

# Shanghaied in Southvale

## *A World of Ilkora Adventure*

**Introduction:** Shanghaied in Southvale is a Dungeons and Dragons 5<sup>th</sup> Edition adventure set in the realm of the Ironfist Empire. The city of Southvale is imagined much like the real city of New Orleans. It is a port city with a large river bisecting the city into East Southvale and West Southvale. The rough and tumble, shady side of town known as East Southvale houses much of the city's underworld and criminal elements. West Southvale is the more well-to-do area where the main church is located as well as many of the city's most affluent people. Southvale can easily be dropped into any campaign setting and the names and places can be modified to fit an existing campaign setting.

A 10-12-hour adventure for 1<sup>st</sup> thru 3<sup>rd</sup> level characters

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# Chapter One: Trapped/Captive

## Background

The Grinch is a goblinoid creature that sits at the heart of this adventure. He is the BBEG that is pulling all the strings and is responsible for the condition the characters find themselves in at the start. It is his attempts at bringing Hell into the Prime Material plane that drive this story arc. And it is the destruction of him and his evil doings that the characters must undertake in order to keep that Evil at bay.

The Evil benefactor is using a poisonous fungus to infect innocent people and turn them into demonspawn (see Appendix A – Monsters). He farms this fungus in a secluded lair in the hills to the northeast of Southvale near a small village of Drezit. He sells the fungus to an unsuspecting druidic cult that makes holiday decorations and household items from it.

Unbeknownst to the characters, their imprisonment and subsequent servitude is a test. The Grinch needs hardy adventurers to act as muscle. He is testing their mettle and willingness to be commanded and how easily their spirits can be broken.

The attempt of this first act is to start the players off on a low note, have them battle their way out on a high note and then plummet them back down into despair as they are led away.

## DM Note

All doors are locked and require a DC 18 Thievery Check (Dex) to pick or a DC 25 Strength Check to break them down. All secret doors are a DC 20 Investigation (Int) Check to locate them unless otherwise noted.

## Room Breakdown

1. 50' x 40' – This room is one of two that are used for holding prisoners. Chains and rope are attached to various hooks that are attached to the walls. There are four dead bodies (3 humans, 1 dwarf).

Upon entering this semi-darkened room, the smell hits you. Blood and rotting flesh. Death has happened in this room, and each death was especially violent. On the floor lies the dismembered bodies of three humans and a dwarf. All appear emaciated and their clothing is tattered and caked with dried blood. The body of the dwarf has been eviscerated and his entrails are strewn around him like lifeless grey worms. Some of the humans are also disemboweled and one has had her arms and legs ripped from her body. Apart from the bodies and pools of blood and rotting guts, there is nothing else in this room.

2. 30' x 45' – Stated simply, this room is a **torture room**. There are several different machines of torture, most stained with blood and bits of hair and greyish-black flesh. There are several coils of hemp rope and several heavy lengths of chain. These could be used as improvised weapons (1d6 bludgeon).

The walls of this room appear damp with mold and the whole area smells of mildew and decay. The centerpiece of the room is a great wooden rack with a table and large turnstile with wooden handles. Other implements of torture include several iron boxes with spikes inside (Iron Maidens). There is also two wooden X's with leather straps where prisoners were held in the crucifixion position. Upon close inspection of any of these torture devices, you notice bloody clumps of hair and flesh.

In the corner farthest from the door there are two 50' coils of hemp rope and three 6' lengths of heavy chain.

3. 35' x 45' – Abandoned Guard Room – There are two crates, a small table, and a moldering couch in this obviously long-abandoned guard room. It also smells of must and decay. DC 15 Investigation check reveals two rusted short swords and two small wooden shields in the bottom of the crate in the corner.

A faint scratching sound can be heard upon entering this room which falls silent once everyone has entered.

It is obvious that this room was once some kind of office or guard shack, but it was abandoned long ago. Here the smell is strong of musty and mildew and something smoky. The furniture is threadbare at best with a moldering couch along one wall, a table and two chairs along the opposite wall. There is a crate sitting next to the couch and another in the corner farthest from the door.

The scratching sound is a rat which, if anyone sits on the couch, will bite for 2 points of damage. Its AC is 10, HP 4.

## Prison Room

This is where the adventure begins. The adventurers awake here, groggy and confused, starting the horror and setting the stage for the rest of the first act.

4. Everyone starts out manacled with a metal collar around their neck. Chains extend from the collar to the manacles on their wrists. One of their ankles is also manacled and bound to metal rings embedded into the stone walls. Note: The DC to break out of these bonds is 30 (impossible). There are no weapons and no equipment, regardless of what the characters carry. Also, it will quickly become apparent that magic does not function.

You awake, groggy and confused. As your eyes adjust to the dim light in the room, you see there are several other people in the room with you. You quickly recognize them as your fellow adventurers. There is a smell here. It's a combination of smells that you are all too familiar with having been in fights and battles. One is coppery and sweet, and you recognize it as the smell of blood. The other smell, nearly overpowering the blood is fetid and clings to your nostrils and throat. You can practically taste the warm, mealy nastiness, and you instinctively gag and start to retch. Uncertain how long it's been since you've last had a meal, there is nothing but bitter bile to rise in the back of your throat and threaten to spill out of your mouth. This smell is sewage. Raw, wet sewage, and as you look around you, you notice a clay pot sitting nearby. This is where the smell is originating. Each of your clay chamber pots is around half full of blood, urine, and excrement. You turn away quickly and survey the rest of the room. Aside from your fellow adventurers, the packed dirt floor appears to have several darker, wet looking spots—pools of what you can assume is probably blood. The stone walls look slightly damp and devoid of any obvious doors. It is then that you fumble about, checking your pockets, belts for anything that might offer some help, but your captors have obviously taken all your possessions. You have nothing and seemingly no means of escape.

The first thing the characters should do is try to find a way to get out of their bonds. Allow them five or ten minutes of actual game time to come up with ideas. All of which will fail. At some point, one of the players will move their feet and hear an odd scraping sound. If they check the bottom of their shoes/boots they will find a key stuck to the bottom.

**Keys found:** Roll a d6. A roll of 1 or 2 means that the key they've found unlocks their shackles. Keep track of those that don't have their own key and if they trade, roll a d6. A roll of 1-5 means the traded key is theirs. Make the same roll for both traded

keys until all the right keys have been found.

The players will obviously start searching for a way out. There MUST be a door somewhere. Get them to describe in detail exactly what they're doing. If they are feeling along and pressing stones in along the wall where the door is, have them roll, per the description below.

**Secret door:** The secret door is operated by a loose stone that is pushed to slide the door open. A DC 18 Investigation (Int) check will discover it.

5a. 35' x 25' - The secret door can only be opened from room 6. It is inaccessible from within the room itself. This is a storage room with various crates, bags and boxes of foodstuffs. If the room is searched (Investigation 18) the party will find 2 short swords, 3 daggers, and 2 small wooden shields).

5b. 35' x 30' - **Guard room** - The door from the hallway to this room is not locked, but the door into room 5a. is locked (one of the guards has a key). Only if the entire party is being quiet, will they get surprise. If they listen at the door (DC 13 Perception) have them hear muffled, grunting voices speaking in a language the party can't understand.

There are two small tan-skinned humanoid creatures here wearing leather armor and carrying a short sword in a sheath on their belt. As you enter the room, they unsheathe their weapons and turn to attack.

