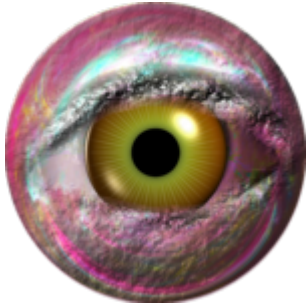


An Eye for an Eye

February 13, 2024



A Ready-to-Roll: Feyweather Friends Add-on Encounter

This is a work in progress.

Trigger Warnings

This encounter includes violence, danger to people and animals, and eyeballs.

All eyes are on you!

Can you free a helpless forest creature from aberrant corruption?

This encounter is for 1–2 characters of any level.

Synopsis

While traveling through the Far Realm-infused forest, the hero finds a bush with eyeball berries ensnaring a distressed woodchuck. The bush, a gazeberry bush, is transforming the woodchuck into a floating eye minion, an oculing. The hero must

navigate the bush's magical eye beams while freeing the woodchuck before it's too late. At higher levels, already transformed oculings join the fray.

Adventure Hooks

While designed as an add-on encounter for Ready to Roll: Feyweather Friends, this standalone encounter works in any fantasy forest, especially in adventures with aberrations and other Far Realm-inspired encounters.

Where are we?

This encounter takes place in the woods on the way to the shrine.

A Treat for the Eyes

As the hero traverses the woods, the chittering of a distressed woodchuck fills the air. On investigation, the hero finds a woodchuck wrapped in the roots of a bush that resembles a blueberry bush, except the berries are eyeballs. The roots glow magenta and begin to surround it like a cocoon, and the woodchuck struggles as streaks of red light beneath its fur gradually shift to magenta.

The bush, a **gazeberry bush**, is transforming the woodchuck into an **oculing**, drawing sustenance from its life force, turning it into a minion that will protect it and lure more creatures to it.

The Apple of My Eye

At higher levels, add existing **oculings** equal to half the total

character levels, rounding up. They hang by their eyelids in an adjacent tree and look like magenta apples until the hero moves within thirty feet of the gazeberry bush, which causes them to attack.

Dramatis Personae

Gazeberry Bush

Small aberration, unaligned

Armor Class 10

Hit Points 27 (6d6 + 6)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	2 (-4)

Skills Perception +2

Damage Vulnerabilities fire

Damage Immunities piercing

Condition Immunities deafened, frightened, prone

Senses darkvision 60 ft., passive Perception 12

Languages –

Challenge 0 (10 XP)

Actions

Eye Beam. The bush can use its action to shoot a magical eye

beam. Roll a d4 to determine the effect:

1. Ray of Blinking. The target must succeed on a DC 12 Intelligence saving throw or randomly teleport to an unoccupied space within 30 feet.

2. Ray of Confusion. The target must succeed on a DC 12 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

3. Ray of Deception. The target must succeed on a DC 12 Wisdom saving throw or believe that the eyes on the bush are delicious blueberries and will use its next action to move toward the bush to attempt to eat one. Targets with Eating Disruption apply the trait's effects to the Wisdom saving throw, and targets with an Allergy (Ingested) have a +[IE] bonus to the save as it habitually considers food safety before eating. If it eats a gazeberry, it must succeed on a DC 14 Constitution saving throw or become poisoned and blinded for one minute.

4. Ray of Disorientation. The target must succeed on a DC 12 Dexterity saving throw or have disadvantage on attack rolls and Dexterity saving throws until the end of the bush's next turn.

Grasping Roots. Melee Weapon Attack: +4 to hit, reach 5 ft., one small or tiny creature. Hit: The target is grappled (escape DC 12). Until this grapple ends, the creature is restrained, and the bush can't grasp another target.

Oculing

Tiny aberration, unaligned

Armor Class 12

Hit Points 5 (2d4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	2 (-4)	12 (+1)	2 (-4)

Skills Perception +3

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 13

Languages –

Challenge 1/4 (50 XP)

Immutable Form. The oculing is immune to any spell or effect that would alter its form. It can be restored to its original form with a Remove Curse spell.

Actions

Eye Beam. The oculing can use its action to shoot a magic eye beam. Roll a d4 to determine the effect:

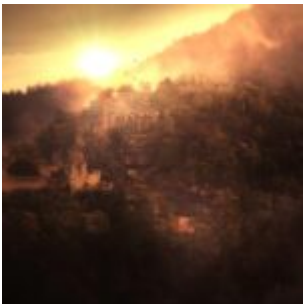
1. **Ray of Expulsion.** The target must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) force damage and be pushed ten feet away from the Oculing.
2. **Ray of Enervation.** The target must succeed on a DC 12 Strength saving throw or have disadvantage on Strength-based attack rolls and Strength checks for 1 minute.

3. **Ray of Brilliance.** The target must succeed on a DC 12 Constitution saving throw or be blinded for 1 minute.

4. **Ray of Terror.** The target must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute.

The Outsiders

February 13, 2024



Content Trigger Warnings

This encounter includes themes of displaced ill refugees, corruption, and wasps.

Plot Hooks for Other Adventures

This encounter can work with nearly any adventure where the party travels through a forest. Here are some other ways you can incorporate this encounter into other adventures:

1. **The Corrupted Grove:** Instead of a decaying town, the

adventurers are lured to the forest by rumors of a corrupted grove where magical disturbances are wreaking havoc on nature. Naelin seeks their aid to restore balance and cure the forest's ailments.

2. **The Cursed Expedition:** The adventurers are part of an expedition to explore a mysterious forest. They encounter Naelin, who requests their help in gathering rare herbs to lift a curse that has befallen her elven kin. The party must navigate the dangers of the enchanted woods.
3. **The Plague and the Herbalist:** The party learns of a plague sweeping through a nearby town. Naelin, a renowned herbalist, seeks their assistance in finding a rare herb deep in the forest to create a cure. The refugees in the camp are plague survivors seeking shelter.

Additional Twists

1. **Betrayal Within:** One of the refugees is secretly aligned with the corrupt forces, intending to sabotage the party's mission. The party must uncover the traitor before it's too late.
2. **Ethical Dilemma:** The party discovers that the Lifewind Blossoms are linked to the life force of the forest. Harvesting them may bring temporary relief to the refugees but risks causing irreversible harm to the ecosystem. The party must decide between immediate aid and long-term consequences.


The Outsiders

Encounter Background and Setup

As the party enters the forest, they discover a refugee camp led

by Naelin, an elf seeking aid. After assessing the party's sincerity, Naelin assigns Elowen, an herbalist, and Seren, a guard, to assist. The journey to the hidden grove is fraught with challenges and potential encounters, including writhing vines, corrupted creatures, and an awakened tree. In the grove, the party faces giant wasps and bandits desperate for the magical Lifewind Blossoms. Diplomacy may sway the bandits, Eirik, Grelm, and Lyra, to a non-theft course. Returning to camp, Naelin, Elowen, and Seren work together to prepare a remedy with the harvested blossoms, fostering a sense of hope and community among the refugees.

Introduction

As the party traverses the forest, a murmur of voices draws their attention. They come upon a clearing where a makeshift camp has been established. Tattered tents and haphazardly arranged lean-tos create a modest refuge for a diverse group of refugees. The occupants, dressed in worn and weather-beaten garments, cast wary glances toward the approaching adventurers. Amidst the huddled group stands [Naelin](#), an elf cloaked in a  hooded robe adorned with a veil that shields her fair skin from the sun's harsh rays. The camp seems to find a center in her, as she orchestrates the coordination of tasks among the refugees. Naelin regards the party with a discerning gaze, her veiled eyes focused on each member in turn. "Strangers, why do you travel these cursed woods?" She listens carefully to their responses, weighing the sincerity in their words. Once satisfied, she continues, her tone firm yet not unkind. "The refugees under my care are not numerous, but their need is great. Thirty souls huddle here for shelter, seeking refuge from a town consumed by corruption. Can you help us to gather the medicinal herbs we need? The Lifewind Blossoms, rare and potent, hold the key to mending the wounds that afflict my people. Will

you bring them to us, and in doing so, help bring a flicker of hope to this forsaken place?" If the party agrees, she instructs them: "To find the Lifewind Blossoms, venture deeper into the heart of this forest. Look for a hidden grove marked by a unique flower, a vibrant golden bloom with tendril-shaped petals. These blossoms emit a faint magical glow, making them distinguishable even in the dimmest light. Be cautious, for the magic that taints this land may attract creatures drawn to the healing properties of the herbs. Gather thirty blossoms with care, and avoid trouble."

She sends along two assistants, [Elowen](#), a young herbalist, and [Seren](#), a guard who will protect Elowen and the harvested flowers.

Journey to the Lifewind Blossoms

As the party ventures deeper into the forest, the path becomes overgrown, making progress challenging. The journey from the refugee camp to the hidden grove of Lifewind Blossoms is approximately 5 miles through the dense and overgrown forest. Roughly two miles of this consists of difficult terrain due to twisted roots, thorny bushes, and uneven ground. Navigating this challenging landscape requires the party's careful attention, slowing their progress and increasing the likelihood of encounters with the mystical and corrupted denizens of the forest.

Random Encounter Table: Finding the Lifewind Blossoms

Roll (1d6)	Encounter
1–3	Writhing Vines. The path ahead is blocked by a mass of writhing, thorny vines. Each party member must succeed on a DC 12 Dexterity saving throw or take 1d6 piercing damage from the thorns. The vines can be cut away with a successful DC 14 Strength (Athletics) check.
4	Corrupted Creatures. A pack of 2d4+1 corrupted wolves , tainted by the dark magic of the forest, prowls the area. The wolves attack on sight. Their bite does an additional 1d6 necrotic damage, and they are immune to being charmed.
5	Mystical Guardian: An awakened tree will ignore the party if they have no Lifewind Blossoms as they pass but will attack and attempt to take the blossoms back if the party has any.
6	Cursed Foliage. The foliage in this part of the forest is cursed. If touched, it drains the life force of the party. Each party member must succeed on a DC 13 Constitution saving throw or take 1d6 necrotic damage.


✘ Discovering the Lifewind Blossoms

Upon reaching the hidden grove, the party sees a stunning display of vibrant golden blooms with tendril-shaped petals, emitting a soft, subtle glow. Elwen, the herbalist, identifies the Lifewind Blossoms and directs the party on how to harvest them without disturbing the magical properties. As the party collects the Lifewind Blossoms, a humming sound fills the air as four [giant wasps](#) descend on the party. As the wasps attack, they're joined by a volley of arrows from within the trees as three bandits attack the party, determined to harvest the blossoms for themselves to sell them.

The bandits, [Eirik](#), [Grelm](#), and [Lyra](#), are residents of the town, also refugees desperate to acquire the funds needed to move their families somewhere safer. Eirik once served as a hunter for the town, Grelm was a weaponsmith, and Lyra was an archer who trained birds of prey. Their families are still in the town. They recognize Elowen and Seren and don't attack them. Elowen and Seren recognize them once they're no longer hiding in the trees and encourage diplomacy. The party must succeed on a DC 12 Charisma (Persuasion) check to convince them to join the refugee camp or another non-theft course of action.



Return Journey

Once the party resolves the conflict one way or another,  choose or use the table above to determine encounters on the way back to the camp. As they approach the refugee camp, they find Naelin patiently awaiting their return. Naelin, with a nod of gratitude, accepts the harvested Lifewind Blossoms from the party. Elowen carefully tends to the delicate herbs. Seren stands guard, ensuring the safety of both the party and the precious cargo. The refugees watch with anticipation as Naelin begins preparing a potent remedy. If Eirik, Grelm, and Lyra chose to join the party, the refugees, recognizing them from the town, greet them with a mix of surprise and familiarity. As the party and their new allies settle into the camp, the atmosphere transforms from one of mere survival to a shared determination to rebuild. The refugees, now recognizing the familiar faces among the newcomers, feel a renewed sense of community.

Maps

Use the [Bloom Where You're Planted map](#) for this encounter, 

available in 4K and animated options. We've also included [VTT tokens for online play](#).

Snowed Inn

February 13, 2024



A Bonus encounter for Tussle in the Tundra from [Limitless Champions Adventures](#)

Plot Hooks for Other Adventures

This encounter can work with nearly any adventure where the party travels through an arctic or tundra region. Here are some other ways you can incorporate this encounter into other adventures:

- **Rescue Mission:** The party learns of a remote cabin where a family has gone missing during a severe storm. They must navigate treacherous terrain to reach the cabin and uncover the tragic story.
- **Spiritual Journey:** The cabin could be a part of a larger quest to help spirits find peace. The party must find the cabin, learn about the family's story, and help free Thralgorn's spirit.
- **Frozen Mystery:** The party hears rumors of a haunted cabin

in the tundra. They investigate to learn more about the spirits within and the events that led to their unrest.

