

HOUSE OF ELAZAR

AN ADVENTURE FOR 8TH TO 10TH LEVEL CHARACTERS



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HOUSE OF ELAZAR IS A FIFTH EDITION adventure for **three to six characters of 8th to 10th level**, optimized for a party of **four 9th level characters**. A vampire who has come to despise his condition seeks to abandon his blood-drinking ways and return

himself to mortality. Concerningly, the way he seeks to do this is by ritually sacrificing a pair of young twins. In this adventure, characters will have to investigate a foreboding mansion and deal with its strange inhabitants to rescue the missing twins. When they find them, will they decide that the ends justify the means? This adventure is set in a small village outside the city of Lusovo in the Siothas campaign setting but can be placed in any campaign featuring vampires and a mid-sized village.

This adventure contains themes and content that some players may find uncomfortable or upsetting. Consult with your table to ensure the boundaries and sensitivities of everyone involved are respected.

BACKGROUND

Everyone in the village of Kreznik has an opinion on the Elazar house, which has sat on a hill overlooking the village for the past three centuries. Long thought abandoned, children would dare one another to touch the heavy iron knocker before running away squealing with terrified laughter. Stories are told of the suspected vampires that used to inhabit it and the terror they would wreak on the populace. None dared to enter the house in fear of confronting the evil forces that have surrounded it since it was built. The house has been in the Elazar bloodline for generations, but has been seldom used in recent years as the vampiric family sought denser human population centers to satisfy their voracious appetites. Now, after decades of research, Emmanuel Elazar has returned to the property with a small retinue of staff to escape the influence of his family and work towards his ultimate goal: removing his curse of vampirism. Long hateful of his own monstrosity and uncomfortable with feeding on human blood, he finds that its downsides of his curse outweigh the boons it bestows. He finds the taste of blood repulsive and longs to enjoy real food. The village of Kreznik has what he needs: a pair of male, identical, pre-pubescent twins for the ritual sacrifice he believes is necessary to lift his curse. The twins have been missing now for over a week as Emmanuel prepares the ritual rites.

GETTING THE QUEST

The village council immediately suspected the Elazar house within days of the twins going missing. After another day of coordination, the council has gathered a 500 gp reward for the twins' safe return or for confirmation of their fate. Half

of this reward is to be paid upfront, and half is to be paid upon completion of the task to the satisfaction of the council. If any vampires currently inhabit the house, the council is offering an additional 500 gp for each of their heads.

HOUSE GENERAL FEATURES

The two-story Elazar house sits on a small hill a half-mile away from the village of Kreznik. Mostly abandoned for centuries, it has been weathered by age and overtaken by cobwebs. Unless otherwise stated, its features are described as follows:

Ceilings, Walls, and Floors. The house is constructed of grey and white stone with a black shingled roof. Ceilings inside the house are 8 feet high. Walls are half a foot thick. Floors are cherry hardwood, occasionally covered by purple or red carpet.

Doors. Doors are thick mahogany reinforced with iron bands. Locked doors can be picked with a successful DC 12 Dexterity check using thieves' tools or DC 15 Strength (Athletics) check.

Light. The house is unlit. During the day, limited sunlight filters in through the windows to create dim light.

Secret Doors. Secret doors are built throughout the house. They can be found with a successful DC 12 Wisdom (Perception) check.

A narrow dirt path breaks off from the main road and winds up the small hill towards the residence. When the characters approach the house, read aloud:

Atop the hill is a looming edifice of white and grey stone with high vaulted windows and a sagging roof of black shingles. Extending from the front door and wrapping around the west side of the building is a wooden veranda draped with cobwebs. On the front door is a rusted iron knocker in the shape of a raven's head.

The following locations are keyed to the map of the House of Elazar:

I. FOYER

The main door into the house is locked. When the characters enter the foyer, read aloud:

Dusty red carpet is laid over hardwood floor through the middle of this spacious foyer. Two life-sized statues of hellhounds flank the entry hallway. Mirrored staircases to the north ascend to a second-floor balcony. Two doors exit to the south. Hallways extend to the east and west.



Treasure: Hellhound Eyes. The hellhounds are constructed of marble, with small rubies inset for eyes. A character with a pick or similar tool can remove the rubies, which are worth 50 gp each.

Secret Door. A secret door in the north wall beneath the staircases leads to a hidden room (area 4).