### Goblin

*Small humanoid (goblinoid), neutral evil*  
*Armor Class 15 (leather armor, shield)*  
*Hit Points 7 (2d6)*  
*Speed 30ft.*

8 (-1)	14 (+2)	10 (+0)
INT	WIS	CHA
10 (+0)	8 (-1)	8 (-1)

**Skills** Stealth +6

**Languages** Common, Goblin

**Senses** darkvision 60 ft., passive Perception 9

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

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

#### ACTIONS

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

The furnishings in this room include two chairs and a table, a small chest, a couch, and a bed. The chest (DC 15 to pick lock, otherwise one of the goblins has the key) contains a bag with 50gp, two small red gems (50gp ea.), and a dagger +2.

6. 35' x 30' - **Guard room** - This room also houses two goblin guards (see room 5b. for stats). The furnishings are like 5b also with the only exception being that the chest contains a bag with 75gp, 2 potions of healing, and a map to Drezit. One of the goblins has a keyring with keys to the chest as well as a skeleton key that will unlock every door in the complex.

7. 15' x 25' - **Storage closet** - This room is where most of the weapons are stored (although NOT the PCs weapons). There are several spears, short swords, two suits of leather armor (small), one suit of chainmail (medium), one shield, and two short bows with two quivers of 20 arrows each. Amongst the stacks (DC 18 Perception or Investigation) are some magic items: a longsword of fire +2, a suit of dwarven chainmail +1, a shortsword +1, and a dagger of frost +1.

8. The door to this room is unlocked, unlike most of the other doors in the complex. This is due to the eerie scene within.

The door to this room creaks slowly open. The interior of the room is dimly lit with dozens of carved pumpkins. The candles in their interior flicker in a breeze that seems to come from nowhere. As you draw nearer to them, you realize that there are humanoid eyes in each of the eye sockets and the carved teeth, gleaming eerily in the candlelight are actual human teeth. Other than the jack-o-lanterns, there is nothing else in this room other than two doors, one to the west, and the other just to the left of the one from which you entered the room.

### Note on pit and crossbow traps in main hall

The central hallway that leads from the secret door across from rooms 2 & 3 up to the door directly across from room 13 is heavily trapped. The goblins are obviously aware of these traps, their locations, and how to avoid them.

Only if the characters are actively searching for traps, can they spot the pit outside of room 7. A DC 15 Investigation or DC 18 Perception check will spot the trap. A DC 18 Dex check will successfully disarm it. Otherwise, the pit is 15' deep (1d8 falling damage). A rope must be used to extricate any that fall into the pit.

The crossbow traps are triggered by pressure plates in the floor. These can be spotted only with a DC 18 Investigation. Another DC 18 Dex check will successfully disarm them. Otherwise, the crossbows fire three bolts each, doing 1d8 points of piercing damage. They can take 10 points of damage before they are rendered useless.

The central hallway is the way that the PCs captors want them to take. Any triggering of the traps will bring 1-6 goblins in 1-4 rounds. The goblins will attempt to subdue the characters unless they are armed. (See room 5b. for stats).

9. 25' x 30' - **Guard room** - There are three goblins here (see 5b for stats). One will be sleeping and the other two

are at the table. Furnishings here include a bed, a table with 4 chairs, a couch and a large chest. One of the goblins has the key to the chest. Its contents include a bag with 100gp and 3 healing potions.

10. **Storehouse** - This large room contains wooden boxes and crates containing various food, textiles, and clothing. There is nothing of value.

11. 45' x 25' - **Barracks** - Nine cots with chests containing clothing which appears to be for humans.

There are nine beds in this room arranged five along the opposite wall and four along the near wall. Each bed has a small chest at its foot. The room appears almost hospital-like in its sparseness and cleanliness. The beds have fresh bedlinens and welcoming pillow.

A DC 18 investigation check will reveal vents beneath the beds and a weird, almost Sulphur smell emanating from them.

12. 45' x 60' - **Warehouse storage** - This large room has wooden shelving with boxes and crates stored on them. These contain mostly building materials such as wood and nails, etc. Nothing else of any value is in the room.

13. 40' x 35' - **Jailer's room** - The jailer is a large (10' tall) ogre with a nasty temper. He is accompanied in this room by two goblin guards. The room is slightly cluttered by a large table with 6 chairs around it. There is also a bed along the southern wall, a large couch along the west wall. The box in the SE corner contains various foods, salted meats, breads and some vegetables. The box in the NE corner has several small ale casks. The large chest along the southern wall (jailer has the key) holds two small bags: one contains 200gp and the other holds five small blue gems (150gp ea.). The chairs can be used as weapons (STR check DC 13)

that will do 1d8 damage when thrown or smashed against someone.

The smell here reeks of stale food and unwashed bodies. A large, snarling orge rises from the couch and snatches a large club. Two abnormally large goblins stand and unsheathe their swords. The two goblins move to attack while the ogre waits for attackers to come to him. There is a large table surrounded by six chairs, two wooden crates, a large chest, a bed, a couch and a large cabinet in this room.

The cabinet is locked (one of the goblins has the key) and contains all the party's equipment and weapons.

### Goblin Guards

*Small humanoid (goblinoid), neutral evil*

*Armor Class 17 (chain shirt, shield)*

*Hit Points 21 (6d6)*

*Speed 30ft.*

<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>10 (+0)</b>	<b>14 (+2)</b>	<b>10 (+0)</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>
<b>10 (+0)</b>	<b>8 (-1)</b>	<b>10 (+0)</b>

**Skills** Stealth +6

**Languages** Common, Goblin

**Senses** darkvision 60 ft., passive Perception 9

**Challenge** 1 (200 XP)

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

#### ACTIONS

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

#### REACTIONS

**Redirect Attack:** When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

### Ogre

*Large giant, chaotic evil*

*Armor Class 11 (hide armor)*

*Hit Points 59 (7d10 + 21)*

*Speed 40ft.*

<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>19 (+4)</b>	<b>8 (-1)</b>	<b>16 (+3)</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>

**5 (-3)**

**7 (-2)**

**7 (-2)**

**Languages** Common, Giant

**Senses** darkvision 60 ft., passive Perception 8

**Challenge** 2 (450 XP)

#### ACTIONS

**Greatclub. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 4) bludgeoning damage.

**Javelin. Melee or Ranged Weapon Attack:** +6 to hit, reach 5 ft or range 30/120ft., one target. Hit: 11 (2d6 + 4) piercing damage.

**14. Large warehouse** - Wooden shelves with crates and boxes fill this room. Mostly textiles and more building supplies.

**15a. 20' x 25' - Point of no return** - The southern and northern set of double doors aren't locked from the inside, but they lock once exited. When the characters enter the room from the southern doors, they will slam shut and lock while the northern doors lock. The walls begin closing in. A DC 15 Investigation check reveals and access panel on the western wall that disengages the trap.

**15b. Surrounded** - Once the characters exit, they are immediately surrounded by 10 archers, 10 heavily armed guards and Gerald Thorean (Master of the Guard).

Stepping out into the bright sunshine, you are briefly blinded by what seems like angry insects stinging your eyes. As you blink and squint trying to see what is before you, you hear a gruff commanding voice order you to "Stop where you are. Let loose your weapons and stand down. You're coming with us." As your eyes finally adjust to the light, you see standing in a semicircle before you are ten archers with their longbows trained on you and ten guardsmen, their swords drawn, shields raised. All are wearing black leather armor with green epaulettes that appear to match the green hairs that you found scattered about the warehouse prison.

Stepping forward is a large man wearing black plate armor with a long sword sheathed at his side. He speaks again, "It's pointless to resist. We have you outnumbered. You've done well escaping from this prison, but we've other business with you. Come along willingly, and no one will be harmed. Resist, and...well." With that he draws his longsword, the metal scraping is as loud as an explosion in the stillness of the day. "As I said, it would be pointless to resist."