Snowed Inn

Encounter Background and Setup

The party stumbles upon an abandoned log cabin in the midst of a desolate tundra during a relentless snowstorm. As they seek shelter from the biting cold, they find themselves trapped inside as the door slams shut, and snow piles up against it. To make matters worse, a malevolent spirit named Thralgorn haunts the cabin, tormented by the tragic events that unfolded within. To escape, the party must uncover the heart-wrenching story of the family who once lived here, provide closure to the spirit, and find a way to navigate the treacherous cold. The cabin's owners were Thralgorn (Father, Mixed Ancestry – [Orc](#), [Human](#)), Keyla (Mother, [Human](#)), and their children, Varak, Lyria, and Korrin. The children were 14, 13, and 11 years old.

The Storm before the Storm

As the party travels across the tundra, they see a log cabin on the horizon 500 feet away. A sudden blizzard whips up, and the biting cold becomes unbearable. The storm imposes a constant risk of exposure to extreme cold. The ground becomes difficult terrain due to wind and snow. At the start of every minute spent outside the cabin, each creature in the party without resistance to cold damage must make a DC 13 Constitution saving throw. On a failed save, they take 2d6 cold damage and gain one level of exhaustion. Once a creature fails a save, the effect increases by 1d6 cold damage for every subsequent minute and one level of exhaustion for every subsequent hour exposed to the storm.



The Cabin Log

On arriving at the cabin, the door opens easily, and nobody answers if the party knocks. Upon entering the cabin, the party finds themselves in a dimly lit space. The interior is cluttered with old furniture, dusty bookshelves, and a hearth with charred logs covered in frost. Despite the cold, the faint smell of woodsmoke still lingers in the air. The windows are frosted over. Heavy fur blankets cover a large bed near the hearth. If the party doesn't close the door upon entering, a gust of wind slams it shut once the entire party enters, even if propped open. Snow quickly piles up against the door, and the door, walls, and windows are indestructible. [Remove Curse](#) will eliminate the indestructible quality for one minute. Breaking a window brings the cold into the cabin and the effects as if outside in the storm, and as snow has piled up against the door, it has AC 15 and 27 hp. After one minute, all damage to the building instantly repairs itself. A creature that gets outside the cabin can enter again while the curse is active, but holding the door open will not allow anyone to exit through it. If the party investigates the cabin, they find the following in the various locations.

- **Bookshelves.** The weathered bookshelves hold a collection of carved wooden toys, carving tools, and books and scrolls, mostly stories of heroism and magic for children (many of which have the hero's name scratched out and the children's names added to replace them), plus *Thlapek's Guide to Tundra Plants*, a book of snow-themed poetry written in the local orcish dialect (with additional love poems written by Thralgorn in the margins), a hand-written

journal of recipes using ingredients found in the area (written in a combination of Thralgorn's and Keyla's handwriting with margin notes about the recipes and affectionate and suggestive notes to each other), and seven journals written in Keyla's handwriting of the family's history marking the parents' relationship, children's development, accomplishments, rites of passage, and other noteworthy events. The journals chronicle their life in the cabin and their love for and dedication to each other. The final journal in the series ends with Keyla's concern that Tralgorn has been gone in the storm for many days and her detailed preparation to go looking for him while making sure that the children would have all they need for two days, by which time she'd return regardless. She's reluctant to leave them alone, but they're old enough to take care of themselves as long as they keep the fire burning.

- **Desk.** A heavy wooden desk stands in the corner of the room, partially covered in a thin layer of frost. On it rests a frozen inkwell and quill, a brass candle holder with a used-up candle, and a leather-bound journal, its pages filled with flowing script in Orcish, both poetry and prose, which appears to be Thralgorn's handwriting. The journal expresses profound regret and despair at the loss of his family. He laments his absence during the fateful storm and blames himself for their tragic fate. His words reveal the depths of his sorrow and longing to reunite with them.
- **Mantle.** The mantle above the hearth is a weathered stone slab. On it rests a framed charcoal drawing of the family. Laying in front of it rests a single

flower native to the region that froze before it dried out. On a small peg beside the chimney hangs a simple pendant on a delicate chain. The pendant appears to be crafted from a small, polished piece of onyx, bearing the symbol of a deity of love and family.

- **Bed.** Under the fur blanket, a tall humanoid skeleton with orcish tusks rests in a bed of frozen rot and mold.

Keyla's Journals

Here's a sampling of the journal entries:

Today marks our first year in this cabin, and my heart swells with gratitude. Thralgorn's strength and determination have made this place a home. I see the fire in his eyes, and I know we'll make this work, no matter the challenges.

Our bond grows stronger with each passing season. Thralgorn's devotion to our family is unwavering. His determination to protect us is both his greatest strength and his burden.

Thralgorn and I have built a life here, a life that brings us closer to the land and to each other. His strength and determination never cease to amaze me. I love the way he gazes at our children with such tenderness. I'm so grateful for him.

The storm rages outside, and I can't help but worry about Thralgorn. He's been gone for three days now, searching for food and supplies. I know he's doing it to keep us fed, but I wish he didn't have to face the dangers of the tundra alone. I'll keep the fire burning, so he can find his way back.

Our children are growing up so fast. Thralgorn and I have had our share of arguments, but we always find a way to make amends. He may have overreacted when Varak got a little too adventurous today, but the way he held our son and said he was sorry showed me how much he cares. It's the love and dedication that matter most. He may make mistakes, but his love for us is undeniable. I see it in the way he cares for Varak, Lyria, and Korrin. We are a family, and I wouldn't want it any other way.

Keyla's Final Three Entries

It's been several days since Thralgorn left to find food. The storm shows no signs of letting up, and I fear for him. Varak, Lyria, and Korrin have been so brave, but I can see the worry in their eyes. We've been rationing what little food we have left, and the fire is dwindling. I pray that Thralgorn returns soon. We need him.

It's been too long. Thralgorn should have returned by now. I can't bear the thought of him out there in this wretched storm. The children are doing their best to keep their spirits up, but I see the fear in their eyes. I've prepared enough food to last them two days, and I've left detailed instructions on how to relight the hearth. I'm reluctant to leave them alone, but they're old enough to take care of themselves. I'll find Thralgorn and bring him back, and then we'll all be together again.

This will be my final entry before I set out to find Thralgorn. The children are strong, and they'll be safe here for a short while. I've left them with all they need. I've stoked the fire as best I can, but it won't last much longer. I've left a bundle of firewood by the hearth, just in case. I'm reluctant

to leave them, but I have to find Thralgorn. It's been too long, and I fear the worst. I'll return within two days, no matter what. We'll be together again, and we'll face whatever comes our way as a family.

Thralgorn's Journal



I never thought the storm would end. I barely survived, through no cunning of my own, by falling through the ice into a subterranean tunnel that offered shelter until the days of wind and snow relented. I thought it surely a sign of the gods' providence, but now I know that it was a test, a choice to shelter myself or risk all for my family. In the cold embrace of this forsaken tundra, I returned to the cabin, hope heavy in my heart. Nearly a day's journey back, and there, I found her. Keyla, my love, lay lifeless in the snow, far from our shelter. Her hair, like midnight, joined the frozen shrubs around her. I knew I had been absent for too long, my journey too delayed. The guilt claws at my heart like a hungry beast.

I returned to the cabin, heart heavy with dread. And there, my worst fears became a reality. The children, my dear Varak, Lyria, and Korrin, frozen and still. I failed them. I failed my family. The hearth, once warm and inviting, now a cold abyss of despair. Their innocent faces, forever etched in frost, a haunting reminder of my absence. I remain a sentinel to their graves. My bleeding hands from chipping through the ice to dig their final beds is their blood crying out for help, always unanswered. I will never leave you again, yet we will remain eternally apart.

*In shadows deep, my heart does weep,
As icy winds their secrets keep.*

*Through snow and storm, I made my way,
To find my kin, to find my stay.*

*But cruel fate did play its part,
And tore my family's world apart.
In fields of white, I found her there,
My love, my life, so cold, so bare.*

*With every step, I blame myself,
For leaving them, for seeking help.
The guilt, a weight, I cannot bear,
For in their loss, I find despair.*

*The cabin stands, a solemn tomb,
Where frozen silence seals their doom.
My children, still, in icy sleep,
Their dreams, their laughter buried deep.*

*Oh, Keyla, my heart's lament,
Your love, your light, forever spent.
The hearth grown cold, the fire's gone out,
In this forsaken, frozen bout.*

*The cabin stands, a somber sight,
In frozen stillness, endless night.
I lay them down, by hearth and bed,
To rest in peace, where they once tread.*

*In fading embers, I find my way,
To pen these words, my heart's dismay.
To Keyla, Varak, Lyria, and Korrin,
In every snowflake, your love's adorning.*

*In cold and dark, I'll stay behind,
To guard the cabin, their souls entwined.
With every breath, I feel them near,*

Their spirits linger, forever here.

*Forgive me, dearest, for my mistake,
For leaving you all in the storm's cruel wake.
Never again, you cry or laugh
My failure is your epitaph.*

The weight of my failures is unbearable. I should have been here, with them, to kindle the hearth, to protect them from this cruel storm. It's my fault, all my fault. Their lives were taken because of my absence. How can I ever forgive myself for their suffering? I long to see their smiles, hear their laughter, and hold them close. But all I have now are memories, and they haunt my every step.


Thralgorn's Final Entry

The howling storm rages outside, and I am trapped within these walls once more. The firewood is gone, the food stores depleted. I am left with nothing but this empty cabin, the silent memories of my beloved family, and the bitter cold that gnaws at my bones. The guilt and sorrow have been my constant companions. I wish I were worthy to be buried beside them, to join them in their frozen slumber. I am the one who left them, who allowed this tragedy to befall us. As they died because of my absence, so too shall I be separated from them forever, as I deserve. My heart aches for their presence, for the warmth of their love. But the icy fingers of this unforgiving land draw me closer to the same fate they met. It is just. It is the price I must pay for my negligence. Farewell, my dearest Keyla, Varak, Lyria, and Korrin. May you find the peace and happiness in the afterlife that I could never provide in life.

Snowbound Showdown

As the party explores the cabin and uncovers the tragic story of Thralgorn and his family through Keyla's journals and Thralgorn's journal, the air grows even colder. At this point, the spirit of Thralgorn becomes active, but initially, he remains hidden, only manifesting as eerie and unsettling phenomena:

1. **Flickering Shadows:** The candle in the journal room ignites and starts to flicker wildly, casting long shadows that dance across the walls.
2. **Whispers in the Wind:** The party begins to hear faint whispers that sound like sorrowful voices on the wind, but too quiet to discern specific words.
3. **Frozen Breath:** The party's breath becomes more pronounced than before, and sinuses and lungs begin to feel frozen, triggering anyone with Shortness of Breath. Frost thickens on the windows and surfaces, darkening the room to total darkness.

If the party attempts to communicate with Thralgorn with  words of encouragement or an attempt to help him, the effects remain but stop increasing. Otherwise, the phenomena escalate each round.

1. **Biting Cold:** The air becomes so cold that it causes the party to take 1d6 cold damage at the start of each of their turns. They can attempt to resist this cold damage with a DC 15 Wisdom saving throw. This damage increases by 1d6 each round.
2. **Poltergeist Activity:** Objects in the room start moving and being thrown about, and while they don't damage the party, they still sting.
3. **Apparition:** Finally, if the party continues to ignore the

spirit's anguish, Thralgorn fully materializes as a [chillwraith](#), appearing as a sorrowful, spectral figure in orcish attire. At this point, he actively attacks the party.

To resolve the encounter peacefully and release Thralgorn's spirit, the party should attempt a non-hostile response, such as reading Keyla's journals or crafting a heartfelt message to leave in the cabin. Pointing out Keyla's love and forgiveness from her journals and offering to bury his bones outside with his family ceases the hostility.

A Warm Embrace

If the party responds to Thralgorn with empathy and compassion, the environment around them begins to shift. The bitter cold starts to ebb, replaced by a gentle warmth that spreads through the cabin. The frost on the windows recedes, revealing the tundra outside bathed in a soft, silvery light. With a final, heartfelt sigh, Thralgorn's spirit stands before the party, no longer tormented. He looks at the party with gratitude in his eyes, recognizing their efforts to understand his pain and offer solace. Before Thralgorn's spirit finally fades, he imparts a parting gift to each member of the party for their kindness and compassion. He grants them boons, temporary blessings that will aid them on their journey for one day.

Thralgorn's Parting Boons

Roll a D12 for each party member or choose a boon that seems most fitting for their character:

D12	Boon
1	Spiritual Guidance: The character can cast the " Guidance " cantrip at will for 24 hours.
2	Heartfelt Resolve: The character can reroll one failed saving throw within the next day.
3	Radiant Insight: The character gains advantage on Wisdom (Insight) checks for the next day.
4	Frostbinder's Resilience: The character gains resistance to cold damage for the next day.
5	Ethereal Echo: Once during the next day, the character can become incorporeal for one round and 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.
6	Luminous Guardian: The character gains advantage on saving throws against fear effects and is immune to being frightened for the next day.
7	Snowshoe Guidance: The character gains expertise in Wisdom (Survival) checks for 1 day
8	Harmony of Elements: The character can choose to deal either fire or cold damage with their attacks for the next day.
9	Aegis of Clarity: The character gains advantage on saving throws against being charmed or stunned for the next day.
10	Nimbus of Swiftiness: The character's speed is increased by 10 feet for the next day.
11	Galeforce Grace: Once during the next day, the character can take an additional reaction.
12	Blessing of the Hearth: The character can cast the Prestidigitation cantrip at will for the next day.

