

ADVENTURES FROM ALONG THE ROAD



Four self-contained adventures to enhance long journeys in this
supplement for the world's greatest roleplaying game

ADVENTURES FROM ALONG THE ROAD



FOREWORD

Welcome to *Adventures From Along the Road*, a collection of four unique encounters, each with their own story to tell. Travelling between core locations is common in the world of DUNGEONS & DRAGONS, so I thought as I was creating these one-shots for my party that others could benefit from little distractions as they make their way onto bigger and better things.

I want to express my thanks to Steve Orr and Laura Hirsbrunner, both for their time dedication, beyond-valuable feedback, and making this product what it is now. Another special thanks for my playtesters, stress testing this adventures in the ways only they know how to do.

My last thanks is to you, in picking up this product, you've helped add value to the hours I spent lovingly putting this all together. Hopefully there is a little bit of everything in each adventure, that yourself, and your party will enjoy.

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INTRODUCTION



WELCOME TO ADVENTURES FROM ALONG THE ROAD.

This book contains four adventures that you can slot anywhere into an existing campaign. They were designed to be events of interest, as a party ventures between key locations in a campaign. Each adventure provides something unique, offering a range of experiences including tackling entirely invisible environments, handling confrontation without conflict, and careful investigation.

Rumours of some of these oddities have begun to circulate, as stories travel further along the road.

- There is said to be an inn, tucked far into the woods, where the party never ends. The ale is said to be free, the patrons beautiful, and, most importantly, the music unforgettable.
- A handful of people have sworn to have seen a stone tower suddenly appear in the sky before plummeting down to the ground. The thunderous impact was heard from miles away, but no one could spot where it landed.
- There have been strange sightings of hulking beast tracks in the muddy road, combined with the discovery of trees uprooted by something of considerable force. At the very least, travelling without a weapon sounds unwise.
- Folklore tells of an undead monster who has waves of shadows following him, leaving a portion of the forest dangerous as it hunts for fallen angels.

These adventures are now in your hands. The collection of detours offers a chance to enhance travelling along the road, because adventuring is not about the destination, it's about the journey!

ABOUT THE ADVENTURES

A PARTY TO DIE FOR

The Thirsty Badger offers travellers a much needed rest after long hours of walking, being the only inn for miles in all directions. Recently an entertaining troupe has enthralled all the patrons to revel in hedonistic delights. Music flows as does the ale, endlessly into the early hours of the morning. Tibald and Welora, the innkeepers, have lost all control of their inn to the troupe. Little do they know the truth, the troupe consists of a devilish teaming of a satyr, succubi, and incubi.

A Party to Die For is tailored for a group of four to five 5th-level player characters. It includes some investigation, intrigue, and tackling conflict through non-violent means.

TELMONE'S INVISIBLE DILEMMA

Telmone Winterblitz is a wizard of mediocre fame. Her tower resides in the village of Maresh, where she is well liked by the villagers and protects them from the dangers of the world. A connoisseur of artefacts, Telmone has discovered an item known as the Hidden Flame. A living flame that turns anything its light touches invisible. In a series of unfortunate events, Telmone not only turned her entire tower invisible, but also managed to teleport the top half out into the wild. Injured when her tower plummeted to the ground, is there anyone who can save the unlucky wizard?

Telmone's Invisible Dilemma is an adaptable adventure, for a group of four to five adventurers from 1st to 10th-level. The focus is traversing an unknown, unforgiving, and invisible environment.

A SMALL PROBLEM MADE BIGGER

Gob the Big is a goblin who stumbled across a magical item, allowing it to become giant in size, hence the name. In leading its band of goblins, they attacked Aelen Liakiir's Travelling Menagerie. The resulting conflict sent animals fleeing in every direction, while Gob the Big lost their Scarf of Bigness to Ekarin, a poisonous snake. Ekarin proceeded to eat Gob the Big and slither off into the forest, leaving a path of destruction. Hoping to save his animals, Aelen asks for the party to defend his caravan before venturing off to chase Ekarin.

A Small Problem Made Bigger allows for flexibility on which creatures the party encounters, intended for a party of four to five adventurers of 3rd level. There is a good chance of coming away from this adventure with a few more companions!

THE PRISONER'S SHADOW

A dead messenger is found on the road, missing a shadow. The body contains a letter pointing towards a nearby derelict chapel. Navigating through the forest, the thick woods hide many shadows lurking inside. Can the party make it to the chapel without having their strength drained? How will they react when they find a prisoner, Cadmus Irsu, shackled inside the chapel having fallen to the shadows? The party also has the chance to meet Koios, an angelic guide, or clash with Uzeld the Vow-Breaker, a deathlock of a fiendish patron.

The Prisoner's Shadow is a delve into darkness, and a debate of what is right and wrong, intended for a party of four to five adventurers of 4th to 5th-level. The adventure includes mystery, and dealing with powers beyond the characters.

USING THIS BOOK

Adventures from Along the Road includes four short, self-contained adventures designed to be completed within a single session. Your mileage may vary as the creativity of players knows no bounds!

The introduction within each chapter provides suggestions for adaption for different campaign settings. Each adventure within this book has been created with the idea of a party of adventurers travelling along the road. However, some of the core concepts can be taken from the roadside and placed within a town or city.

RUNNING THE ADVENTURES

As always, to run this adventure it is recommended to have the D&D fifth edition core rule books: *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. Any mention of a creature with its name in **bold** it is recommended to look up the corresponding creature's stat block either in the *Monster Manual* (creatures from within *Volo's Guide to Monsters* or *Mordenkainen's Tome of Foes* will be mentioned as (VGtM) and (MToF) respectively) or appendix B.

Text that appears within a box like this, is intended to be read aloud or paraphrased for the players when their characters first arrive at a location. It can describe the contents of a room or an event.

The same for any magical items, which can be found within the *Dungeon Master's Guide* unless specified otherwise. One example would be the **Hidden Flame** (see appendix A), where you can find all the needed information regarding the magical item.

One recommendation is to read through each adventure and familiarise yourself with the maps before playing, making notes of key information or summarising events. The adventures have been laid out for ease of use, so prepare for your session however you see fit!

CREATING A CAMPAIGN

While these adventures were never intended to be part of a full campaign-like experience, they do differ in difficulty, theme, and placement. It is possible to link all four adventures around a single town or city; they could be rumours from the infamous The Yawning Portal in Waterdeep, or concerns from a friendly guard.

These adventures are better suited for campaigns using milestone levelling. Completing two of the adventures allows the party to increase in level. In the event that you wish to frame all the adventures around a single location, the village of Maresh can be used. The example of Maresh highlights how a complete experience could be crafted around the adventures, or inspire new settings of your own design.

THE VILLAGE OF MARESH

Maresh is a modestly sized village, complete with a few stores, a chapel, and an inn. Uniquely enough, Maresh was fortunate to have the wizard Telmone build her tower overlooking and protecting the village. She's recently gone missing, along with her tower, causing much concern among the residents. The village is run by a small council, made up of members of the guard, shop owners, tavern owners, and Telmone.

The following changes would need to be made to each adventure to incorporate the village:

- **A Party to Die For:** The Thirsty Badger would be Maresh's only inn. Most of the village would be desolate as everyone would be spending their time drinking and dancing.
- **Telmone's Invisible Problem:** Maresh once held Telmone's wizard tower, in a flash of magic the entire tower vanished. Shortly after, a booming rumble could be heard north of the village.
- **A Small Problem Made Big:** It has been a few weeks since the last delivery from traders arrived, and local guard Paloma wants someone to check the roads for their caravan.
- **A Prisoner's Shadow:** The local priest, Malmon, has stood on the hill every day of the week, from dawn till dusk, scared for someone called Cadmus.



A PARTY TO DIE FOR

A SATYR AND SUCCUBUS WALK INTO A INN... his adventure entirely exists within The Thirsty Badger, an inn that set up business by the roadside. The owners, Tibald and Welora, had hoped to be a place of much needed respite for weary travellers. When a troupe of entertainers appeared, they couldn't refuse the offer of nightly entertainment in the form of dancing and music.

The troupe of Worldly Pleasures enthralled everyone watching. The singer's voice was as sweet as honey, and the dancers moved as if they were a flowing river. The party had started. The entertainers tempted the patrons to drink heartily and dance as if there was no tomorrow. The ale flowed freely, into the early hours of the morning and the evening again, day after day after day. When the troupe told the owners they were going to stay, the pair were delighted, as the entertainment had brought them so much business. In fact, no-one had left since the party started.

The truth of the matter was that everyone within The Thirsty Badger had fallen victim to the enchanting magic of the troupe. The troupe of Worldly Pleasures consists of a satyr, a succubus, and an incubus, all in disguise. The patrons were doomed from the start. The endless music entices travellers to the inn, supplying a steady stream of victims for the fiends to collect.

ADVENTURE SYNOPSIS

Stumbling across the Thirsty Badger is quite the sight, raising questions as to what is really going on. The characters enter the inn, expecting a place of rest, and get caught up in the endless party. Now, characters are forced to fight their way through a belligerent crowd to get to the troupe pulling the strings.

By the end of the adventure, characters will have set things back to normal. The adventure is designed for four 4-5th-level characters, with three parts:

1. **Never Ending Delights.** The characters stumble into an inn that has been ravished by an endless party. The patrons are intoxicated and unnaturally merry. Speaking with the inn's owners or carefully studying, the party spots how suspicious the troupe of entertainers are.
2. **Devious Union.** The troupe are not who they say they are. They are hiding their real identities as fiends and satyrs, working together for a mutual cause. The characters begin to see the signs, discovering the reality of the endless hedonistic display.
3. **Harm No Innocents.** Now that the truth is out, something has to be done. A dozen charmed and drunk patrons stand between the characters and the troupe. Can the characters avoid doing needless harm to the innocents?

RUNNING THE ADVENTURE

To enhance the experience of the players and help you do your best job as Dungeon Master, take the following information into consideration.

TIME OF DAY

Depending on what time of day the characters approach the inn, it could be in one of two states. While the party never ends, the body can only withstand so much. In the mornings, most of the patrons are incapacitated, feeling the effects of a long night of drinking and dancing. Music plays from the upper levels of the tavern, but it is slow and soothing.

The evening is a different matter entirely. Past the midday point, the drinking gradually picks up with the pace of the music. The three entertainers gather by the bar, but as the evening goes on, the dancers move upstairs while the musician remains. Only those selected by the dancers are allowed upstairs, typically those who have handled their drink and lose themselves in the music.

ADVENTURE HOOKS

The adventurers may come across The Thirsty Badger for a multitude of reasons. If not stumbling across it by accident, rumours may have spread fast to the corners of the land. Below are three suggestions for enticing the characters inside. If running a stand-alone session, it could be beneficial to relay the information to players or tailor it to the characters themselves.

A PLACE TO REST

Most adventurers eventually grow weary from a long day's travel, and the sight of a tavern in the distance is likely to be a welcome one. Even moreso as the characters venture closer, the sound of merriment booming from the establishment. They wouldn't find another bed to rest for miles, that alone could be worth venturing inside.

THE NEVER-ENDING PARTY

Word travels quickly along the road. From towns that sit close to the road, residents may have started to speak of a party of forbidden delights taking place in some tavern. It's likely to entice the travelling performer or hedonistic noble, or it might just be a much needed respite from the dangers of adventuring.

PURGE THE EVIL

In the same way rumour of an endless party can attract people, it is just as easy for darker tales to be spun. Instead of a party, gossip spreads of a demonic ritual, with men and women enticed or charmed by dark magic. Adventurers of a pious nature might be inclined to investigate and purge the evil within.

IMPORTANT CHARACTERS

In this adventure, the Thirsty Badger is filled with drunk and unruly patrons. There are five core characters that the players are likely to come across.

OWNERS OF THE THIRSTY BADGER

The Thirsty Badger is owned by the loving couple of Tibald and Welora Popper. In their youth, they adventured together. After saving enough money, the pair wanted to provide a place of rest for tired adventurers who follow the road. The inn started small, a single story high. Being so far from civilisation proved profitable, despite the occasional troublemaker. Over the years the inn was slowly expanded, with an additional lounge, bedrooms on the second floor, the two dorms on the third, and finally the innkeepers' own lavish bedroom at the peak of the inn.

The pair share all the jobs at the tavern, alternating tasks without complaint. Whenever Tibald is in the kitchen, he's cooking savoury pies, whereas Welora cannot help but cook with sweeter ingredients. Welora maintains an organised bar, clean mugs to the left, used ones tucked away on the right side. Tibald has a more relaxed approach, cleaning each mug as it is returned.

The two often chide each other playfully for their habits, knowing neither takes it seriously and that at the end of the day, the job gets done. If the two ever pass each other in the inn, they make no effort to hide small displays of affection, like a brief holding of hands or a peck on the cheek.

TIBALD POPPER

Tibald Popper is an older male human, just past fifty years old. His skin is a cool umber, complemented by his salt and peppered coloured hair. Tibald has a sharp jawline, his hands are large and calloused. There is an air of confidence that surrounds him, clearly no stranger to conflict.

Personality Trait: Paternal People who visit our inn are my children, they are entitled to hearty food, good company, and a bed.

Ideal: Simplicity. I don't need much, a job, a partner, and a roof over my head.

Bond: Welora. Even if the Thirsty Badger burned down, if I still have Welora. I can be happy.

Flaw: Honour-less. I'd rather kill someone in their sleep than a fair fight.

Tibald has the statistics of a **veteran**, with these changes:

- Tibald Popper is neutral good.
- He wields a **Lover's Sword** (see Appendix A), but no other weapons.
- He has an AC of 12 (leather armour).
- Tibald has been charmed by Shyana, and as such he cannot take any act that would be harmful to the succubus in any way.

WELORA POPPER

Welora Popper is a female halfling, with pale skin and whitened blonde hair tucked in a bun behind her head. Her eyes reveal her age to be around eighty, looking at people with a gaze that signifies the wisdom that only comes with many years and just as much battle. There is a deep faded scar that curls up around her chin, stopping just shy of her upper lip. She has a playful nature, verging on competitive without being a sore loser.

Personality Trait: Gambler. I'm a born gambler, makes everything more exciting.

Ideal: People. I care about people, not their ideals.

Bond: Tibald There are thousands of people out there, none better suited for me than Tibald.

Flaw: Beauty. I have a hard time arguing with a pretty face.