An attempt can be made to try to reason with Gerald, and if it comes to it, he will use violence to subdue the PCs. However, he will make certain

that they are merely knocked unconscious.

If they go willingly, they are led through back alleys toward a large, palatial looking estate house where they once again have their weapons taken, but their equipment (backpacks and bags) is left alone. They are quickly led up a set of winding back stairs to a room with six beds. They are shoved inside, the door is slammed and locked, and they are once again, prisoners.



## Chapter Two: Feast Overview

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After escaping from the warehouse prison, the party has been “forced” into working as servers at a party at the palatial estate of Philip Ironfist. They’ll discover that he has been deposed by his half-sister, Bree, and he isn’t happy that she’s now ruling the empire. This party is designed to bring his staunchest supporters together to enlist their help in trying to overthrow his sister.

The estate house is lavishly furnished and well-guarded by many of the same guards that took them captive. The only one that they’ll be able to recognize for certain is Gerald Thorean whose official title is Captain of the Guard. Other guests include Philip Ironfist himself and several local dignitaries and high-ranking members of society. Some of those attending have ulterior motives for being here, which is beyond the scope of what the party is interested in. They are here to find out as much as they can about who captured them and why.

## Background

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Justin Ironfist, the father of Philip and Bree, ruled the empire for nearly thirty years before he was murdered under mysterious circumstances. This led to the Orc invasion of the capital city of Ironton. And when the dust from that invasion settled, the empire had no ruler, but the orcs had been driven out. Philip was determined to be the rightful heir to the throne, and he was coronated shortly after his father’s remains were recovered.

Up until three months ago, he had ruled the empire and reaped the rewards. Much coin had made its way into his coffers and prosperity ruled the land. Then, three months ago, it was discovered that his half-sister, Bree Ironfist, was the eldest of Justin’s children. In a flash, Philip was removed as ruler, and Bree was installed in his place. The people that were once making deals with Philip were now making those same arrangements with Bree.

With his cash flow drying up to a trickle, Philip has no choice but to find a way to forcibly remove his sister (even if it means killing her) and taking back his rightful place as emperor of his father’s kingdom. After all, she’s half-elf. And she’s a woman! The political arena is no place for a half-elven woman.

## Adventure Synopsis

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The party will discover clues from those in attendance which will lead them to a local shopkeeper’s place of business. There they will uncover the first clue that something isn’t right. Some great Evil has been awakened and is trying to usurp its way into the world. Only with their wits and might, can the party hope to discover and defeat this growing menace.

## Rumors Table

d6	Rumor
1	There has been talk of strange occurrences in the nearby city of Drezit. People are being poisoned by some unknown substance and turning in to undead creatures.
2	A local cult of Druids is behind the poisonings. It is said that they are attempting to bring an Ancient Evil back to power.
3	The PCs are being tested by a powerful businessman in Drezit. It is not known why they're being tested.
4	People have been turning up missing not only in Southvale but also in the nearby villages.
5	Philip Ironfist is trying to overthrow his half-sister in order to take back his rightful place on the throne.
6	A nearby city has been completely wiped off the face of the Earth. In its stead, only a deep crater remains.

For each partygoer spoken to, they will reveal one of these rumors (all of which are true) in addition to any information that might be gleaned from skill checks

## Party Goers

This section offers a brief description along with any Skill Checks that may be required in order to obtain information from the guests. Some are more forthcoming with the information while others take some conversational back and forth. Read the following to the party as they are prepped for their jobs and set loose on the party floor.

You are dressed as servants in woolen tunics with long, white linen stockings and high leather boots. The women among you are dressed in long gowns, and their tunics are sleeveless. Their hair and sides of their faces is covered by cloth wimples, much like nuns. You each carry a silver tray with something like an hors d'oeuvres neatly arranged. A few of you carry glasses of ale and flutes of red wine. The smaller members of your party have been given jobs behind a bar, acting as a barback, running to fetch things or as a bartender. If you're a bartender, you've been given a stool upon which to stand in order to see the customers.

As you look out into the crowd, you spot several interesting people immediately. A tall, black-scaled Dragonborn is standing against a wall, surveying the crowd. He holds a tankard of ale that is all but dwarfed by the sheer size of his hand. He stands over seven and a half feet tall, if he's an inch. Other partygoers that catch your eye include a dark-haired man in dark brown woolen robes wearing a large holy symbol about his neck. He stands near the Dragonborn and appears to be talking to a slightly older gentleman dressed in a linen suit with gold threads and a sigil which you don't recognize embroidered on the chest. You also spot Gerald Thorean, the captain of the guard, and he eyes you suspiciously and gives a quick dismissive wave. He is speaking with a beautiful blonde woman wearing black, loose fitting linen clothing and a pink flower in her hair.

When the PCs decide to disperse, have each of them chose a course of action and name one of the interesting individuals they would like to investigate or what they want to do.

**Gerald Thorean** - The Captain of the Guard is speaking with Jenna Prathisma who will turn and leave quickly if anyone approaches. Gerald will be curt and dismissive with anyone attempting to interrogate him.

**Skill Check:** DC 18 base. Automatic failures: Intimidation, political discussion, Religion. Need 3 successes before 2 fails.

- Diplomacy - attempts to make peace with local baronies, empires, kingdoms
- History - remarks regarding the history of the Ironfist empire or any of the past wars

**What Gerald knows** - He knows who took them and why, but he doesn't divulge that information, even if the skill check is successful. He will only state that they had better do a good job because they are being watched.

**Regdar** (Reg) - Reg was the former captain of the guard some thirty years ago when Justin Ironfist was in power. He knows nothing of their captivity nor why or who took them. He will readily provide one rumor (see Rumors Table above) as well as direct them to Pete Graham (the "cleric" in the brown robes) for more information.

**Dova Dragonova** (Dragonborn barbarian) - Dova provides one rumor from the table above and directs them to either Reg or Pete for more information. He also speaks about a missing comrade (Verna, halfling sorceress) that, should they find any information about her, he would pay them a handsome reward.

**Philip Ironfist** - Should they be lucky enough to get to speak to the host of this party, he will be very standoffish. Philip always has two guards near him. They are dressed in black plate mail with red epaulettes on the shoulders. They have longswords and daggers in sheathes on their belts and place their hands on the hilts should anyone approach their benefactor.

Philip cannot be intimidated, politically questioned about his motives, or spoken to about Religion. Any questions along those lines result in immediate failure and Philip will gruffly excuse himself and leave immediately.

DC 22 Skill Check: 3 successes before 2 failures.

**Peter Graham** - Pete is very welcoming and provides them a blessing from Bahamut. He freely gives one rumor from the table above. He will also relay that he, Reg, and Dova were also involved in an adventure last year where they stopped a Frost Demon from kidnapping and killing children in a village to the far north. They were almost too late, as there had already been several horrific murders, and their arrival triggered the murder of at least a dozen more before they were able to bring the demon down. He will excuse himself at that last, but advises them to seek out Jenna Prathisma, the green-eyed beauty as she will have more to tell.

**Jenna Prathisma** - If she is the last person that the group speaks to, she offers up the remaining rumors and sums up everything for the PCs. She will summarize that there is a group of evil Druids near the town of Drezit that are selling holiday ornaments that seem to be making people sick and turning them into creatures of undeath. She doesn't know what it is that is causing the sicknesses. She also states that there is a local shopkeeper that has gone missing that she believes may have some connection to all of this. She knows that he has an interest in the Dark Arts and has been researching them for some time. She provides directions to the shop and wishes them well.