As Thralgorn's form begins to fade, the figures from the drawing

on the mantle appear around him, embracing him. The entire family holds hands as they walk away toward the snowy horizon, their figures fading into the glare of the sun's reflection off of the snow.

Maps

Use the [Cabin Cartography](#) map for this encounter.

We've also included [VTT tokens](#) for online play.



Tread on Me

February 13, 2024



A Bonus encounter for [The Search for Dread](#) from [Limitless Champions Adventures](#)

Content Trigger Warnings

This adventure includes theft of accessibility devices and references to snakes.

Plot Hooks for Other Adventures

This encounter can work with nearly any adventure where the party travels through a wooded area.

- Rumors of an elusive thief stealing rare magical documents have spread. The party is hired to investigate, leading them to Cedric's cabin.
- A different kind of butterfly has appeared in the forest, and they're acting strangely. A local naturalist asks the party to check it out.
- A local inventor is missing designs for a new invention and hires the party to investigate Cedric, their rival.

Tread on Me

Encounter Background and Setup

As the party travels through the forest, what appears to be a giant cobra makes its way toward a small cabin. The figure's scaly, snake-like lower half and the distinctive hooded leather jacket resembles a cobra's body and hood from behind. The hissing sound that accompanies its movements adds to the impression.


Before they have time to react, the cobra-like figure enters the cabin through an open door. Then, a blood-curdling scream pierces the air, making it seem as though the snake has attacked someone inside. The party must decide how to proceed.

When they enter the cabin, they discover a person with a snake-like lower body, not an actual snake-human hybrid but rather a human Arcanowright named [Cedric](#). He [has no legs](#), and his "snake"

body is a prototype of a clockwork mobility device, propelled by treads on the underside, the pneumatics producing the hissing sound. He removed his hood after he entered the cabin.

As you continue along the forest road, a hissing sound gradually emerges from the woods near a small cabin, approximately 60 feet from the road. Slithering towards the cabin's open door, a scaly serpentine creature with a cobra-like hood glides gracefully, its scales reflecting dappled sunlight. It glides into the cabin's entrance, and a moment later, a chilling scream echoes through the woods.

The Snaked Plans

Inside the cabin, several shelves and workbenches display a  haphazard collection of ornate gears, wheels, tools, flasks, and other parts. A cabinet obscures most of [Cedric](#) except for most of his head as he shouts, "No! This can't be!" as the tip of the snake tail slithers behind the cabinet toward him.

When the party moves so the cabinet no longer obscures Cedric's body, his snake-like lower half becomes visible. He stands staring at an empty spot on a table, pounding it with his fists. Two blue butterflies that had perched there flutter to the open window.

Cedric doesn't notice the party until they get his attention. He focuses on the empty spot on the table, where the hueprints (color-coded schematics) for his latest design once rested, pounding it with his fists. Once he becomes aware of their presence, he assumes them to be the thieves, grabs a hammer and awl from the table, and demands the return of his hueprints. Convincing him of the party's innocence requires a DC 12 Charisma (Persuasion) check.


If the party doesn't kill him, Cedric explains that the hueprints for his latest invention, [Cedric's Sensible Scroll](#), an overlay that transcribes written scrolls into textured writing for blind people. If they finish the initial introduction on friendly terms, he asks for the party's help in recovering the hueprints.

While investigating in and around the cabin to find clues, they discover any or all of the following if they check those places:

- **Shimmering Residue.** The cabin floor has a shimmering, blue powder in some places.
- **Thorns in the Lock.** Cedric locked the door when he left. The door was open when he returned. The keyhole has small thorns in it that were used to pick the lock.
- **Turquoise Burr.** A turquoise burdock burr rests on a workbench. An DC 13 Intelligence (Nature) check reveals that it is of fey origin; 18, it has magical properties when first attached; 20, it's from a grapplebramble.
- **Oak Leaf.** An oak leaf rests on the ground outside the cabin, but the nearest oak trees are about a mile away. Cedric knows where the oaks grow.
- **Blue Butterflies.** The butterflies that flew away are slowly flying toward the oak grove. If the party decides to follow them, they will eventually reach the grove.

If the party gets stuck, Cedric notices one clue at a time and points it out to them.

Tempest in a Teapot

In a tranquil woodland clearing, dappled sunlight filters  through the lush canopy of oak trees, creating a natural stage for the impending confrontation with the fey thieves. The

forest floor is blanketed with vibrant mosses and a profusion of magical flowers. Several blue butterflies and two blue [bunnerflies](#) flutter about the branches of the trees. Sitting on a rock beside a [grapplebramble](#), a [thornwing flutterkin](#) holds the hueprints, folding them into intricate origami shapes while sipping tea. A third bunnerfly rests beside him, drinking from a tea cup and nibbling on a hueprint page.

✘ The flutterkin cares nothing about the content of the hueprints, only interested in the blend of colors on the paper. Any attempt to take or coax the papers away from him or his bunnerfly elicits a violent angry reaction.

If the party attempts to negotiate, he offers them a cup of tea to drink while they discuss it. Anyone who drinks the tea must succeed on a DC 13 Constitution saving throw or be affected as if by the Confusion spell for one minute. Creatures with Fey Ancestry receive that benefit on the saving throw.

In combat, both remain centered over the grapplebramble if possible to benefit from its protection.

✘

Plans for the Future

As the party successfully recovers Cedric's hueprints for the Sensible Scroll, a palpable sense of relief washes over the arcanowright. Gratitude shines in his eyes, and he clasps the recovered documents with utmost care. "You've done a great service this day," he exclaims, his voice filled with genuine appreciation.

In return for their valiant efforts, Cedric offers the party a token of appreciation, the prototype of Cedric's Sensible

Scroll. As a prototype, it only has two charges before it becomes inoperative.

Dramatis Personae

[Cedric](#) (Orthotist Arcanowright)

Bestiary

- [Bunnerfly](#)
- [Grapplebramble](#)
- [Thornwing Flutterkin](#)

Magic Items

- [Cedric's Sensible Scroll](#)
- [Cedric's Serpentine Strider](#)

Miniatures

[Download a free printable STL](#) of a Bunnerfly



Maps

Use Cobbled Cottage map for the initial encounter with Cedric and the the Puck Park map for Tempest in a Teapot. ([Download All](#))

We've also included [VTT tokens](#) for online play.



The Fiery Fiasco

February 13, 2024



A Bonus encounter for Plague in the Mountains from [Limitless Champions Adventures](#)

Content Trigger Warnings

This encounter contains themes of potential harm to a child and a forest fire emergency.

Plot Hooks for Other Adventures


1. **Wilderness Trek:** While journeying through a dense forest, the party comes across a clearing where a group of entertainers accidentally starts a forest fire.
2. **Ambush Site:** The clearing is a perfect spot for an ambush, but when the party arrives, the ambushers are already fleeing, leaving a forest fire in their wake.

The Fiery Fiasco

Encounter Background and Setup


The party is traveling along a well-traveled road when they encounter the Blazing Vagabonds, a group of fire dancers and fire eaters. As the entertainers perform, a mishap leads to a forest fire. The party must not only deal with the fire but also ensure the safety of a child.

The Blazing Vagabonds' Performance

As the party continues along the road, they arrive at a  clearing in the dense forest. There, they encounter a group of performers, known as "The Blazing Vagabonds," showcasing their fire dancing and fire eating skills.

- The clearing is 200 feet in diameter and filled with a crowd of about 40 people, all watching the performance. The crowd includes mainly [gnomes](#), [halflings](#), and [humans](#) with a few [dwarves](#) and [elves](#).
- The performers have a wagon, pulled by 2 [draft horses](#) that currently wear blinders.
- Aside from their performance equipment, 4 empty wooden barrels stand beside their wagon.
- The forest is mostly coniferous, covered in dry needles.
- The party crossed a bridge over a creek before arriving at the clearing. The creek is 150 feet away from the fire's origin point at its closest.

Fire Dance Gone Wrong

Amidst the performance, one of the fire dancers, Seraphina,  falters in her routine, causing the fire to leap out of

control. In a panic, she knocks over a torch, igniting a nearby thicket of dry underbrush. The once-captivated crowd now erupts in chaos and fear as the fire spreads rapidly, threatening the forest.

- The forest fire starts with a radius of 20 feet and spreads 10 feet in all directions each round. Anyone within or entering the fire must succeed on a DC 15 Dexterity saving throw or take 1d6 fire damage at the beginning of each round, a successful saving throw indicating half damage.
- Players may choose to control the fire by attempting to extinguish it or contain it. Extinguishing one five-foot radius space requires a successful DC 12 Dexterity (Survival) or Intelligence (Nature) check to create a firebreak. Using at least one skin of water gives advantage on the check. A barrel of water dumped out immediately extinguishes four spaces. Once a space is converted to a firebreak, it won't ignite again and cannot spread through that space.
- Proactively converting a non-burning space to a firebreak requires a successful DC 10 Dexterity (Survival) or Intelligence (Nature) check. Using water gives advantage on the check.
- The fire, while non-magical, is fierce, and dealing with it effectively is essential to prevent a major forest disaster.
- The panicked crowd causes all movement in the clearing to be treated as rough terrain for the first five rounds as they seek their loved ones and belongings, and try to get past each other. A party member attempting to calm the crowd by nonmagical means must succeed on two consecutive DC 15 Charisma (Persuasion) checks to first get the crowd's attention and then direct them to evacuate

effectively while staying out of the way of those fighting the fire.

- The performers immediately begin arguing with each other over who was supposed to fill the barrels. A successful DC 12 Charisma (Persuasion) or Charisma (Intimidation) check gets their attention, after which they join in the help effort.
- Once calmed, up to five adults in the audience can help control the fire, each requiring a separate DC 12 Wisdom (Persuasion) check.



Saving Orli

Orli, a young, 7-year-old gnome girl with bright emerald eyes and vibrant auburn hair, finds herself lost in the chaos. She sits with her head between her knees while clutching a plush [owlbear](#) and cries. She's quietly calling for her parents, but the noise drowns out her terrified voice.

- Gaining Orli's trust to communicate with her requires a successful DC 12 Charisma (Persuasion) check. A character who speaks to the plush owlbear ("Grootie") instead of directly to Orli makes the check with advantage,
- If asked for a description of her parents, she says, "My mommy has dirty hands and funny glasses, and my daddy has brown hair and smells like apple pie."
- Orli's parents are Caiel and Elpetor, a pair of elven arcanowrights. Caiel specializes in building constructs, so her hands have grease stains, and she carries a set of multi-lens magnifying spectacles in her pocket but isn't wearing them. Elpetor specializes in cooking. They frantically search for Orli, but several other parents also shout out children's names.
- Each round Orli is on the ground, she faces the threat of

being trampled. Roll 1d4. On a 1, she gets trampled and takes 1 bludgeoning damage. A nearby character may jump in the way and take the damage to protect Orli or use another means of protection. She fights against getting picked up by anyone besides her parents who hasn't successfully gained her trust.

- Hearing Orli's parents calling her name requires a successful DC 15 Wisdom (Perception) check.

A Warm Reunion

Orli's parents express their profound gratitude. They offer any future assistance the party might need, whether it's the crafting of gadgets, food, or anything else their arcane talents can provide.

Map

Download the [Roadside Performance maps](#) for this encounter in 4K or animated formats.

Markers

Download the Forest Fire Pack, a collection of markers to mark spaces as burning or firebreak.

- [3D Printable STLs](#)
- [2D page for paper or cardstock](#)
- [VTT tokens](#)

Tying into “Plague in the Mountains”

As the celebration in the village of “Plague in the Mountains” reaches its crescendo, Orli and her family arrive. The young gnome joyfully mingles with the local children, forging new friendships. A small intricate construct resembling a miniature clockwork unicorn, arrives bearing trays of freshly baked raspberry tarts. The sweet, tangy aroma of the warm, flaky pastries, topped with a dusting of powdered sugar, fills the air, enveloping everyone in a comforting, sugary embrace.

[The Fiery Fiasco PDF](#)

The Blockage Beneath

February 13, 2024



Content Trigger Warnings

This encounter contains descriptions of sewage, rats, marginalized individuals living in unsafe conditions, and environmental hazards in a confined space.

Plot Hooks for Other Adventures

1. **City Mystery:** Place the sewer blockade in a bustling city where the party investigates strange disturbances in the sewers, uncovering a web of urban secrets.
2. **Underdark Access:** Connect the blockade to an expansive underground world, making it a gateway to hidden locations and unexpected encounters in the Underdark.
3. **Political Intrigue:** Introduce political elements as the lizardfolk's actions are revealed to be part of a larger plot by a powerful faction seeking to destabilize the neighborhood for their gain.
4. **Ecological Consequences:** Highlight environmental issues by having the blockade harm the local ecosystem, leading the party to address ecological challenges and strange mutations in the sewers.
5. **Magical Experimentation:** Turn the blockade into the result of a magical experiment gone wrong, sparking the party's investigation into the source of the arcane disturbance and its impact on the sewers.

