

# Dragon's Breath Tavern



5E

Adventure

A 3 to 4-hour adventure for four to five characters of level 3rd to 5th.

Jeff C. Stevens





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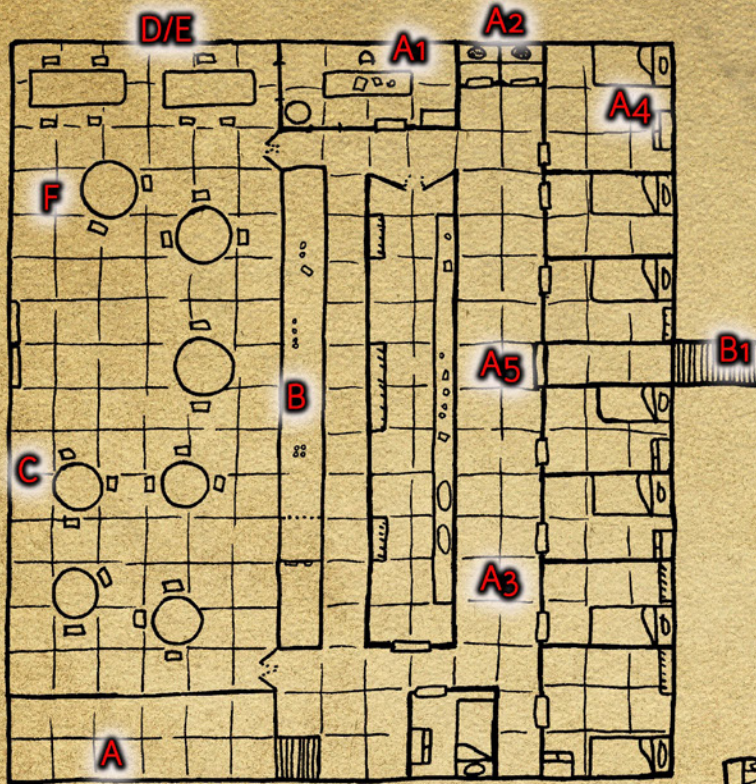
5 ft. per square

# Dragon's Breath Tavern

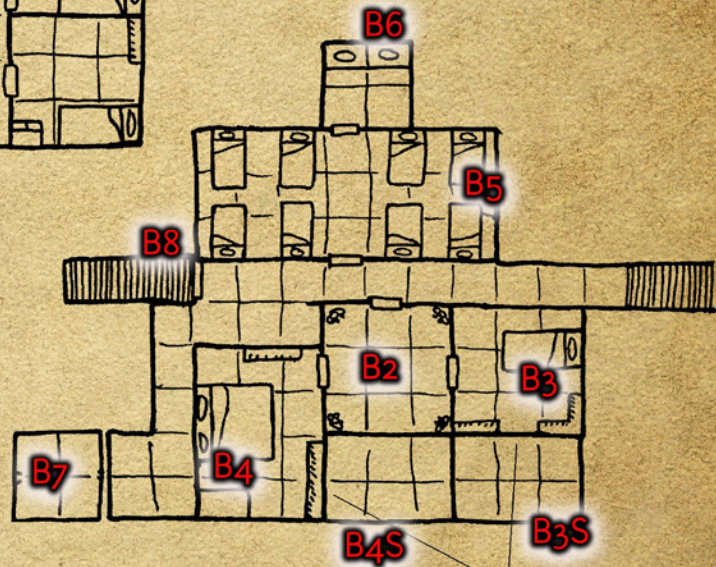




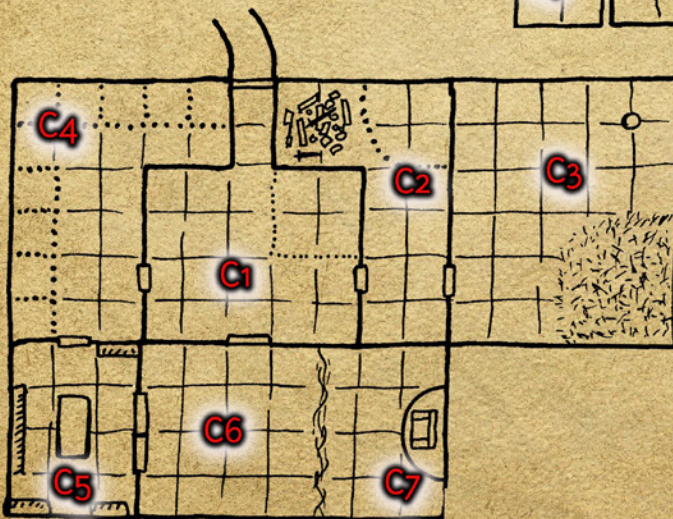
# Dragon's Breath Tavern



5 ft. per Square



Secret Doors





**T**his adventure occurs in the Dragon's Breath Tavern. Over the past two days, the adventuring party has been traveling a dry and dusty road with very few creature comforts.

## ADVENTURE SYNOPSIS

After a long and somewhat unpleasant journey, the party reach a small town and enter the Dragon's Breath Tavern.

The wait staff will close the tavern doors and ask the party to retire to their rooms for the evening. The tavern must be prepared for the next day's business. At this time, a dwarf will get into a scuffle with one of the wait staff. That is when the party will learn that several members of the wait staff are werewolves.

The performers in the tavern will yell at the party for attacking the werewolves. The owner of the establishment, Baron von Larr, holds their families and will certainly kill them now that his werewolves have been slain. The performers will plead with the party, asking them to save their families.

Trekking through the tavern, and eventually through levels below the tavern, the party may learn why the Baron is kidnapping customers. They may find secret rooms filled with clues, weapons, expensive art, traps, and other interesting things.

There are two ways to reach the lowest level of the adventure. The party will have the option to choose which way they take, but each has its own

### ABOUT THIS ADVENTURE

I wrote this adventure for a small convention, CAFCON, to be held March 11-12, 2017 in Morganton, NC. If you are in that area, go check them out.

Although this adventure is written in a non-specific location, I believe it could easily be added to any campaign. Particularly the official campaigns of Curse of Strahd and Storm King's Thunder.

I hope you enjoy the adventure as much as I enjoyed writing it!

**Now – go play D&D!**

- Jeff C. Stevens

tricks and, in the end, the party may be left with only one way to the lowest level.

At the lowest level, the party will have the chance to rescue prisoners, make a moral decision, and battle the Baron and his pet.