# Chapter Two, Part Two: Shop of Horrors

## Ground Floor

1. **Main Sales Floor** - The double doors are unlocked, and the main sales floor has three rows of wooden shelving units that display various textiles and clothing-making implements. It is in somewhat of a disarray as if it has been hastily searched.

As is typical in most shops, a bell mounted above the door rings as you enter. Large floor to ceiling windows on this level allow ample light into the main floor. The chest-high counter is ornately carved out of a dark wood. It is sturdy and well-made. There are three floor-to-ceiling wooden shelving units upon which are displayed all manner of cloth and clothing-making supplies. Although it may have once been neatly arranged and organized, a quick glance reveals that the shelves are in disarray as if they've been searched hastily, possibly looted. The smell here is of fresh, clean linen and a strong soap smell. The wooden floors appear well cared for and recently scrubbed. The counter has an open walkway near the far side. A closed door with a sign reading "Employees" is along the south wall near the counter walkway.

DC 13 Investigation check reveals some scratch/scuff marks on the floor as if something heavy was recently moved. Other than that, there is nothing else in this part of the building.

DC 20 Investigation check reveals that all the shelves have been moved recently and then moved back to where they belong.

2. **Behind the Counter** - The chest-high wood counter is well-carved and ornately decorated from the sales floor side, but it is a haphazard mess on the other side of the

counter. This location was tossed. The various shelves and nooks are a complete mess, and the remnants of the cash box are shattered on the floor. [Sifting through the broken pile of wood will yield 3cp, 5sp, and 3gp.] Treat the area behind the counter as difficult terrain.

Behind the counter, it is obvious that someone, or several someones, was looking for something. The cash box lies in a broken pile on the side of the counter opposite the front doors. All manner of debris is scattered about. Rolls of cloth have been unrolled and strewn about, papers, and several broken-open wood boxes containing more clothing-making supplies like thread, needles, scissors, and the like are scattered about.

DC 15 Investigation check reveals a grisly discovery in the northwest corner, opposite where the broken cash box is. A pair of scissors is jammed into a jumbled mess of cloth. It conceals the body of a young boy of about 10 years of age. His clothing appears to have been torn in several places. His arms and bare legs have deep scratches and bite marks on them that appear slightly scabbed. Worst of all, both of his eyes have been gouged out and are missing and his teeth have all been removed. Aside from the body and any coins they might find, there's nothing else of value here. [Give them bill of sale from Druid group handout.]

**DM note:** If the party lingers too long, have a noise from the back draw their attention. If they aren't so easily distracted, have them roll another Investigation check (DC 18). If successful, the note green tufts of hair like what is on the epaulettes of the guardsmen. (**Get the character's passive perception scores**)

3. **Backroom** - Unlike the front of the house, the storeroom appears almost untouched. A DC 13 Investigation reveals more scuff marks like those found in the sales floor. They lead to the stairs. If investigated, whatever was dragged was brought up from the basement as the scuff marks continue down the stairs.

From the relative disarray of the front sales floor rooms, this storage room seems untouched. Here there are several floor-to-ceiling windows allowing ample light into the work area. There are several tables, cabinets, and a few wooden chairs here. There are also a few mannequins with various clothing items on them. Work had been going on until very recently, but everything is still neatly arranged. In the southeast corner of the room are two sets of stairs. One leads up, the other leads to the basement.

At this point, have the character with the highest Passive Perception score hear their name being called from the basement. If the characters decide to investigate the basement, skip ahead to room #7. Otherwise continue with them heading up the stairs to the second floor.

As you make your way up the stairs, you notice that they are very sturdy and do not make any sound. Reaching the top, you see that the 5' wide brightly lit hall extends 15' to a door. Halfway down the wall to your left is another door. On the right, set about chest high is a window that allows natural light in. Now that you have stopped moving and no one is making any noise, you can hear what sounds like muffled sobbing coming from one of the rooms on this floor.

4. 25' x 25' - **Gathering Room** - This room is lavishly furnished and is the main gathering area. The hearth is cold with white ashes of a long burned out fire. (Any attempts to start a fire in this hearth will fail.) The cabinet contains mostly

clothing although a DC 12 Investigation check reveals a sheathed longsword +1 in the back. The chest is locked (DC 15 Dexterity or Thievery check). When opened there is a set of dwarven chain armor +2, a shield +1, and a fire sword +2 with a red-dyed leather scabbard that has gold-weaved thread stitching depicting a dragon breathing fire on a small village.

This is obviously where the family gathers after a long day of work. By the looks of the fire, they haven't gathered here in some time, as it is mostly powdery white ashes and a cold hearth. The furnishings appear lavish, more so than just a normal tailor could afford. There is a large couch, two padded chairs and a smaller couch here along with a cabinet and ornate dark wooden chest along the southern wall. The sobbing can be heard in this room, but it appears to be coming from elsewhere. Aside from the door to the hallway and the door to the north, there are two windows, about chest high that allow daylight into the room.

5. 15' x 15' - **Bedroom** - Whichever bedroom is entered last, this is the room description. There is a bed, chest, cabinet, table, and chair in this room. There are two windows allowing ample light in from the outside. The chest is not locked and contains mostly bed linens. However, underneath all the heavy blankets and sheets is a bag containing 200gp. There is also a sheath and dagger +1.

Having searched the other bedroom, this one appears to be a mirror image of the previous one. It also has a bed, table and chair, cabinet, and chest (although this chest is along the wall near the door rather than at the foot of the bed). The sobbing sounds are loudest in this room and appear to be coming from the cabinet.

DC 18 Dex check to open the locked chest. Its contents are finer bed

linens made of silk (entire set could fetch 100gp), several heavy wool blankets, a scroll written in a language (Abyssal) that can't be understood by anyone (unless they speak Abyssal).

The horror waiting for them as they open the cabinet is the highlight of this part of the house.

The sobbing is the loudest here, and it is almost deafening. As you slowly approach the door to the cabinet, it grows louder still, almost as if the sound is coming from within your own head and echoing. Each echo amplifies the sound tenfold....a hundredfold. You are driven near the edge of madness at the sound. Just before you touch the knob to pull the cabinet door open, as it feels like your eyes are about to explode from their sockets along with your eardrums from the unrelenting sobbing that's just so LOUD.....

It stops.

Everything in the room grows quiet, still. The door clicks open and its hinges scream in protest as the door slowly opens and reveals what's inside.

At first, you think it must be a mannequin. Someone has played a very sick joke. But given what you've found in this house so far, you know that it can only be one thing. The face staring back at you, eye sockets blackened with blood, eyeballs missing, is devoid of any color. Absolute pale white skin sags, the darkened rivulets of dried blood that had cascaded from the eyes are in stark contrast to the pallid, taught skin. The mouth is agape as if, in her final moments, she had seen something so horrible, so unimaginable. Her teeth are quite obviously gone. Her blackened gums and bloated grey tongue, which lolls down one side of her chin, are all that remains in her mouth. Farther down her body, you can see deep lacerations caked with dried blood, across her upper torso and abdomen. The flesh along her neck and chest has begun to putrefy and slough down like melting wax from a candle. Pale grey entrails have erupted from an especially deep cut across her stomach. Anything below her stomach is unrecognizable as human. It appears as if her lower half had been placed inside a meat grinder. The smell greets you at this point, and it's all you can do to slam the door shut, hoping to keep the vision of that horror housed safely inside that cabinet.

6. 15' x 15' - **Bedroom** - Much like room 5, this room has a bed, table and chair, chest, and cabinet. Unlike the other room, this will be the first room the PCs enter. The chest is locked (DC 15 Dex to pick it) and contains bed linens and beneath it is a bag with 3 red gems (100gp ea.), 2 potions of healing, and a short sword +1 with a fancy leather sheath. When the players approach the cabinet, read:

While the sobbing is louder in this room than in the sitting room or hallway, it still sounds like its coming from a distance. Drawing nearer to the cabinet, it seems like the sobs get softer. When you open the door, they cease altogether.