Welora has the statistics of a **veteran**, with these changes:

- Welora Popper is lawful good.
- She wields a **Lover's Sword** (see Appendix A), but no other weapons.
- She has an AC of 12 (leather armour).
- She has these racial traits: She is small, and her walking speed is 25 feet. She can move through the space of a Medium or larger creature. She has advantage of saving throws against being frightened. She speaks Common and Halfling.
- Welora has been charmed by Wrel, and as such she cannot take any act that would be harmful to the incubus in any way.

TROUPE OF WORLDLY PLEASURES

The Troupe of Worldly Pleasures is merely a front. The trio consists of: Emilep, a **satyr**, Wrel, an **incubus**, and Shyana, a **succubus**. Wrel and Shyana ventured into the mortal realm to corrupt, and ensure the delivery of corrupt souls into the Lower Planes. The pair had a mutual respect for how the other worked, and when the opportunity arose for them to put their devious minds together, it seemed logical.

It was mere chance that the pair stumbled upon Emilep. Wrel and Shyana witnessed Emilep charm an entire travelling caravan, and the resulting party quickly erupted into pure debauchery. One that the fiends happily joined in. Emilep differed from most satyrs, despite having an entire group reveling to their music, it did not satisfy them.

Wrel and Shyana were able to collect five souls in a single night, which was a very appealing prospect. They approached Emilep, expecting the satyr to flee in fear. Emilep did no such thing, as witnessing the fiends' work had provided a thrill that they had never considered before. They could not just provide a mere party, it could be the *last* party of their lives, of unbridled pleasure. A party to die for.

It was Shyana's fiendishly clever idea to disguise themselves as an entertaining troupe. They stuck to the roads, meeting travellers and offering a night of entertainment. They rarely risk the venture into more populated towns, as to keep a low profile.

EMILEP

Satyrs typically have the appearance of bearded goat-men, Emilep on the other hand has taken careful steps to have an utmost female appearance. They have a naturally feminine face, with a cute button nose, and wide welcoming eyes.

Emilep wears a long flowing dress with extended lacy sleeves that covers the fur across their arms. Auburn hair is coiled into two neat buns that conveniently conceal their horns, poking out of a loose bonnet. On a cursory glance, Emilep appears to be an average female human, fairly unassuming. Emilep wears a special pair of shoes, to hide their hooves, with straps to keep them in place.

Personality wise, Emilep has developed a desire for sadism. They know full well that anyone who indulges in their parties will be at the mercy of fiends.

Personality Trait: Musician. Everything I do has, a musical flair to it.

Ideal: Chaos. Everyone eventually loses themselves in the festivities!

Bond: The Troupe. Wrel and Shyana could have killed me, but they've given me the chance to thrive. I can never repay that.

Flaw: Attention-seeking. When I play, if I am not the centre of attention. I become enraged.

Emilep has the alternate statistics of a **satyr pipes**, with these changes:

- Emilep is chaotic evil.
- They cast their magical music through a lute.



WREL

Wrel often takes the form of a male high elf, with tanned skin and long flowing hair, wearing an open silk robe that shows off his agile but toned physique. It would be near impossible to say Wrel is not beautiful. When performing, his dances draw special emphasis to his flexibility.

When choosing victims, Wrel finds himself drawn to those cocky and confident, regardless of gender. He relishes in their eagerness, knowing they are only rushing towards a corrupt soul. Wrel has the statistics of a **incubus**.

Personality Trait: Instigator. I enjoy to push peoples buttons, sometimes coyly other times simply to aggravate.

Ideal: Might. I do not need to use physical strength to dominate, I can force the strongest to their knees with words alone.

Bond: The Nine Hells. I am bound by my fiendish lords and ladies to collect souls.

Flaw: Traitorous. I would sooner stab my allies in the back, than risk myself.

SHYANA

Shyana shifts forms regularly, depending on where in the world she finds herself, preferring to appear female. She owns a range of clothing, all location appropriate, often tasteful, elegant, and flattering her curves. Shyana doesn't actually perform, acting as a manager for the troupe. Blending in with the crowd, she has a magnetic personality enticing patrons as they listen to Emilep's music or watch Wrel dance.

Shyana loves the chase, the challenge of enticing those low in confidence. She shapes her approach, acting shy, cocky, or confused with ease. Shyana has the statistics of a **succubus**.

Personality Trait: Shapeshifter. I can be whoever I need to be in any moment, lies and trickery come easily.

Ideal: Corruption. Oh what joy there is in seeing something so innocent, carry out sinister deeds.

Bond: The Nine Hells. I have a debt of souls to repay, I shall earn each and every one.

Flaw: Quickly-bored. Old things bore me, new things or people bring the excitement of the unknown.

THE THIRSTY BADGER

On a stretch of road that spans far into a thick forest, a slanted tiled roof peeks out past the tops of the trees. From five miles away, aged wooden signposts point further down the road indicating the distance from The Thirsty Badger. The inn itself stands three stories high, strong wooden supports zig-zag upwards from the foundations. Box paned windows are evenly spaced across the building. Each additional floor seems tacked on, as if the building itself has grown over time, stretched to accommodate more patrons and guests.

As mentioned previously, the time of day when the characters approach changes the type of scene they stumble across significantly. Read one of the two following sections, depending on the time of day:

BEFORE NOON – 4AM – 11AM

Outside the tavern, just three paces from the entrance, you see a portly man laying flat on his back. As you get closer, you hear him snoring loudly and detect the stench of booze on his breath. There is the softest of sounds emanating from the inn, gentle strings plucked in a soothing symphony, calm like the morning rays.

Drunken woman. On a successful DC 10 Wisdom (Perception) check, it is clear the woman has been drinking excessively for the last few days. She has the appearance of a sturdy farmhand, but will need a sharp slap or splash of water before stirring from his sleep. She looks weary eyed at the characters, asking them if she's missed the next party.

AFTER NOON – 12PM – 3AM

Without the need to step inside, it is clear the atmosphere within is unbridled celebration. The sounds of stomping dancers' feet, bellowing laughter, and drunken singing surround the building from a fair distance. Happy silhouettes can be seen through the windows. As you get closer, you can more clearly hear the rhythmic stomping matching a lively tune, played across a stringed instrument.

Sounds. Any character that succeeds at a DC 14 Wisdom (Perception) check, can pinpoint the music occurring from the second floor which is quite catchy.

ROOMS OF THE THIRSTY BADGER

The following locations are outlined on Map 1.1.

1. BAR

The Thirsty Badger is a modest establishment, with tables and chairs clustered around the room evenly. Tucked in the far right corner is a ten-foot bar, barrels and casks lining the shelves behind it. You notice a large fireplace, likely to heat the room in the colder seasons. Opposite the fireplace is an exit, leading to some rising stairs.

Welora Popper. The halfling innkeeper can be seen standing on a stool behind the bar, cleaning up with a ragged cloth. She appears tired, dark rings under her eyes with unkempt hair.

Mounted mace on the mantle. Above the fireplace, on a wooden plaque is a simple looking mace. The word Pest's Bane engraved in the wood. The mace is **Pest's Bane** (see appendix A), and if asked about it, Welora says that it once belonged to Tibald's mother. Used for fending off mice and other vermin.

Drunken patrons. There are a total of 6 (1d10) **drunken brawlers** (see appendix C), scattered around the room. If it is before midday, they are unconscious, leaning against, on, or under the tables. However, if it is the evening, they are loudly laughing and drinking heartily. There may be one person, looking queasy tucked to one side of the room.

2. KITCHEN

A tasty aroma wafts from the kitchen, a mixture of cooking meats, and something delightfully sweet. The room is organised and divided with set stations- one for meal preparation, the stove for cooking, and some areas for assorted pastries to rest. There is a far door that leads outside, beside an area designated for dish cleaning.

Tibald Popper. In the kitchen, Tibald can be seen frantically working, trying to cook six large meat pies at once. Just like his wife, he seems tired, worn from constant work.

Mystery meat. On the counter is a pile of stacked meat chunks. On a successful DC 12 Wisdom (Survival) or Wisdom (Nature) check, the meat could be identified as horse. It's been butchered recently.

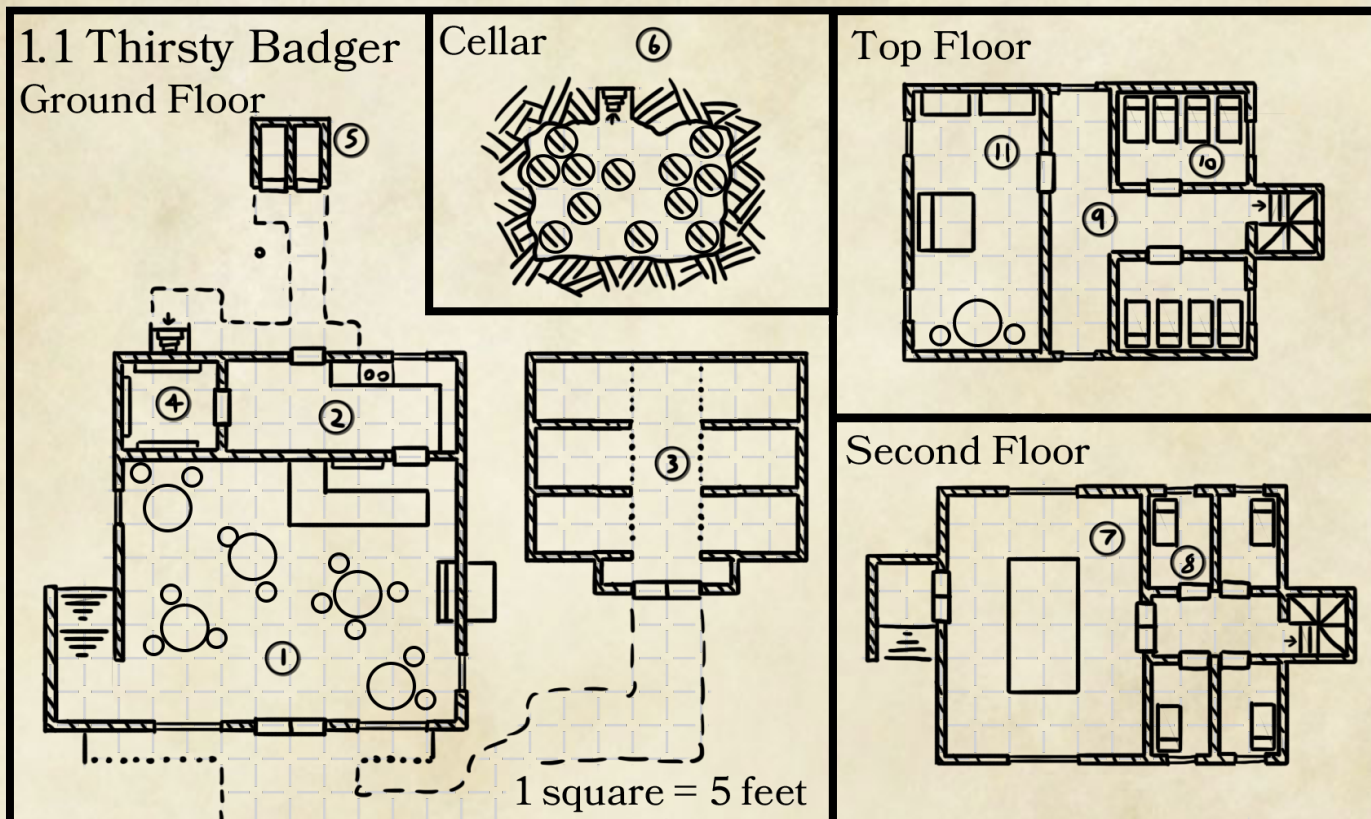
If asked about the meat, Tibald and Welora explain that the demanding patrons have made cooking enough food nearly impossible., Luckily, the troupe managed to convince people to donate their horses to eat.

3. STABLES

The stables by the side of the inn certainly seems tacked on to the original structure. Soft neighs can be heard from within, and the smell of horses is apparent. It's evenly divided into six stalls, with two horses per stall. Troughs of dwindling amounts of grain imply they have not been filled in a few days.

Blood stains. In the stalls towards the back, perceptive characters might notice the red tinge to the floor. The hay atop it is sticky and stained. None of the surrounding horses are wounded. On a successful DC 12 Wisdom (Survival) or Wisdom (Nature) check, the blood can be identified as horse blood.

Horses. The twelve horses within the stalls behave initially scared of the adventurers as they wander in. Any horse can be calmed after a successful DC 13 Wisdom (Animal Handling) check, at which point it'll become clear that the horses are starving.



4. STOCKROOM

Tucked away, the stockroom contains the bulk of dried goods, supplies that last a while, or are frequently required by the owners. Shelves cover two of the walls, while the third is simply a collection of stacked crates and barrels. A single window sits at the top of the wall, cramped but just enough to let beams of sunlight shine into the room.

Treasure. There is nothing of much value within the stockroom, however there are many opened sacks of spices; salt, cinnamon, and pepper. Along with half-eaten wheels of cheese, dried meats, and 3 (1d4) bottles of fine wines.

5. OUTHOUSE

You see a small weathered path wander its way towards a pair of outhouses. They share a back wall, made of thick wooden planks nailed in place. A fire torch is spiked into the ground a few feet from the entrance, likely to light the way in the dark hours of the night. The smell is what you would expect, far from the scent of roses.

Scared child. In the left stall, any attempt to open it is met with protest. However, passing a DC 5 Strength (Athletics) test heaves the door away from the child inside. The small boy begs and pleads to not be sung to or even worse, kissed.

Pip. He looks to be no older than eight years old, thin and shaking from the cold. It requires a careful persuasion to calm Pip, along with assurance that the characters are not

there to harm him. Pip has the statistics of a **commoner**. He speaks with a slight stutter, explaining his experience.

We was stopping for the night, and mum and dad heard the music. Then... A lady took them upstairs. I called out, but was not hearing me. I followed to the top but the door was locked. I saw! I saw! What she did! She kissed my mum and she died! Then did the same to my dad!
- Pip

After the revelation, Pip falls into a flurry of tears, latching onto whoever is closest. If asked, he roughly describes the appearances of Shyana and Emilep. Pip could be convinced to remain hiding in the stall, but only after a successful DC 14 Charisma (Persuasion) test.

6. CELLAR

Down the ladder, you catch the smell of ale. The ceiling of the cellar hangs low, carved of rough stone, between the structural wooden supports. The room is no larger than 20-foot deep. The entire floor is covered in chest high barrels, with a traversable path that weaves through the rows.