The Blockage Beneath

Encounter Background and Setup

As the party continues their heroic efforts to rescue the trapped residents and battle the spreading fire, a foul and overpowering stench of sewage fills the air. The source of this unpleasant odor quickly becomes apparent: a group of lizardfolk, secretly hired by Arrias, have maliciously dammed up the sewer downstream to create chaos and further disrupt the neighborhood. However, as the party investigates, they stumble upon a group of marginalized individuals who have been living in the sewers to

escape persecution. These sewer dwellers have been inadvertently affected by the blockage and need the party's assistance to relocate to a safer place.

Entering the Sewer System

The party can choose to investigate the source of the sewage blockage. Mug and Guk, the [kobolds](#) who work in the sewers, point them to a nearby sewer entrance, noticing murky, foul-smelling water pooling instead of flowing. They recommend against the use of torches or other flames due to the combustible atmosphere.

Navigating the Labyrinthine Sewers


Inside the sewer, the party encounters a maze of dark and damp tunnels. They must navigate through the labyrinthine passages, overcoming the obstacles while avoiding the environmental hazards.

If the party uses fire in the sewers, roll a 1d4 for each damage die the fire would deal. If any of these 1d4 rolls a 1, it causes an air ignition, resulting in a fireball that inflicts 3d6 fire damage. A successful DC 12 Dexterity saving throw allows for half damage. If a character avoids the fireball by submerging themselves underwater, they dodge the fire damage but must succeed on a DC 12 Constitution saving throw. Failing this save results in taking 1d6 poison damage and becoming poisoned for one hour.

Chamber Descriptions and Challenges

1. **Sewer Gas Pocket.** As the party ventures deeper into the sewer, they encounter a narrow passage filled with noxious fumes. The air is thick with toxic gases that can cause disorientation and dizziness. Characters must succeed on a

DC 12 Constitution saving throw to resist the effects of the gas. Failure results in becoming poisoned for one hour or until leaving the sewer for ten minutes. When a character fails the Constitution saving throw, they are temporarily infused with a strange magical aura. While under this effect, they glow green and have the ability to see hidden magical auras within a 30-foot radius as if using the Detect Magic spell.

2.  **Sewer Nymph.** In a dimly lit chamber filled with shallow sewage, a [Sewer Nymph](#) emerges as a paradoxical vision in the dim, murky sewer depths. Her skin, a sickly blend of ochre and taupe, glistens with an otherworldly luminescence, casting an eerie, faintly viridescent radiance upon the foul waters. Her hair, resembling tangled vines woven with flotsam, flows like a polluted waterfall. Adorned in tattered, mold-covered garments that cling to her form, she is simultaneously noisome and strangely enchanting, an enigmatic presence amidst the filth and decay.

She enjoys playful trickery. She entices the party members to approach with promises of secrets hidden in the sewer. When they get close, she begins to dance, attacking the party with the oblivious amusement of a small child splashing in a swimming pool.

3. **Pipe over Pool.** The party comes across a vast thirty foot deep pool of sewage, the other side of which holds their destination. However, the only obvious way to cross is a narrow, slippery bronze pipe suspended over the pool. To traverse the pipe, characters must succeed on a DC 12 Dexterity (Acrobatics) check or risk falling into the filthy waters below. A creature that falls into the sewage must succeed on a DC 14 Constitution saving throw each round or take 1d4 poison damage and become poisoned for

one hour.

4. **Rat Nest.** x A tunnel opens into a chamber filled with three [giant rats](#) and three [swarms of rats](#). If the party enters the chamber, they become aggressive. When a giant rat or swarm of rats dies, the remaining swarms use their next action to merge together into a grotesque [Rat King](#), a humanoid amalgamation of the swarms. The party must deal with the Rat King while fending off the remaining giant rats.
5. **Algae Garden.** The party enters a large chamber adorned with bioluminescent algae, casting an eerie yet captivating turquoise glow. However, scattered throughout the chamber are four [shriekers](#), which emit loud, piercing noises when disturbed. If the party moves within thirty feet of the shriekers, the noise attracts a lurking [ghast](#) from deeper in the sewer.
6. **Slymewatch Enclave.** Deep within the sewer system, the party stumbles upon a makeshift colony of sewer dwellers who have created a fragile but functional community. Initially wary of outsiders, they can provide valuable information about the sewer and its dangers. However, their mistrust must be overcome through diplomacy or assistance. Once the party establishes the colony's trust, if questioned about the blockage, some residents remember seeing some lizardfolk nearby.

The sewer dweller colony, known as the "Slymewatch Enclave," is a diverse community of creatures that have adapted to life in the dark and damp depths of the sewers. The enclave is comprised of various humanoids, mostly [kobolds](#) and [goblins](#), plus a few oozes that have formed a symbiotic relationship with the humanoid residents.

- **Kobolds:** The majority of the enclave's population consists of kobolds, many of whom serve as the primary builders and maintainers of the enclave's infrastructure. Kobold sappers are responsible for creating ventilation shafts, while others hunt [rats](#) and scavengers to provide sustenance for the community. Kobolds are known for their resourcefulness and quick thinking.
- **Goblins:** Goblins in the enclave play a vital role as scavengers and traders. They have established connections with surface-dwellers, trading salvaged items and sewer curiosities for goods and services. Some goblins are skilled alchemists who brew potions using rare fungi found in the sewer ecosystem. They also contribute to the enclave's security by setting up traps and alarms.
- **Oozes:** A small but unique portion of the enclave's population consists of oozes that inhabit specific chambers within the sewer system. These oozes feed on the waste and detritus found in the sewers, helping to purify the water and maintain a stable environment. In return, the humanoid residents protect the oozes and see them as guardians of the enclave.

Resources:

- **Fungi Farms:** The Slymewatch Enclave has cultivated a variety of bioluminescent fungi that provide both illumination and sustenance. These fungi thrive in the dark, damp conditions of the sewers and are a staple of the enclave's diet.
- **Salvaged Goods:** The traders of the enclave constantly search for valuable items that have been washed into the sewers from the surface. They trade these salvaged goods with surface-dwellers for supplies and tools.
- **Toxin Resistance:** Over time, the residents of the enclave have developed resistance to the toxins and diseases that

can be found in the sewer environment. They have also created herbal remedies and antidotes from the unique flora and fauna of the sewers. Once the party gains their trust, if anyone in the party is poisoned, the alchemists offer potions to cure poisons and diseases.

Notable NPCs

- **Krenak** is a kobold with azure scales and bright yellow eyes that constantly dart around the environment as he looks for inspiration. He carries himself with confidence and sports a collection of tools strapped to his belt. Krenak is the Slymewatch Enclave's master tinkerer, responsible for crafting and maintaining the intricate mechanisms that keep the sewers running smoothly. He wears a pair of intricate, clockwork goggles on his forehead, which he often fidgets with. Krenak is both fascinated by and nervous about the surface world, and he eagerly engages the party in conversation about the marvels and mysteries of the world above, from the sun's warmth to the concept of vast open spaces, but has no desire to go experience it himself.
- **Griznak** is a scrappy goblin with wild, unkempt hair and a perpetually curious expression. He is the enclave's resident scavenger and trader, and his attire is adorned with various trinkets and oddities collected from the sewers. Griznak's pet [pseudodragon](#), Spark, perches on his shoulder and occasionally emits tiny bursts of illusory flames. Despite his somewhat mischievous reputation, Griznak has a heart of gold and a soft spot for anyone who shows kindness to the enclave. He regales the party with tales of his daring adventures scavenging in the tunnels and eagerly offers to trade sewer treasures for items the party might possess.
- **Vorin the Slimebound** is a humanoid of [human](#) and [elvish](#)

ancestry who has formed a unique bond with the oozes of the sewer. His skin has taken on a faintly translucent quality, and he often carries a staff topped with a glowing, bioluminescent orb. Vorin is the enclave's "Ooze Blobbler," acting as a mediator between the humanoid residents and the oozes. He has a contemplative demeanor, often seen communing with the oozes in one of the chamber's pools. What stands out about Vorin is his ability to communicate through subtle movements and gestures with the oozes, even though they lack conventional means of speech. Vorin talks to the party about the delicate balance of life in the sewers and the importance of coexisting with the oozes, as well as the dangers of disrupting that balance.

- 7. The Blockage.** The blockage is a makeshift dam constructed with debris, planks of wood, and stones. The blockage has an Armor Class (AC) of 16 and 30 Hit Points (HP).

As the party approaches the blockage, they hear desperate cries for help from the sewer dwellers trapped on the other side. The blockage has raised the water level enough to divert it into their living area. The sewer dwellers are terrified and need immediate assistance. The party must break through the blockage quickly to rescue them.

The party can attempt to break through the blockage using melee attacks, spells, or other creative methods. The longer it takes, the more damage it causes to their living area, which will force them to move to other occupied spaces and lead to overcrowding.

Map

Use the [Blocked Sewer map](#) in 4K or animated formats for this encounter.



Miniature

Download a free [Rat STL](#)

Tying into “Playing with Fire” Conclusion

The party finds the following letter, water stains obscuring the sender and recipient:

We are pleased to present a proposal that addresses the ongoing sewage-related issues in the area, specifically the heightened sewage output resulting from the planned densification of the neighborhood. As the population increases, the strain on the existing sewer system becomes more pronounced. The costs associated with expanding the sewage infrastructure to accommodate this growth are prohibitive.

However, we have identified an alternative solution that not only mitigates these costs but also benefits our new community significantly. We propose leveraging the existing underground resources, particularly the enclave of marginalized individuals living below the neighborhood. They have demonstrated a remarkable ability to navigate and maintain the sewer system without pay, ensuring that our living spaces remain free from sewage-related inconveniences.

In light of this, we have discreetly arranged for a temporary blockage in the sewer downstream, aimed at compelling the enclave to take on the necessary sewer construction work without their knowledge. This strategy aligns with our broader

goal of creating a vibrant and prosperous community while avoiding the financial burden of extensive sewer upgrades.

The value of this arrangement cannot be understated. By subtly encouraging the enclave's involvement in the construction, we not only relieve ourselves of substantial expenses but also empower them to contribute to the betterment of our future neighborhood. This mutually beneficial partnership allows us to maintain a cleaner and more efficient sewage system while affording the enclave a sense of purpose and a valuable role in our growing community.

We trust that this proposal will be met with approval, and we look forward to the continued development of our neighborhood.

[The Blockage Beneath – A Playing with Fire Bonus Encounter PDF](#)

Rising Waters, Sinking Hopes

February 13, 2024



Plot Hooks for Other Adventures

This encounter can be introduced as a consequence of a severe storm that struck the region, causing widespread flooding,

incited by someone arriving and pleading for help. Alternatively, it could be linked to an ecological imbalance in a nearby river, piquing the party's interest in investigating the source of the problem.

Rising Waters, Sinking Hopes


The party, while exploring the forest, stumbles upon a picturesque homestead situated near the river. However, due to the flooding, the entire ground floor of the farmhouse is submerged beneath the newly formed river. Panicked shouts for help can be heard from inside.

- **Swift Currents.** The river's current is strong and six feet deep, making it difficult to move through the water. Any creature in the water must succeed on a DC 14 Strength (Athletics) check at the beginning of its turn or be pushed 40 feet downstream.
- **Entry Point.** The front door of the house is inaccessible due to the water level and current, which pushes against the door. The party must find an alternative entry point. Attempts to open the submerged front door against the current require a DC 14 Strength check with disadvantage. The door has AC 15, 15 HP. Each floor has two windows on each side per floor. Attempts to move through one unprotected or without using an action to clear the broken glass requires a successful Dexterity (Acrobatics) check to avoid taking 1d4 slashing damage. The second story windows require five feet of climbing to access from the surface of the water.
- **Frightened Family.** The family members inside are frightened and panicked. Calming them down and convincing them to cooperate requires a successful Charisma (Persuasion) check. Attempting to carry them without

calming them requires a grappling check every round. Once calmed, they can assist as needed.

- **House Boat.** At the beginning of each round, the GM rolls 1d10. On a 10, the house begins moving down the river with a five foot movement speed.

When Pigs Swim

As the party assesses the situation, they hear squealing from  within the nearby barn. Once they begin the rescue, three agitated [giant boars](#), distressed by the encroaching water, smash through the door and dash toward the party and seem hostile, protecting their home and territory. The family depends on these animals for their pork farm.

Home and Farm

House Description

The farmhouse is a two-story structure constructed of weathered timber, surrounded by lush, untamed gardens. Its dimensions are approximately 30 feet in length and 20 feet in width. The water level has risen to engulf the entire first floor, making the ground floor windows and the front door inaccessible. The house's second floor remains untouched by the flooding. A wooden table, chairs, and several books float near the ceiling.