This cabinet is obviously a wardrobe, and while there are clothes hanging within, they are all covered with fresh, bright red blood. It almost looks like the clothes themselves are bleeding, as there is no source. Searching through the bleeding mess reveals nothing, only more blood-soaked material.

There is nothing of value in the cabinet. No monsters exist on this floor.

## Basement

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7. This large, open area smells of damp and mildew. Aside from the stairs leading down into the sub-basement, the only item of interest is the fireplace in the northeast corner of the room.

As you reach the bottom of the steps into the basement, the darkness seems to rush up at you like a charging animal, unseen but hostile. Even with torches, you can only see maybe 10-15' in front of you. The feeling of many eyes watching from the darkness gives you pause. The silence is almost tomblike.

Making your way through what is obviously a wide-open floorplan, you come to a row of columns spaced in 10' intervals. It is almost like being inside a cathedral or some other temple as the columns continue for 50'.

Have the PCs make their way over to the fireplace, drawn by the smell of soot.

The smell of soot and old smoke draws you towards a large hearth in the northeast corner of the basement. You start to hear whispers coming from the darkened hearth, and as you try to peer into it, the light from your torches can't seem to penetrate the darkness. The whispers get louder, but you can't make out what they're saying. Drawing nearer to the darkened grate the darkness seems to undulate and swirl as if it's alive.

You reel back in horror as a shape begins to unfurl itself from that inky blackness like a flag in a sudden breeze. Coming out of the gloom is a long-limbed, winged, horned creature. In the light of your torches, you can see its dark muscled flesh and hands with long bony fingers ending in glistening sharp claws. It opens its mouth and a shrill scream escapes it, and you can see sharp, needle-like teeth in rows like a shark's teeth. Without hesitation, the creature moves to attack.

The players should be able to make quick work of the demonspawn. Hopefully they have some magic items or something that does radiant damage. The stairs down lead into the sub-basement where the PCs will discover the true extent of the horror that has taken place here.

## Cellar

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8. 20' x 30' - **Secret Room** - This room is hidden by a DC 18 secret door. Aside from the tables and various scientific items, there is a locked chest (DC 18) that contains empty jars and a few metal cannisters with lids. Most of the contents are harmless except for a jar that is marked with a X on the lid. If opened, treat as a stinking cloud spell. There's nothing else of value here.

As you open the secret door, you feel many eyes upon you. Looking around the room, you see several workbench tables and a single chair. There is also a wooden box with its lid slightly askew. The other table has jars that contain various human and animal body parts and the preserved embryos of many small animals, birds and large insects. In the far corner of the room is a fireplace. Across from the door is a large wooden chest.

The demonspawn won't attack unless the fireplace is closely inspected, and they will remain hidden otherwise. The wood box on the table contains a fungus that if touched requires a DC 12 CON check. This is the fungus that transforms humans into the demonspawn. It takes 1d4 days for symptoms to manifest themselves, and any failed attempt starts the PC on the long and painful journey into transformation.

9. 15' x 25' - **Storage** - This room is where the family stored their foodstuffs. Shelves of jars and cans with food (perfectly edible) and two casks of ale and bottles of wine. Other than the food, there is nothing else of value in this room.

10. 20' x 25' - **Business Storage** - Among the boxes of tailor-related items are several bolts of musty-smelling fabric. Nothing of any value is in the room. The secret door (DC17) leads into room 11.

11. 15' x 25' - **Zombie Room** - There are three zombies here. As the PCs enter, the zombies will be in stasis and won't react until approached. There is nothing of value in this room.

As the door opens, you see three humanoid forms sitting with their backs against the wall across the room from you. They wear tattered and stained clothing and appear to be either sleeping deeply or dead. As you move closer to them, they begin to stir, and it is then that you realize that they are neither live nor dead. As they stand, their pallid flesh and dark, stained teeth with bloody drool and mucus reveals the truth. The largest of the three was a human female, and she lets out a wet, throaty snarl. The two smaller ones are children, but it's unclear if they were boys or girls.

What is clear is that they are closing in on you to attack.

## Zombies

*Medium undead, neutral evil*

*Armor Class 8*

*Hit Points 22 (3d8 + 9)*

*Speed 20ft.*

<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>13 (+1)</b>	<b>6 (-2)</b>	<b>16 (+3)</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>
<b>3 (-4)</b>	<b>8 (-1)</b>	<b>5 (-3)</b>

**Saving Throws** WIS +0

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60ft., passive Perception 8

**Languages** Common

**Senses** darkvision 60 ft., passive Perception 9

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

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with DC of 5 + the damage taken, unless damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

## ACTIONS

**Slam. Melee Weapon Attack:** +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.



# Chapter Three:

## Sickness

### Background

Now that the PCs have defeated the demonspawn at the shop in Southvale, they will be led by the markings on the box of fungus and the bill of sale they found to the small village of Drezit. Here they will find three locations that might interest them (two specifically and the other only if they're interested in discovering more about Verna). The first location is the Church of Bahamut, the second is the Crowing Cock Tavern, and the third is the Druid Temple.

Should they happen to visit the church, they will meet with the bishop Yivald Thane. At the tavern, they will get caught up in a tavern brawl (rules for a Tavern Brawl are in Appendix B). And the Druid Temple will eventually lead them to the Grinch's hideout.

### Crowing Cock Tavern

If the PCs decide to visit the tavern first, hand them the cheat sheet for the brawl after reading the following:

You walk down wagon wheel rutted streets and watch as the townsfolk eye you with suspicion. Any attempts at being friendly are met with a quick sneer and even quicker turn of the head as they walk briskly away.

The village of Drezit consists of mostly small houses with thatch roofs. Here and there are slightly larger stone buildings with wooden roofs, and at the end of the street you walk on, you see a sign shaped like a rooster. The words "The Crowing Cock" hang above the rooster. The building itself is built at an angle to the street. There is a fountain out front that stands over 8' and is 25' across.

Off in the distance to the south, you can see the spires of the Church of Bahamut that is in nearly every city, town, and village in the Empire. Off to the north, there is a temple that you assume belongs to the Druids.

You stand outside the tavern looking north and south and then directly in front of you at the Crowing Cock Tavern. You can hear laughter and boisterous shouts coming from inside.

The PCs enter the tavern through the double doors. Most of the patrons are surrounding the fighting ring in the far-left corner of the bar. The bar itself is mostly filled with only one or two empty seats. Off to the right, there are some empty tables, one that has just enough seats for the party.

The sound of the crowd to your left, cheering on their favorite rooster in the cock fights is nearly deafening. As you scan the bar itself, there are only one or two empty seats. You notice three wait staff deftly making their way through the crowd. One particularly daring waiter is a male halfling who carries two trays laden with steins of ale. You marvel as he darts from table to table, stopping to drop off refreshments at each one until his trays are empty and he turns and heads back to the bar.

"You can sit wherever you want, but you can't stand and block the doors," he hollers at you. And you look off to your right at an empty table with just enough seats for the group to sit.

It's left to the DM to role play ordering the drinks and any initial conversation the party may have with the halfling. Their server identifies himself as Peramin. He's a rather brash straight shooter and isn't afraid to offer his opinion on much of anything. If asked about the Druids, he will gesture to the north and shake his head. (He isn't much for the druids. They almost never come into the tavern, and when they do, they never leave any coin for a tip.) There are some NPCs here that the PCs can interact with (before the brawl begins).