2. PRIVY

This small room contains a wall-mounted wash basin as well as a holed bench and empty waste bucket.

3. CLOAK ROOM

A dusty coatrack, half filled, occupies the south wall of this cobweb-filled room. A mop and bucket sit in the northeast corner.

Six coats occupy the coat rack. A character who investigates the coat rack and succeeds on a DC 10 Intelligence (Investigation) check finds that two of the coats are not nearly as dusty as the others, suggesting that they have been worn recently.

4. HIDDEN ROOM

This narrow passageway has multiple small holes along its walls that allow someone inside to look into various rooms throughout the first floor of the house. The holes are concealed in the frames of paintings in the adjacent rooms.

5. TRAPDOOR CHAMBER

A trapdoor in this chamber descends into the chapel below the house (area 5). The trapdoor is unlocked and creaks loudly when it is opened.

6. DINING ROOM

Six upholstered chairs surround a dining table of mahogany set with silverware in the southwest corner of this room. Two area rugs cover the floor. A grand piano rests in the east corner, and a glass cabinet full of small

glass dolls flanks the west wall. Everything is covered in a layer of dust.

The glass dolls in the cabinet were originally collected by Viola Elazar, the wife of Julio Elazar, Emmanuel's father. Each doll is approximately 6 inches tall and worth 5 gp to the right buyer. A character who plays a melody on the piano can hear the distant, echoing sounds of a woman crying.

Treasure: Silverware. The silverware on the table is worth a cumulative 20 gp.

7. KITCHEN

A bare stovetop and rows of cabinetry are covered in dust and cobwebs. Doors exit to the north and west.

Opening the cabinets releases a **swarm of spiders** that quickly disperses. Cooking utensils and dry ingredients long expired are all that is inside.

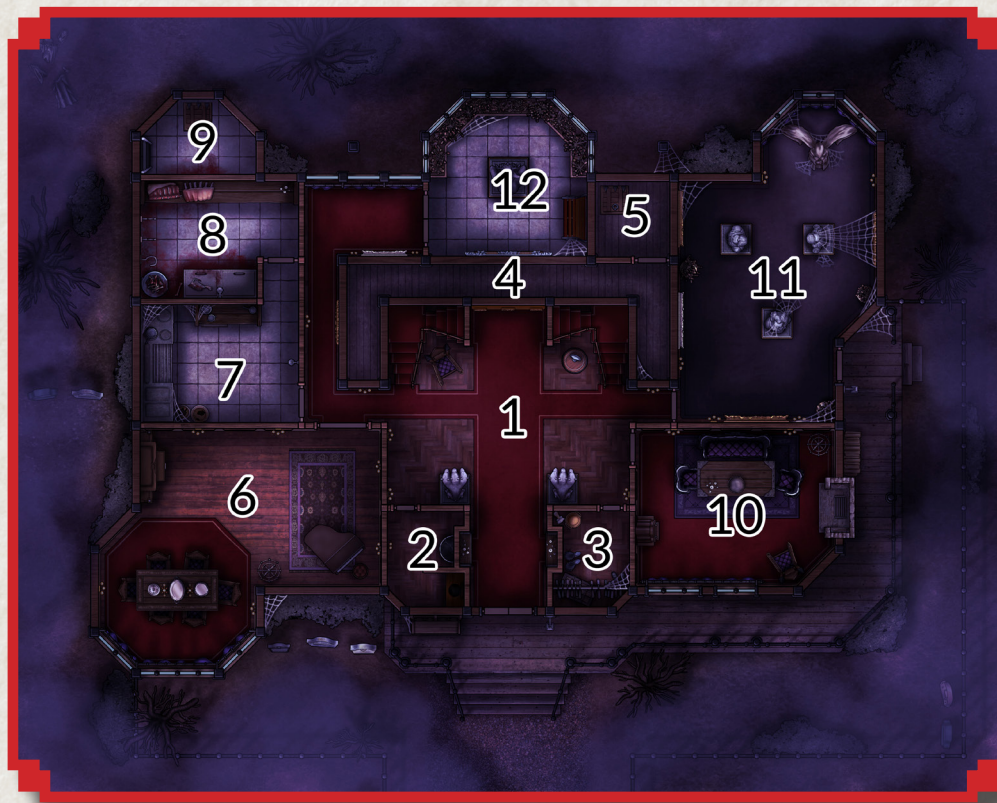
8. PANTRY

Fresh cuts of meat lie atop a wooden counter and hang from metal hooks in the west wall. Iron chests are pushed up against the south wall. Much of the floor is covered in fresh blood. Stained carving knives have been placed on the countertop beside the meat.

