for admittance.

### MAXIM DOSTOEVSKY

- **(DC 15 Insight)** - He is trying to be courteous, but is not worried.

### YANA DOSTOEVSKY

- **(DC 10 Insight)** - She looks to Maxim, waiting for his lead.

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### BORIS LUKIN'S HOUSE

Locked Door (DC 20 Dexterity)

Things inside the house:

- **DC 15 Intelligence (Investigation)** - The knife has been thoroughly cleaned recently.
- Bottles of various hard liquor.
- **DC 15 Intelligence (Investigation)** Letters/notes addressed to a "Alory Lukin"

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### WAYWARD LANTERN BOOKSTORE

**DC 15 Charisma (Persuasion)**- Toria is a descendant of the elves that originally lived within the Blackridge. She will not likely reveal this unless she is persuaded, and likely only to another elf.

#### READILY AVAILABLE ITEMS

<u>Items</u>	<u>Cost</u>	<u># Avail.</u>
Parchment	2 sp	1d8
Paper	2 sp	∞
Ink pot (1 ounce)	12 gp	1d6
Ink pen	2 cp	1d6
Sealing wax	5 sp	1d6
<u>Books</u>		
The Haunt of Blackridge	50 gp	1
Daemons of the Night: Spirits, Ghosts and Fae	50 gp	1
Survey Maps of Blackridge forest	50 gp	1

### TORIA SESARIAL

- **(DC 10 Insight)** - She is cautious who she shares the history with.

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### BLACKRIDGE SMITHY

#### READILY AVAILABLE ITEMS

<u>Items</u>	<u>Cost</u>	<u>% Avail.</u>
Simple Weapons	+10%	1d4
Martial Weapons	+10%	50%
Silvered Greataxe	150 gp	1
Silvered Hand Axe	110 gp	1

### DANIL PALEY

- **(DC 10 Insight)** - He is no-nonsense and has nothing to hide.

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### RIXEN'S OILS AND ALCHEMY

#### READILY AVAILABLE ITEMS

<u>Items</u>	<u>Cost</u>	<u># Avail.</u>
Potion of Healing	55 gp	1d4
Oil of Slipperiness	100 gp	1d4
Potion of Climbing	55 gp	1d4
Alchemist's Fire	50gp	1d4
Oil Flask	1 sp	∞
Healer's Kit	50 gp	1
Herbalism Kit	5 gp	1d4
Poisoner's Kit	50 gp	1
Alchemist's Supplies	50 gp	1

### KAYLEE RIXEN

- **(DC 10 Insight)** - She is a gossip and loves to talk.

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### ORN'S MAP AND GRAVES

**DC 15 Intelligence (Investigation)** - They can find three sets of footprints left behind by Boris, Madeline, and Orn.

**DC 15 Intelligence (Investigation)** -There is some blood on the forest floor near the path that descends below. If they venture down the path into the area below they will find evidence of recent digging which has been obscured by piles of dead leaves.

### THE BODIES

**DC 20 Intelligence (Investigation)** - Boris's knife matches the stab wounds.

## SCENE 3 - CATCHING BOTH KILLERS

**DC 10 Wisdom (Perception)** - If the party had visited Boris's house before, they may notice that Boris's knife and a shovel are missing.

## BESTIARY

BORIS LUKIN**BORIS LUKIN** CR 2*Medium humanoid, neutral***Armor Class** 11**Hit Points** 32 (5d8)**Speed** 30 ft.**Saving Throws** Int +4

STR 15 (+2), DEX 13 (+1), CON 11 (+0), INT 12 (+1), WIS 11 (+0), CHA 16 (+3)

**Skills** Deception +6, Insight +3, Investigation +4, Perception +6, Persuasion +9**Senses** passive Perception 16**Languages** Common, Elvish**Cunning Action.** On the expert's turn in combat, it can use a bonus action to take the Dash, Disengage, or Hide actions.**Evasion.** If the expert has to make a Dexterity saving throw to take only half damage from an effect, it takes no damage on a successful save and only half damage on a failure. It does not get this benefit while it is incapacitated.**Helpful.** The expert can use a bonus action to take the Help action.**Reliable Talent.** When the expert makes an ability check that benefits from its full proficiency bonus, any d20 rolls for the check lower than a 10 can be treated as a 10.ACTIONS

+1 Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20 ft./60 ft., one target.