### Tavern NPCs

**Doria Veldekaar** - Sitting at a table with an older lady (Eudora, see below) is Doria. She is dressed in padded leather armor with dark brown leather knee high boots. Her equally dark brown hair falls past her shoulders. She has a longbow resting against the table at her right and wears a short sword in a sheath on her belt.

Doria will identify herself as a Ranger from the northlands and introduce her friend, Eudora. They are here following up on a lead regarding the whereabouts of their friend Verna. She has heard the rumors of people disappearing from their homes. She can point the party in the direction of the Druid Temple but knows nothing about them.

**Eudora** - Dressed in light grey robes with short grey hair is an older woman of about 50 or 60 years. Her face is marked with age and lines crisscross her forehead and beside her eyes. However, she speaks with a youthful exuberance and tells them about Spielverderber.

He runs an import/export business from a location in the foothills outside of town. He sources locally grown substances and sells them to the Druids, among others.

**DM NOTE:** Soon after speaking to the party, Doria and Eudora will leave.

**Gerald** - Surprisingly, Gerald Thorean is here sitting with two men dressed in dark brown robes. They are speaking in hushed tones, and when approached they will stop talking. Gerald will be creepily evasive when asked any question. He will also remind them that they are still being watched.

**DM NOTE:** Gerald will leave shortly before the brawl breaks out, after the party has spoken to Duggin (see below).

**Duggin** - Surrounding the main cock fighting pen are a rowdy group of dwarves. They number about ten and are very involved in the cock fights. If approached they will initially be standoffish as they argue and place bets on the fight. Once the fight gets underway, a younger blonde-haired dwarf will seem disinterested and speak to the PCs. This is Duggin. He will explain that this is some of his clan from Stonefang Pass that he brought to Drezit to meet friends. He knows nothing of the town or the goings on but will relay that they passed a well-armed group of goblins heading into the foothills with a couple adventuring looking humans.

After speaking with Duggin but prior to returning to their table, the brawl begins. (For rules on running a brawl, see the supplemental document *Tavern Brawl Builder*.)

### Church of Bahamut

By far and away, the Church is the grandest building in the village. The spires are visible regardless of where one is in the village (except the Druid Temple). Unfortunately, the only person at the church is **Yivald Thane** the bishop. He is an older human male cleric around 45 or 50 years of age. He offers a blessing and any healing services that might

be required for a small donation. He knows nothing much of the goings on of the town only to offer that the tavern serves a strong drink and offers some less than savory entertainment with the animal fighting.

## Druid Temple

A well-worn footpath leads through shrubs, trees, and past a small pond up to a stone terrace with columns. Stairs lead up to an open-air sanctuary with rows of bench seats on either side of a parquet walkway. Eight stone columns span from floor to ceiling at the end of some of the rows. At the front of the temple is the pulpit and altar flanked by two carved stone statues. The one to the right looks like a horned goat creature resembling a minotaur and the left statue resembles a cat person with exceptionally long fangs. Both statues wield a long sword in one hand and a great shield in the other.

There is a door to the left of the sanctuary and two doors to the right. The one to the left leads to room C and the two right doors both lead to bedrooms (A & B). There is no one in the sanctuary, and nothing is disturbed. All appears normal.

**A. Bedroom** - This small 15' x 15' square room with a rug in the center appears empty. A DC 18 check will reveal what's hiding under the bed.

This 15-foot square bedroom appears to be lived in and in perfect order. A large bed is in the corner with a desk and chair in the corner opposite the bed. A green rug that looks like it's made of grass sits in the center of the room. A chest sits in the corner across from the bed.

The chest is not locked and contains simple items like robes, bed linens, and garments. At the bottom is a dagger in a brown leather sheath.

The dagger is a dagger +1. If the bed is looked under, a demonspawn will unfurl itself and attack.

As you peer beneath the bed, you see deep, inky darkness that begins to swirl. Before you can react, a large winged creature with long arms ending in sharp claws unfurls from that darkness and lashes out.

## Demonspawn

*Medium fiend (demon), chaotic evil*  
**Armor Class** 13  
**Hit Points** 36 (6d6 +4)  
**Speed** 30 ft., fly 30 ft.

STR	DEX	CON
1 (-5)	17 (+3)	12 (+1)
INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)

**Saving Throws** Dex +5, Cha +4

**Skills** Stealth +7

**Damage vulnerabilities** radiant

**Damage Resistances** acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, lightning, poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Abyssal, telepathy 120 ft. Challenge 4 (1100 XP)

**Incorporeal Movement.** The demon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Light Sensitivity.** While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Shadow Stealth.** While in dim light or darkness, the demon can take the Hide action as a bonus action.

## ACTIONS

**Claws.** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.

**B. Bedroom** - Similar to the other bedroom but laid out slightly different, this room seems less lived-in and more storage area. Crates are stacked in one corner that if inspected contain all manner of dried flowers, jars of dirt, and boxes like those found in the cellar of Taylor's Tailors. The desk on the wall has paperwork scattered atop it. Most of these papers are manifest sheets and invoices along with an inventory book. There are no monsters and nothing of value in this room.

**C. Meeting Chambers** - The doors to this room are locked but can be picked with a DC 12 check.

In stark contrast to the cleanliness of the sanctuary, this room has clearly been tossed. A large table sits askew in the far corner with chairs overturned and one broken at the far end of the table. There are boxes stacked along the far wall that have been broken open, and their contents spilled onto the floor. The mess consists of paperwork, broken glass, more dried flowers and dirt, and what appears to be shredded cloth.

If the mess is investigated further with a DC 13 Investigation check, the shredded cloth is a human body.

Upon further investigation, what first looked like shredded clothing is the shredded remnants of a human body. The flesh has been torn into strips resembling bloody beef jerky with dark brown blood-soaked cloth that looks like a druid's robes. You start to reel back in horror until you realize that hiding behind the boxes is a black cat that appears frightened. As you reach out to it, the cat arches its back, hisses and begins to transform into a human shape.

The cat was a Druid in beast form. If questioned about what happened, he will only say that something went wrong. Horribly wrong. There had been an accident with one of the shipments and before anything could be done about it, an infection overtook several of the workers. He knows about the fungus and what it does and will let the PCs know (a few Intimidation checks will bring him around) who Spielverderber is and where his outpost is in the foothills. If pressed much further, he will run from the temple and disappear.

**Notes:** If the PCs have visited the tavern and the church, then the next step is for them to head out into the foothills. There are no weapon shops or blacksmiths in the village, so if they require equipment, they will have to make do with what they've found.

# Chapter Four: Stolen

1. A natural staircase leads up to an antechamber. The ceiling here is 30' high. The rock face is damp, and a pungent earthy smell comes from the corridor leading to room 3. There's nothing here but a few scattered rocks that have fallen from the ceiling.

2. Here the ceiling drops to 25' high. A small stream meanders through this room. The water is cold and safe to drink as it is fed by a natural spring. At its widest, the stream is 5' wide but only 6" deep at its deepest. A DC 12 Dex check to jump or step over the obstacle. There are 4 goblins here armed with short bows and short swords. The goblins will start with ranged attacks, hoping to pick off as many as they can before having to switch to their swords for melee.

3. **Fungus Room** - The ceiling here is 20' high, and the smell of the fungus is at its worse here. Any creature staying in this area for more than 3 rounds, must make a DC 10 Con check or be poisoned. Anyone physically handling the fungus must make a DC 15 check or start to turn into a demonspawn within 1d4 rounds.

There are two ogres here that guard the area. They are immune to the fungus' toxicity. They are armed with large clubs (1d12 +5).