Barrels. On a closer inspection, a successful DC 12 Intelligence (Investigation) check reveals that some of the lids have not been securely nailed down. Upon removing a lid, the characters find a corpse stuffed inside. The corpse appears to have had its life drained, leaving it a husk of the humanoid it once was. There is a total of 4 (1d6) bodies hidden within different barrels.

7. SECOND FLOOR LOUNGE

Leading from the downstairs bar, the stairs open out to a rectangular room. Smoke hangs in the air, with a distinct smell of slow-burning incense. The middle of the room has a wooden platform, as a makeshift stage. Surrounding the edges of the room are low tables and cushions, for patrons to sit on the floor and watch whatever entertainment is on.

Stage. Patrons gather around the stage, looking enthralled by a combination of the music and incense burning in the room. Characters that study the stage, on a successful DC 16 Wisdom (Perception) check, they notice a slight red staining to the wood along with scattered gashes and cuts from a blade of sorts.

Incense burners. Staying in the room for over a minute, the characters must make a DC 10 Constitution saving throw. Failing that, characters find themselves feeling more relaxed, with their inhibitions lowered. They are considered charmed by everyone they meet. The effect wears off after a short rest.

Emilep. Atop the stage is Emilep, lute in hand as they deliver a soothing or jovial tune (depending on the time of day). They sit on a stool, but frequently spin to draw in everyone's attention.

Listening to the music for a half-an hour requires the characters to pass a DC 13 Wisdom saving throw. Failing it, characters find themselves charmed by Emilep.

Emilep does not take kindly to any disruptions, to the extent that they incite the surrounding **drunken brawlers** to silence the disturbance, in exchange for a private song or two. Once the fight breaks out, Emilep begins to flee towards Tibold and Welora's Room (10).

Charmed characters. Those who find themselves under the effects of Emilep's music, or the incense, quickly become targets of Shyana. She gestures them over, hoping to entice them to follow her upstairs. Once with Wrel, or in privacy she begins to suggest gradually more evil acts.

Shyana. The fiend, disguised as a human, blends in with the audience, tucked to the far side of the room, whispering in the ears of two blushing patrons. In the event that the performance is disturbed, she attempts to calmly flee to Tibold and Welora's room (10) and warn Wrel. If uninterrupted, she guides the two patrons upstairs.

Negotiation. There is little chance to negotiate with Emilep, Shyana, or the drunken patrons. The latter being entirely charmed by the satyr's music or the fiend's magic. However, if the characters begin to use excessive force, many of the patrons attempt to flee for fear of their lives.

Upon being critically injured, Emilep pleads for her life, telling a lie that she was forced into helping the fiends. A successful DC 15 Wisdom (Insight) check reveals her story to be false.

Drunken patrons. There is another gathering, 6 (1d10) of **drunken brawlers** (see appendix B). Regardless of the time of day, all of them are enthralled by whoever is performing. They grow angry by anyone who might dare to interfere with the stage, or harass any member of the troupe.

8. BEDROOMS A TO D

The rental bedrooms of the Thirsty Badger, all share the same general layout, except with some furniture placement flipped or mirrored.

You see a cosy boxed room. Complete with a queen-sized bed, accompanying desk, and chair. Just above the desk is a dusty rounded window. The room is modestly decorated with a carpeted floor, except for the corner of stone slabs. A wooden tub rests atop the stone, currently empty with a bucket beside it.

Drunken patrons. Regardless of the time of day, most of the rooms contain 2 (1d4 -1) of **drunken civilian** (see appendix B). The doors to the rooms may be wide open, or completely knocked off their hinges. Some of the patrons are passed out on the floor, over the desk, inside the wooden tub, and in the bed.

Treasure. 3 (1d4) of the rooms have a bag of personal belongings inside. Most have travelling supplies, personal mementos, and at most up to 6 (1d10) GP coins.

9. HALLWAY

After you ascend the curved stairs, wooden planked flooring underfoot is covered with a thin rug that follows the fork of the hallway. Halfway down the hall are a pair of doors on either wall. Beyond that you see the hallway split.

Windows. After the split both directions leading to simple square windows. They open outward. Beside the window to the right, is a single door.

Entrance to Tibald and Welora's room. There is a wooden plaque, hanging from a nail hammered into the door. Reading: *Tibald and Welora's Room - DO NOT ENTER!*

10. DORMS E & F

Contrasted against the bedrooms downstairs, this dorm has tried to fit in as many beds as possible. You see the room is cramped. A lone window looks through the far wall. Four bunk beds are evenly spaced across the floor. The odd satchel hangs from a hook, or a backpack can be found tucked under a bed.

Drunken patrons. Most of the patrons are be focused on the troupe in the lounge, but there could be 3 (1d6 -1) **drunken civilians**, in varying states of drunken stupor.

Treasure. Much like the rooms downstairs, the dorms have up to 5 (1d8) rucksacks. Each containing travelling supplies, personal mementos, and at most up to 6 (1d10) GP coins.

11. TIBALD AND WELORA'S

BEDROOM

Locked door. The door appears to be locked from the inside, as turning the handle provides no give to the door. Characters with thieves tools could pick the lock, on a successful DC 14 Dexterity (Sleight of Hand) check. Alternatively, nothing is stopping the door from being kicked down, requiring a successful DC 15 Strength (Athletics) test.

As the door creaks open, you're met with a cosy sight. A queen-sized poster bed fills the middle of the room, with thick embroidered sheets thrown atop it. One side of the room has a pair of Chester drawers, whereas the other has a wooden card table with two chairs tucked underneath. One of the chairs seems lovingly tailored for a halfling.

Victim of the Troupe. One of the most apparent things would be figures on the bed. If the characters stopped Wrel from being warned, the man is lying on his back, looking up at Wrel as he performs a *'draining kiss'*. Characters could see the life force slowly being pulled out of the man. Otherwise the man is lifeless on the bed.

Wrel. Wrel is very much preoccupied with his latest victim, assuming he hasn't been warned or otherwise made aware of people outside (such as attempting to bash the door down or shouting). If he has been told of the adventurers, he lurks in one of the corners, waiting to strike anyone who enters. Shyana moves to the opposite corner, if she has fled to this room. At any opportunity, if the fight is not going in their favour, the fiends leave the material plane.

Negotiation. Wrel will not surrender, opting to try and tempt adventurers to join him. He makes promises of power, money, and just about anything that might extend his life, even offering a deal to sell out Shyana and Emilep.

AFTERMATH

For better or worse, the characters have discovered the truth surrounding the Thirsty Badger, and battled with the Troupe of Worldly Pleasures. What next?

RESOLVING THE CHARACTER

HOOKS

Forcing the Troupe of Worldly Pleasures out of the inn is a godsend to the owners and patrons alike. Once the hangover ends, or the effects of the fiends' charms, everyone is eternally grateful.

A PLACE TO REST

Welora and Tibald are more than happy to let the adventurers stay at the Thirsty Badger for free, whenever they may pass through. However, if the characters killed all the patrons, they find no warm welcome from the couple. They remark that it must have been a necessary evil, but horrible nonetheless.

THE NEVER-ENDING PARTY

The party was certainly one to die for. Hopefully the characters did not fall prey to the troupe's tricks. The Thirsty Badger is likely to never welcome performers ever again, the stage being quickly dismantled and destroyed. Perhaps the characters can convince them otherwise with a performance of their own.

PURGE THE EVIL

Whether the fiends escape into the ethereal plane or are brought to justice, the heroes can feel empowered to have discovered and repelled such evil. It is understandable if watching Wrel or Shyana escape could be unsatisfying, but there are ways to track them. It could lead the characters on a quest for justice to be delivered.

FURTHER ADVENTURES

It is possible that Wrel and Shyana managed to escape into the ethereal plane, to lick their wounds and scheme. There is the chance for the Troupe of Worldly Desires to return, but consider the answers to the following questions:

- Does Wrel or Shyana wish revenge on the characters?
- How does Wrel and Shyana's master react to their defeat?
- Did Emilep escape or feel abandoned by the fiends?
- Was Emilep part of a group of satyrs, exiled or a highly revered member?

There is potential for this interaction to lead into a fully fledged campaign, resulting in an incursion into the Nine Hells. Characters may also feel the need to remain on guard around taverns or inns, for fear of a succubus trying to tempt them at long last.

TELMONE'S INVISIBLE DILEMMA

TELEPORTING YOUR TOWER IS ONE THING, having it turn invisible on top of that is another. Telmone Winterblitz is a fairly respected, albeit sometimes clumsy, wizard. She's a curator of the lesser artefacts, only taking adventures that steer clear of danger whenever possible.

Her most recent discovery is the Hidden Flame, a light source that turns anything it touches invisible. Telmone has been studying it for weeks, wondering how such a small flame could only cover the size of an apple. She began to create a housing, a mechanism to harness, empower, and direct the light. Telmone wanted the lights in her tower to use the hidden flame, to turn her entire tower invisible whenever needed.

Unfortunately, in her eagerness, Telmone fuelled the Hidden Flame into a contained inferno, turning the tower, its contents, and herself entirely invisible. The following moments were a series of baffling events. Unable to see her own gestures or surroundings, Telmone's attempt to use the teleportation circle to get away from the tower was grossly miscalculated.

And this is where the adventure begins. Now crash landed in the wilderness, Telmone managed to escape her tower but needs help if there is any chance to set things right.

ADVENTURE SYNOPSIS

Telmone's Invisible Dilemma is a creative adventure, placing the characters in a bizarre situation to see just how they would solve it. Finding the crater Telmone's tower left wouldn't be too much of a challenge, given the size of impact, the thud that echoed across the land, or the rumble underfoot..

One of the unique features of this adventure is that it is easily adaptable for a party of any level, see the "What Dwells within" subsection to see a range of suggestions. The adventure can however be broken down into three parts:

1. **A Wizard in Need.** Telmone sits outside of a large crater, nursing some fresh wounds. She tells the characters of her dilemma, pleading them to help and set things straight.
2. **What dwells inside.** If venturing inside an entirely invisible tower wasn't enough, something has escaped from Telmone's cages. Who knows where an invisible creature in an invisible tower could be hiding?
3. **Righting the many wrongs.** Once the path is clear, the source of the magical mayhem must be contained. The artefact, the **Hidden Flame** (see appendix A) needs to be removed from some experimental housing of Telmone's creation.

ADVENTURE HOOKS

As with all the adventures within this book, they are intended to be discovered as short tangents while the characters journey over long distances. Below are two alternative suggestions, if you do not wish for the characters to wander upon Telmone's tower.

THE THUNDEROUS CRASH

While out in the wilderness, characters catch glimpse of a stone tower blink into the sky off in the distance. Watching in bafflement as the tower quickly plummets to the ground, resulting in a thunderous crash. The mystery alone would be worth investigating.

OUR MISSING WIZARD FRIEND

If using the Maresh village example (or any location that has a wizard's tower), the upper half of Telmone's Wizard tower vanished in the night. The residents feel incredibly uneasy without the wizard's vigilant protection, pleading the characters to try and find wherever she might be.

SOLUTIONS FOR THE INVISIBLE

You are going to be guiding the characters through an invisible tower. To further complicate things, once they venture inside, they too will become unseen. Attempts to throw flour or dirt to reveal invisible objects or creatures won't work inside Telmone's tower, as everything inside is hit by the **Hidden Flame's** (see appendix A) light.

There are a few ways in which tackling this invisible dilemma could be made significantly easier, as explained below:

- **Spell - Faerie Fire.** For lower level parties, *faerie fire* is a vital spell. It'll be best used in a location where they believe the creature to be.
- **Spell - See Invisibility.** The benefits of using this spell is somewhat self-explanatory.
- **Spell - True Seeing.** Identical to the reasoning explained above, true sight is incredibly useful.
- **Blind-sight:** If the characters can change shape into a creature that has blind-sight, they can easily determine the location of objects and creatures that surround it.

If the characters have none of these spells, Telmone could offer a singular scroll that allows a one time cast of one of the spells mentioned.

INVISIBLE ENCOUNTER IN TELMONE'S TOWER

Party Level	Suggested Encounter	Has true/blind-sight?	Suggested Behaviour	Telmone's Research
1st	Animated Armour	Blindsight	Patrolling	Creating a tower guard.
2nd	Nothic	Truesight	Lurking	Caught trying to sneak into the tower.
3rd	Owlbear	None	Defensive	Discover the origins of the beast.
4th	Black Pudding	Blindsight	Hunting	Studying corrosive properties.
5th	Wyvern	None	Defensive	Discover the origins of the beast.
6th	Giant Skeleton	None	Hunting	Vulnerabilities of dark magic.
7th	Tree Blight	Blindsight	Hunting	Properties of tainted soil.
8th	Hydra	Defensive	None	Studying regenerative properties.
9th	Rot Troll	None	Hunting	Studying regenerative properties.
10th	Clay Golem	None	Patrolling	Creating a tower guard.

IMPORTANT CHARACTERS

Out in the wilderness, far from civilisation there are unlikely to be many characters. This adventure focuses on Telmone and the creature that resides within the tower.

TELMONE WINTERBLITZ

Telmone Winterblitz appears as stereotypically wizard as they come, solely by her own design. Adorned in rich blue flowing robes, pointed wizardly hat, and greying wiry hair. Her staff is gnarled wood, the branch used to make it took four weeks of climbing through a forest to find. Telmone spent the best part of her youth in education, studying under the experts of the school of conjuration.

Admittedly, Telmone was far from a talented student. Where some wizards could master a spell in weeks, Telmone often took months. But through dedication, she eventually graduated. She never quite took to adventuring, thankfully having been born into a rich family where gold was never an issue.

Telmone knew she wasn't good enough to make any sort of living within a city, but there were hundreds of villages who marvel or consider themselves blessed to have a wizard. After years of searching, with a fair few accidents resulting in her being exiled, Telmone found somewhere to call home and was granted permission to build his tower.

It is clear from speaking to Telmone that she has a kind soul. She mumbles and blunders constantly but there is not a single bad intention in her mind. Life has humbled her. Telmone knows she is not the best wizard, nor will he ever be close, but she has found a corner of the world that needs her. She'll protect that with all her might.

Personality Trait: Self-importance. Being a big wizard in a small village, everyone looks up to me. As they should.

Ideal: Knowledge. I am paving the way of the realms greatest discoveries!

Bond: Maresh. When I set my tower up in Maresh, I vowed to protect every resident within!

Flaw: Clumsy. There is so much that can go wrong, from just the smallest slip of the hand.