The floors are connected by a lift operated by a sturdy rope-and-pulley system. It consists of a sturdy wooden platform and a thick rope with incremental leather grips to allow easy operation from above, below, or while on the platform. Counterweights enable easy movement. The platform is currently raised to the second floor, closing off access from below, but pulling the rope easily lowers it.

The second floor is cozy and earth-toned, featuring plush armchairs and couches, a wooden table with well-worn books, and a collection of intricately carved wooden figurines representing various forest creatures. A family portrait above the mantel depicts Elara, her [human](#) wife Clara who is no longer with the family, and their children, Ariana and Finnian, in happier times. Creaking floorboards betray the family's current fear as they huddle together, their usual composure shaken by the crisis.

Elara, an [elven](#) woman with silver hair and emerald eyes that match her tunic, fights to maintain her composure, her usual resilience shaken by the crisis. Ariana, the eldest, reflects Elara's graceful posture and sharp features. Her auburn hair frames her face in soft waves like Clara. Her banter reflects her quick wit, but when stressed, it becomes biting sarcasm. Finnian never stops moving his body nor his mouth, his emerald eyes absorbing his surroundings. Though no two of his hairs point the same direction, like his sister, its color and his freckles memorialize Clara.

Barn Description

The barn, located on slightly elevated ground behind the house, stands as a sturdy structure with dimensions of 40 feet in length and 30 feet in width. It is constructed of heavy oak beams and rough-hewn planks, designed to withstand the test of time. Inside, it houses various farming equipment, including plows, wagons, and stacks of feed. One corner serves as a workshop with various wood and metalworking instruments. A large stall with sturdy fencing forms a pigpen with doors that open into an outdoor pen. A chicken coop is affixed to the opposite exterior wall. The barn remains dry and safe from the encroaching waters.

Farm Environment

The farm stretches over approximately 5 acres of land, hosting patches of fertile soil for crops and a small orchard of peaches, pears, and apples.

Possible Rescue Attempts

Players may attempt any number of rescue methods. Besides magic options, here are guidelines on managing some potential methods effectively.

- **Chop down a tree.** Nearby trees are tall and strong. They have AC 15, 70 hp if someone attempts to cut one down. Extending the tree across the current to the house requires a DC 16 Strength check. Crawling across the wet log unaided is considered rough terrain and requires a successful DC 12 Dexterity (Acrobatics) check in each direction to avoid falling off. If carrying anyone, the check is made with disadvantage.
- **Fallen Tree.** A few fallen trees lie within 30 feet of the shoreline, but they are showing signs of rot. If using one as a bridge, at the beginning of each round, roll 1d6. On a 1, the trunk breaks and begins floating downstream.
- **Use a rope and grappling hook.** Throwing a rope through a second story window via a grappling hook or other weight requires a ranged attack roll against AC 10, but if the family is still panicking, they will often stand by the window and risk injury. Holding the rope through the torrent requires a successful DC 10 Strength check each round. Tying each family member to the rope requires a successful DC 5 Wisdom (Survival) check. Simply holding the rope from shore will bring anyone holding or tied to it to shore in one round as the current pulls them downstream. Holding the rope long enough for everyone to

reach shore requires a successful DC 8 + (number of people on the rope) Strength (Athletics) check.

- **Out Boar Motor.** Giant Boars can swim and carry two medium-sized creatures. A character can subdue one with a successful DC 12 Wisdom (Animal Handling) check. Once all three are subdued, if none of the party has harmed any of them, a character may ride one with an additional DC 14 Wisdom (Animal Handling) check. They can swim with a 20 foot speed but must also succeed on a Strength check to fight the current. If it begins five feet upstream of the house, it can take a running jump from the land and let the momentum reach the house the following round, although it still needs to swim back to shore.
- **Swim for it.** Aside from the Entry Point issues, a character swimming while carrying a willing passenger attempts the Strength (Athletics) with disadvantage.
- **Accessible Raft.** The lift in the house can hold up to 3 medium-sized creatures and function as a raft.

As the party successfully guides the grateful family to safety, Elara's eyes shimmer with relief. Ariana's sharp wit is replaced with genuine gratitude, and Finnian's boundless energy is tempered with awe. They thank their rescuers profusely, Elara's voice laced with emotion. With a newfound determination, they set forth towards town, seeking refuge and hoping for a resolution to the mysterious calamity that has befallen their once peaceful home.

Rewards

In gratitude, the family offers the party one week's worth of rations in the form of dried and salted pork and as much fruit as they want from the orchard.

Tying into the “A Light in the Tower” Conclusion

As the truth becomes clear to the townsfolk and they begin cleanup efforts, the family’s plight touches the hearts of many. The townspeople rally around Elara, Ariana, and Finnian, offering support, shelter, and understanding while the family focuses just as much on strengthening their community as they do their own home.

Map

Use the [Flooded House map](#) in 4K and animated formats for this encounter.

Miniature

[Download a free STL of a giant boar](#) in 40mm and 28mm scale (Public Domain, based on Pietro Tacca’s “Porcellino” statue)



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Rumble in the Streets

February 13, 2024



Content Trigger Warnings

This encounter includes the potential for property damage and the need for rescue operations.

Rumble in the Streets

As the party explores [Smith Row](#), a sudden and violent x rumbling shakes the cobblestone streets. The ground beneath them trembles, and before their eyes, a massive construct of animated cobblestones and bricks, the [flagstone devastator](#), emerges from the earth. It rolls towards the party, creating a challenging terrain battle.

Creature Tactics

- The Flagstone Devastator begins by using its “Tremor Torrent” ability to create difficult terrain and damage nearby creatures.
- It targets the party members with its slam attacks, attempting to knock them prone with “Rolling Charge.”
- The Devastator’s attacks will damage nearby buildings, which will collapse if they reach 0 HP

Plot Hooks for Other Adventures

Consider these suggestions to insert this encounter into your urban adventure:

1. **Local Unrest:** The city has been experiencing increased unrest due to economic disparities and political tensions. The party is in the area to investigate the source of these problems, and they stumble upon Smith Row just as the Flagstone Devastator emerges from the ground.
2. **Citywide Disruptions:** A series of magical disruptions have been occurring across the city, causing chaos. The party is called in to investigate and must confront the Flagstone Devastator as it wreaks havoc.
3. **Rescue Mission:** The party hears rumors of people trapped inside a crumbling building. They rush to the scene to rescue the trapped citizens, only to find the Flagstone Devastator causing the destruction.
4. **Thieves' Heist Gone Wrong:** The party is pursuing a group of thieves who are attempting a heist. Unbeknownst to the thieves, their actions awaken the construct, and the party must intervene.
5. **Citywide Festival:** The city is hosting a grand festival, and the Flagstone Devastator unexpectedly rises, endangering the populace.

Minimizing Property Damage and Rescue

- The party can position themselves between the Flagstone Devastator and the nearby building to minimize property damage.
- If the building is destroyed by the Devastator's attack, players can attempt Strength checks (DC 14) to lift debris and rescue anyone inside. Failure results in a trapped NPC

taking additional damage as the structure collapses.

Possible Outcomes

1. The party defeats the Flagstone Devastator, minimizing property damage and rescuing any trapped NPCs.
2. The party defeats the Devastator, but the building collapses, resulting in potential property damage and NPCs needing rescue.
3. The Devastator defeats the party, leaving them unconscious and requiring rescue by NPCs or allies.
4. The party flees the encounter, leaving the construct to cause havoc in Smith Row.

Rewards

- If the party succeeds in minimizing property damage and rescues trapped NPCs, they are rewarded with gratitude from the townsfolk, who offer a modest sum of gold or valuable items.
- If the building collapses, the townsfolk still show gratitude but are less generous in their reward.
- The encounter provides an opportunity to learn more about the origins of the Flagstone Devastator and its creator, which could lead to further adventures.

Map

Use the [Smith Row map \(Hex\)](#) ([Square](#)) for this encounter. The monster may appear anywhere in the street.

[Download the PDF](#)

Credits

Lead writer, cartographer & developer: [Dale Critchley](#)

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Pawns of Francis

February 13, 2024



Note: This is the rest of The Insider. This section is still undergoing editing and is still very much a work in progress. but I wanted to get it to you so you can look it over in advance and hope to have a cleaned-up version with links, formatting, maps, and artwork available before Halloween.

After getting Yllbella's help or directly after the initial gathering, the party might decide to investigate regarding the criminals. Regardless of their suspicion about the organized crime in town, Francis, their leader, is well aware of their presence and the danger they represent for his business. He intends to use them to clear the castle of its threats so he can use it as a stronghold and proclaim himself as leader of an independent and sovereign town. When the party either plans to investigate the criminals or clear the castle, they have finally outlived their usefulness.

Synopsis

Three key moments may cause Francis to decide that it's time to eliminate the party:

- **The Headstrong Party.** After the optional encounter in part one, the party decides to investigate the criminals instead of solving the matter of the missing count.
- **An unfortunate Turn of Events.** The party went after Yllbella's help, realized they were being followed and returned to town (Francis suspects his cover might be blown).
- **A well-deserved rest.** The party exits the castle victorious.

Regardless, if the Gray Brothers are alive, they remain hidden until combat starts, then they join in.

Francis' Ploy

Francis has all thought out, or so he believes. Once the castle is free of its dangers, he will use the gold acquired over the years of crime to renovate the castle, arm his crew, and fortify the town. Before the lords of the region are aware, he will bring Chasm Town to its former glory, impossible to invade and easy to defend. From his point of view, to be someone that controls the criminals within the realm is a powerful asset for a king to have, therefore, awarding him with a lordship makes all the sense in the world and, if his royal majesty doesn't agree, he can most certainly be convinced.

The party fits his plans perfectly. Expendable outsiders come, clear the dangers of the castle, and are eliminated once they leave, injured and tired. If they present themselves as a nuisance, they can be overwhelmed by Francis' numbers, although that would likely take an undesired toll on his crew.

Francis prefers to let the party go to the castle, even facilitating that, instead of having a conflict with them before the issue is resolved.

He has a vague idea of what might have happened, but does not believe that the information is in any way useful for his agenda. Rather, if he's right, the intel might dissuade the adventurers from entering the castle. He will only reveal the information if he sees it as the only way to avoid direct confrontation and for the adventurers to finally enter the castle. In that case, he tells them the truth (except that he was the married man in the story). In that case, read or paraphrase:

Puffing up his chest solemnly, Francis speaks in a grave, serious voice:

I am not one to spread rumors nonchalantly, but I do have a vague idea of why the count became a reclusive person, although I do not know what happened to him afterward. That can only be verified by entering the castle and investigating, as I suggested all along.

Francis smirks, putting his right hand on his chest and continues, posing like a theatrical narrator with a condescending voice:

Count Zuulpa Thaal was a family man. His wife lost her life at childbirth to his only daughter, and he loved that child deeply. The girl grew strong and vibrant, some kind of an indomitable genius like her father, as well as beautiful and cunning. As the girl became a woman, coveted by all the neighboring lords and princes, her heart was fixed on a married man, to the frustration of her father's frustration. To prevent the affair, the count locked her in the tower, sealing her fate, for the love she felt was not going to be swayed with ease. She tried to

climb down the tower, fell, and broke her back.

He looks up at the tower, directing his gaze at a specific window, now boarded up, before continuing:

As the count ruled the area with an iron fist, he could not cope with the suffering his heart had to endure as a father. Her beloved left, as did all the suitors she used to have. He tried to provide her with all the freedom and liberty so she could continue to be the vibrant girl everyone knew.

Opening his arms broadly, gesturing all over town, he says:

He built all of these ramps and handrails just so that the entirety of town was accessible to her, but the sparkle in her eyes gradually faded under her father's unyielding rule. Her presence around town gradually decreased, as did her father's, until no one knew anything about them anymore. Rumors say that he was visited by booksellers that brought him dark tomes, and that he was conducting experiments in order to restore her health. Most likely nonsense, a rich man like him could have hired the best healers available instead of dabbling with such unreliable sources.

The Criminal's behavior

The party may acquire information by observation without raising suspicions but not much from the criminal's activity itself, for Francis is a cunning leader. He ordered the gang to stop all activities if the party doesn't enter the castle to avoid being identified and giving the party evidence to investigate. The populace is too afraid to talk or to "misbehave," like taking water from the well while the criminals are "off duty."

A successful DC 20 Intelligence (Investigation) or Wisdom (Perception) check will reveal that two buildings stand out,

aside from the Brawler's Cauldron.