## Ogre

*Large giant, chaotic evil*

*Armor Class 11 (hide armor)*

*Hit Points 59 (7d10 + 21)*

*Speed 40ft.*

STR	DEX	CON
19 (+4)	8 (-1)	16 (+3)
INT	WIS	CHA
5 (-3)	7 (-2)	7 (-2)

**Languages** Common, Giant

**Senses** darkvision 60 ft., passive Perception 8

**Challenge 2** (450 XP)

## ACTIONS

**Greatclub. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. Hit: 13 (1d12 + 5) bludgeoning damage.

4. **Natural Spring** - Bound to the natural spring is a water weird. It is chaotic evil and was placed here to protect the purity of the spring. Any walking to the end and attempting to do anything to the spring other than drink will provoke an immediate attack. Otherwise, the water weird stays far back in the mouth of the spring, watching.

## Water Weird

Large elemental, neutral

Armor Class 13

1 Hit Points 58 (9d10 + 9)

Speed 0 ft., swim 60 ft.

STR	DEX	CON
17 (+3)	16 (+3)	13 (+1)
INT	WIS	CHA
11 (+0)	10 (+0)	10 (+0)

**Damage Resistances** fire; bludgeoning, piercing, and slashing from non-magical weapons

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, poisoned, restrained, prone, unconscious

**Senses** blindsight 30ft., passive

**Perception** 10

**Languages** understands Aquan but doesn't speak

**Challenge 3** (700 XP)

**Invisible in Water.** The water weird is invisible while fully immersed in water.

**Water Bound.** The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

## ACTIONS

**Constrict. Melee Weapon Attack:** +5 to hit, reach 10ft., one creature. Hit: 13 (3d6 + 3) bludgeoning damage. If the target is

Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.

5. The ceiling in this area goes up to 30' for the entire length of the corridor. The stairs coming up from room 6 elevate this area 5' higher. There are no monsters here.

6. **Altar Room** - A goblin shaman and three goblins are in this room preparing to sacrifice two small goats. Entering the room practically guarantees surprise, as the goblins are engrossed in their work. Give the PCs a free round of combat (or quiet movement).

## Goblin

*Small humanoid (goblinoid), neutral evil*

*Armor Class 15 (leather armor, shield)*

*Hit Points 15 (3d6)*

*Speed 30ft.*

<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>8 (-1)</b>	<b>14 (+2)</b>	<b>10 (+0)</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>
<b>10 (+0)</b>	<b>8 (-1)</b>	<b>10 (+0)</b>

**Skills** Stealth +6

**Languages** Common, Goblin

**Senses** darkvision 60 ft., passive Perception 9

**Challenge** 1 (200 XP)

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

### ACTIONS

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

### REACTIONS

**Redirect Attack:** When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

## Goblin Shaman

*Small humanoid (goblinoid), neutral evil*

*Armor Class 10 (cloth robes)*

*Hit Points 21 (6d6)*

*Speed 30ft.*

<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>10 (+0)</b>	<b>14 (+2)</b>	<b>10 (+0)</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>
<b>15 (+2)</b>	<b>8 (-1)</b>	<b>10 (+0)</b>

**Skills** Stealth +6

**Languages** Common, Goblin

**Senses** darkvision 60 ft., passive Perception 9

**Challenge** 1 (200 XP)

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

### ACTIONS

**Dagger. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 2) piercing damage.

**Magic Missile. Magic Ranged Attack:** +6 to hit, range 30 ft., one target. Hit: 3 missiles: 5 (1d4 + 1) force damage.

If you've been quiet, you will surprise the four goblins that are at the far corner of this room. They appear to be readying two small goats for sacrifice on the raised stone altar. Three goblins wearing leather armor with a shield on their backs are holding the creatures while the fourth goblin dressed in cloth robes appears to be chanting some incantation or prayer.

When the attack begins, the goblins will take an additional round to arm themselves and close in for melee. The shaman stands back and targets PCs with

7. **Fungus Processing** - There are 5 small goblins and one ogre here. (for the goblin's stats use those from the altar room). The ogre stands guard and is armed with a greatclub. The goblins wear masks and gloves due to their processing of the fungus and have daggers they are using to separate the fungus from the plant material. The ogre will move to attack anyone that moves into this area. There is no treasure here.

## Ogre

*Large giant, chaotic evil*

*Armor Class 11 (hide armor)*

*Hit Points 59 (7d10 + 21)*

*Speed 40ft.*

<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>19 (+4)</b>	<b>8 (-1)</b>	<b>16 (+3)</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>
<b>5 (-3)</b>	<b>7 (-2)</b>	<b>7 (-2)</b>

**Languages** Common, Giant

**Senses** darkvision 60 ft., passive Perception 8

**Challenge 2** (450 XP)

#### **ACTIONS**

**Greatclub. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. Hit: 13 (1d12 + 5) bludgeoning damage.

8. Grinch's Quarters - An entourage of four adventurers hides down one corridor outside of the main room. Consider them hidden by an invisibility spell for those wanting to investigate the side tunnels. They will only appear when summoned or if the Grinch beats a hasty retreat.

#### **Adventurers**

*Medium humanoid, chaotic evil*

*Armor Class 17 (chainmail armor, shield)*

*Hit Points 21 (6d6)*

*Speed 30ft.*

<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>16 (+3)</b>	<b>14 (+2)</b>	<b>12 (+1)</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>
<b>10 (+0)</b>	<b>8 (-1)</b>	<b>10 (+0)</b>

**Skills** Stealth +2

**Languages** Common, Abyssal

**Senses** passive Perception 9

**Challenge 4** (500 XP)

#### **ACTIONS**

**Dagger. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 2) piercing damage.

**Longsword. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 5) slashing damage.

The Grinch doesn't want to fight, and he will coerce, cajole, insult, and intimidate anyone. He will readily admit that he has been the one who employed "various interested parties" to kidnap them and "watch" their every move. When role playing him, play up his intellect and sickeningly

sweet evilness. If pressed, he will pull a folding table and chairs from some cubbyhole and offer to gamble with the PCs. The game is like 21 except it's played with dice. Each player rolls 3d6's and totals their score. After everyone has had a turn, they may choose to roll a 4<sup>th</sup> d6 to get to 21 without going over. The Grinch will pit their freedom should they beat his score (or get 21) or their mortal souls should they lose. Of course, he doesn't have the power to take souls, but he knows some guys that deal in that sort of thing. Should things start to go badly, or if he simply tires of the PCs, he will call for Max to assist with ridding himself of these fools. The Grinch doesn't want to fight, and if pressed, he will make a few attempts, all the while trying to get to the exit. He will run to area 10 and use the portal there to escape, calling his four adventurers to cover his escape.

9. Storage Room - This area is where the processed fungus is stored in crates and boxes. The room is cool and dry, unlike the rest of the dungeon which is damp and musty.

10. Portal - This is the end of the line for the adventure. The Grinch uses the portal to escape. Those that wish to continue with the Descent into Avernus campaign should jump through the portal. Those that don't can proceed back to Southvale.



# Appendix A: New Monsters



## DEMONSPAWN

Medium fiend (demon), chaotic evil  
 Armor Class 13  
 Hit Points 36 (6d6 + 4)  
 Speed 30 ft., fly 30 ft.