Telmone has the statistics of a **Conjurer**, with these changes:

- Telmone Winterblitz is lawful good.
- She currently has half of her maximum hit points.
- She wears the **Ring of Common Sense** (see appendix A).
- Instead of the *Cloudkill* spell, Telmone has *Teleportation Circle* prepared.

WHAT DWELLS WITHIN

Telmone keeps a series of beasts and creatures within the cages of her tower, mostly for research purposes. She does not treat them cruelly, but anything kept against its own will is likely to harbour a grudge.

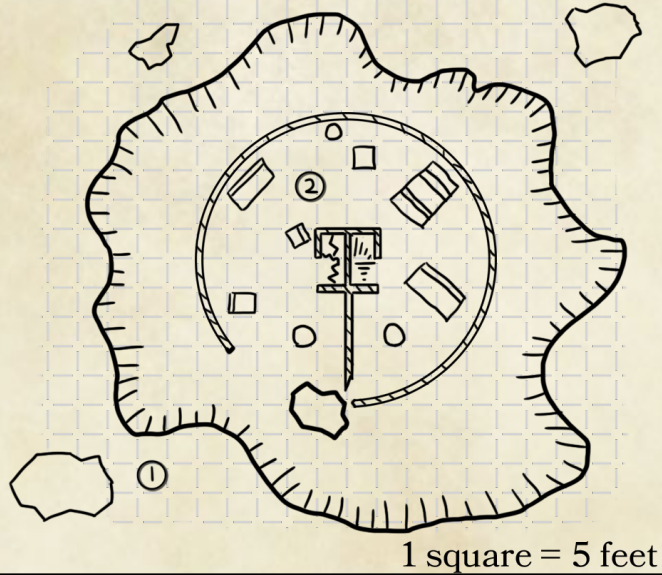
One huge advantage of this adventure, is that it can be scaled to parties of almost any level. It should be noted that whatever the characters encounter, it'll be invisible which will no doubt make the fight more challenging. The *Invisible Encounter Table* highlights some suggestions.

If the encounter proves too easy, there is a logical reason for Telmone keeping multiple of any creature, so simply throw another monster at the party!

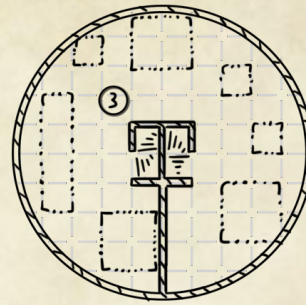


2.1 Telmone's Wizard Tower

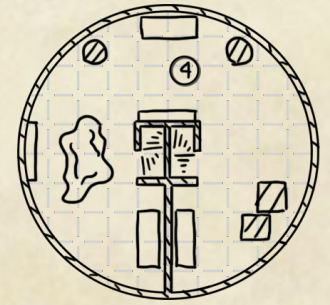
The Crater



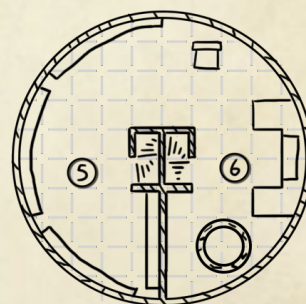
Cages



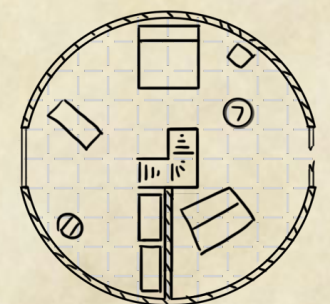
Laboratory



Library & Study



Telmone's Bedroom



TELMONE'S TOWER OF WIZARDRY

The following locations are identified on Map 2.1.

1. THE CRATER

You see a small clearing in the trees, where the dirt has been upheaved, forming a crater that is roughly 50ft wide. Curiously enough, there is nothing inside the the massive indent in the ground. From outside the crater, chunks of stone brick are scattered about, along with the occasional shattered chair, table, or furniture piece. A lone bird flies overhead, above the crater. It only gets halfway before crashing into something invisible and plummeting towards the ground. It lands with a thump near a humanoid shape slouched by one of the rock gatherings.

Wounded woman. Telmone is resting against a rock, clearly wounded. Her injuries consist of a broken leg and multiple bruises after having fallen from her tower. She is incredibly appreciative of any healing, mentioning that there are some healing potions within his tower.

"Ah! By my spellbook am I fortunate to find you all! I find myself in quite the dilemma. Bah, it's quite embarrassing. One moment I'm in my tower, then poof! Not only is everything invisible but I'm falling to the ground! Nothing a wizard of my stature cannot handle, well. Once I recover that is!" - Telmone Winterblitz

Telmone goes onto explain the following points if asked:

- **Cause.** Telmone blames her own fumbling nature as the cause. Surprised by a magical reaction, she must've stepped over her teleportation circle. The act of trying to teleport out expanded out beyond the circle to capture half her tower.
- **Invisible tower.** The reason why his tower is invisible is because Telmone attempted to create a defensive ward for her tower, using a magical artefact called the **Hidden Flame** (see appendix A). Instead of warding her tower, it turned everything invisible.
- **Location of the Hidden Flame.** The Hidden Flame is in the study, connected to an arcane contraption. Telmone advises caution, as she's not entirely confident about what the consequences might be.
- **Potential dangers.** Telmone warns the characters of a monster that was one of her research projects, explaining how it may have escaped the cages or laboratory. If asked, she could provide some history, lore, and resistances of the monster.
- **Healing potions.** There are some shelves within the laboratory (4), that may hopefully hold some healing potions if they survived the crash. They are in a simple smooth vial.
- **Telmone's help.** She says that in his current state, Telmone would be of no use to the party. However, she could take the time to write a scroll or two that might help the characters out. These would be for the *faerie fire*, *see invisibility*, or true seeing spells, depending on what is level appropriate for your players.

Sheered rocks. Towards the centre of the crater is a large rock that appears almost sheered neatly in half. This is the broken entrance to the tower, leading into the remains of the lounge. (2). Anyone stepping past the rock instantly becomes invisible.

WILD BEAST ATTACK

For pacing, it could be exciting to have Telmone under attack from a pack of wild animals, requiring the characters to rush to his rescue. Some recommendations would be 3 (1d4) **wolves** or 1 **brown bear**. For a better challenge or environmental fit, it is recommended to use the Random World Encounters tables from *Xanathar's Guide to Everything* (page 92).

2. REMAINS OF THE LOUNGE

Currently the lowest floor of the tower, the lounge was the third floor before being torn from the base during the teleportation. The centre of every floor has a spiral staircase, which climbs only a single floor before alternating sides of the tower.

Should the characters enter this room while the tower is visible, read the following:

Light pours into the circular room from a demolished section of the wall, revealing a true chaos of furniture. Whatever was too large to be broken, lays upside down far from its original placement.

Navigation. Broken furniture is scattered across the floor. If attempting to move through the room without caution, characters must succeed a DC 5 Dexterity saving throw or fall prone. They also bruise their shins, suffering 1 bludgeoning damage.

3. CAGES

Sounds. As the characters approach the floor, roll a d10 and use the corresponding Invisible Encounter table to describe the noises being heard (ideally one that *-can-* make noise!). The monster described is locked within the cage.

Cages and containers. Around the room, a varying amount of sized cages or containers have been secured to the ground with iron bolts, or hanging from the ceiling with chain supports. Some of the cages are smashed open, the door separated from the cage. 3 (1d4) cages or containers contain the overheard creatures locked inside.

Navigation. Cutting a path through the room can be a dangerous task, if characters venture too close to any of the cages could be attacked or grappled by the creature inside. You can make an attack roll for the monster, but it may be fairer to have a fixed DC 12 Dexterity saving throw.

4. LABORATORY

Warning sounds. As the characters climb the stairs, those who succeed a DC 13 Wisdom (Perception) check can hear sounds of the creature; stomping for large or heavy creatures, and growling for the traditional beasts. However, some examples like the **nothic** or **black pudding** makes very little noise.

Should the characters enter this room while the tower is visible, read the following:

In a similar theme to the other rooms, being dropped from the sky has not helped keeping the room organised. The laboratory is split into three sections; one for alchemy, one for biological studies, and the last for artifices. The three seem to have been chaotically merged.

Encounter. Inside the laboratory is where the escaped creature is dwelling. It can act following the suggested behaviour in the *Invisible Encounter* table.

Negotiation. For some of the creatures, being invisible and trapped is incredibly distressing. However, depending on the encounter, some may be charmed, sedated, or tamed into no longer being hostile.

Soft hissing. Vials of a volatile acid have been spilled across the floor. Characters who succeed a DC 14 Wisdom (Perception) check, can pinpoint the exact location of the sound. Stepping into the puddle causes 4 (1d6) acid damage for each turn spent inside the pool.

Potions of healing. The potions of healing managed to survive the crash, remaining in a small battered chest that rests against the wall. There are 3 (1d4) potions of healing.

5. LIBRARY

Should the characters enter this room while the tower is visible, read the following:

You see what is undoubtedly a library, on every wall from floor to ceiling are book shelves. Unfortunately, most of the books appear to have been thrown to the floor. Only one of the two ladders remain upright.

Arcane books. Books containing arcane knowledge have been disturbed, now flying about defensively. There is 4 (1d6) **Animated Spellbook** (see appendix B) and 1 **Animated Spellbook of Invocation** (see appendix B).

Navigation. So many books have fallen from the shelf, if attempting to move through the room without caution characters must succeed a DC 5 Dexterity saving throw or fall prone.

6. STUDY

Should the characters enter this room while the tower is visible, read the following:

The study appears as a combination of the laboratory and the lounge, with a combination of designated writing and reading areas. Cushioned chairs, writing tables, and pieces of parchment are strewn about the wooden floor. On the far end of the room is a chalk circle inscribed on the ground.

Hidden Flame apparatus. The **Hidden Flame** is connected to an artificer's apparatus, which was connected to the many defensive runes placed throughout the tower. Its exact location could be determined by the soft crackling of flame, detected by characters who are successful in a DC 14 Wisdom (Perception) check. The magical flame can be removed carefully by those who pass a DC 15 Intelligence (Arcana) check. Alternative, if the apparatus is destroyed, the tower becomes visible once more.

Teleportation circle. A teleportation circle has been inscribed onto the floor in chalk, however it has been disturbed, and some runes have been shifted. If it is stepped on, the character is suddenly teleported to 20ft above the tower's roof. They take 8 (2d6) bludgeoning damage. Following that, they need to succeed a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check or fall off the roof of the tower.

7. TELMONE'S BEDROOM

Telmone's bedroom is designed in a cosy and comforting manner, or it would be if things were not thrown about. The wooden flooring is covered in thick rugs, her four poster bed is shifted to one corner of the room, while the contents of multiple wardrobes and drawers are strewn carelessly around.

Telmone's personal belongings. There is nothing of explicit value in her bedroom, while some of her clothing appears as if they were wizard robes specially tailored for Telmone. There is one or two small jewellery boxes, containing non-magical rings and necklaces. In total, the contents of those boxes are worth 12 (2d10) gold.

Smashed window. For any unlucky adventurers who find themselves on the roof, one of the windows is smashed open, allowing for careful entrance on a successful DC 10 Dexterity (Acrobatics) check.

AFTERMATH

The mind-bending challenge of venturing inside an invisible tower to fight an invisible creature has been bested! Telmone Winterblitz is eternally grateful. Offering up potions, her services, and what few magical items she owns, such as her **Ring of Common Sense** (see appendix A). But what's next?

RESOLVING THE CHARACTER HOOKS

Among the reasons that lured the characters to Telmone's tower, they come away with the knowledge of a mystery

successfully solved. Hopefully making Telmone a lifelong friend in the meantime!

THE THUNDEROUS CRASH

The crater left by the tower is something of a landmark. The scars of the land can take years to heal or fade. But at the very least, the characters found out the exact cause.

OUR MISSING WIZARD FRIEND

Telmone was thankfully found alive and mostly unharmed. The residents of Maresh, or whichever town she came from, are eternally thankful, assuming the party can help Telmone get home in one piece!

FURTHER ADVENTURES

With the Hidden Flame contained, the creature within dealt with, and Telmone rescued, there are still areas for more adventures! Consider the answers to the following questions:

- How exactly is Telmone going to teleport his tower back home?
- Do the local wildlife, druid circles, or goblin bands take notice of Telmone's tower now that it can be seen?
- What has happened to Telmone's home town, Maresh, without their wizard to protect them?
- What other research projects could Telmone need assistance with?

Telmone could be a lower level party's friendly wizard, or a lovable fool for those who are a higher level. Guiding her safely back home or assisting with the casting of teleportation, both could become complete story arcs.



A SMALL PROBLEM MADE BIGGER

THERE ARE MANY THINGS THAT COULD BE considered a small problem. Getting your cart stuck in the mud, being harassed by some goblins, or one of your pets running off, are all examples of small problems. Now, if the pet was in fact a poisonous snake, that is a slightly bigger problem. The worst case scenario is if the snake tangled itself in a magical scarf, stolen from one of the goblins, increasing its size to gargantuan proportions. For Aelen Liakiir, this worst case scenario is his reality.

In all the chaos, many of the menagerie's animals had their cages, boxes, or jars broken, sending them out to be chased by the bundle of manic goblins. These exotic animals, some tame and others wild, all share the same distaste for being harassed by goblins. Aelen finds himself in a difficult spot, between defending himself from goblins, ensuring the safety of his animals, and dealing with the snake that suddenly turned enormous before slinking off into the woods.

The arrival of the characters is the sweet relief that Aelen was hoping for. Your adventure picks up during the chaos that the goblins bring with them, offering you the chance to save the day, gather the animals, and, just maybe, find a pet to keep.

ADVENTURE SYNOPSIS

A Small Problem Made Bigger is an adventure that includes; animal chasing, goblin fighting, and tracking a monstrous poisonous snake. Characters will have the chance to meet Aelen Liakiir and his many exotic animals, perhaps gaining a new pet. By the end of the adventure, there may be an encounter with Gob the Big and the enchanted scarf that sparked all the chaos.

The adventure is intended for a lower level party, ideally of 3rd-level. This adventure can be split into three main sections:

1. **Goblin's Menagerie Raid.** Aelen makes a living through his travelling menagerie, a cart of exotic tamed animals. After a goblin ambush, he finds his animals scattered, the cart without a wheel, and goblins squabbling about.
2. **Following the Path of Destruction.** Once the chaos has calmed, the party learns of Ekarin, a poisonous snake that suddenly grew to an obscene size, before carving a path of destruction deep into the woods.
3. **The Mighty Serpent.** After finding Ekarin, adventurers must clash and handle the serpent. They discover the magical scarf, causing the enlarging and chaos that ensued, along with Gob the Big, the goblin swallowed by Ekarin.