## RUNNING THE ADVENTURE

Text in textboxes is to be read to the players. I tend to be long winded when using descriptive text, but I want the DM to know the NPC and get a feeling for the situation. Feel free to summarize the descriptions if that is more your DMing style.

Text in orange boxes is for your information and should not be read to the players.

When you see (\_\_\_\_\_), insert a character's name of your choice.

This adventure may be difficult for a party without silvered or magical weapons.

The stat blocks for the creatures in this module can be found in the 5th Edition Monster Manual.

Official Wizards of the Coast books referenced:

MM = 5th edition Monster Manual

PHB = 5th edition Player's Handbook

DMG = 5th edition Dungeon Master's Guide

A Battle Stat Tracker is included for many of the encounters. I include this to make preparation time easier for the DM.

Unless otherwise noted, assume all NPCs have the stats of a **commoner** (MM, p 345).

Your players may not follow this adventure as it is written. Be prepared to be unprepared and have fun! Let your imagination fly.



## THE LADY ON THE PORCH

Read or summarize:

Your travels the last few days have been anything but enjoyable. The road you've been traveling is nothing but dirt and dust. The insects from the surrounding forest have been more than bothersome - (\_\_\_\_\_ has a few bites in some rather unwelcome areas) - and you've grown tired of sleeping on the ground. As the daylight begins to fade, you come upon a small town. "Welcome to \_\_\_\_\_" is beautifully scrolled on a wooden sign just before you enter the town.

The buildings look a little run down, except for one. A sign dangles above the door. It reads 'Dragon's Breath Tavern' and the sounds of laughter, the aroma of grilled meat, and the faint whiff of ale tempt you to the entrance.

Dragon's Breath Tavern is the only establishment in the town that will deal with the adventurers. The Baron has instructed the townsfolk to send all passers-by and adventurers to the tavern. He holds several townsfolk prisoner in the tavern and their 'safety' depends on the town's cooperation.

As the adventurers approach the tavern, read or summarize:

An old, wrinkly woman smokes a pipe and rocks slowly in a fancy, wooden rocking chair on the front porch of the tavern. Her full-length, blue dress ends just above her ankles, exposing her withered and gnarled feet.

She takes a long pull from her pipe, exhales, and says in a dry and raspy voice, "Looking for some fun? Or maybe a little relaxation? You've come to the right place. Welcome....to Dragon's Breath Tavern."

She then taps out her pipe, drops it in a partially torn and tobacco-stained pocket, stands, and says, "You kids go have some fun! It's momma's naptime." And then she enters the tavern.

The old woman, Helinka, will go to the Baron's Bedchamber (B3) and may be found there later.

## DRAGON'S BREATH TAVERN

**General.** The scent of delicious food hangs in the air. The music fills the room and the overall patron mood is jovial.

**Interior.** The interior of the tavern (see map) is very fancy - oak wood tables and chairs, a long bar with stools, and an entertainment troupe playing on a raised stage.

**Light.** The main area of the tavern and the area behind the tavern are lit with hanging oil lamps. The tavern corners are shadowed.

**Coin.** The wait staff will not accept silver as payment. "I'm sorry, but the Baron does not allow us to accept silver. He doesn't care for it."

**Wait Staff.** The wait staff and bartender are **werewolves** (CR 3, MM, p 211). They may be seen scratching themselves or heard growling softly if they are angry. For a 3rd level party, you may wish to consider changing the wait staff to **wererats** (CR 2, MM, p 209). If you do, they may be seen twitching their noses or fidgeting.

The tavern is very gracious with the amount of beverage they serve. They offer a 'bottomless mug' for 1 gold piece per customer. This allows the customer as many beverages he/she cares to drink until the tavern closes. The 'bottomless mug' is used to intoxicate patrons, which makes them easier to subdue later. If you wish to add this to your game, I suggest a DC 12 Constitution check for every four mugs of beverage the PC drinks. A failure results in the PC being poisoned for 1-hour.

**Poisoned.** A poisoned creature has disadvantage on attack rolls and ability checks (PHB, p 292).

Not including the NPCs (Pritch, Cullen, and Sveta), the tavern has 3 other patrons. Mangus and Cleetha Hargsford, and Shep Tanfoot do not hold a significant role in the adventure. I've listed these NPCs below in the event they are engaged by the PCs.



### MANGUS AND CLEETHA HARGSFORD

Human newlyweds (**commoner**, CR 0, MM, p. 345) on their honeymoon. They are traveling the realm for the next few days and stopping at various inns and taverns to experience the different cuisines.

### SHEP TANFOOT

A human tanner (**commoner**, CR 0, MM, p. 345) making a stop for the night. He's headed to another city to start a new business.

## WHAT'S GOING ON?

The below are events that occur in the tavern. The PCs will experience these events if they view or visit the areas marked on the tavern map.

### A: THE PERFORMERS

A troupe (five human entertainers) performs on the stage. They play fun music and sing. You may roll a d6 and consult the below table for the song they are singing, or you may create your own song.

- 1) Lawful Good Ain't Always Right
- 2) Two Copper for the Night
- 3) Someone Stole My Kobold
- 4) Orcs Ain't Got No Friends 'Round Here
- 5) Honey That Wasn't a Halfling In My Bed
- 6) Sorry I Didn't Listen to the Seer

### B: THE BAR

All room rentals are handled by the bartender, Gask. Room rental is 1gp/night and includes one free meal and a 'bottomless mug', for one person.

A burly-looking human stands behind the bar, wiping down finely-crafted glass mugs with a cloth. He wears a tidy brown shirt with matching pants and his short, black hair is slicked back tight to his head.

"Greeting, travelers! Welcome to Dragon's Breath Tavern! What may I do for you today?", he says with a deep and eloquent voice.

### C: PRITCH REDBEARD

The dwarf fighter sits alone. He's leaning back in his chair with his big, booted feet propped on the table. He's been drinking grog since the tavern opened early this morning and he's beginning to

### PRITCH REDBEARD

A husky, dwarf fighter (**knight**, CR 3, MM, p. 347) with a long, red beard. Pritch arrived early this morning and has been sitting at the corner table drinking grog all day. He wears *+1 plate mail armor* and wields a large battleaxe that rests next to his chair.

### BARON VON LARR

A tall, thin, lanky man (see "Appendix A") with blonde hair that is pulled back in a tight ponytail. He wears a black, satin long-coat over a frilly poet's shirt, tan leather pants, and black, polished knee-boots. He appears very elegant and moves with an obvious grace. He seems to glide as he walks.