The meat is what remains of a lone traveller captured by Emmanuel's vampire spawn who has been butchered for feeding. A character who investigates the meat and succeeds on a DC 13 Wisdom or Intelligence (Medicine) check can recognize it as human remains, though there is no trace of a skull or internal organs. The iron chests in the room are empty; they are meant to hold blocks of ice in the winter.

Secret Door. A secret door behind the countertop in the north wall opens into another chamber beyond the pantry (area 9).

ELAZAR HOUSE



9. HIDDEN ACCESS

This small room holds a trapdoor in the floor (leading to area C1) and a ladder that ascends upwards toward another trapdoor in the ceiling (leading to area 18). Both trapdoors creak loudly when they are opened.

10. SITTING ROOM

A couch and three armchairs upholstered with purple velvet surround a maple seating table. A pile of firewood rests opposite of a stone hearth in the wall. In the northeast corner of the room is an iron birdcage.

The firewood has sat in the house for decades. The fireplace holds nothing but charcoal. At the bottom of the birdcage are the skeletal remains of a small bird.

11. GALLERY

This spacious room is filled with large, lavish oil paintings and cobwebbed marble busts of solemn-looking figures. An 8-foot-tall statue of an angelic female figure occupies the north corner of the room. The air is heavy with dust.

The oil paintings and busts depict various members of the Elazar family and are inscribed with plaques bearing their names. The winged statue has a plaque at its base that reads "Henrietta Elazar, First Vampiric Member of the Elazar House". Each bust and painting is worth approximately 50 gp, though their sizes and weights make them difficult to transport.

12. CONSERVATORY

Long windows fill the north wall of this room but are covered by thick purple curtains. A life-sized stone statue depicting a faceless cloaked figure stands in the middle of the room. Multiple planting boxes filled with dead plants line the walls. A frail looking man in dark clothing putters from planter to planter, poking around in the dirt.

Shamus Woodley. The figure tending to the planter boxes is Shamus Woodley (LE male human **commoner**) a long-time faithful human servant of Emmanuel and devoted protector of the all Elazar properties. Shamus has long, wispy white hair and a prominent bald spot on the side of his head as the result of a burn he suffered years ago. Shamus is hard of hearing and is unlikely to hear any noise the party may make throughout the mansion, or even notice them approach. Confident in the capabilities of his master and associated vampire spawns, Shamus does not view the characters as a threat unless they make it obvious they are stealing from the house, at which point he becomes irate and attacks in a frenzy, scratching and biting at the characters. Shamus speaks in a low, croaking voice and can share the following information with the party:

- The twins were taken by Emmanuel and his spawns. Shamus does not know why.
- Emmanuel and his spawns are in the lower levels of the house.
- Shamus was happy to return to the house with Emmanuel after many years away, though he knows not the reason for Emmanuel's return.
- Emmanuel is a good boss, and Shamus has served him ever since he was a young man. They met after Emmanuel Shamus on the side of the road, near death after being thrown from his horse.

Shamus can offer little more information than the above. If the party pesters him with further questions, he quickly becomes irate and shouts at them to leave.

13. SECOND FLOOR LANDING

Two suits of armor flank the top of the foyer's staircase. Hallways extend to the east and west. Doors exit in all directions.

The suits of armor are non-magical. They were gifted to Julio Elazar by a friendly noble many decades ago.

14. BALCONY

Double doors from the landing open onto a balcony lined with a 3-foot-tall wooden railing. Two planter pots hold small, long-dead trees.

15. LIBRARY

The walls of this spacious room are lined with stocked bookshelves. A table near the west wall is littered with alchemical ingredients filled with a red substance. Five standing mirrors occupy the middle of the room — two have been shattered, spilling their shards of glass over the floor, and their positioning suggests that a sixth mirror has been removed.