ADVENTURE HOOKS

If you wish to plant seeds or hint at what exactly your party may find, rather than stumble across Aelen by the side of the road, there are some suggestions below of rumours to overhear in a tavern or from passersby.

HELP THOSE IN NEED

Witnessing a exotic caravan trapped on the side of the road, being harassed by goblins is a call to action! For adventurers of a good alignment, the mere act of helping those in dire need is reward enough.

EVERY PARTY NEEDS PETS

Aelen Liakiir's travelling menagerie hosts a wide variety of exotic animals. If he visited a small town, they'll be talking of his caravan for months, eagerly anticipating his next arrival. Plus, certain player characters might have a strong desire for pets, that make finding Aelen a high priority.

GREAT POWER... IN GOBLIN HANDS

In somewhat more sinister news, there have been sightings of a hillgiant-sized goblin stomping within the woods. Some say it is a freak occurrence, whereas others hint at an artefact of power as the true cause. Adventurers seeking magical items of power could be enticed by these rumours.

IMPORTANT CHARACTERS

Caught on the road in the middle of a thick forest, there aren't exactly a lot of people surrounding Aelen's Travelling Menagerie. This section covers the two humanoids and enormous snake the players may encounter.

AELEN LIAKIIR

Aelen Liakiir (Silverflower in Common) is a middle aged wood elf, who has been travelling on the road with his caravan for the majority of his adult life. Aelen's fascination with exotic animals has been one of the few constants in his life. He found it impossible to stay tethered to one spot, seeing the same animals day in and day out quickly grew monotonous. He had a natural talent for catching animals, and taming them came just as quickly.

He has a stern and somewhat strict personality with those he meets. Much like with animals, setting boundaries and positively reinforcing good behaviour is the first step. After getting to know someone, if they are of his liking, Aelen's naturally caring personality shines through.

Despite being an elf, his age shows through the faintest of laughter lines around the corners of his mouth. Aelen keeps his hair intentionally short, avoiding anything that untamed animals could bite or grapple with. Clothing wise he prefers long flowing robes, in a soft range of tones, all

covered in pockets filled with snacks for the wide variety of animals he tends for.

Personality Trait: Free spirit. I go where I please, I am bound to no-one and no-where.

Ideal: Discovery. There are endless exotic animals out in the world. I aspire to find and tame them all.

Bond: The Menagerie. My Menagerie is my livelihood, I'll protect it and the animals with my life.

Flaw: Judgemental I refuse to sell the animals to anyone I deem unworthy.

Aelen has the statistics of a **Druid**, with these changes:

- Aelen Liakiir is chaotic good.
- He has expertise with Animal Handling (+6).
- He is equipped with a **Staff of Critter Kind** (see appendix A).
- He has the following racial traits: Fey Ancestry, Trance; darkvision 60ft.; proficiency in the Perception skill; speaks Common and Elvish.



EKARIN, POISONOUS SNAKE

Ekarin is one of Aelen's more recent acquisitions. As such, he's not had the much needed training time to tame a wild beast. Ekarin has a vindictive personality. Because of this, it is quick to lash out against those that have wronged it. After the goblin ambush, being freed from its cage and harassed by the goblins, Ekarin quickly grew to hate goblins.

When it lashed out at Gob the Big, tearing the magical scarf from its neck and suddenly become significantly enlarged, Ekarin adapted quickly to its new size. The magical scarf coiled and knotted itself around one of Ekarin's fangs. First, it ate Gob the Big (who was now -much- smaller). Goblins squirmed significantly more than the dead mice Aelen had been feeding it. Secondly, Ekarin could sense a larger gathering of goblins deeper into the woods.

VARIANT - MONSTROUS CRITTER

While a poisonous snake was chosen for this adventure, just about any of the animals in Aelen's menagerie could be super-sized to completely change the experience. However, it is important to consider how the animal may react or the natural alignment of that beast. For example, a giant cat causes a different kind of chaos than a massive scorpion would.

Whatever creature holds Gob's Big Scarf of Bigness its statistics are changed to the following:

- The beast's size is increased to huge.
- The beast's Strength becomes 15 (+2).
- Its Hit Points are set to 50 (7d10+14).
- Any attacks the beast makes deal 1d8 extra damage.
- The beast has advantage on Strength checks and Strength saving throws.
- However, the beast has disadvantage on Dexterity checks and Dexterity saving throws.

GOB THE BIG

Gob is not a particularly outstanding goblin. They are not the strongest or quickest, and certainly not the largest. They were simply a goblin that managed to survive by pure chance. Gob used to be known as Gob the Tiny (in goblin), but that all changed once they got its grubby hands on a scarf.

Gob's Big Scarf of Bigness. The scarf Gob once had is an artefact with a curious history. Once owned by a gnome that wished to appear taller, they enchanted a scarf with the runes of the *enlarge* spell. Unfortunately, when ambushed by a band of goblins, they lost the scarf while fleeing. Gob wore the scarf as a headband, suddenly becoming twice the size they once were. They was instantly promoted to the boss of the gaggle of goblins.

Gob, with their limited intellect and wisdom, saw the magical runes on the scarf and thought "more must be better." Carefully copying the runes, in a stroke of pure luck, the effects of the scarf were doubled. The larger size led to their tribe promoting them from just boss to the equivalent of a goblin demi-god.

Personality Trait: Size. The bigger something is! The stronger it is.

Ideal: Power. Goblin's called me small! I will become big and show them how small they are.

Bond: Scarf. The scarf makes me big. The scarf makes me strong.

Flaw: Over-confident. When I wear scarf, nothing can crush me!

Gob's encounter with Ekarin did not go well, as after having its scarf torn off, Gob was swallowed whole. During this adventure, Gob is located -inside- Ekarin, alive for now. Gob has the statistics of a **Goblin Boss**.

AN AMBUSH OF GOBLIN PROPORTIONS

The action is already underway in this adventure, with Aelen dealing with the remains of a goblin ambush. The characters arrive five minutes after Gob was swallowed by Ekarin. Afterwards the poisonous snake fled further into the woods, carving a path of destruction as it goes.

As the characters travel down the road, read out the following:

Following a natural bend in the Troupers Road, you see a long stretch that rises and lowers with the hills. Roughly 200 feet ahead, there is a caravan parked in the middle of the road. You see a figure standing atop it, waving their arms frantically as a bunch of smaller figures surround it in an aggressive manner.

The following locations are identified on Map 3.1.

1. TROUPER'S ROAD

Sounds. On a successful DC 12 Wisdom (Perception) check, characters can identify the small figures as goblins, their distinct chanting heard over the sound of a collection of animals that are clearly distressed.

The road itself has been relatively well kept, in the sense that there is a clear dirt road that spans off into the distance. Signposts are spaced frequently enough to keep travellers on their route. The woods that flank either side of the road are sparse, allowing for a travellers to see far off into the distance.

History. Characters who succeed at a DC 12 Intelligence (History) check know of the Troupers Road. It is particularly well known for its ample amount of camping sites, allowing for entertainers to stop and for travellers to get their fill of music.

Ambush ahead. From this distance, it would be easier to see that goblins are surrounding the caravan, a figure standing atop it. There are all sorts of exotic and weird animals fleeing the goblins while circling the caravan.

2. AELEN'S TRAVELLING MENAGERIE

As you draw closer to the barrel shaped caravan, the finer details can be spotted. You notice the calligraphy painted on the side, reading *Aelen's Travelling Menagerie*. Cages hang from the four corners of the roof, along with perches protruding from the walls. There is a door in the back of the caravan, complete with folded wooden steps. More pressingly, however, the front right wheel has been smashed off the axle. Both of the cart's horses gallop around the surrounding woods, clearly spooked.

Creatures. Around the cart is 6 (1d10) **goblins**. There is an even split of those harassing Aelen, who is atop the caravan, and those chasing the loose animals.

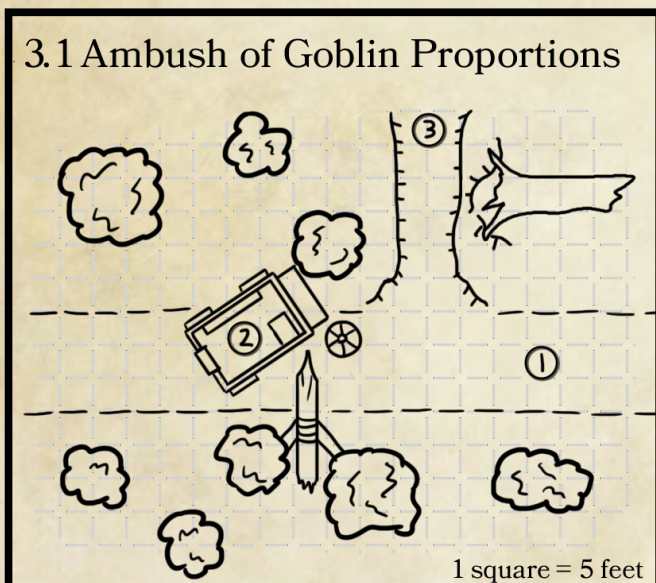
Broken caravan & sprung goblin trap. The caravan's front right wheel has been smashed entirely off its axle and sits in the ditch off the road. Suspended from the trees are frayed ropes that are tied to a log that swings across the width of the road, just an inch past where the caravan rests. On a successful DC 10 Intelligence (Investigation) check, a character can easily determine it to be a battering ram of goblin design..

Freed animals. In the process of ambushing the cart, some of the animals of the menagerie were knocked from their containers. 3 (1d4) animals have escaped, use the *Animals of the Travelling Menagerie* table to determine which creature is out. The animals flee from the goblins, but try to keep close to Aelen where possible.

CATCHING THE ANIMALS

If any characters wish to try and catch one of the animals, they have to move within 5 feet and make a successful grapple attack. If Aelen knows the adventurers are helping him, he speaks out using the *speak with animals* spell, giving the character advantage with the grapple attempt. Once grappled, an animal does not attempt to escape.

3.1 Ambush of Goblin Proportions



ANIMALS OF THE TRAVELLING MENAGERIE

d12	Animal	Name	Price	Tamed/Wild	Behaviour
1	Badger	Penchal	15g	Tamed	Lazy , slow moving and lethargic.
2	Bat	Repos	5g	Tamed	Social , friendly and loud.
3	Cat	Rayure	2g	Wild	Clever , planning and observant.
4	Crab	Griffet	1g	Wild	Direct , quick to attack.
5	Cranium Rat	Cerveau	5g	Wild	Wiley , seeking any chance to escape.
6	Faerie Dragon	Livrel	200g	Wild	Whimsical , acts in seemingly random ways.
7	Flying Snake	Piqure	15g	Tame	Nurturing , nestles close to Aelen where possible.
8	Frog	Sautere	10g	Tame	Imaginative , often idle and blank.
9	Poisonous Snake	Ekarin	5g	Wild	Defensive , quick to anger.
10	Raven	Sage	2g	Tame	Recluse , separates itself from others.
11	Scorpion	Pollient	15g	Wild	Energetic , hardly ever sits still.
12	Weasel	Remuer	2g	Tame	Loyal , refuses to leave the menagerie.

WHAT AELEN KNOWS

Once the goblins have been dealt with, Aelen would be happy to speak with the adventurers, giving the following information

- **Ambush.** As Aelen travelled down the road, a wooden battering ram came across knocking his caravans wheels off, before the gaggle of goblins began to attack.
- **Gob the Big.** One of the ambushing goblins was gigantic, shoving the cart about before suddenly shrinking.
- **Ekarin.** Just as quickly as the goblin shrunk, the poisonous snake Ekarin grew. Then ate the goblin whole before slithering off into the forest. Aelen would like help to have Ekarin returned safely.
- **Loose animals.** Aelen would double check that every animal is accounted for, noting that Ekarin has fled. Use the Animals of the Travelling Menagerie table to check off the animals as they are saved.

MENAGERIE INTERIOR

Sounds. Before approaching the caravan, the sound of birds, rats, and all sorts of animals calling out in distress is clear to hear.

If any of the characters peer or get inside the caravan, read the following:

Inside the curved room that is the travelling menagerie is a mass of boxes, cages, and containers, some of which are now sprawled across the floor. You see the many exotic animals clamber against their cages, startled by the goblins' ambush. There is a small lock-box at the far end of the room, with a bedroll and pillow stacked atop it.

Animals. Depending on what animals escaped, those remaining on the Animals of the Travelling Menagerie can all be found inside. It is possible that some of the characters may have never encountered a flying snake, weasel, or faerie dragon, so tailor your description to avoid explicitly stating what the animal is.

Food supplies. Most of the crates inside contain a wide variety of food, all of which is tailored for the many exotic animals. These crates contain items such as tried meats, insects, fruit, and vegetables. It is neatly organised into labelled boxes, the labels being written in Elvish.

Aelen's belongings. Under the pillow and bedroll is Aelen's lock-box, kept locked by a series of roots that act like a lock. They are resistant to cuts and shrivel away when commanded by its owner. Inside is Aelen's diary, an ornamental golden dagger worth 50 gold pieces, and 200 gold pieces.

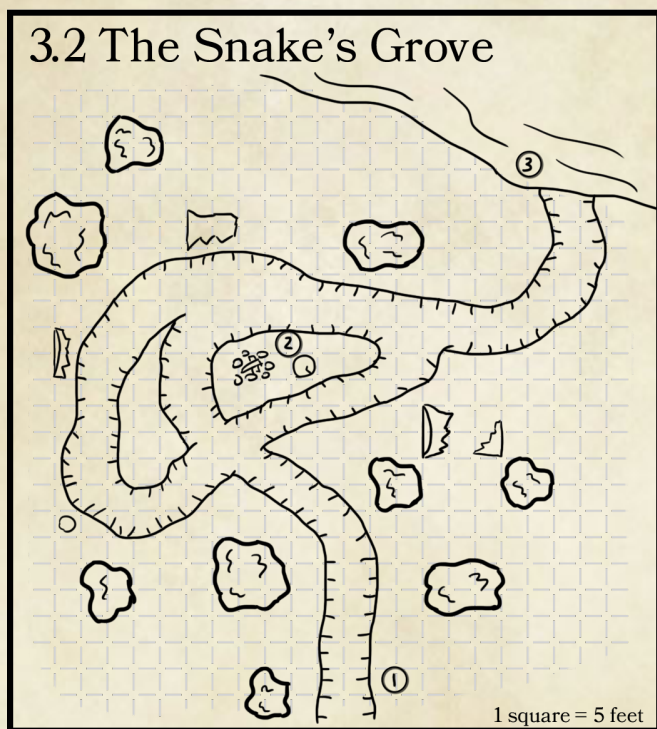
3. SURROUNDING FOREST

Gazing off from the road, you spot the tall oak trees spread sparsely about. They stand a good ten to fifteen feet apart, allowing for a clear line of sight in almost every direction. Foliage naturally keeps to shin high shrubbery coating the forest floor.