STR	DEX	CON
1 (-5)	17 (+3)	12 (+1)
INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)

**Saving Throws** Dex +5, Cha +4  
**Skills** Stealth +7  
**Damage vulnerabilities** radiant  
**Damage Resistances** acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks  
**Damage Immunities** cold, lightning, poison  
**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained  
**Senses** darkvision 120 ft., passive Perception 11  
**Languages** Abyssal, telepathy 120 ft.  
 Challenge 4 (1100 XP)  
**Incorporeal Movement.** The demon can move through other creatures and objects as if they were difficult

terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Light Sensitivity.** While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Shadow Stealth.** While in dim light or darkness, the demon can take the Hide action as a bonus action.

### ACTIONS

**Claws.** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.

## The Grinch



Medium humanoid (hobgoblin), chaotic evil  
 Armor Class 15  
 Hit Points 96 (6d8 + 24)  
 Speed 40 ft.



<b>STR</b>	<b>DEX</b>	<b>CON</b>
14 (+2)	22 (+6)	16 (+3)
<b>INT</b>	<b>WIS</b>	<b>CHA</b>
16 (+3)	10 (+0)	8 (-1)

**Saving Throws** Dex +10, Con +7

**Skills** Sleight of Hand +10, Stealth +14

**Damage Resistances** cold

**Damage Immunities** poison

**Condition Immunities** charmed, poisoned

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Common, Goblin, Infernal  
Challenge 6 (2500 XP)

**Brute.** A melee weapon deals one extra die of its damage when the Grinch hits with it (included in the attack).

**Cunning.** The Grinch can take the Dash, Disengage, or Hide action as a bonus action on each of its turns. The Grinch can also move half of its movement speed as a reaction to taking damage.

**Evasion.** If the Grinch is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the Grinch instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Sneak Attack.** Once per turn, the Grinch deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally and the Grinch doesn't have disadvantage on the attack roll.

**Stench.** Any creature other than the Grinch that starts its turn within 5 feet of the Grinch must succeed on a DC 15 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of the Grinch for 1 hour.

**Surprise Attack.** If the Grinch surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

## ACTIONS

**Multiattack.** The Grinch makes three melee attacks.

**Bite. Melee Weapon Attack:** +6 to hit, reach 5 ft, one target. Hit: 9 (2d6 + 2) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or take 7 (2d6) poison damage.

**Sickle. Melee Weapon Attack.** +10 to hit, reach 5ft, one target. Hit: 13 (2d6 + 6) slashing damage, and 7 (2d6) cold damage.

## Who is the Grinch?

Humans believe that once a year, during the midwinter festival, the Grinch comes to prey upon them and snatch up all their favorite things throughout the longest night of the year. Each year they decorate their homes with the gruesome colors of red and green ornaments and exchange small gifts to ward away the mythical creature.

## Tools of the Grinch

The Grinch is a cunning and crafty individual, who has built up a stock of magical and mundane equipment that he uses to prey upon humankind each Winter Solstice.

The Grinch may be carrying with him any or all the following equipment, at DM discretion:

**Bag of Holding.** A red burlap sack strung loosely behind the Grinch, adorned at the strings with the skulls of small animals.

**Boots of the Winterlands.** A set of blood-stained maroon boots with curled ends.

**+2 Leather Armor.** A mottled red cloak with dirty white fur lining the edges.

## Max



Medium fiend, chaotic evil  
Armor Class 15 (natural armor)  
Hit Points 45 (7d8 + 14)  
Speed 50ft.

STR	DEX	CON
17 (+3)	12 (+1)	14 (+2)
INT	WIS	CHA
6 (-2)	13 (+1)	6 (-2)

**Skills** Perception +5

**Damage Immunities** fire

**Senses** darkvision 60 ft., passive Perception 15

**Languages** understands Infernal but can't speak it

Challenge 3 (700 XP)

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

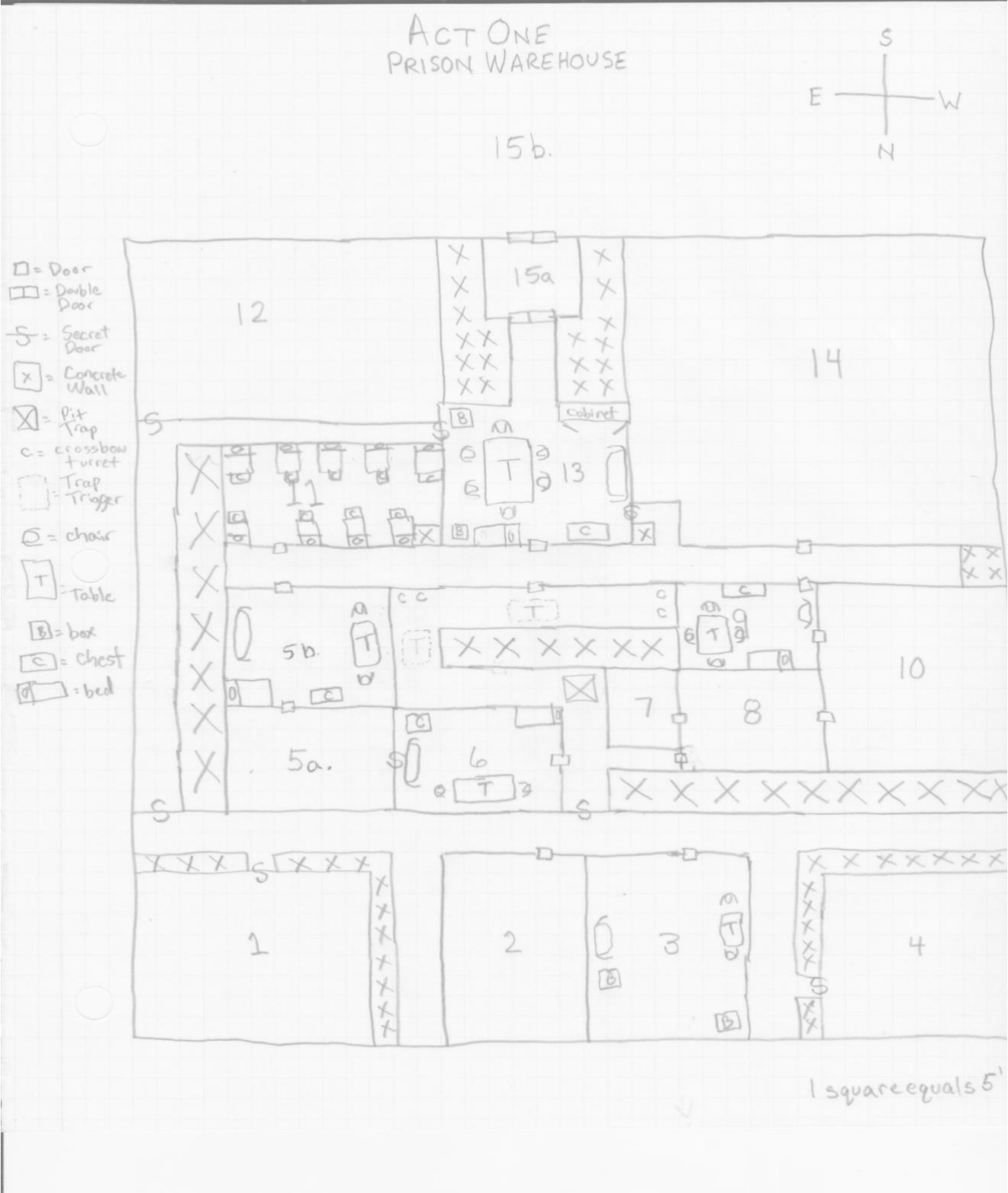
**Pack Tactics.** The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

### ACTIONS

**Bite. Melee Weapon Attack.** +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

**Fire Breath (Recharge 5-6).** The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much on a successful one.

Appendix B: Maps





# PAIRCON | NEUTRAL PARTY

Act III  
Druid Temple