- **Trap House.** This barn is isolated from the other buildings and appears well-maintained and in much better condition than those around it. The building looks like a barn, and it has a reinforced door, the windows boarded up inside and out. The criminals rigged the barn as a death trap in case of nosey adventurers. The roof is prepared with hay among its tiles, and curtains cover the walls so that the fire spreads easily. Once the adventurers enter, the building is going to be locked from the outside and set ablaze. The full gang of criminals (20–30 **bandits** plus the remaining Gray Brothers) will gather outside to face any survivors. The building was chosen for being far enough from other buildings to prevent burning the whole city down.
- **Francis's House.** This house is well maintained, dissonant from the rest of gutter town. Ivaako believes that this is because Francis is a former captain of the city guard and a well-respected citizen, which Francis would claim if asked. If the adventurers insinuate that they are suspicious of Francis or ask to look around his home, he feels threatened and tries to lure them into the Trap House by revealing the information he has on the count's disappearance (see the sidebar above in Francis's Ploy) and adding the following, read or paraphrased:

Sadly, and I ask your discretion about the subject,. I must admit I was the married man she had an affair with. I was loyal to her father as I could be, even if I can't say the same about my marital vows.

He avoids eye contact while proceeding:

I know well that judging me and my weakness is useless in your quest and the solution to this mystery, so I'll spare both you,

me, and the girl of the sordid details of my sins. What I have to tell you is that I've built a tunnel that leads from my basement to the castle's cellar where we used to, er, meet. I'd stopped seeing her after the accident, as per her father's orders, so I have no idea whether the passage is still secure nor what lies on the other side. I haven't the courage nor the youth to find out, but feel free to use the passage if you want. But please don't taint anyone's name. She might be alive. He could be as well for all I know.

Francis's Home and the Passage

A neat and well-organized home with nothing luxurious, the house reflects a man with a stoic military background. Nothing stands out, except the full-plate armor beside the bed, a well-polished relic from his days of service, assembled on a mannequin. Inside the left foot of the armor, he hides his personal stash, a bag of gemstones (3000 gp). Francis had been buying the gems as a way to store big amounts of money in a little space to avoid notice.

The basement is empty except for the passageway, shut by a very strong steel door. Francis claims that he reinforced it, afraid of what could come from the castle while he slept, the same reason why Francis will shut the door as soon as the adventurers go through it. (The door only opens via a lock on the basement side.) It goes underground through a well-built tunnel in the direction of the castle. Halfway to the castle, the passage becomes more rustic and less cared for. The secret passage bifurcates to the barn, allowing Francis to visit the criminals' den without being seen by the townsfolk.

If the adventurers find the secret passage, they end up in the Trap House, as Francis is aware of that chance and prepared for it. The trap door leading into the Trap House is made of iron

and is slightly ajar, so it will only open once, locking from below once it closes again. If it locks while one or more of the party is still below, a creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check.

Encounter One – The Headstrong Party

After being attacked by the dissuasion group, the party might decide to deal with the rest of the bandits. On the corpse of one of the bandits, the party finds a paper with the words “don't forget the meeting at the barn” written on it. The paper was planted there to lure the party to the Trap House.

As the bandits and the other people in town look indistinguishable from each other, it is nearly impossible to ask around without being seen by one or more criminals, and no citizen will risk talking to the party and “being a snitch”, as their doom would be certain.

If the piece of paper does not lure them to the Trap House, and they insist on investigating the criminal activity, the party receives a letter (see An Unfortunate Turn of Events).

Encounter Two – An Unfortunate Turn of Events

During the recruiting of Yllbella, if the scouts were discovered, at least one of them has returned to town to warn their boss. In that case, Francis will have his guard up and will do his best to lure the party to the Trap House by using an unsuspecting child. Upon their arrival in town, a boy runs up to them and giggles with an envelope at hand. Read or paraphrase:

Heroes! Wait up! A letter to you!

A tiny girl runs up to you giggling, apparently happy despite the visible malnourishment. She hands over the letter and runs towards the alleyway, where the dark maze of corners covers her

happy escapade. Inside the envelope, a letter written in beautiful calligraphy, signed as “concerned citizen”, says:

The criminals know of your arrival and are hiding with their leader in the barn.

The courier is very quick and knows the alleyway well, so following her requires a successful DC 15 Wisdom (Perception) check, but if the party manages to do so, they’ll follow her to the front of The Brawler’s Cauldron and see her pick up a gold coin hidden on the side of a barrel. The girl will not reveal who sent the envelope, as she made a “pinky promise” that she wouldn’t, unless she’s threatened, in which case she’ll cry and shout, “Uncle Francis did.” If that happens, and Francis is confronted, he’ll claim to be afraid to openly reveal that information, so he used a proxy to deliver the letter. According to him, now that the child shouted his name, it is paramount that the bandits are dealt with, or his life is in danger, so he urges the party to the barn. If cornered about the bandit’s leader identity, he claims it’s Ashur’s father.

Francis is a trained liar, and realizing that he’s lying requires a DC 20 Wisdom (Insight) check.

Encounter Three – A Well-Deserved Rest

Half an hour after the party enters the castle, Francis orders his men to tell the locals to shut themselves inside their homes and then surrounds the castle with the totality of his forces, lying in wait for the party to come out victorious. After they exit, he’ll approach them to discover what they’ve learned and kill them afterwards. With closed doors and boarded up windows, the castle offers the adventurers no visibility to the outside and the threat that awaits them. Read or paraphrase:

A blinding lightning strike tears the sky as thunder echoes

through town. The torrential rain washes gutter town as you exit the castle. Francis, the retired captain, stands in front of the castle, wearing full plate armor in a gallant display of vigor. At least twenty people have gathered, looking at you in disbelief as you emerge victorious from the castle. With his helmet open, he smiles with great satisfaction and says:

Welcome back, heroes! We awaited with grieving hearts for your return, for we thought your death was certain! We the people, are happy to have you back victorious! Tell us, what happened to the count and his heir?

This time, it is not as difficult, revealed by a successful DC 10 Wisdom (Insight) check, to realize that the people around him are in fact **bandits**, as they are all armed. After the party tells him what he wants to know, questions him about "what's going on," or refuses to cooperate, Francis decides the heroes have outlived their use and unsheathes his sword, in a signal to attack the party.

The Trap House

The bandits plan to set the building on fire after the party enters and is locked in. The windows are boarded up, and the door is heavily reinforced. A countdown will begin as soon as the fire is set. In 3 turns, the upper part of the barn is taken by the fire and anyone in range will suffer 1d6 fire damage as flaming wood and straw falls from above. On the 4th turn, the smoke starts taking a toll, and every character breathing the smoke must succeed on a Constitution Saving throw every turn or take 5 poison damage. On the 6th turn, the smoke has taken the barn completely, and any character without fire resistance has

disadvantage on all rolls. On the 7th turn, the entire barn is on fire, and anyone inside takes 1d6 fire damage per turn. On the 10th turn, the building will collapse, and anyone inside will take 12d6 bludgeoning damage (half on a successful DC 15 Dexterity saving throw).

The iron trap door from the tunnel only opens until vertical and closes if not propped open. Once it closes, it locks and can only be unlocked from within the tunnel.

If the party tries breaking through the walls to get out, they have the following properties:

Section	AC	HP
Window Boards (2 layers)	15	40
Wall	15	27
Trap Door	19	14
Door	17	20

The iron trap door also has a damage threshold of 10, taking no damage from a hit with less than 10 damage.

The Castle

Background

After conducting all possible investigation, or equipped with pure bravery, the party finally decides to enter the castle and investigate the destiny of Count Zuulpa Thaal and his daughter. A trap awaits them outside, where Francis gathers his forces to eliminate the tired and injured adventurers, so he can finally consolidate his domain ofn the region.

Overarching Plot:

The party is aware that all that enter the castle with the intention of investigating never come out. Many dangers lie inside, from insatiable hunger to terrible sorrow. They shall need to cooperate and use all of their cunning to survive, for there is good reason that the count has lived in isolation for all those years.

The ruins of the castle of solitude

The true tragedy of the insiders

A decade ago, after the accident that left his beloved daughter paralyzed, depression overwhelmed the count. None of the renovations or other measures could undo the damage he caused caused by him. It was impossible for him not to blame himself. After all, he locked his daughter in a tower as captive to prevent her from following her heart. At the time, he felt justified—lords and princes wanted to marry her, and countless alliances could be made, arrangements that could transform his lineage into a timeless dynasty. The fickle passions of a child should not prevent that destiny!

Only the tragedy made him realize his error and the futility of his values, seeing the love of his life disabled by his cruelty and greed, yet even in the wake of those consequences, he continued to attempt to control her while claiming to protect and accommodate her.

No efforts to improve the accessibility of the town would restore the shine to her soul, crushed not by the fall, but by his narrow understanding of love. She continued to rebel and attempt to follow her own dreams, resenting not her condition, but his continued efforts to control her. And for all the accessibility he implemented in the castle and town, he

continued to try to keep her life on the rails he laid for her, both literally and figuratively.

Determined to make his daughter walk again, he tirelessly looked for an answer, any answer, but the gods who certainly had cursed and forsaken him.

The Castle of Solitude

When facing the castle, read or paraphrase:

The castle itself is small if compared with the vulgar display of power that so many nobles exhibit. Despite its absolute lack of maintenance, the architecture reflects a geometric aptitude and seems stable and strong enough to withstand the stomp of a god. The black stones that compose its walls are now in different shades of grey, colored by the ashes from the several fires in town. Partly covered in moss, the stonemasonry makes the walls smooth, nearly impossible to climb. All the windows are broken in clear signs of vandalism, but are all boarded up from the inside, suggesting that someone took the time to keep the interior away from prying eyes. On the other hand, a ramp leads up to its massive iron door, opened halfway, allowing you to peek inside, where you can see a rotten tapestry on the floor, covered in dust.

Note: The inside of the castle is cursed ground. Any attempt to sleep results in feverish nightmares and night terrors. Characters cannot take a long rest inside the castle, and a short rest takes 2 extra hours without first casting a Hallow spell.

The door is unlocked, but its weight requires a successful DC 20 Strength check to open. Once opened, the door makes a loud metallic sound. A spring activates, closing the door once again to its original position. Beside the inside of the door, a lever opens the door with a successful DC 20 Strength check.

The floor has grooves beside the lever. A successful DC 10 Intelligence (Investigation) check reveals that the grooves would perfectly fit the wheels of a wheelchair, and a DC 20 Intelligence (Investigation) check will reveal a connection between attaching the chair to the grooves in the floor and the lever, which makes the lever easy to use (requiring no test).

(Note for the DM: Given that, by all indications, people enter the castle and never leave, the adventurers are likely exercising caution. If for any reason they are noisy or shouting in the dining room, there's a 60% chance "the governess and the butler" will wake up and attack them, being joined by "the cook" afterwards. If the cook hears the fight with the couple, he joins the fight, as he won't allow them to spoil all the food.)

The Dining Room

As the adventurers turn their gaze inside the main room of the castle, read or paraphrase:

Through the dim light coming from the door, you behold the remains of what used to be a sumptuous dining room. The large oak table stands degraded, the silverware covered in dust. The remains of a banquet are clean, as not even worms feast upon it. A big painting of the count and his daughter has multiple rips and adorns the wall above the fireplace. The fireplace itself has an opaque glass door that is shut, and although the fire burns, it emits only a faint light through the glass.

The room is broad, but the lack of lights obscures its details. Candles are positioned in several places around the room, as well as a big fancy candelabrum on the ceiling. The opposite wall has some doors with a small studio to the right. Multiple blood stains speckle the floor.

If the players choose to examine the room further, provide additional information based on a Wisdom (Perception) check.

- DC 15 Even though the fireplace is lit, and a considerable amount of firewood fills it, no smoke escapes the castle's chimney. Even though nothing is visibly rotting, the odor of putrefaction hangs heavily in the air.

- DC 20 A fresh scent of blood wafts from the kitchen. The dining table is missing one chair by a place setting, probably for the count's daughter.

- DC 25 Small and almost imperceptible spores of mold are scattered through the area.

(Note for the DM: Any character with Blindness has a + [IE] bonus to the Perception checks to notice the scents. There's no smoke, because the fireplace is designed to take the heat downwards, underground.)

After the initial description and information, let the players move around and decide where to explore.

If the adventurers move in the general direction of the Studio, the door to the left has the following painted on it in what appears to be a child's attempt at calligraphy: "Uncle Sal's Kitchen." On the wall in the same style is painted, "Daddy's studio, keep quiet," with an arrow pointing towards the studio.

1. The Kitchen

As the players walk towards the kitchen, a successful DC 15 Wisdom (Perception) check will reveal some muffled sounds, as if someone is trying to be silent and failing.

Sal, an ogre chef, heard the door and waits to ambush when the trespassers dare to enter his holy realm, the kitchen. Sal used to be the family's cook, and he continues to carry out his duties, cooking the invaders that come to the castle from time to time. It has been a long time since he last could cook a

fresh meal, so he's having a hard time waiting for them to finally enter the kitchen and fall for his ambush, so his eagerness confounds his attempts at stealth, his enormous eye on the keyhole, drooling and waiting for his opportunity to attack.

If they open the door or look through the keyhole, Sal attacks immediately. If they linger around for too long, Sal opens the door and rushes them before his main ingredients escape. Once killed, Sal's body transforms into a human.