Terrain. The flat terrain combined with the open space surrounding the road allows for perceptive characters to easily spot creatures or moving figures in the distance. Characters looking out into the forest have advantage on Wisdom (Perception) checks.

Nature. There are a selection of berry bushes to be found throughout the forest, along with animals like deer, stags, and boars. Food to count as one day's rations could be gathered after a successful DC 12 Wisdom (Survival) check.

3.2 The Snake's Grove



THE SNAKE'S GROVE

The following locations are identified on Map 3.2.

1. PATH OF DESTRUCTION

Directly from the road, the ground dipped under the weight of something humongous. All the shrubbery and soft dirt crushed as something has slid its way deep into the forest, leaving a path of destruction in its wake.

Tracking. Obviously following the trail Ekarin left is simple, however those with a more careful eye can discover after a successful DC 15 Wisdom (Survival) check goblin tracks surrounding the carved out dirt. They lead in the direction the beast is travelling.

2. REMAINS OF GOB'S CAMP

The straight unnatural ditch begins to change shape, circling around an open area. The path overlaps and coils around, seemingly at random. You do spot that within some of the ditches are the remains of tents and the occasional crushed goblin body.

Bodies. Scattered among the ditches are six crushed goblins, far from a pretty sight. Most of their weapons are bent and broken, making salvaging or looting these goblins useless.

Treasure. In one of the ditches, there is a dirtied and battered locked case. The lock can be opened after a successful DC 12 Dexterity check using thieves' tools. Inside is a finely crafted lute and a coin pouch containing 10 gold pieces.

3. SHELTERED GROVE

Sounds. Those who succeed on a DC 13 Wisdom (Perception) check can hear water being disturbed and sense a faint rumble underfoot. The sounds all point towards a small body of water.

Off in the distance, the trees begin to spread out, giving way to a lake. The area feels tranquil, opposed to the path of chaos that you previously followed. However, the water appears recently disturbed as ripples travel across the surface. It takes a moment, but a log shaped object atop the water shifts moving up to reveal a long serpent like body, worming its way cautiously through the lake.

Creature. Nestled in the grove, resting is **Ekarin** (see appendix B).

Gob's Big Scarf of Bigness. Ekarin has a scarf coiled and painfully stuck around its right fang. Anyone attempting to free the scarf needs to pry it out with contested Strength (Athletics) test against Ekarin or succeed at a DC 15 Dexterity (Sleight of Hand) check to untie the knots.

Negotiation. If the characters can communicate with Ekarin, through the use of the *speak with animals* spell or otherwise, he is in a foul mood, yelling at the pain that the goblins caused him, demanding to be fed more live goblins. In the event that he is fed live goblins (or goblins that he -thinks- are alive), Ekarin allows for the adventurers to approach.

Development. If **Gob's Big Scarf of Bigness** (see appendix A) is removed, Ekarin slowly begins to shrink. At which point, a goblin emerges suddenly from his mouth.

VARIANT - MONSTROUS CRITTER AND GOB

If using a different creature, it is safe to assume that Gob the Big had been swallowed. Alternatively, if that does not make logical sense, Gob could be hiding underneath a rock or stuck in a makeshift nest. Its big escape functions the same, just changing where Gob emerges from or is found.

GOB THE BIG'S GREAT ESCAPE

The monstrous beast's body shudders as it begins to gradually shrink, the effect of the scarf slowly wearing off. A muffled yell emerges from the beast's mouth as it closes. In an unceremonious reveal, a small statured goblin throws itself out of the maw before something gruesome would've happened. The soaked goblin springs to its feet, gasping as they eyes their surroundings.

Creature. Gob the Big has the statistics of a **goblin boss**. They start with half of its maximum health points. Gob is looking for their scarf, trying to do all in their power to get it back. However, they're hunched and visibly scared.

Negotiation. Gob the Big can speak a few common phrases, but demands their scarf back. On a successful DC 12 Charisma (Persuasion) check, Gob can be convinced to not attack on the promise they get their scarf back later. Alternatively, any creature significantly larger than Gob has advantage on any Charisma (Persuasion or Intimidation) checks.

Treasure. Aside from **Gob's Big Scarf of Bigness** (see appendix A), Gob wears a necklace of golden rings, bracelets, and gems. The total of which is valued at 50 (1d8 x 10) gold pieces

AFTERMATH

The monstrosity of Ekarin, and to a lesser extent Gob the Big, has been bested! The characters can return to deliver the news to Aelen, who is grateful for the assistance. The upheaval that Ekarin left will remain a constant landmark on the Trouper's Road long into the future.

RESOLVING THE CHARACTER

HOOKS

For whatever reason the party chose to help, the process of returning to Aelen can resolve and give closure to the adventure. Maybe Aelen becomes something of a travelling companion for the group!

HELP THOSE IN NEED

Not only did the party fend off the goblin attackers, but also handled the dilemma involving Gob's Big Scarf of Bigness. All that remains is repairing the wheel of Aelen's Travelling Menagerie and the group has done three good deeds all in one go. They can feel at least content from that alone.

EVERY PARTY NEEDS PETS

A caravan of exotic animals, all saved by the actions of the adventurers. Some characters may have wanted pets, and this is the perfect opportunity. Consider having the animals that escaped take a liking to the party, encouraging them and Aelen to join in the adventurers' quests. Aelen may be less inclined to charge anything for the animal.

GREAT POWER... IN GOBLIN HANDS

Gob's Big Scarf of Bigness was clearly not well suited in the hands of Gob, at least from a civilisation or traveller's standpoint. Goblins should not be given any sort of magical artefacts and through the actions of the characters, there is one less situation to worry about.

FURTHER ADVENTURES

Regardless of how the adventure went, the party finds themselves in the middle of the Trouper's Road with a broken caravan. As they venture onward, consider the following questions for more adventures to unfold:

- How would the local wildlife, travelling bards, and druids take to the sudden land disturbance?
- Did bands of goblin flee from Gob the Big, how will they respond now that they're gone?
- What other exotic animals has Aelen heard of, could he need assistance with finding some?
- Where is Aelen going, does he have anyone of importance to meet?

Aelen Liakiir is more than happy to travel with the group, assuming they can keep up with his caravan. He still moves freely but may be inclined to keep with the party should they travel from town to town, or pass through exotic locations.



A PRISONER'S SHADOW



CONDEMNED AASIMAR, IMPRISONED FOR ALL ETERNITY.

A discovered corpse of a devout messenger. Shadows lurking behind the forest, waiting to catch unsuspecting travellers and drain them of their strength. All of these culminate to create a dangerous section of the road, one that carriages move through with reckless haste. As the adventurers find themselves moving across this stretch of road, will they be enticed to solve the mysteries presented, manage to fight off the lingering shadows, or simply run for their lives?

The adventure is intended for a group of three to five 4th to 5th-level characters.

ADVENTURE SYNOPSIS

The Prisoner's Shadow is a combination of investigation, navigation through a dangerous forest, and, ultimately, negotiation. Characters will stumble into an argument between angels and gods, with Cadmus Irsu imprisoned because of his actions. The expectations of angels can be harsh, and their punishments harsher.

The entire adventure can be split into three distinct sections:

1. **Messenger of the Gods.** Vord Rubyheart was a devout follower of Torm, tasked with delivering a letter deep into the forest. Unfortunately, he never made the trip and the adventurers discover his body, now lacking a shadow.
2. **Off the Beaten path.** Vord's letter leads the characters down a dark enshrouded forest, into the waiting clutches of shadows and hounds of darkness. They eventually stumble into a disguised Deva, keeping a watchful eye over the group as they wander closer to a makeshift prison.
3. **Facing the Prisoner.** Entrapped by the *imprisonment* spell, chains keep Cadmus Irsu bound as a means of punishment. He vows vehemently that he is innocent, his roguish approach deemed unworthy to be a aasimar of Torm. The shadows having already surrounded and drained the strength from him.

BACKGROUND

There are multiple moving parts to this encounter; the wills of two competing powerful entities, the complex nature of guide and unwilling student, and the mystery of corpses without shadows. Ultimately, it is a conflict caused by differing perspectives. Two individuals, Cadmus and Koios, who do good, but their means couldn't be any more different. When a God expects complete obedience, with strict laws and codes, how can a free-spirit be expected to thrive?

CADMUS IRSU AND KOIOS

Cadmus Irsu was late into his teens before discovering the truth of his heritage. He is an aasimar. His dreams tried to sculpt his future, as Koios, his appointed angelic guide, did what they could to usher him onto a path of defending the weak and following the Code of Torm. However, Cadmus had a talent for skulking in the shadows, finding herself where no teen should be. He still did good, protecting the weak and sharing his wealth, but his means often *bent* a few laws.

Koios began to visit Cadmus in person, disguised as a dwarven paladin, taking him as a squire. He impressed the angel with his nimble nature, skills with the dagger, and will to do what is right. However, he took whatever means to get results, fighting dirty, breaking laws, and generally not acting as a devout follower of Torm should. They argued endlessly, looking at the same issues from vastly different perspectives. Neither budged, which only worsened matters.

Koios could not abandon Cadmus, he had never fallen from grace and yet... they were running low on options. Thus came the ultimatum. Cadmus was to conform to -all- of the Codes of Torm or there would be punishments. Cadmus hardly took his angelic guide seriously, as the punishments were trite or insignificant. But over time, they grew more severe, resulting in the events of this adventure. Koios believes that with time to think deeply on his actions, perhaps Cadmus could see the error of his ways. They had the *imprisonment* spell cast on him, chaining him down within a derelict chapel. Koios stays nearby, ready to free him once he's changed his ways, something that Cadmus would never do.

SHADOWS OF THE WOOD

The shadows that stand between the characters are the creation of **Uzeld the Vow-Breaker**, a deathlock. They were sent to clear the path for Uzeld, as he carries out the orders of his fiendish patron. Uzeld the Vow-Breaker has simple orders: find the aasimar that is trapped within the woods and harvest their soul, willingly or otherwise. His patron, Baarilek the Patient, resides within Avernus, the first layer of the Nine Hells, whose schemes are working towards something much larger. Uzeld's journey has been long, those caught in his skulking warpath simply added more shadows to their party. They draw ever closer to their target.

FATE OF VORD RUBYHEART

Vord Rubyheart was an unfortunate bystander in these events, simply tasked with delivering a letter to Koios whose camp sat in the middle of the dark woods. Vord was ambushed by a collection of living shadows, slinking out from the dark trees and sapping away the dwarf's strength until he was left as just a husk. Enough time passed for Vord's shadow to rise up and join the others, meaning his corpse lacks a shadow in any light shone upon it.

ADVENTURE HOOKS

As with all the other previous adventures, *The Prisoner's Shadow* is intended to be stumbled across as the adventurers are travelling, however there some other adventure hooks available to entice the party into the woods. This quest is perfect for any followers of Torm. Alternatively the deity could be replaced by one more appropriate for your party or campaign. Check the *Alternate Deity* section for suggestions.

MESSENGER OF TORM

The travelling party will come across the shadow-less corpse of Vord Rubyheart. The body displays clear symbols of being a dwarf of faith, devoted to the god Torm. On his person is a letter and a map that characters may be able to pinpoint being very close to their current location. There is cause for investigation, to try and understand *how* exactly Vord met his fate or the mysterious circumstances that allowed for the dwarf to be missing his shadow.

ETERNAL PRISONER

Rumours have spread along the road, or among followers of Torm, of a human chained deep within the woods for disobeying a command directly from an angel. They say the prisoner no longer needs to eat, drink, or sleep. The punishment certainly sounds unusual, especially if given by an angel. As with any tale heard when travelling, there is always a fraction of truth to them. The party may wish to investigate the validity of these rumours, or perhaps need to the opportunity to meet an angel. This is of particular interest for any religious based characters.

ALTERNATE DEITY

For adapting this adventure, particularly for other settings outside of the Forgotten Realms, there are a few minor and simple changes to be made:

- **Changing God.** The lawful good god Torm is followed by Cadmus and Koios (and Vord too before they died), simply by replacing the references and symbolism of Torm.
- **Evil side up.** Alternatively, it could be entertaining to flip the adventure on its head. Have Cadmus be a fallen aasimar, lawful cultist, or general follower of evil. Koios could become a demon or devil and replace Uzeld with a Paladin or Lawful good character, hunting the evil.
- **Religion free.** It is also possible for this adventure to be an archaic form of punishment, in which case all mentions of faith, angels, or gods can be ignored. Koios could be the executioner and Uzeld could be an opportunist making the most of the situation.

DARKNESS BECKONS

In an otherwise tranquil portion of the forest, a sudden atmospheric shift into darkness, wilting trees, and eerie fog can be quite a shock. For certain groups of adventurers or those that run head-first into danger, simply finding a dark path to wander down is cause for investigation. Clerics and Paladins can sense something evil skulking deeper off the beaten path. Alternatively, those same individuals who avoid danger with a ten-foot pole could discover how the shadow wrapped trees continually appear ahead of them, shaping their path as the winds usher the group closer.

IMPORTANT CHARACTERS

CADMUS IRSU

Cadmus Irsu was born an aasimar, to a family that was about as faithful as a brick. Living in poverty, Cadmus was quick to steal from a cleric than help them off the ground. He would give his ill-gotten goods to those in desperate need. He grew talented at skulking in the shadows, slipping out of sight, but still held his own in any scuffle. A fistful of dirt in the eyes or a well placed kick below the belt often swayed fights in Cadmus' favour. Things changed when he met Koios, an angelic guide disguised as a dwarf paladin. He was their squire for a time, but could never meet his expectations. They argued in endless circles of what is honourable or just, each conversation ending with a heated delivery of harsh words from Cadmus.