Baron von Larr is a White Half-Dragon Veteran with the added Shapeshift ability. His purpose is to eradicate adventurers, silver, and magical weapons. He is also helping to create an army of werewolves for a rather troublesome vampire.

think the tavern is skimping on the amount of rum they are putting in his grog. He will loudly confront a waitress and cause a scene which causes the Baron to intervene.

Read or summarize the next column:

A husky-looking dwarf clad in plate mail armor leans back in his chair and drinks from a mug. His big, booted feet are propped up on the table. A waitress walks up to him and politely asks him a question, but you can't hear what she asks. A scowl suddenly forms on the dwarf's face. He slams his mug down on the table, stands from the chair and says, "No, everything is not ta my likin'! I think yer skimping on the amount of rum yer puttin' in my grog!"

At this, the waitress places a hand to her chest. She quietly attempts to appease the dwarf, but again, you can't hear her words.

"Nonsense!", he says loudly. "I know grog and I know when it is gettin' (hiccup) thinned!"

*Continued on next page.*



*Continued from last page.*

Just as the waitress begins to try to appease the dwarf again, a figure appears from the door behind the bar. He's impeccably dressed in a black, satin long-coat over a frilly poet's shirt, tan leather pants, and black knee-high boots. His blonde hair is pulled back in a tight pony tail and he moves with the grace of a cat as he glides over to the confrontation.

The man in black reaches the table and says in a loud, yet comforting, voice, "Mr. Pritch Redbeard, correct? I could not help but overhear your dissatisfaction with the product you are being served. Grog, is it? Please take comfort knowing that we take great care in measuring our cocktails. But, to appease you, I will ask that you and the rest of the patrons be served our finest rum this evening."

The dwarf appears taken aback by the man's words, but satisfied that his concerns have been addressed.

The man in black claps his hands twice and says, "Mitchy!"

Before the man ends his word, a gnome, dressed very much like the man in black, appears from behind the bar with a bottle in his hand.

"Yes, Baron. I have it here!", says the gnome anxiously as he hands the bottle to the dwarf.

The man in black puts a hand on Pritch's shoulder and says, "Please...accept this gift as our apology. It is the finest rum in the area." He then pivots and glides back to the doors behind the bar. The gnome follows.

#### **D: CULLEN BLACKWATER**

The swashbuckler is playing a game of dice at the gaming tables. He's been very lucky and his winning continues from the previous night. He's very outspoken when he wins, often yelling out "Praise Tymora!"

Two lovely young ladies stand by his side. They cheer him on and provide him the attention that his ego requires.

#### **CULLEN BLACKWATER**

A swashbuckling adventurer (**scout**, CR ½, MM, p 349) who travels the realm in search of fame, fortune, and glory. He is dressed in red leather pants, a black leather vest over a white poet's shirt, tan leather boots, and he wears a bandana over his long, black hair. A rapier hangs from his left hip and a neatly sheathed dagger rests on his right hip.

Cullen arrived in town yesterday and, having such a fantastic evening at the tavern, he decided to stay a day or so longer to refresh himself with fine ale, gambling, and other means of entertainment. Cullen is very charismatic and outspoken. He'll often be heard telling tall tales of his adventures. People are drawn to his energetic demeanor.

Cullen carries 500gp in several hip pouches and jingles as he walks.

#### **E: THE GAMING TABLES – DEMON DICE**

The game of choice, and a game created by the establishment, is a simple dice game called Demon Dice (see Appendix B).

#### **BARON LIKES TO PLAY**

If any of the party members are involved in a game of Demon Dice, Cullen will be playing, too. Also, after a few games, Baron von Larr will appear at the table and play. He will suggest an ante of 25 gold pieces (adjust as you wish for your party). Cullen has the coin to spare, but the other patrons do not.

Read or summarize the below:

The man in black glides up beside you, his short servant at his side. He places a finger to his pale lips, clears his throat, and says, "Gentlemen (and ladies if needed), I do enjoy a good game of Demon Dice. Might I join you for at least one round? Although, I do not play for copper or silver," he says with a wave of his hand. "I play for gold and I suggest an opening ante of 25 gold pieces." The gnome at his side reaches over the edge and places a small leather bag on the table.

"Any interest in a real game?"



## F: SVETA

The assassin sits alone at the table closest to the entry. On a successful DC 10 Wisdom (Perception) check, a PC will notice that she appears to be watching the wait staff and is very intrigued when Baron von Larr enters the room to confront the dwarf. If approached, Sveta will ask to be left alone. Her business is with the Baron.

### SVETA

Sveta is an adventurer/assassin (**spy**, CR 1, MM, p 349). She has been contracted by an unknown employer to kill the Baron.

Sveta is dressed in black leather armor and black boots. She wears a bandolier of daggers across her chest. She will be seen sitting in the corner of the tavern as she observes the wait staff and the Baron.

## G: THE WAIT STAFF

A member of the wait staff, Glenna, will come to the table and ask for orders. Dragon's Breath Tavern should have all the beverage requests available.

Read or summarize the below:

A cute, young woman, dressed in a long, black skirt and red blouse, walks up to your table. "Well met, travelers! My name is Glenna and I'll be serving you today.

"If you're hungry, the special of the day is grilled beef, roasted sweet potatoes, corn on the cob, a slice of spicy cornbread, and a beverage of your choice. All of this for a mere 1 gold piece. In addition, dinner is free for one individual if your party booked a room for the night.

"But enough with talk of food. Hearty adventurers such as yourselves would most certainly require a refreshment, yes? Would you be interested in our 'bottomless mug' special?", she says as she gives you a wink.

The wait staff can be used as a voice for the adventure. They could answer general questions about the tavern, Baron von Larr, and other NPCs. Consult the below for what they know.

- † The Dwarf has been drinking grog since this morning.
- † The woman in the corner hasn't been drinking too much. She just keeps looking around.
- † That man at the gaming table is called Cullen. He's been winning handsomely at Demon Dice.
- † The Baron is a busy man. He has too much to do. He does like to play Demon Dice, though.

## H: ROOMS

The tavern has a total of eight rooms (see map) for overnight stay. Five of these rooms are already booked by the various NPCs. Room rental is 1gp/night and includes one free meal and a 'bottomless mug' for one person. Two larger rooms are built to comfortably accommodate 2 people, but four could fit in them if necessary.