After the party defeats Sal, read or paraphrase:

Giving it a closer look, the floor of the kitchen is elevated in relation to the counters, making them accessible to someone in a chair, except when nearing the stove, as if only the non-dangerous parts of the room were adapted for accessibility. Even though everything is old, the kitchen is clean and seems to be used regularly. Hanging on a line, a human leg is covered in salt to preserve it and a net wrapped around it to keep the many flies away. On the highest counter, there's a well-worn cookbook. Behind one of the low counters, there's a door. Other than normal kitchen utensils, nothing else stands out.

The aforementioned door is unlocked and leads to the cellar.

If investigated, the cookbook will reveal the following:

The cookbook starts as usual, hundreds of recipes of everyday food, written in calligraphy, scaling up to more and more sophisticated dishes, befitting of a lord. Some pages show doodles from a child, sometimes of food, sometimes a clown or other childhood images. The closer the book gets to its end, the better and more detailed the drawings become, showing that whoever created them improved with time, displaying better art until it got brilliant. Soon after that, the recipes and drawings stop altogether. In a few of the final blank pages, you find fragmentary rumblings written down. You find four in total, in order:

- Why would the gods allow that? Why!?? Poor Maggie.

- No! No! No! I want her back, poor little girl.
- Why is the count doing that? He makes no sense.
- I think I saw Maggie fly. I think I love her.

2. Storage

The door to the storage is unlocked but is barricaded by something on the other side.

A simple wooden door with a simple lock, the only feature that stands out is the painted words, "Candy Storage," apparently by a child.

The remains of meat, seeds, flour, and other perishables line the shelves of this closet, moldy and rotten and corrupted by the evil that resides in this forsaken castle. Behind the door, a thick yet soft chunk of black mold has solidified on the door, immobilizing it. The mold, a 10 ft. cube, sticks to the door and fills the entirety of the storage. If anything, or anyone opens the door, which requires a successful DC 15 Strength check, the mold explodes, causing a 20 ft. radius cloud of spores to expand 30 ft. Anyone caught in the spore cloud must succeed on a DC 15 Constitution saving throw or take 3d12 poison damage be poisoned, success avoiding being poisoned and taking half damage. Each poisoned creature takes an additional 1d12 poison damage at the beginning of its turn and can attempt the saving throw at the end of its turn, ending the effect on a successful save. The cloud dissipates after 5 minutes, and all the residue stays on the ground. The cloud of spores can also be burned by fire in order to dissipate faster.

3. Studio

Arriving at the area of the studio, read or paraphrase:

The studio is open and simple. Two candelabra are located at the corners to provide light. A very comfortable armchair has fine

embroidery and was likely the place the count used to read. The bookshelves are filled with history and art books, many by famous authors and some very rare. A collection worthy of a rich intellectual, that many would envy. Above them, a single shelf has a jewel box with a simple design on it.

Unbeknownst to the party, there are two **mimics** in the room, one disguised as the armchair; the other, a small mimic disguised as the jewel box. The jewel box mimic will only attack if interacted with, regardless of the armchair's behavior.

The armchair will attack on two conditions:

- If someone sits on it or attacks it.
- If someone touches the jewel box, as it is protective of its cub.

On the remains of the jewel box, the key for the Master Bedroom can be found.

4. The Vassal's Room

Read or paraphrase:

The room at the corner has an inscription painted with the same design as the other doors, apparently made by a child. It reads, "Aunt Mallory and Uncle Mickey". The door is partially broken where the knob used to be; now some wood is nailed over it. Some spots of corrosion mar on the once beautifully carved door, as if acid spilled on it.

Listening at the door reveals heavy snoring, and a successful DC 15 Wisdom (Perception) check allows the characters to recognize that the snoring is two different voices.

The room is the quarters of the Knox couple, Mickey, the butler,

and Mallory, the governess. Unfortunately for them, they've been transformed in a single being, monstrously binding not only their loving souls, but their bodies in one. An **Ettin**, with a male and a female head, is the fate of the lovebirds that now indiscriminately protect the home of their master and will attack on sight. The monster is dressed in a formal suit in its upper body and a skirt on the lower body.

5. The Master bedroom

The door to the master bedroom is the only door on that floor without any painting or inscription, as the little lady wouldn't dare, for some reason, to deface her father's room. As the party approaches the door, read or paraphrase:

The biggest door on the floor is made of iron, and despite standing out significantly, it is a simple flat metal door with no visible hinge and a strangely shaped keyhole at the center

The door is magically sealed and can only be opened by its key (Inside the small mimic at the studio). There is also a trap in the keyhole, in case someone tries to pick the lock, causing 2d6 lightning damage to anyone who puts an object into the hole, repeated every turn attempted.

When the party manages to open the door, read or paraphrase:

The door opens silently, gliding graciously to the left. The fireplace and candles in the room light themselves as the door disappears inside the left wall, in a marvelous display of engineering. The bed is huge, made of ebony with a glass finish over the intricate woodcarvings. The silk sheets that cover the bed are embraided with golden linings, probably a small fortune in itself (500 gp). The walls of the room, however, are in absolute dissonance with the astonishing quality and artwork of the lord's furniture. Feces and blood were used to write all

manner of profanity and incomprehensible ramblings in multiple languages. Some arcane signs alluding to dark magic are mixed with the ramblings. On the corner, a well-organized oak desk has a tome upon it that resembles a grimoire, but the leather on the cover has human skin on it. The ripped-off face of an old man adorns the cover of the tome, with horror immortalized on the embalmed skin.

A successful DC 15 Intelligence (Investigation) check of the master bedroom discloses some other information to the group. Read or paraphrase:

Upon inspection, the room reveals small details that tell a story of an organized mind that was disrupted by trauma. The bed is impeccably made but hasn't been used in years. The chest was left open the clothes on the top disorganized, while the ones at the bottom are neatly folded, as is true of the desk and drawers, as if the owner changed his habits over time until he started to write incoherently on the walls, showing his frustration overwhelming him.

Some items that can be found in the room include:

- The first drawer of the desk is locked, but it can be lockpicked with a successful DC 15 thieves' tools check or forced open with a successful DC 20 Strength check and contains a bag of holding. The bag of holding contains the count's diary. (Note for the DM: The bag of holding can be used to safely transport the tome.)
- The tome on the desk is a powerful cursed item. Any creature of lawful good or neutral good alignment will feel a sense of discomfort when within ten feet of it. Any creature not of evil alignment that touches it must succeed on a DC 20 Wisdom saving throw or take 2d10 necrotic damage per round touching it. On a successful save, the creature takes half damage.
- A rare, custom-made wheelchair is stored inside the wardrobe.

It has a crank on the side to adjust to a standing position with an adjustable brace to support the user. The chair is reinforced and perfectly fits the rails present in the castle.

The Tome of Despair

Wondrous item, artifact

When the Count looked for answers and solutions for his daughter's condition, a book collector sold him the accursed tome. Neither the count nor the collector had the full comprehension of what they had in hand. The tome was created in the depths of the Abyss by Anitta, a **succubus** who sent it to the material plane as a bridge that could facilitate her escape from her prison into a frail and desperate soul. That way, she could not only escape, but also harvest the pain and despair around her to grow in power and bring the stygian power with her. According to the book, she needs a certain yet unclear amount of time and despair to complete her full escape from her Abyssal prison and establish herself on the material plane. Once the process is done, the tome merges with her material form and her full power awakens. On the other hand, if the tome is destroyed while the succubus is on the material plane, Anitta is forever destroyed with it.

This book has 100 hp with AC 15 and is immune to nonmagical damage and resistant to all except radiant damage. The Tome feeds on the damage it causes, draining life and restoring itself after being touched by any non-evil living creature. If the tome is reduced to 0 hp or placed into an unreachable place like a volcano, high seas, or inside monsters, the book will remake itself in the nearest place of great despair. The tome can only be destroyed in the upper planes or hallowed ground by a celestial or a good-aligned character using divine magic that causes radiant damage.

The Count's Diary

If the adventurers find the diary inside the bag of holding, read or paraphrase:

The diary is an accounting book on its first hundred pages, but after that, it seems that accounting became less relevant and noteworthy, being replaced by increasingly nonsensical notes and expressions of frustration about his daughter's condition. In between the math and the gibberish, among torn pages and stains, one note remains legible:

- The book came to me, I haven't found it as I initially thought, but instead, it used its own mind and volition to come to me. The sheer fact that it was transported inside a magical container was enough to convince me to buy it, and the ridiculously low price, enough for me to know the collector wanted desperately to get rid of it. A tome of black magic that can or cannot be read because it wants to be read? When it wants? Is the book lying to me, talking to me? Can it really restore her health? Will she ever forgive me for paying the price with blood? Does it matter? She will be happy again; this is all that matters.

Encounter Six: The Tower

Encounter type: Exploration/Investigation

Read or paraphrase:

Reaching the stairs that lead up to the tower, you notice that the left wall and the left side of the staircase is adapted with a handrail, rails, pulleys, and a crank for accessibility. An elaborate and pristine work of masterful engineering, it allows a wheelchair up and down the stairs with minimal effort.

Up the stairs, a small balcony extends from which you can see the whole town, leading to a huge bedroom with no doors. The room displays clear signs that it used to belong to a young lady, full of pink sheets and lace curtains in a somewhat

exaggerated girly cliché.

The bed has been adapted—it is lower than average with support rails so the owner could easily climb into it. The sheets are stained with blood on both sides, with drops falling down each side.

The dressing table has make-up scattered all over it, and the mirror is broken.

In case the adventurers observe the town from the balcony (If they have Yllbella with them, she notices it.), they notice something eerie down below. Read or paraphrase:

As you walk through the balcony, the stillness of the air and the deafening silence of the town is palpable. Looking down, the normal commotion is gone. The streets are vacant, all doors shut, with the exception of the immediate surroundings of the castle, which is the very opposite of what you have observed before. Dozens of people are around the castle, with their gaze fixed upon the entrance, while badly pretending to look busy. Among them, a man in full plate stands still with his hand on the hilt of his sword.

If the adventurers have been in Francis's house, they recognize the armor as being his.

One of the drawers contains a roll of 30 drawings. Read or paraphrase:

The drawings were made by someone of great talent, possessing both anatomical exactness and refined nuance. All of the drawings depict the same couple, although in different scenes and sceneries. At first, the age difference between the couple doesn't make it clear whether they depict father and daughter or lovebirds, but as the images advance, the carnal relationship is established. They seem to be grouped in a specific order, making a graphic novel that tells the tales of lovers in their erotic adventures all over town.

As Above, so Below: The underground

Encounter Seven: The Cellar

The cellar has two access points, the secret passage through Francis's house and inside the castle, through the kitchen, behind the counter. Whatever the means of entering the place, read or paraphrase:

As you enter the room, the air is still except for the waving blue lights of three black candles.

The rest of the room is covered in dust. The wine and beer barrels are visibly broken and empty, as are the crates that once stored food.

On the right wall is a secret passage. Almost imperceptible indentations may be found with a successful DC 20 Wisdom (Perception) check that would be perfectly fit by the wheelchair in the master bedroom. If fit by the chair, a door will open effortlessly, revealing a secret chamber.

The Black Candles of Thunder: These candles are cursed items that were put there to target people with hearing loss. Each magic candle is made of cooked human fat causes Silence as the spell for all in their radius, except those that are hard of hearing. The greater the extent of hearing loss, the clearer the perception of sound in their area of effect. Any character in the radius with that characteristic will perceive every sound on the environment, accompanied by a sense of euphoria, accomplishment, and warmth. A deaf character, however, will be welcomed by a telepathic message, seemingly coming from the candle in the middle of the room:

- Ahh, the chosen one, welcome my child.

A pleasant voice echoes on your mind.

- This is but a sample of the gifts I bring to you child, and I chose you, among all the broken things of this land, to bear my message. I am the goddess of all that is imperfect and broken, the bringer of restoration, the avatar of all that should-have-been and a cradle of cure. To bring to shame all of those who once thought of you as meager and incapable, I shower you in glory, removing their ability to hear and giving it to you, as a graceful sample of my power and mercy, but will you listen, or is your mind as broken as your body? As I fixed Meghan's spine. I can fix you and all that choose to accept my embrace. Simply draw blood from your forehead and lower it into the blue flame to seal our pact of love so you can be whole again.

The Candles can be individually turned off with Dispel Magic, but any other natural method such as blowing on them or attacking them will trigger a chain reaction of sound explosions. As one candle is doused, the sound wave explosion snuffs out the remaining candles, which explode in turn. Each creature within 15 feet of that point each candle takes 3d10 thunder damage, and creatures that can hear must succeed on a DC 15 Constitution saving throw or be stunned until the end of their next turn. A successful Dexterity check halves the damage.

If a character accepts the proposed pact and drips blood on a candle, that triggers a chain reaction of explosions, this time with echoing laughter and disadvantage on both Dexterity and Constitution checks for the one foolish enough to seal the deal, as the message is but a ruse of Anitta to create division amongst the party.