Now, far into his adult life, things have not changed much. Raven dark hair flows down his lower back, covering his beige skin. He has a lithe figure, nimble and acrobatic. Often dirtied, fresh abrasions covering the surface of his skin, it is clear Cadmus maintains a solely functional level of his appearance. Cadmus strives to do good, however he typically works just outside of the strictest rules and laws.

Personality Trait: Dirty-Fighter. There is no honour in battle, only winners and corpses.

Ideal: Freedom. Countless laws are simply chains of the mind, to suppress the free, and oppress the weak.

Bond: Herself. I owe no-one anything. I do what I do for me.

Flaw: Anti-religion. I despise shows of faith, prayers and chants unease me.

Cadmus has the statistics of a **Master Thief**, with these changes:

- Cadmus Irsu is chaotic good.
- Cadmus wears the **Just Punishment** (see Appendix A).
- He has these racial traits: Darkvision 60 ft.; Celestial Resistance, Healing Hands, Light Bearer, Radiant Consumption; He speaks Common and Celestial.

KOIOS

Koios is a **Devu** of the god Torm, and acts as Cadmus's angelic guide. It had been living within the Material Plane for centuries, taking a partial liking to appearing as a female dwarf. Their greyed hair is kept short, tamed, and well-braided. Adorned in thick dwarven plate bearing religious symbols of Torm, pristine without a single dent or scrape. It's easy to see Koios and assume it was just a dwarven paladin or cleric. Koios prefers to go without a helm, allowing their bright eyes to scan outwards.

In the rare event of being in its celestial form, it's impossible to deny Koios' beauty. Silvery skin glimmers with long flowing hair that retains the same braids of the dwarven kind. Koios sees Cadmus as a child - young, naive, and ultimately foolish for not listening to the guidance offered. Ultimately however, Koios knows Cadmus has a kind heart and the best of intentions. In the many years together, they've grown fond of him despite being never willing to admit it.

Personality Trait: Unrelenting. If I have a task, nothing shall stop me.

Ideal: Honour. We fight to honour Torm, I shall not dishonour him.

Bond: Torm. I deliver the messages of Torm, I am his mouth, his eyes, and when needed his sword.

Flaw: Stern. I have little patience for disobedience.

As mentioned previous, Koios has the statistics of a **Devu**.

UZELD THE VOW-BREAKER

In life, Uzeld was a hobgoblin devastator, weaving destructive magic to blast away all foes and leave a wake of destruction. The Academy of Devastation, the organisation that teaches hobgoblins about the art of magic, only cares about results. Uzeld could barely control a firebolt let alone a fireball, and felt the painful sting of shame.

Ever the opportunist, a devil known as Baarilek the Patient offered dark powers in exchange for Uzeld's servitude. Uzeld quickly passed every test the Academy of Devastation could direct his way and was laying waste to his war band's enemies within weeks of his contract. When Baarilek returned to ask what he deemed a simple request (all devils think their requests are simple), Uzeld was unable to deliver.

Killed on the spot, Uzeld was risen as a deathlock, simply because Baarilek still saw some use in an undead warlock. Now, Uzeld wanders the Material Plane, carrying out the sinister plan of Baarilek as a pawn in a grand game.

Personality Trait: Broken. I cannot hold my thoughts, they scream, they babble, I yell. We whisper.

Ideal: Servitude. I serve Baarilek.

Bond: Baarilek the Patient. Shame. I brought shame with my broken vows, no more. I serve, we serve Baarilek.

Flaw: Reckless. I have no regard for my safety, I am nothing. He says. I heard, we heard.

Uzeld is a **Deathlock** (fiend patron variant), with these changes:

- Uzeld wears a **Cape of Shadow's Grasp** (see appendix A)
- He has these racial traits: Darkvision 60 ft.; Saving Face; He speaks Common, Goblin, and Infernal.

PATH OF SHADOWS

As the characters continue down the main road, read the following description:

As your travel continues, you feel the air begin to chill as the skies overhead darken, evening quickly approaching. The once sparsely placed towering elm trees begin to give way to a woodland of twisting snarled trees, as the leaves change from vibrant hues of green to shades of browns and greys. The change is gradual, but over time you have clearly entered an entirely different section of the forest. The path underfoot has deep carriage ruts, indicating most move down this road with considerable speed. However, as you take one of the sharper bends, something lays in the middle of the road ahead. Easily 150 feet away, from this distance it appears to be a grey lump, possibly humanoid.

The following locations are identified on Map 4.1.

1. BODY OF VORD RUBYHEART

Approaching the heap, it becomes apparent that you are staring at a pile of armour, a corpse nestled inside. It is an odd scene, the dwarf's body gaunt and thin, making the chest-plate appear comically too large. The cold steel chest plate has a white cape coiled under the armour, partially tucked over a satchel bag. There is a mace and shield dropped on either side of the corpse, the latter bearing an engraving of a white right-handed gauntlet.

Vord's Corpse. Studying Vord's body, the cause of death would be initially unclear. If trying to determine the cause of death, a successful DC 13 Wisdom (Medicine) check discovers that Vord's body was too weak to survive, lacking the muscle and strength to stand or move. Any character that looks over the remains notices the corpse lacks a shadow on a successful DC 16 Wisdom (Perception) check. No matter how much light is shone on the corpse, no shadow appears. A character who is a follower of Torm, or succeeds a DC 12 Intelligence (Religion) check can identify the symbol on Vord's shield.

Treasure. Aside from his armour and weapons, Vord's satchel bag contains some commoner clothes, a religious tome, a thick blanket, 5 (1d8) rations, a folded map of the surrounding area, and a sealed letter.

Folded map. When studying the map, it shows a main road with a smaller path that forks off leading to a chapel. A successful DC 12 Intelligence (Nature) can determine that the map depicts the surrounding area, whereas a successful DC 12 Wisdom (Survival) can identify the landmarks.

Letter for Koios. The letter has the name "Koios" written on the front, complete with a wax seal on the back. The seal is once again a right-handed gauntlet. Upon opening the letter, it reads as follows:

Dear Koios,

We thank you for your news, however we are deeply troubled by your suggestions for changing Cadmus' ways.

It is not to question you, or your methods, but as we have yet to hear divine instructions we feel it would be best to see Cadmus freed. We ask for you both to return to us, so that we can discuss matters in person. I know you only seek what you believe is best for him.

Vord Rubyheart can travel ahead to give us warning of your return, or safely guide you both. He is a capable and devout follower.

Duty, Loyalty, and Courage.

- Father Holmen

Development. Characters that spend over thirty minutes combing over the corpse and surrounding area, 5 (1d8) **Shadows** will begin to skulk close, using the tall gnarled trees as cover. The shadows will not approach directly, hiding in the shadows, and striking opportunistically to take out adventurers who dwell alone. They all approach from the western side of the road, which the map indicates is the direction of the chapel.

Scratched fence. The aged wooden fencing that lines the road appears slanted, and upon closer inspection such as a successful DC 14 Intelligence (Investigation) check, scratch marks cover the lower planks as if someone was clutching onto it to escape something.

2. BRAMBLE ROOTS

From a gap in the heavily eroded fence, a small dip in the ground shows signs of what must have once been a path. The darkness looks thicker up ahead, as the towering curled trees choke out any beams of light. More pressingly, however, is the large bushels of razorvine brambles that stands between you and the path. It coats the entire forest floor, varying from being one to four foot high at the thickest areas.

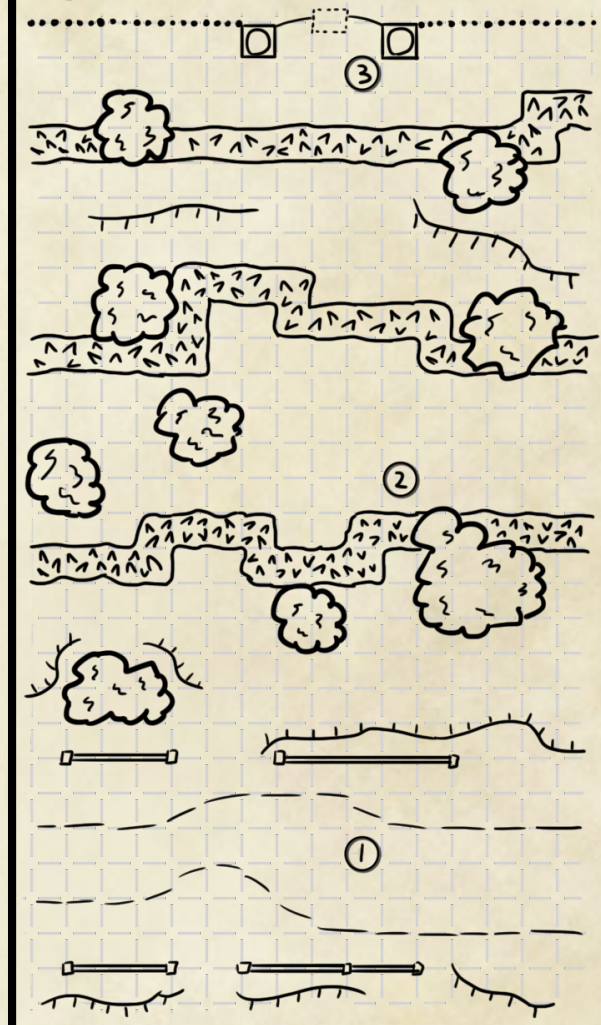
Creatures. Unless the party spent a significant amount of time investigating Vord's corpse, 5 **Shadows** are skulking in the shadows of the trees. They wait by the thicker areas of brambles. Should anyone get tangled, they rise to ambush..

Razorvine Bramble. The path depicted on the map has not been traversed in years, so much so that thick razorvine weaves ahead making the path difficult to navigate through. Each patch of razorvine is rough 20 feet apart, weaving through the trees that would make walking around a time consuming task. Passing over the razorvine is difficult terrain, causing all characters who pass through it to move at half-speed. The razorvine bramble has AC 11, 15 hit points, and immunity to bludgeoning, piercing, and psychic damage.

When a creature comes into direct contact with razorvine bramble for the first time on a turn, the creature must succeed on a DC 10 Dexterity saving throw or take 5 (1d8) slashing damage. If the creature fails the check by more than 5, the creature is also knocked prone.

4.1 Path of Shadows

1 square = 5 feet



3. FORLORN GATES

You see a small clearing in the woods, and thankfully the razorvine bramble underfoot begins to subside. Between you and the clearing stands a wrought iron fence, now rusted and bent as it spans off in either direction. Front and centre is a stone archway, the metal gates within creaking eerily with the slow whispering winds. The archway has three dog statues atop it, one on either side and the largest of the three at the top of the arch. It glares down, teeth bared, motionless as all statues should be.

Dog Statues. A trio of dog statues surrounds the stone arch above the gates, they appear to have been weathered by countless storms. Visible cracks weave across the granite surface, or portions of stone has been chipped away. A keen eye notices on a successful DC 15 Wisdom (Perception) check, that one of the statues has a shadow that is inconsistent with how it appears. The shadow appears to be fully intact, whereas the stonework has the left half of its head crumbled away.

Creatures. 2 **Shadow Mastiffs** (VGtM) and 1 **Shadow Mastiff Alpha** (VGtM), hide within the shadows of the dog statues. They seek to run the adventurers away from the chapel, moving as a tight pack to attempt to force the party back into the bramble roots behind them.

THE PRISONER DILEMMA

Once the characters pass through the gates, read the following:

You find yourself in a sparse plot of land, as if the trees weren't given permission to grow here. There is a path winding from the gate, leading to the only building within sight. Calling it a building would be far too complimentary, from this distance it appears as a ramshackle collection of aged bricks to form a chapel. It looks to have been long since abandoned. Off towards the far end of the clearing, subtle grey smoke forks up into the air. At the base there appears to be a campfire of sorts.

The following locations are identified in Map 4.2.

1. MAKESHIFT CAMP

As you approach the campfire, it appears to only contain the bare necessities: a modest fire, with two bedrolls laid close to keep warm during the cold nights. A tree-stump is being used as an improvised chair, currently occupied by a female dwarf clad in polished steel armour. She appears to be mid-prayer.

Koios. Koios welcomes the party to their camp, encouraging them to take a rest if they require it. They would say that they are a devout follower of Torm, venturing here to visit the chapel and carry out the punishment of an ally. Koios expresses disappointment, but explains how it is necessary. The adventurers would be welcome to visit the chapel, but Koios asks them not to bother Cadmus, although casual conversation would be welcome to ensure he does not get lonely.

Development. If handed Vord's letter, Koios thanks the group for delivering the message and rushes off to recover Vord's body. Koios asks the party to venture into the chapel, to inform their ally Cadmus that they are leaving soon. Koios explains that the adventurers will find Cadmus chained, but this was for breaking religious code.

2. DERELICT CHAPEL

From the outside, the chapel appears to be one circular building with two box extensions jutting out either side. Time has not been kind to this building. The mortar jutting between bricks has begun to crumble. Rubble circles the building where tiles from the pointed roof have fallen. You are confronted with a set of aged wooden doors bearing the engraving of a right-handed gauntlet.

Stained Glass Window. The far wall once held a beautiful stained glass window, but the colours have long since faded, and most of the window has been shattered away. Characters that succeed at a DC 14 Intelligence (Religion) check can identify that it once depicted Torm leading an army of celestial warriors.

Interior. The inside of the chapel is barren, what little furniture there once was has been removed or destroyed. There are scuff marks on the stone floor, indicating rows of pews were once there.

Sounds. The left side wooden door leads to the Chamber of Atonement (area 3). Listening outside the door, those who succeed on a DC 15 Wisdom (Perception) check can hear the faintest rattling of chains. The right side door leads to the Shadow Throne (area 4), from which a successful DC 12 Wisdom (Perception) check allows characters to hear brief cackles following muffled words in infernal.

3. CHAMBER OF ATONEMENT

A circular chamber stands before you, cracked pillars placed between each of the ten wall sections. A man is curled in the middle of the room. Chains bound to either arm coil around the room before disappearing under the stone floor. A winged humanoid shadow covers the far wall, unmoving, and without any source of light to have cast it.

Creature. On the back wall, is an **Shadow of the Fallen-Aasimar** (see appendix B). Wings outstretched, simply watching the party until they move to help Cadmus.

Cadmus Irsu. Shackled to where a chapel font once stood, Cadmus is dead. The effects of the *imprisonment* spell keep him chained to the ground. The necklace he wears, being the **Just Punishment** (see appendix A), glimmers with a faint white glow.