## SAFETY COMES FIRST

Just as the sun sets, two men will come out from behind the bar. They walk up to the main entrance and close and lock the two large wooded doors.

If anyone inquires as to why the doors are closed and locked, read or summarize:

"You certainly must know of the many horrors that lurk in the night. This is only a precaution. Safety comes first – especially for our patrons."

They will be told they are welcome to leave if they wish, but once the doors are closed again, they will not be reopened until dawn.

"Suit yourself, but a lot of people have gone missing lately."

If the party leaves Dragon's Breath Tavern, the adventure may be over. It's possible, if the party is still near the tavern when "Now the Fun Begins" takes place, they will hear scuffling and screaming inside the tavern.



A successful DC15 Dexterity check using thieves' tools will unlock the main doors. The doors could also be bashed down. The doors have an AC of 15 and 40 HPs.

As they enter, Pritch will fall to his knees, let out a final gasp, and then perish in front of the party. He could not handle the werewolves alone.

## NOW THE FUN BEGINS!

Shortly after the doors are closed, the party and all the NPCs will be approached by the wait staff and asked to retire to their rooms. The wait staff will explain they must prepare the tavern for the next day's business.

Glena returns to your table with another member of the wait staff. They both carry damp wash rags.

"Excuse me, I'm sorry, but the tavern is closing for the night. We must prepare it for tomorrow's business. Could we ask that you retire to your rooms for the night?"

If the party has not secured a room for the night, they may do so now.

If the party does not wish to secure a room, they will be asked to leave the tavern. The wait staff need to tidy up for tomorrow's business. However, they will be reminded the Dragon's Breath Tavern is the town's only lodging establishment.

Pritch will be approached too, though he is not eager to leave. He wishes to consume more grog.

"What do ya mean? Sending me ta' bed? I've only started havin' a good time (hiccup). Bring me more grog!"

During this time, Pritch can be heard getting angrier as it appears the staff member is insisting that Pritch leave the floor. Pritch, in his drunken stupor, stands up and belts the staff member in the chest. A punch from Pritch would normally knock a commoner to the floor. However, the wait staff are not commoners – they are **werewolves** (CR 3, MM, p 211).

Once punched, the staff member assumes his werewolf hybrid form and begins attacking the dwarf.

At the same time, Glenna and the other staff member at the adventurers' table look at one another in shock. They then look at the party and assume their own werewolf hybrid form.

Pritch is intoxicated (poisoned) and, unless aided, will perish in three rounds. If aided, and Pritch survives, run him as you wish – either leaving the Tavern or offering to help. If not aided, his werewolf has 10 HP remaining.

Once the party resolves combat with their own werewolves, should they survive the encounter, they will hear screams and yells coming from the back of the tavern.

The band is still on the stage while these events occur. When the fighting is over, they will yell at the party. Read or summarize:

"What have you done? They'll...they'll kill our families!"

The entertainers are commoners whose families have been kidnapped by the Baron and are being held below the tavern.

If questioned, the entertainers know the below:

- † The Baron is keeping their families in a cavern under the tavern.
- † The Baron uses the tavern to trap people and keeps them somewhere under the tavern, but they don't know any more than that.
- † There's rumor of an old tunnel system below the tavern.

## BEHIND THE BAR

The following describes the areas behind the bar (see map).

### A1: THE BARON'S OFFICE

Once the main doors are closed, the Baron leaves his office and heads to area C7. A character passing a successful DC 13 Wisdom (Perception) check will find 50gp and a skeleton key in the top drawer of a grand mahogany desk. The key opens the chest found in the Baron's Secret Room (B4S). On a result of 15 or higher, a PC also finds a letter that reads:

*Baron von Larr, I hope things are going as planned and that our venture continues to be productive.*

*-Count Freego*



**Note.** If you are running this adventure with Curse of Strahd, you may certainly change Count Freego to the Devil himself.

## A2: THE RESTROOM.

There is nothing of any importance in this room.

## A3: A MAN IN PERIL

A werewolf in hybrid form, wearing a black skirt and red blouse, drags a man by the collar of his shirt. The man's legs kick and his arms flail about as he tries to find something to grab.

The hybrid **werewolf** is taking the man (Mangus) to the metal door (A5). This door is locked, but the werewolf carries a key in the left pocket of her red blouse.

If rescued, Mangus will want to go with the party. He could be convinced otherwise with a successful DC 8 Charisma (Persuasion, Intimidation) check. If he does follow, Mangus will be very timid and scream often.

Mangus's wife, Cleetha, has already been taken to level 3.



## A4: THE GUEST ROOMS

Basic items will be found in each of these rooms. If the adventurers have already stowed their gear in a room, it will still be there when they return. Searching the other rooms yields 11gp, 26sp, and 50cp.

## A5: THE GATEWAY TO THE BOWELS

A locked metal door leads to a stairwell that descends into the next level. The skeleton key found on the werewolf will open this door. If the party did not find the key, the lock can be picked with a successful DC 12 Dexterity check using thieves' tools. If the party attempts to break the door, the door has an AC 15 and 60 HP.

## INTO THE BOWELS OF THE DRAGON

**General.** The rooms and hallways are a mix of natural stone, from the original cavern system, and brick and mortar.

**Smell.** The air is musty and carries with it the scent of animal.

**Light.** Wall-mounted torches light the hallways. Unless otherwise noted, all rooms are dark.

## B1: THE HALLWAY

A 20ft. hallway leads to another descending staircase.

## B2: GUARDS IN THE CORNER

A suit of armor stands in each corner of this 15ft. x 15ft. room. A wooden door is to your right and left.

The two sets of armor on the far side of the room are **mimics** (CR 2, MM, p. 220). These mimics guard the doors that lead to the bedchambers of Mitchy and the Baron. The mimics have been trained to attack anyone other than the Baron or Mitchy who attempt to open the doors. The mimics will defend themselves if they are attacked.



For a higher-level party, change all four suits of armor to mimics. You may change the mimics to **animated armor** (CR 1, MM, p 19) if you wish.

### B3: MITCHY'S BEDCHAMBER

Anyone searching this room will find clothing that appears to be fine quality, but close inspection reveals that many are handmade and have poor stitching.

A character searching the nightstand will find 10gp, 30cp, and a small doll that resembles the Baron.

### B3S: MITCHY'S SECRET ROOM

A door, hidden within the construction of the wall and between two bookcases, leads to Mitchy's 10ft. X 15ft. secret room. A successful DC 10 Wisdom (Perception) or Intelligence (Investigation) check will reveal the hidden door. The hidden door is unlocked and opens freely.