The alchemical supplies contain the blood of Emmanuel, who was attempting to develop an alchemical recipe using his own blood to cure his condition. A character who examines the supplies and the few scattered notes can determine the purpose of the supplies with a successful DC 15 Intelligence (Arcana) check. The mirrors serve as components for scrying magic; each mirror corresponds to another vampire familiar to the family or of the bloodline themselves. Emmanuel broke two of the mirrors in a fit of rage. The sixth mirror was removed by the property decades ago by Julio Emmanuel after a feud with its connected vampire.

16. TOY ROOM

This hexagonal-shaped room is filled with toys – dolls, a dollhouse, rocking horse, xylophone, colored blocks, and stuffed animals lie about. In the middle of the room, a

miniature tea set lies atop a small table surrounded by a set of chairs.

The toys in this room are non-magical, and were originally provided for younger members of the Elazar family.

17. CHILDREN'S BEDROOM

The door to this room is locked. When the characters enter, read aloud:

Two unmade beds, a table, a small couch, and some dressers fill this room. A bottle lies overturned on the floor, its spilled black ink staining the carpet. A child-like drawing in ink on the wall depicts a scary looking figure with long hair, dead bodies, and lots of scribbled patterns.

The twins abducted by Emmanuel's spawn were kept in this room for a time before being taken below to the chapel. The drawing depicts a recurring nightmare they shared. The dressers in the room are empty.

18. MASTER BEDROOM

This room appears to be a master bedroom with an on-suite bathroom. A king-sized bed, a pair of dressers, and a mirrored vanity fill most of the room. Against the east wall is a dusty violin that rests on top of an end table.

The violin bears the inscription "for Viola, from your Emmanuel" on its underside and was a gift to Viola from Emmanuel years ago. Viola, indifferent toward her son, never played it, and left it behind at the house when the family moved. It is worth 150 gp to the right buyer. The dressers and vanity are empty.

Hidden Trap Door. Characters who make a successful DC 12 Wisdom (Perception) check while searching the room find a trap door concealed under the vanity. The trap door descends to the hidden room behind the pantry (area 9).

19. GUEST BEDROOM

This room appears to be a guest bedroom with an on-suite bathroom. A queen-sized bed, a dresser, a couch, and a desk fill most of the room. A large standing mirror flanks the east wall. A door exits out to a balcony to the north.

Everything in this room is tidy, unused, and dusty. The dresser is empty.

24. PRIVATE BALCONY

A single chair sits outside on this small balcony that overlooks the property. Lying under the chair are the skeletal remains of a small mammal.

The remains belong to a stray cat who roamed the property long ago. It died in old age of natural causes.

25. STUDY

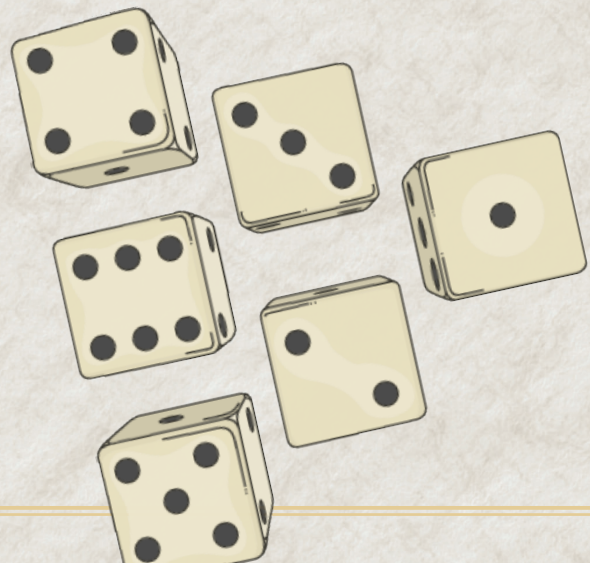
This room is an elaborately furnished study. A desk of mahogany, littered with loose papers and alchemical supplies, rests beneath a large oil painting of a male figurehead on the north wall. Two cushioned chairs face a cold fireplace in the east wall. An end table and bookshelf are arranged to the south. On top of the end table is a set of four six-sided dice.