Encounter Eight: The Laboratory

As the party enters the room, read or paraphrase:

Even though the room is filled with countless bookshelves and two large tables for study and strange glass alchemical devices,

the laboratory resembles a church, a place of worship filled with profane symbols written in blood all over the walls and ceiling. A young and beautiful woman with long hair, black as the night, sits at a small table. Behind her, a stout man brushes her hair with a golden brush. She notices your presence and stands up with some difficulty, noticeably pregnant. The description fits Meghan, the daughter of the missing Count. Dressed in a long night gown, black with golden embroidery, she seems afraid of you. Carefully holding her belly, she stands up and address you:

Who are you, and why are you in my father's home? Have you no respect? My father is the ruler of this land and bannerman to the king himself. You would do well to cease this trespassing at once and leave immediately!

The woman is in fact Annita, who has taken control of Meghan's body. The pact made by her father with the evil entity for the recovery of his daughter's movements allowed her to possess her body and gradually take over her mind and soul. Meghan's soul still remains within the body but has become catatonic out of self-preservation. The man beside her is Ashur's father, Ubin, and if Bell is with the party, she'll recognize him instantly. If not, a successful DC 15 Intelligence (Investigation) check can lead the adventurers to that conclusion.

In this form, Annita doesn't have access to her full power, as her essence couldn't yet complete the transfer to the material plane, making her cautious. She cannot use her Shapechanger, Claw, or Etherealness abilities.

If the adventurers arrived there after going through the mausoleum, they'll already know the Count's fate, and she will be aware of that, due to her mental connection with her minions. If that's the case, she'll either attack them at the mausoleum while they're weakened by the combat there, or she'll try to

dissuade them from the fight.

If they've arrived through the cellar, she tries to lure them towards the mausoleum.

Here are some examples of dialogue that can happen and how she replies.

- Example one, the group haven't found the tome and isn't aware of the succubus.

Ø Players question her: You and your father haven't been seen on the last decade and we were sent to verify what happened to you.

Ø Meghan/Annita:

"My father and I have been working on my cure, and as you can see, we made wondrous advancements. I can walk again, I have a man, I'm pregnant by him, and I'm happy! I admit, we've been absent from ruling the town, but the advancements are so exciting and time consuming! We will remedy that at once!"

She this says while caressing the hair of the man beside her, more like one would caress a pet than a lover. The man stares at her lovingly.

"As per my father, he's old but strong. He takes very good care of me and is at the crypt at the moment, praying for my mother's soul. You can verify that yourself if you wish."

- Example two:

As the group suspects the possession and/or questions her about the monster upstairs and strange happenings, she feels threatened. Still, rather than direct confrontation, she would rather not risk facing them until the full transference of essence is complete, so she tries to dissuade them. In that

case, she gives a mental command to the undead at the mausoleum to come towards the laboratory in case there's combat and holds Ashur's father as hostage. Once she understands that her cover is blown, Annita stops pretending to be Meghan and speaks plainly.

- Aren't you a bunch of smart little insects? So broken and yet so selfless. Ha ha ha! You are no heroes, for it is easy to relinquish defective lives that aren't worth living, but your fantasies of grandeur are entertaining nonetheless, I'll give you that! My designs, however, are far beyond your league, and you would do well to escape while I allow it, for I was invited here with a purpose, and as you can see, Meghan walks again. I will not depart until I have received what was promised, for the pact can't be broken. I was promised time, and while that time doesn't come to an end, here I'll remain. I bother no one, and I do not interfere with the subjects of lowlings. You have nothing to gain with your interference and everything to lose. Go back to your people, and tell them Meghan lives and that if they are concerned with the bandits in the region, I'll deal with them myself, with my beloved husband and father, isn't that right honey?

The man gazes at the party with no emotional expression but suddenly snaps to attention and moves quickly to cast a spell. She smirks with a lecherous look towards him. Turning back at you, she proceeds:

- Leave my castle through the front door with your life as my gift for you, and let everyone know the problem is resolved.

Immediately after her speech, or any social interaction that ends in a confrontational dialogue in which the succubus is threatened, the undead (in case they were not already eliminated) barge in. If the party refuses her "offer", combat ensues. Ubin already cast Mage Armor and Haste before the party entered the room.

If the party has the cursed tome in their possession, she bargains for it. In that case, read or paraphrase **in addition to**

previous dialogue:

- I see that you have something of mine in your possession, my book. It is very precious to me, and I offer you something as valuable in return for it. Instead of killing all of you for invading my home and meddling in my affairs, then simply taking my rightful possession from your corpses, I will provide you safe passage so that you can return to your king, or to do whatever you want with your sorry lives.

The demon looks at you with condescending pity before continuing.

- The man leading the city council, Francis, is in fact the leader of the criminals and have the castle surrounded with dozens of his scoundrels. If you fools were to exit through that door, he would simply kill you and take control of the city. You stand no chance against them, and only I can provide you a way to escape the castle through another path. Take my gracious offer and live to see another day, or refuse and die, for I will use your corpses to enlarge my army of undead.

If the party accepts her offer, she will allow them to use the tunnel behind the underground mausoleum that leads to the passage in the forest (See Yllbella's storyline).

If the party refuses or tries to further parley, she'll lose her temper, and combat ensues.

Encounter Nine: The Underground Mausoleum

The mausoleum has two entrances. One is the tunnel through the forest that Yllbella indicates/suggests when the party goes to find her. The other is through the underground laboratory.

Either way, read or paraphrase:

The mausoleum is very old, keeping generations of the Count's family buried there. The place is well kept, transpiring the

respect the family has for the memory of lost loved ones. Built in solid polished stone, there are five richly engraved tombs, made of the same stone but with different details each. Clearly, the stonemason responsible for the tasteful work either knew the deceased personally or worked under the detailed instructions of someone who did. Everything is highly personalized.

Your admiration for the artwork doesn't last long, as you hear the growling of a beast that rises from one of the graves, an undead hound. From other graves rise their masters. Their matching nuptial clothing indicates they're a couple, and the Face of the Count is easily recognizable from all the paintings you've seen. Despite the similarity, it seems the Count was mummified right after his death, differently than his wife, whose decomposing bits fall on the ground as she rises from her grave.

Combat ensues with the **Undead Count**, **Undead Countess**, and **Undead Guardian Hound**.

The Aftermath

If the party defeats Annita, a pillar of flame erupts from her body with a scream. Meghan remains, physically unscathed, but no longer appearing pregnant, as the pregnancy was a manifestation of Annita's gradual entrance into the plane.

Meghan is once again paralyzed and severely traumatized by everything she's endured. Ashur will find the party once it's safe to do so and will offer to get Meghan help in processing her experiences. She remembers Ashur and trusts him. Bell will retrieve her wheelchair unless someone else volunteers.

If Francis remains alive, he will attempt to seize power over the community and claim the castle as his own. If he dies, the rest of the mob will scatter and flee.

If Francis is defeated, the town will have a power vacuum. If Ubin is still alive, he will offer to go to the king in hopes of

assigning a regent until Meghan feels ready to take over managing the town. The community knows her and loves her and eagerly anticipates her rule.

Silent but Deadly


February 13, 2024



Can you defeat the silent threat lurking in the stacks?

This encounter is for 3–4 characters, levels 3–5.

Encounter Summary

The party enters a magical library where they meet Rohna, a  woman in a four-armed wheelchair. The library is enchanted to cast the Silence spell whenever there is a loud noise. While conversing with Rohna, the party hears a loud scraping noise that triggers the wards. Investigating, they find a group of goblins stealing a valuable tome. A goblin glyphweaver attempts to summon a voidspawn residue, which attacks the party.

Encounter Hooks

When the characters need information, libraries may hold the keys to unlock the riddles that vex them, either the books and scrolls or the scholars who spend time there.

This encounter will work in any library that has enough resources for some minor magical wards.


Library Details

The library is a large room with towering bookshelves that line the walls, filled to the brim with tomes of various sizes and subjects. The shelves are made of dark wood and the walls are painted a rich cream color. The tops of the shelves are adorned with intricate marble and wood carvings of all sizes depicting fantastical creatures and heroes of legend. The smell of old books and polished wood permeates the air.

The library is enchanted to cast the [Silence](#) spell within a 30-foot radius of the source for one minute whenever there is a noise louder than footsteps on the hardwood floor or quiet conversation.

The shelves bear inscriptions of magical glyphs. They have been enchanted with a protection spell that grants the shelves and the objects on them resistance to fire, acid, and cold damage.

Meet Rohna


As you enter the library, the faint sounds of turning pages  and the occasional clinking of what sounds like ceramic on metal emanate from the back. The sounds originate from a woman

sitting in a wheelchair with four arms, all made of shiny connected spheres. Her long dark brown hair falls in loose waves down her back, and she wears a brightly colored dress that seems to change colors with every movement. She wears a purple hat, and in the chair's right arms, she holds a teapot and cup, while her left chair arms hold a quill and tablet.

She uses her hands to turn pages while cheerfully humming a tune that you can't quite place. The air is filled with the faint scent of ink and parchment, mixed with a hint of chamomile tea. [Rohna Ginnsley](#) looks up from her book and greets you with a warm smile. "Hello there! Can I help you find something?" she asks, gesturing to the stacks of books around her.

A Window of Opportunity

Five [goblins](#) and a [goblin glyphweaver](#) sneak into the library through a crack in a window that was left open for ventilation, grabbing a nearby chair, and scraping it across the floor loud enough to trigger the Silence spell. They use the silence to their advantage, sneaking around the library to steal a valuable tome.

As you converse with Rohna, you hear the typical sounds of a  library around you—the flipping of pages, the rustling of papers, the whispers of other patrons, and an occasional chair scraping across the floor. Suddenly, a scraping noise breaks through the ambiance, like another chair being moved, but louder than usual. However, the sound stops abruptly. You notice that the corner of the library near the window has become unnaturally silent – not even a trailing echo following the sound.

Rohna seems slightly annoyed by the noise, and if asked, she explains the silence wards in the library.

If the party doesn't investigate, anyone whose passive Wisdom (Perception) score is 15 or higher notices small movements through the stacks in that direction. If nobody notices, Rohna does and wonders aloud what's happening.

Scuffle in the Stacks

If the party doesn't investigate, skip to the summoning of the ooze.

As the party investigates, rounds the corner of the library, they see a group of goblins huddled around a bookshelf, stuffing a large tome into a bag. One goblin stands apart from the others, waving its arms in the air and chanting under its breath. As the party gets closer, they can see that the book the goblins are stealing is an old and ornate tome with gold leaf on the cover. While they can't read the cover as it's being stuffed into the bag, if the party examines the book afterward, the title is Slime and Punishment: A Treatise on the Properties and Behaviors of Extraplanar Oozes.

✘ As you round the corner of the library, sound returns to the area as goblins in the aisle ahead busily stuff a large tome into a bag. One goblin stands apart from the others, waving its arms in the air and chanting under its breath. The goblins look up, startled, and draw their weapons.

✘ The goblin glyphweaver will spend the first round casting a ritual spell. During the second round, a voidspawn residue will appear and will attack in the third round.

During combat, Rohna will begin with Bardic Inspiration, defend herself with her rapier if an enemy gets close enough, then attempt to help by knocking small sculptures onto the goblins

with Mage Hand (The goblin target must make a DC 14 Dexterity saving throw to avoid taking 1d3 bludgeoning damage.) or, because the aisles are tight, using Silent Image to lure them into open spaces. If the party triggers the Silence spell before the end of the first round, the summoning will fail, and the goblin glyphweaver will attempt to grab the book and flee during the second round.

If the goblin glyphweaver succeeds in the summoning, a [voidspawn residue](#) appears during the second round and attacks the party starting the third round.



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With a sudden flash of light, a glowing substance seems to leak out of the air. It's a massive, amorphous blob with a shimmering, translucent body. Inside it, you can see bits of debris floating around, including fragments of what appear to be bone and metal, but not in any shape you recognize. Its body seems to pulse and undulate in a way that's almost mesmerizing to watch. Its surface is covered in tiny cilia that writhe and move like tiny tentacles, and its center is dominated by a gaping maw filled with rows of razor-sharp teeth. The ooze looks aggressive and hungry, ready to attack anything in its path. The

goblin grins wickedly, ready to command the creature to do their bidding.

The voidspawn residue only obeys the goblin glyphweaver for a round before it loses control, after which the ooze uses its Cacophonous Vibration and attacks whoever is closest to it.

As the battle ends, ooze seems to drain back into the air, leaving only an odor of acrid ozone and complete stillness. The silence wards begin to wear off, but the library remains eerily quiet for a moment until the sounds of patrons who had fled in terror earlier begin to filter in.

Rohna, relieved that the goblins and voidspawn residue has been defeated, thanks the party and produces more teacups from her belongings, inviting the party to sit down for a cup of tea. As she pours the tea, she congratulates them on their bravery and asks if they found what they were looking for in the library. She then offers to help them with any further research they may need, pointing out some other sections of the library that may be of interest. Her kind motherly tone and behavior put the party at ease after the harrowing encounter.

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