Mitchy is currently in the secret room, sitting at a candlelit table and writing notes in his diary. If the party enter the room, Mitchy will be surprised, to say the least.

#### MITCHY

Mitchy the gnome is Baron von Larr's sidekick (**scout**, CR ½, MM, p 349). He isn't elegant, nor does he glide as he walks. He attempts to dress like the baron, but he does not look nearly as impressive. His clothing is similar, yet a lower quality.

Mitchy follows the Baron everywhere he goes. The Baron will often send Mitchy on errands and Mitchy has always been happy to complete them. However, this eagerness is turning into hatred and Mitchy is secretly plotting against the Baron.

If the room is entered, read or summarize:

The secret door opens with a squeak. Flickering candle light dances along the walls and the gnome, Mitchy, sits on a small stool next to a table in the far right-corner. He is leaning over the table and writing in a book. He hears you enter, looks at you with wide-eyes, and says, "Uh-oh".

Mitchy doesn't like his odds against the PCs and would rather talk than fight. If Mitchy is attacked, he will defend himself, but plead for his life. He doesn't wish to die.

#### TALKING TO MITCHY

Mitchy has started to plot against the Baron. Although he loved the Baron and wanted to please him, he has grown tired of the way the Baron treats him. He now sees the Baron as a bully and he plots to kill the Baron and take control of the tavern.

Mitchy could be interested in a bargain. He wants control of Dragon's Breath Tavern and is willing to help the adventurers. If they reach an agreement, Mitchy will give them a clue on how to work the elevator. "The red lever is the brake and the wheel raises and lowers the platform. You have to use both at the same time." Mitchy will then head to the Baron's office and begin making it his own. He assumes the adventurers will kill the Baron.

If interrogated or questioned, Mitchy could reveal the below:

- † The Baron has been contracted by a vampire.
- † His job is to rid the land of silver, magical weapons, and adventurers.
- † The vampire has provided the Baron with several werewolves.
- † The Baron also sends kidnapped patrons to a local werewolf pack.
- † Mitchy won't reveal the Baron's pet – just in case the adventurers don't defeat the Baron.

#### SEARCHING THE ROOM

If the party investigates the room, they will find a small, unlocked chest that contains a silver dagger, 2 large diamonds worth 100gp each, a pouch of 100gp, and two *potions of healing*.

The book on the table is Mitchy's diary. If the players skim the diary, read:

The beginning of the diary has many highly-detailed sketches of the Baron and simple phrases like 'The Baron Rocks!' and 'My hero'.

The gnome appears at the Baron's side in several of the sketches. Yet, as you skim toward the end of the book, the drawings become colder. The words 'bully' and 'mean' start showing up in the journal and, on the last page, the Baron appears laying on the ground with a dagger in his chest. Mitchy stands next to him.



## B4: THE BARON'S BEDCHAMBER

A large four-poster bed fills the dimly candlelit room. The bedsheets move slightly and you can make out the shape of a humanoid under the sheets.

The old woman from the porch is currently napping in this room. This is the Baron's adopted mother, Helinka, who is actually a werewolf.

Helinka is very old and becoming senile. She keeps odd hours which allows her to share a room with the Baron – she sleeps during the day, and he later. Helinka sleeps naked and her old age has affected many of her senses.

### HELINKA

A wrinkly, senile old woman who the PCs met on the tavern porch. Her skin is wrinkled and withered, she sleeps naked, and she is the Baron's adopted mother.

If the party is not quiet, they will wake the mother. She no longer has Keen Hearing or Smell, so she would not have heard any commotion outside of this room. Roll a DC 12 Wisdom (Perception) check if the party is not stealthy when they enter the room. On a success, the old woman hears the party. Read the below.

The form under the sheets begins to stir. A raspy and withered voice says, "Baron, honey. Is that you?"

If they investigate the bed and pull back the bedsheets, describe the naked wrinkled form of the mother as you wish.

If attacked, Helinka will assume her hybrid form and fight.

**Monster Statistics.** Helinka is an old werewolf. She has lost her Keen Sense special quality, has fewer HPs than a normal werewolf, and deals less damage with her claws and bite attacks. You can find her statistics in Appendix C.

## B4S: THE BARON'S SECRET ROOM

The large bookcase in the northeast corner of the room is a secret door that leads to a 10ft. X 15ft. room. A successful DC 15 Wisdom (Perception)

check or Intelligence (Investigation) check will reveal the hidden door.

If the party enters the room, read or summarize:

The room is lit by a light source on the ceiling, perhaps by some sort of spell. Several beautiful paintings hang on the walls and a large, metal chest sits along the north wall.

A successful DC 12 Intelligence (History) check will reveal that most of the 3ft. X 3ft. paintings are worth 200gp each. One painting is of a Midnight Violet and signed by the famous Rolen Avrigard. Rumor is that Rolen met a horrible death due to a demon his son accidentally had summoned. This painting, because of its beauty and history, is worth 2,000gp. (For more on Rolen Avrigard, please see my adventure "The House of the Midnight Violet".)

The painting of the midnight violet is trapped. The trap can be spotted with a successful DC 15 Wisdom (Perception) check. If detected, a successful DC 15 Intelligence (Investigation) check will reveal what needs to be done to disarm the trap and a successful DC 15 Dexterity check using thieves' tools is required to disarm the trap.

**The Trap.** A small alcove behind the painting holds two liquid-filled vials. The vials hang upside down and a piece of string attaches the vial stoppers to the painting. Cutting the string will deactivate the trap. If the trap is not deactivated, or if the disarm check fails, the string pulls the stoppers from the vials. The two liquids in the vials mix as they pour onto the alcove. This creates an effect similar to the *cloudkill* spell (PHB, p 222), but damage is reduced to 2d8 and the mist does not dissipate.

**The Chest.** A successful DC 20 Dexterity check with thieves' tools will open the chest. The chest could also be opened with the key from the Baron's office (A1).

If opened, the chest contains 5 large, black pearls worth 100gp each, a leather sack containing 500gp, a *potion of healing*, and a *ring of protection*.

## B5: THE WAIT STAFF'S QUARTERS

The wait staff and entertainers live in this area. Several straw beds fill the room and a few unlocked wooden chests are easily seen.