Encounter: Game of Pig. Upon closer inspection, the dice on the end table look to be carved from bone. A character who touches the dice immediately summons the spirit of Radomir Elazar, the father of Julio who was killed by his only son decades ago in a personal feud. Radomir is only slightly bitter, and remains at the house he was so fond of in life. The dice belong to him, and he protects them in death. "Do you often go around touching things that aren't yours?", he asks. Radomir will engage freely with the characters, as he has kept his laid-back attitude and curious, talkative nature in death. He can explain the following to the characters:

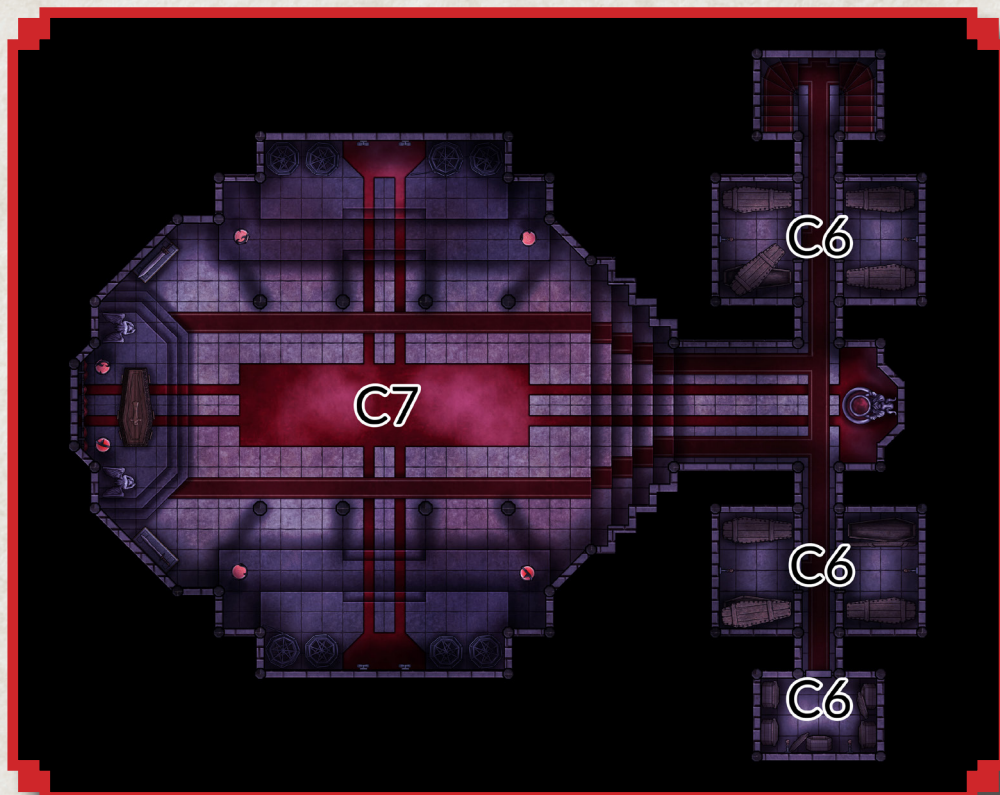
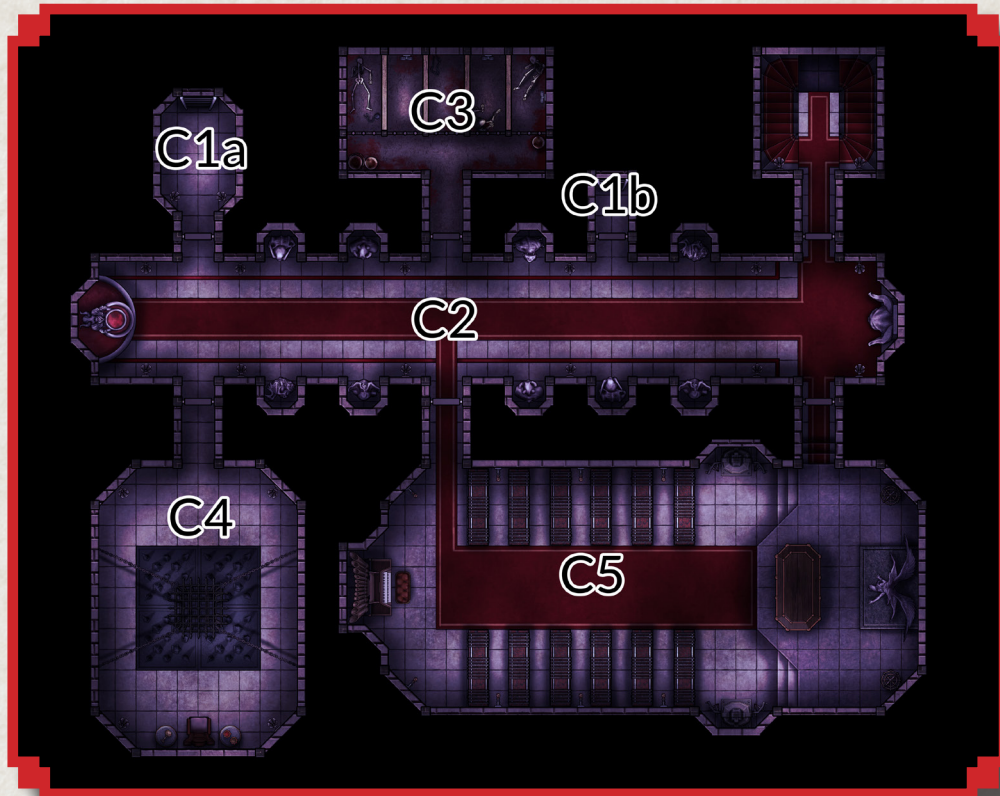
- He was killed by his son, Julio, as a result of a forgotten personal dispute.
- He knows his grandson Emmanuel hates being a vampire, and recently abducted the twins in hopes of ritually sacrificing them to lift his "curse".
- He and Emmanuel have talked briefly since Emmanuel's return to the house. Radomir does not hold hard feelings toward his grandson.