Chains. Heavy chains coil around the room, firmly rooted in the ground, keeping Cadmus in place.

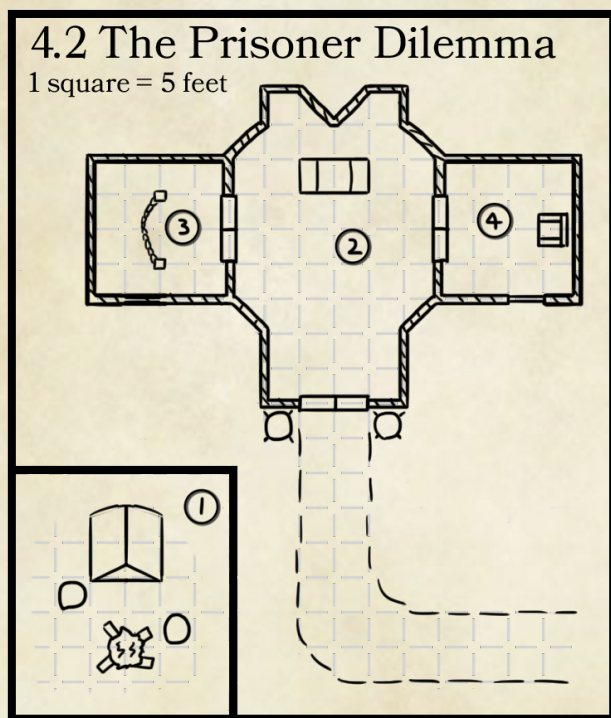
Development. If the conflict with the **Shadow of the Fallen-Aasimar** is particularly loud, Uzeld will send the 3 (1d4) **shadows** from the Shadow Throne (area 4) to investigate. As he communicates with his patron, but follows shortly after if they do not return within 10 rounds.

Treasure. Beside the door is a unlocked chest, that contains Cadmus's collection of daggers, travelling pack (including thieves tools), and studded-leather armour.

4. SHADOW THRONE

As the door creaks open, there is an unnatural darkness suffocating the room. The cramped room is dominated by the shape of a throne, entirely surrounded by shadows. Sat upon the throne appears to be a rotting hobgoblin, adorned in thick robes with dark-red glowing eyes that stare at you. Its claws clutching a stone, infernal words escaping its mouth.

Infernal words. If any members of the party speak infernal, Uzeld would've said the following: *"You've crossed paths with a servant of Baarilek the Patient, a mistake none live to tell about."*



Creatures. Inside this room is Uzeld the Vow-Breaker (a fiend patron variant **Deathlock**) joined by 3 (1d4) **shadows**. Before being intruded, Uzeld was speaking to his patron via a **Sending Stone**.

Treasure. Once defeating Uzeld, he would be wearing a **Cape of Shadow's Grasp** (see appendix A), and have a **Sending Stone** in his pocket. The **Sending Stone** is made of brimstone with infernal scripture on it. The link is currently connected to **Baarilek the Patient**, Uzeld's patron.

AFTERMATH

Koios storms into the chapel shortly after the last room is cleared, making a direct line for where Cadmus was imprisoned. They would appear in a panic, discovering that he died and dispelling the chains instantly. Calling upon the magic inside the **Just Punishment** to resurrect Cadmus, who gasps for air. Koios feels incredibly guilty, and Cadmus is bewildered, but is quick to thank the party for stepping in.

Uzeld has been confronted, the mystery of Vord Rubyheart solved, and the discovery of Cadmus's imprisonment has been handled by the adventuring party. An encounter with the minion of a devil, an unwelcome aasimar, and his angelic guide, can lead to some interesting friendships or acquaintances.

RESOLVING THE CHARACTER

HOOKS

With the hooks placed out for the adventurers, hopefully they've all been resolved. There is plenty of potential for certain actions to come back and bite the party. Angels and devils alike both have painfully long memories.

MESSENGER OF TORM

If the message from Vord Rubyheart was delivered, the adventurers can be content in the knowledge that his mission has been completed, and that he's been suitably avenged. At this point, Koios can suggest for the group to return to where Vord travelled from to let them know of his fate. This location could be the city where the group is travelling to or from, or a new location altogether. Alternatively, Koios handles these matters, such as the burial and notification of relatives.

ETERNAL PRISONER

Depending on if the characters spoke with Koios and managed to free Cadmus, they find themselves in an argument of what is right. From Cadmus's stand-point, the ends justify the means if greater good is achieved, whereas Koios is strict in their belief that laws must be abided. It is possible that the party took sides, providing some much needed outside perspective on the issue. At the very least, the mystery of an eternally trapped prisoner has been discovered and the party has been given something to think about going forward

DARKNESS BECKONS

The darkness of the shadows has been thwarted, if not outright destroyed. If Uzeld the Vow-Breaker is killed, all the shadows summoned by him gradually dissipate. It'll take some time for the good news to travel along the road, but caravans might still dash through that patch of land. Old habits die hard and all that.

FURTHER ADVENTURES

Even as the dark atmosphere that clutched this stretch of road begins to dissipate, there remain some unanswered questions. Depending on how the characters interact with the surviving characters, answering the following questions can begin the sparks of an entire campaign:

- If freed, where does Cadmus go and more importantly, how does he feel?
- How does Koios react to knowing of the danger that Cadmus was in?
- How will Baarilek the Patient respond to the parties interference?
- What's the impact on Vord Rubyheart's letter being delivered?

Cadmus is unlikely to wish to join the party, despite his appreciation of being freed or otherwise. Koios, being an angel, has obligations that prevent them from sticking with the adventurers. Regardless, both wish the party the best fortune on their future endeavours.

APPENDIX A: MAGICAL ITEMS

This appendix contains information on the unique magical items not found in the *Dungeon Master's Guide*. The items are all in alphabetical order.

CAPE OF SHADOW'S GRASP

Wonderous item, rare (requires attunement)

Once per day, you may use the cape to summon a **shadow**. This shadow will be entirely obedient to your commands, and is able to follow basic instructions. At the end of 24 hours, the shadow dissipates, though any shadows created by it would remain. Those other shadows have no obligation to obey you. (*A Prisoner's Shadow*)

GOB'S BIG SCARF OF BIGNESS

Wonderous item, rare (requires attunement)

While you wear this tattered, rune covered scarf, you gain the following benefits:

- Your size becomes huge.
- Your Strength increases by 2, to a maximum of 20.
- When you make damage rolls, you deal an extra 1d8 bludgeoning damage.
- You gain advantage on Strength checks and saving throws, but have disadvantage on Dexterity checks and saving throws.

Unstable attunement. You attune to this item the moment you touch it. (*A Small Problem Made Bigger*)

HIDDEN FLAME

Wonderous item, very rare

This magical flame is eternally lit, without the need for fuel, and cannot be extinguished. The light it gives off only covers a 1 foot sphere, and anything within that sphere is turned invisible. If placed into a container, such as glass bottle, the bottle will turn invisible but the invisibility doesn't expand out. (*Telmone's Invisible Dilemma*)

JUST PUNISHMENT

Wonderous item, very rare (requires attunement)

This golden necklace bears the sigil of Torm. While wearing it, if you die an angel may plea with the Deity to resurrect you. The success chance is based on how the angel's plea went, and if you followed the deity's teachings where possible. The DM chooses the outcome. Upon the second resurrection using this item, the necklace shatters. (*A Prisoner's Shadow*)

LOVER'S SWORD

Weapon (sword), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The Lover's Sword is a pair of two curved blades, and can be attuned by two separate people. When one of two holders of the sword enters conflict, such as drawing their sword or clashing the other holder will be instantly *messaged*, with a rough direction to head towards. (*A Party to Die For*)

PEST'S BANE

Weapon (mace), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Whenever you use this mace to attack a creature a size smaller than you, you deal an additional 1d8 bludgeoning damage. (*A Party to Die For*)



RING OF COMMON SENSE

Ring, rare (requires attunement)

This rather simple ring has the words "Think, think, think", engraved around the outside. While wearing this ring, your Intelligence score cannot be reduced to below 10. (*Telmone's Invisible Dilemma*)

STAFF OF CRITTER KIND

Weapon (staff), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The stave has 5 charges for the following properties. It regains 1d4 + 1 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the stave loses its properties and becomes a nonmagical quarterstaff.

Spells. You can use an action to expend 1 or more of the staff's charges to cast one of the following spells, using a spell save DC of 14: *animal friendship* (1 charge), *locate animals or plants* (2 charges), and *speak with animals* (1 charge). (*A Small Problem Made Bigger*)

APPENDIX B: MONSTERS

This appendix contains information on the unique monsters not found in the *Monster Manual*. The creatures are all in alphabetical order.

ANIMATED SPELLBOOKS

Spellbooks have long been pivotal tomes in the lives of wizards and witches alike. Some individuals have come to the logical conclusion that having their spellbook flap along behind them is more convenient than carrying it. Telmone Winterblitz is one such individual.

While not having any natural intellect, these animated spellbooks can contain anything from a mundane spell to ones with the ability to cause catastrophic destruction. Some animated spellbooks have the potential to cast cantrips found within their own pages. In these cases, they are considerably more dangerous which makes them rather useful familiars for wizards.

VARIANT: SELF-CASTING SPELLBOOK

Some spellbooks act as the embodiment of the spells within, having the ability to cast a singular low-powered spell. The Animated Spellbook of Evocation has the following action options in addition to its others:

Fire Bolt. *Ranged Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 6 (1d10) fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

ANIMATED SPELLBOOK

Small construct, unaligned

Armour Class 16

Hit Points 25 (5d6)

Speed 0ft., fly 50 ft.(hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	11 (+0)	3 (-4)	3 (-4)	1 (-5)

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius, passive Perception 7

Languages -

Challenge 1 (200 XP)

Antimagic Susceptibility. The spellbook is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the spellbook must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the spellbook remains motionless, it is indistinguishable from a normal book.

ACTIONS

Bash. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 5 (1d4 + 2) bludgeoning damage.



DRUNKEN CIVILIANS

Within the Thirsty Badger, where the drinks never cease from flowing, chances are people will end up drunk. This is all by the meticulous evil design of the Troupe of Worldly Pleasures, putting enough innocents between them, and the adventuring party. Despite being horribly intoxicated, there are still some individuals that can't be simply ignored.

DRUNKEN BRAWLER

By name and nature, drunken brawlers live for two things: drinking and brawling. If they're not doing one of those two things, it is because they've passed out or been knocked out by, once again, either drinking or brawling.

Groups of drunken brawlers often sit close together or far apart within taverns, one way or another they typically end in one large clump of humanoids by the end of the night.

DRUNKEN BRAWLER

Medium humanoid (any race), any alignment

Armour Class 11

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Drunken Expert. The drunken brawler has disadvantage on all Dexterity and Wisdom (Perception) checks.

Reckless. At the start of its turn, the drunken brawler can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Tavern Brawler. When a drunken brawler hits with an unarmed strike or improvised weapon, they can use a bonus action to attempt to grapple the target.

ACTIONS

Unarmed strike. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 5 (1d4 + 2) bludgeoning damage.



DRUNKEN PATRON

Drunken patrons on the other hand, typically want to avoid a fight at all cost. They're out to enjoy a stiff drink, drown their sorrows, or are fortunate enough to be considered a light weight. Inhibitions have been lowered as they've grown more inebriated.

DRUNKEN PATRON

Medium humanoid (any race), any alignment

Armour Class 10

Hit Points 5 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Drunken. The drunken patron has the poisoned condition, having disadvantage on attack rolls and ability checks.

ACTIONS

Unarmed strike. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit:* 1 bludgeoning damage.

EKARIN

The untamed poisonous snake, Ekarin fought with Gob the Big and in a stroke of pure luck emerged victorious. The reward for victory? Well, Ekarin has enlarged from once a small creature to one of huge proportions. Enraged and on a rampage to seek vengeance on goblin kind, Ekarin has left a path of destruction as its massive form carves through the surrounding terrain.

EKARIN

Huge beast, unaligned

Armour Class 13

Hit Points 50 (7d10 + 14)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses blindsight 10ft., passive Perception 10

Languages -

Challenge 1 (200 XP)

Gob's Scarf of Bigness. While holding this scarf, Ekarin has advantage on all Strength checks and saving throws, but disadvantage on all Dexterity checks and saving throws.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 6 (1d8 + 1) piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much on a successful one.

SHADOW OF THE FALLEN-AASIMAR

Shadows typically take the shape of those previously killed, as any creature killed by a shadow only creates more shadows. In extremely rare and unique situations, the shadow of an aasimar gains a dark blessing of a fiendish nature. As created by Uzeld the Vow-Breaker, his task was to capture the soul of an aasimar, and return it to the nine hells. When Uzeld's shadows killed Cadmus, a shadow of the fallen-aasimar was created.

SHADOW OF THE FALLEN-AASIMAR

Medium undead, chaotic evil

Armour Class 12

Hit Points 32 (6d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4 (+6 in dim light or darkness)

Damage Resistances acid, cold, fire, lightning, thunder, necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

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

Senses darkvision 60ft., passive Perception 10

Languages -

Challenge 1 (200 XP)

Amorphous. The Shadow of the Fallen-Aasimar can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the Shadow of the Fallen-Aasimar can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight the Shadow of the Fallen-Aasimar has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new **shadow** rises from the corpse 1d4 later.

Necrotic Shroud (1/day). Divine energy is unleashed from the shadow, causing other creatures with 10 feet that can see the Shadow of the Fallen-Aasimar to succeed on a DC 14 Charisma saving throw or become frightened until the Shadow of the Fallen-Aasimar's next turn.

During each of its turns, it can deal 4 extra necrotic damage to one target when you deal damage to it with an attack. Lasts one minute.

THE ROAD HOLDS MANY WONDERS

Journeying along roads can be something of an adventure in itself. You never know what, or who, you might come across. Rumours travel quickly, but most are just fictional tales to tell by the campfire. But reality can often be stranger than fiction.

Explore a selection of four short adventures to complement the long journeys travelling the land. The stories include a dance with a satyr, succubi, and incubi, and delving into an wizard's invisible tower. *Adventures from Along the Road* offers a little bit of everything; introducing new monsters, NPC's and magical items.

Includes four adventures:

A Party to Die For
Telmone's Invisible Dilemma
A Small Problem Made Bigger
A Prisoner's Shadow

For use with the fifth edition
Player's Handbook, Monster Manual,
and Dungeon Master's Guide