The room is currently empty. A character searching the chests easily finds 35cp and several sets of clothing. A successful DC 15 Intelligence (Investigation) check reveals a silver dagger hidden under one of the mattresses.

## B6: RESTROOM

The restroom is made up of two large buckets covered by a long, wood plank. The buckets are currently half full. The smell is bothersome but tolerable.

## B7: THE ELEVATOR

The corridor dead ends, but two 5ft. x 5ft. metal doors are on the south wall. The doors open outward and reveal a 10ft. x 10ft. wood platform. A red lever is on the west wall of the platform and a large wheel is on the east wall.

The elevator is 30-feet above the courtyard of level 3. The elevator works on a counter-weight & pulley system.

**Option:** If you feel the party wants more action, you could have two guards (**guard**, CR 1/8, MM, p 347) arriving in the elevator just before the party reaches this area. The party might hear the squeak and creak of the pulley system as the guards work the platform to level 3. The guards will have just exited the platform when the party arrives at the elevator.

### THE WHEEL

The platform is raised and lowered by spinning the wheel on the east wall. Clockwise for up and counter-clockwise for down.

### THE RED LEVER

The red lever must be used to release the platform brake. If the brake is not engaged when the platform reaches the top and the wheel is released, the platform begins to fall.

If no one is holding the wheel when the brake is released, the platform will begin to fall. Quickly activating the brake will result in the platform coming to a sudden halt. Consult the below table if this occurs.

If the wheel is turned counter-clockwise before the brake is released, slack will build up in the line but the platform will not move. If the slack is not corrected before the brake is released, the platform will slip 10 ft. while it takes up the slack. Consult the below table if this occurs.

An additional wheel and brake-lever are located on the bottom floor. This allows the platform to be lowered.

## ELEVATOR MALFUNCTION TABLE

d20	Result
1-10	The platform quickly drops 10ft. Each PC must pass a DC 10 Dexterity (Acrobatics) save or be knocked prone and suffer 1d6 bludgeoning damage. This could occur several times if the adventurers do not figure out how to work the platform.
11-13	The platform quickly drops 20ft. Each PC must pass a DC 15 Dexterity (Acrobatics) save or be knocked prone and suffer 2d6 bludgeoning damage. This could occur several times if the adventurers do not figure out how to work the platform.
14-17	The pulley system malfunctions, rendering the platform unusable for the remainder of the adventure.
18-20	The pulley system snaps, causing the platform to plummet the entire 30ft. to level 3. Damage is increased to a total of 3d6 bludgeoning damage and the save DC increases to 15 (a successful save takes ½ damage).

## B8: THE TUNNEL DOOR

A wooden door hangs on rusty hinges. No lock can be seen, but a thick timber bars the front.

The tunnel system is the original entrance to level 3.

When creating the lower level, the dwarf construction crew grew tired of tromping through the damp and musty tunnel and devised a plan to create an elevator system.



The tunnels have not been used for many years. Several cracks in the cavern have widened and allow other creatures access to the stairwell.

The door creaks and groans as you open it. A musty breeze coughs out of the doorway and a soft, whistling howl can be heard from deep within the stairwell.

PCs arriving from the tunnels (area T1) find the door barred from the other side, and will need to break it to pass through. The door has an AC 10 and 40 HP.

## THE FORGOTTEN TUNNEL

### T1: THE OLD TUNNEL

Please refer to the 3D map if the adventurers explore the old tunnel. Unless otherwise noted, each stairwell is 15ft. long. The tunnel is 10-feet wide and 20-feet tall.

**General.** The air is stale and foul. The sounds of dripping water and a howling breeze can be heard.

**Light.** Unless otherwise noted, the tunnel is in complete darkness.

**Walls & Floors.** The walls of the tunnel are cold and damp. The floor is loose dirt and rock.

### T2: BATS IN THE BOWELS

The adventurers will notice a foul smell – much like ammonia – when they enter this area. Three swarms of bats nest along the ceiling. There is a crack in the ceiling of the tunnel that allows the bats to exit the tunnel at night. The bats are now out feeding, but their excrement creates a slippery surface. A character attempting to use the ladder in this area must pass a DC 15 Strength (Athletics) check. A failure results in the character falling 10ft., taking 1d6 bludgeoning damage, and being knocked prone.

### T3: THE CARRION CRAWLER

A **carrion crawler** (CR2, MM, p 37) is in this area. The Baron has placed it here to consume whatever leftovers there are of his prisoners. The crawler has the Spider Climb ability which allows it to crawl along the ceiling.

Carrion Crawler Mucus can be harvested and is a valuable poison (DMG, p 258). A rogue or

druid may recall this information on a successful DC 13 Intelligence (History) check. A single dose of this poison is worth 200 gold pieces. Two doses may be harvested from this carrion crawler. See Crafting and Harvesting Poison (DMG, p 258) if the PCs attempt to harvest the poison.

For a party of 4th level or higher, you may wish to add one carrion crawler to this encounter.

## T4: THE REMAINS OF THE DEAD

The tunnel floor begins to creak and crack; snap and pop. You look down and find that you are walking on roughly six-inches of bone, all of which have been picked clean of any flesh. Just ahead of you, light appears to be slipping through the edges of a doorway.

The door to the courtyard is unlocked. The Baron sees no need to lock this door. The carcasses of prisoners are thrown into this area of the tunnel for the Carrion Crawler to 'clean'. This alleviates the smell of decomposing carcasses.





# THE BARON'S PLAYGROUND

## C1: THE COURTYARD

A large, black metal door is on the opposite side of the room. That door is locked and requires a successful DC 30 Dexterity check with thieves' tools to open.

There is a door on either side of the courtyard. The door to the left has a couple of silver coins scattered in front of it. Obvious skid and scuffle marks are seen heading to the door to the right.

## C2: THE DISPOSAL

To your left, behind a set of metal bars, you see a three-armed, three-legged creature that looks like a boulder with a mouth full of razor sharp teeth.

From around the corner of the room, several silver coins fly up and over the cage and into the creature's giant mouth. Its teeth chatter as it chews the small coins.

The creature is a **xorn** (CR 5, MM, p. 304). A pile of silver coins, silvered weapons and a magic item lies next to the xorn's cage on the other side of the room. The earth has been worked, this negates the xorn's earthglide ability.

Two human servants are slowly feeding the xorn, tossing coins and other precious items into its cage. The servants (**commoners**, CR 0, MM, p 345) will be submissive, they don't want to be killed. They will share general information about the other rooms of level 3 if they are questioned.