Radomir is bored, and asks if the characters would like to play a game of pig with him using the dice (the rules to this game can be found online, or you can replace this game with a similar dice game of your choice). Radomir is disappointed if they refuse, but accepts their decision. If a character attempts to take the dice, Radomir becomes enraged and attacks. He uses **wraith** statistics, with the following modifications:

- He has 100 hit points.
- He can use his life drain attack twice per turn.



CHAPEL AND LAIR



CHAPEL LAIR GENERAL FEATURES

Beneath the Elazar house is an underground chapel and lair where the family indulged in their vampirism. Unless otherwise stated, its features are described as follows:

Ceilings, Floors, and Walls. The underground levels of the house are constructed of grey limestone. Ceilings are 8 feet high. Walls are 1 foot thick.

Doors. Doors are made from heavy stone and swing outwards on their hinges.

Light. The chapel is well-lit by continual flame torches mounted on the walls.

CIA, CIB. SMALL CHAMBERS

Ladders in these chambers ascend upward to the room behind the pantry (area 9) and the trap door chamber (area 5).

C2. MAIN CORRIDOR

This corridor is over 90 feet long. A thick red carpet runs down its middle. Nine alcoves line the corridor, each filled with a statue depicting a grotesque, demonic creature that looks to be in great pain. At the west end of the corridor is a large fountain full of a viscous red substance. Multiple doors lead to the north and south.

The fountain at the west end of the corridor is filled with blood. It bubbles softly.

Encounter: Demonic Gargoyles. Each of the demonic statues is a **gargoyle** loyal to the Elazar house. Julio Elazar put out a call for the stone guardians decades ago, and nine answered his request. The gargoyles have been bored for decades and are eager for combat. They attempt to swarm characters in the corridor and fight until they are destroyed.

C3. CELLS

This small room is divided into five separate cells, each fitted with a barred iron door. Inside three of the cells are the skeletal remains of a humanoid. The doors are unlocked. The floor is stained with blood.

On the wall of one cell are the words "death will be my salvation" written in dried blood. The Elazar family kept most prisoners here for a short time before they were drained of their blood. In some cases, prisoners who were personal enemies of the family were left to wallow in solitary confinement for months or years on end — such were the fates of the three corpses left here. Occasionally, a family member would come down to the cells to cut them open, drain some of their blood, and then patch them up again to keep them alive.

C4. TORTURE CHAMBER

At the end of the room, an ornate throne is flanked by two small tables, atop which rest large golden goblets. Hanging from the ceiling in the middle of the room is a spiked iron cage suspended 20 feet above a deep, spiked pit in the floor. Huddled inside the cage are two young identical boys. Sharpened iron pokers lean against the east wall.