Hit: 5 (1d4+3) piercing damage.

Unarmed Strike. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature.

Hit: 3 bludgeoning damage.

GEAR

Boris' Hunting Knife (+1 Dagger), hip flask, shovel, Cloak

TACTICS

Boris does not want a fight, at least not a fair one. If confronted by an armed group he will surrender and confess.

He carries his Hunting knife with him whenever he enters the forest.

THE HAUNT OF ERMINSK**HAUNT** CR 7*Medium Undead, Neutral Evil*

Armor Class 15

Hit Points 67 9d8+27

Speed 0 ft., Fly 30 ft. (Hover)

Initiative +3

STR 14 (+2), DEX 16 (+3), CON 16 (+3), INT 14 (+2), WIS 16 (+3), CHA 15 (+2)

**Saving Throws** Cha +5, Wis +6**Skills** Perception +6, Stealth +6**Condition Immunities:** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious**Damage Resistances:** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical or non-silver attacks**Damage Immunities:** necrotic, poison, bludgeoning, piercing, and slashing from non-magical or non-silver weapons.**Senses** blindsight 30 ft., darkvision 60 ft. (including magical darkness), passive Perception 16**Languages:** Understands Elvish, but can not speak**Sunlight Sensitivity.** While in sunlight, the creature has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.ACTIONS**Frightful Presence.** Each creature of this creature's choice that is within 30 feet of the creature and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the creature's Frightful Presence for the next 24 hours.**Life Drain.** Melee Weapon Attack: +6 to hit, reach 5 ft., one creature.

Hit: 9 (2d6+2) Necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0

**Spellcasting.** The Haunt casts one of the following spells, using Wisdom as its spellcasting ability (spell attack modifier +6, spell save DC 14):

At Will: Fog Cloud, Invisibility, Minor Illusion, Silent Image, Prestidigitation

TACTICS

The haunt will attempt to confuse its victim with its illusion spells.

Once a victim is detected, it will use Fog Cloud to isolate them.

It uses Minor Illusion, Prestidigitation and Silent Image to herd its prey.

Using invisibility it moves through the fog unseen until within striking distance.

It feasts on the life-force of one creature before attacking any others.

## WOLF

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WOLF CR 1/4

*Medium beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 11 (2d8+2)

**Speed** 40 ft.

STR 12 (+1), DEX 15 (+2), CON 12 (+1), INT 3 (-4), WIS 12 (+1), CHA 6 (-2)

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

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### TRAITS

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

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

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### ACTIONS

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 7 (2d4+2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

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### TACTICS

Wolves will use their superior numbers and speed to gang up on vulnerable targets.

As pack hunters, they are clever enough to flank their opponents.

The wolves will disengage if half or more of their starting numbers are killed or incapacitated.

# MAGIC ITEMS

## BORIS' HUNTING KNIFE

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### DESCRIPTION

Boris has a high quality hunting knife. It is treated as a +1 Dagger in all respects.

## HAUNT SCRAP

Wondrous Item, Rare

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### DESCRIPTION

A ragged piece of heavy, dark-green, woolen cloth with a blacksmith's nail pushed through it like a pin.

While worn it becomes difficult for undead creatures to locate you. An undead creature must succeed on a DC 14 Wisdom saving throw or be unable to detect or locate you with sight, hearing or smell.

Even extraordinary senses such as blindsight and tremorsense are not effective.

The effects automatically end if you take an action which uses radiant energy, attempt to turn undead, or attack an undead creature, at which point the effect is lost until after a long rest.

The Haunt Scrap requires attunement before it may be used.

## RING OF FOG CALLING

Ring, Uncommon

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### DESCRIPTION

This wooden band has an intricate scene of rolling clouds carved on it.

Once per day the wearer can use an action to speak the command word to cast *Fog Cloud* centered on themselves.