**Option:** It could be possible for the xorn to tear through the bars with its teeth. It is currently happy as it is constantly being feed snacks of silver. But, if the feeding is stalled, and the party has an abundance of coin and gems, its stomach may get the better of it.

The baron has been hired by a local vampire, Count Freego, to rid the area of silver and magical weapons. This is the Baron's solution – feed it all to the captive xorn.

The treasure pile contains 300sp, two silvered daggers, a silver hairbrush (10gp value) with 'To My Love' inscribed on the back, and a *+1 silvered longsword*.



## C3: THE HOLDING PEN

The families of the entertainers are being held in this area. The back-right corner has a large pile of straw that is used for bedding. The left corner has a hole that is used for disposal of food and waste.

Read or summarize the below, making changes when necessary for characters with darkvision.

The room is dark and has a horrid smell. The combined stench of urine, feces, and mildew is nearly overpowering. You hear movement to the back of the room. Through the dark, dozens of eyes reflect the light spilling out of the door you just opened.

4 women, 7 children, and 1 old man slowly move toward you. As they move into the light you can see their skin is so pale that you guess they haven't seen the sunlight for months, they appear to be malnourished and their lips are split from dehydration.

A woman, her clothes now tattered and filthy, walks up to you and says, "The Baron, is he... did you kill him?"



## C4: THE CELLS

The cells hold the guests that the Baron has abducted. Some he feeds to his pet white dragon, and others he sends to a nearby werewolf pack. Two human guards (**guard**, MM, p 347) are tormenting the abducted guests.

Read or summarize:

Metal cages, some holding humanoids, line the interior walls. Two men in chain shirts jab their spears through the bars of one of the cells and prod the gambling swashbuckler from the tavern. The man holds his arm tight to his chest while he dodges the tips of the spears.

**Cullen**, the gambling swashbuckler, is in one cell. He is nursing a broken arm that he procured during his abduction. Cullen will act interested in joining the party to get out of the cell and the tavern but, once in the courtyard of level 3, he will bolt for either the platform or the door to the tunnels. Roll a d6. 1-3 he chooses the platform, 4-6 he chooses the tunnel door.

- † If he uses the platform, he will inadvertently destroy it since he is unable to activate the brake and the wheel by himself.
- † If he enters the tunnel system, the Carrion Crawler will devour him.

**Shep Tanfoot**, the tanner, is in another cell. He has no interest in fighting his way out. He wants to be rescued.

**Blake Hlovel**, a half-elf woman. She was abducted several days ago, and her husband has already been taken away from the cells.

**Be'pod Glistenhair**, a gnome baker. He was abducted last week and has been sitting in the cells ever since. Be'pod would make too small of a werewolf, poor entertainment in a fight, and only a snack for the dragon. He doesn't realize how lucky he is.

**Havel Stonecutter**, a human mason. Havel was abducted the same night as Be'pod. He was nearly chosen to fight tonight.

## C5: THE ARMORY

Several wooden racks line the wall and hold various melee weapons. Two splintered, wooden shields lean against the far wall.

The racks hold one of each of the melee weapons listed on page 149 of the Player's Handbook.

This is the staging area for the Baron's entertainment and recruitment test. The chosen individuals can select their weapon and a shield before they are taken to the arena.

## C6: THE ARENA

The arena is used for the Baron's entertainment. To surprise the Baron, his guards select two prisoners from the cells and bring them to the arena to battle. The winner is sent to a nearby werewolf pack to be infected with lycanthropy, the loser becomes dinner for his pet white dragon wyrmling.

The Baron treats this event like a show. There is a grand curtain between his throne and the arena. The curtain draws back just as the two prisoners are about to fight.

Read or summarize:

Burning torches light the room and you see a large, blood-red curtain hanging on the opposite wall. Red stains on the floor and splatters on the wall give you hints that nothing good happens in this room.

A woman - the one dressed in black leather armor and who was being very attentive in the tavern - stands with a short sword in her right hand and a wooden shield in the other. Across from her, on the other side of the room, stands the woman patron from the tavern. She holds a spear and looks frightened.

In between them stands a hybrid werewolf. You recognize his clothing - it matches those of the barkeep.

From behind the curtain you hear a solitary audience clap...clap...clap.

The curtains draw back and reveals the Baron sitting on a red, satin throne-like chair. A small white dragon lays on the ground next to him, its green eyes glaring at you.

*Continued on next page.*



*Continued from last page.*

“Impressive! Impressive indeed! A few of you will make grand additions to my army. The others will serve as food for my pet,” he says as he reaches for the dragon and strokes its neck.

“This is too good!”, he says. “I have a proposition for you. I’ll spare the lady’s life if one of you adventurers takes her place. The lady is obviously a commoner and will no doubt perish. I’ll let you choose which of you fights Sveta, who is obviously the more experienced of the two.”

A peasant-looking man (commoner) in torn clothing opens the curtain by pulling on a rope. He then turns and cowers in the corner.

Sveta, the assassin from the tavern, is standing across from Cleetha. Cleetha is petrified and obviously does not know how to use a spear.

The young white dragon (**white dragon wyrmling**, CR 2, MM, p 102) is the Baron’s pet.

Glyceras (**white dragon wyrmling**, CR 2, MM, p 102) is the Baron’s pet. Count Freego gave the wyrmling to the Baron as a gift, but with the potential of it overpowering the Baron if he became a foe.

Sveta will goad the party into fighting her. She is able to perform Thieves Cant and she will do so to see if there is a thief in the party.

Read or summarize:

The woman with the sword starts goading you to fight. “Come on!”, she yells. “There must be one of you who’s ready to die! I promise I’ll make it quick for you. Just a pinch, pull, tug and bump,” she says as she makes a few strange motions across her chest with her sword hand.

‘Pinch, pull, tug and bump’ and the motions across the chest will indicate to a thief the woman means them no harm and she has a plan.

If the party accept Sveta’s challenge, she will walk up to the PC and whisper “I have a plan. Follow my lead.” She will then take a few steps back, turn, and charge towards the Baron as she yells.

Read or summarize:

The woman takes a few steps back, scowls at you and grunts. She begins to charge but then changes direction and heads for the Baron. She slips past the unsuspecting werewolf who swung at her just a second too late.

The woman leaps into the air, her sword drawn high with the point aimed directly at the Baron.

From nowhere, a cone of white hail pummels her. Her momentum slows and she drops to the ground, landing at the feet of the Baron.