Encounter: Pasha and Ingrid. If they were not alerted to combat in the main corridor, Emmanuel's two **vampire spawn**, Pasha and Ingrid, are here, fraternizing with each other and occasionally taunting the children. Pasha and Ingrid are siblings themselves who were made spawn by Emmanuel years ago to act as his servants. The spawn are vindictive, capricious, and cruel, and eagerly await the day that Emmanuel is slain so that they may become free-willed beings unbound by their master. A character who succeeds on a DC 15 Intelligence (History or Arcana) check can immediately recognize Pasha and Ingrid as vampire spawn and know that most spawn seek to break free from their masters. Pasha and Ingrid are bored and are eager to talk with the characters before attacking, though they are careful not to let their guard down. In combat, they fight viciously until they are destroyed. A character who makes a successful DC 18 Charisma (Persuasion) check can convince the spawn to stand down, as they will be freed when their master is slain by the party. Ingrid and Pasha are hesitant to allow the children to be freed until Emmanuel is dead.

The Twins. The cage can be lowered to one side of the pit by using a lever in the west wall. The keys to the cage are hung on a hook beside the lever. The young boys inside are named Harry and Tom. They are shaken and scared, but physically unharmed. They recognize the characters as heroes and will follow their instructions to safety.

Treasure: Goblets. The goblets beside the throne are made of solid gold; each is worth 50 gp.



C5. CHAPEL

This room is a chapel with a high vaulted ceiling. Two rows of pews face a raised dais, atop which sits a large wooden altar and a towering statue of a fallen angel. Melancholic organ music fills the room, coming from a pipe organ against the west wall that appears to be playing itself.

The use of *detect magic* reveals an aura of enchantment magic around the organ. If a character attempts to touch the keys or play the organ themselves, the music immediately ceases. Atop the altar is a silvered dagger, three half-melted candles, a blank scroll, a quill, and a bundle of sage.

C6. SPAWNS' CHAMBERS

Old wooden coffins are crammed into small rooms. These were the resting places for the family's many spawns when the house was still occupied. Now, only two of the coffins are used regularly by Pasha and Ingrid.

Treasure: Locket. Inside one of the coffins is a golden locket and chain worth 30 gp.

C7. MASTER CHAMBER

Streams of blood flow through grooves in the floor that originate from elevated plinths near the north and south walls. An ornate coffin rests on a raised dais at the west end of the room and is flanked by stone gargoyles. Two swords, one of iron and the other silver, rest on pedestals beside the dais. Floating crimson orbs provide the only light. A humanoid figure with long black hair kneels before the coffin.

Encounter: Emmanuel Elazar. The kneeling figure is Emmanuel Elazar (a **vampire**), who has been occupying himself with his own thoughts of the impending ritual as he ruminates over his coffin and resting place which used to belong to his father, Julio. Emmanuel, understanding that the party has likely come to kill him, is willing to explain his situation, partly because he does not have anyone else to talk to and partly because a piece of him hopes to resolve things without more death. He explains that by sacrificing the twins, countless more people will be saved when his condition is cured and he is no longer required to drink human blood. Though he cannot be certain the ritual will work, he believes it is his best chance at saving himself. A DC 20 Charisma (Persuasion) check is required to convince Emmanuel that sacrificing the boys is not the answer. If convinced of this, Emmanuel sees no alternative other than his own death and invites the characters to destroy him. If the characters refuse to allow him to sacrifice the children and Emmanuel remains unconvinced, he eventually attacks, fighting until reduced to a quarter of his hit points or fewer, at which point he uses his *shapechanging* ability to flee the house.

Treasure: Heirloom Swords. The swords on the pedestals are a family heirloom; a gift to Julio from a witch hunter he befriended. The left sword is silver, for slaying werewolves and other monsters, and the right is iron, enchanted so that it is always cool to the touch, for dealing with fey. Each sword is worth 200 gp.

AFTERMATH

If the characters allow Emmanuel to sacrifice the children, there is a fifty percent chance that the ritual succeeds and Emmanuel is cured of his condition and is no longer required to sustain himself with blood. If the characters killed Emmanuel and allowed Ingrid and Pasha to live, they gain their free will. If the characters leave the spawn alone with Emmanuel's body, the spawn will drink the blood of Emmanuel to become vampires themselves. They attempt to hide this desire from the characters. At GM discretion, the spawn will take over the Elazar house for themselves, or leave it abandoned for good. If the characters have decided to free the twins, they can return them to the village council who will eagerly reunite them with their family. If the characters attempted to kill Emmanuel but he escaped, he may attempt to return to the house at a later date, or abduct a similar set of twins elsewhere in his pursuit to free himself from his condition.



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