The dragon, now standing, uses its front leg to wipe excess bits of hail from its toothy maw. It then lays next to the Baron and turns its attention back to you.

Sveta did not survive the dragon’s breath weapon attack.

The Baron, although excited to see his pet protect him, is sad. He wanted to show this evening. He will then insist that the party battle one another.

Read or summarize:

“Very good, sweetie,” says the Baron as he pets the dragon’s head. “You’ve made daddy very proud. Yes, you have.... I’ll treat you with two morsels tonight!”

*The dragon smiles.*

The Baron turns his attention to you and says, “But, I do need a fight. Which of the two of you will please me? I’ll let you pick.” He gives two quick claps and says, “Go on. Hurry up now!”

## C7: THE BARON ON HIS THRONE

Baron von Larr sits on a red, satin throne-like chair that sits on a pedestal.

There will be very little time, if any, to attempt to negotiate with the Baron. All he wants is to see a fight. He believes that he, his pet, and the werewolf will be able to keep the adventurers at bay.

If the party does not select two party members to fight each other, the Baron will rise from his throne, shapechange into his true White Half-Dragon form, and sternly say, “I must insist that you decide now.”

If the party does not choose, or if they mock or attack the Baron, then a fight will ensue.



Possible outcomes:

- † All the PCs perish
- † The Baron, dragon, and the werewolf perish.
- † If you wish to use the Baron as a continuing villain, you could let him escape by adding a secret passage behind his throne. He would leave the fight as the dragon and werewolf battle the PCs.
- † If you would like to expand the story and role of Gleycera, you may have her try to escape during the battle.
- † Whatever other creative ending you and your players come up with. There are many creatures and humanoids who would love to get their hands on the Baron.

## THE AFTERMATH

If the party rescues the kidnapped families, the entertainers will be very grateful and create a song for the adventurers.

These crazy people entered the Tavern,  
Not knowing what was about to happen,  
They started up a big ol' commotion,  
Now they gotta drink a healin' potion.

-or-

Bless these adventurers that came to our town,  
They didn't know our faces wore a frown,  
All they wanted was a drink and a bed,  
But, thankfully, the Baron is dead.

## XP AWARDS

You may award the PCs the following:

- † Rescuing the kidnapped families + 200 XP
- † Releasing the imprisoned patrons +200 XP
- † Releasing the imprisoned Xorn (if they didn't kill him) + 200 XP
- † Mitchy will assume control of the Tavern. If the adventurers disagree, the mayor of the town might give them control of the tavern.

## ENDING THE ADVENTURE

You may wish to end the adventure with one of the below continuation suggestions.

- † The werewolf pack is expecting a batch of new recruits from the Baron. If these recruits don't show up in a day, the werewolves will come to investigate.

- † As the party leaves the town, they will notice the outline of a humanoid ahead of them, standing in the road. The figure will transform into a wolf, howl, and then run into the woods.
- † Count Freego may send a representative (vampire/vampire spawn) to check on the Tavern's operation.
- † If Baron von Larr escaped, the towns folk will ask them to hunt him down. They will pool their gold and offer a reward.

## THANK YOU!

Again, I thank you for purchasing this product. I truly hope you enjoyed the content and I hope you can find some material to add to your game.

Please go back to the Dungeon Masters Guild and leave a rating and/or review of this product. If you like it, let other DMs know! If you didn't like it, let them know! Give a 'shout-out' about the product on your social media of choice, too!

Did you find any errors? Feel free to contact me at [jcorvinstevens@yahoo.com](mailto:jcorvinstevens@yahoo.com) with your thoughts, suggestions, or game play stories! I'd love to hear from you!

Thank you, Chris Larr, for inspiring me to write this adventure!

Thank you, Amber Henry, for naming the dragon!

Follow me on Twitter and Facebook:

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- † **Suzanne Martell - DM**, Eric Martell, Eddie Brown, Jacob Meyer



# APPENDIX A: BARON VON LARR

## BARON VON LARR (CHALLENGE 5)

*Medium humanoid (human, shapechanger), chaotic evil*

**Armor Class** 13 (ring of protection)

**Hit Points** 65 (10d8+20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	11 (+0)	16 (+3)

**Saving Throws** The baron's ring of protection grants him a +1 bonus to all his saving throws

**Skills** Deception +6, Insight +3

**Damage Resistances** cold

**Damage Vulnerability** fire

**Condition Immunities** charmed

**Senses** blindsight 10ft., darkvision 60ft.; Passive Perception 11

**Languages** Common, Draconic

**Challenge** 5 (1,800 XP)

**Shapechanger.** See PHB p. 82 with the adjustment: The Baron is limited to knowing and shifting into the shape of two humanoids – Baron von Larr and one to be determined by you if you wish. He may change into his white half-dragon form at will.

### ACTIONS

**Multiattack.** The Baron makes two melee attacks.

**Rapier.** *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 8 (1d8+3) Piercing damage

**Cold Breath (Recharge 5-6).** The Baron exhales an icy blast of hail in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful save.

## BARON VON LARR (CHALLENGE 3)

*Medium humanoid (human, shapechanger), chaotic evil*

**Armor Class** 13 (ring of protection)

**Hit Points** 45 (7d8+14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	11 (+0)	16 (+3)

**Saving Throws** The baron's ring of protection grants him a +1 bonus to all his saving throws

**Skills** Deception +5, Insight +2

**Damage Resistances** cold

**Damage Vulnerability** fire

**Condition Immunities** charmed

**Senses** blindsight 10ft., darkvision 60ft.; Passive Perception 11

**Languages** Common, Draconic

**Challenge** 3 (700 XP)

**Shapechanger.** See PHB p. 82 with the adjustment: The Baron is limited to knowing and shifting into the shape of two humanoids – Baron von Larr and one to be determined by you if you wish. He may change into his white half-dragon form at will.

### ACTIONS

**Multiattack.** The Baron makes two melee attacks.

**Rapier.** *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 8 (1d8+3) Piercing damage

**Cold Breath (Recharge 5-6).** The Baron exhales an icy blast of hail in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful save.



# APPENDIX B: DEMON DICE

## OBJECT OF THE GAME

Roll up to 5 ten-sided dice without going over a sum of 30. The highest sum wins the pot.

## GAMEPLAY ORDER

- † Each player antes
- † Each player rolls 3 ten-sided dice (hidden under a cup)
- † Each player may 'Dance with Barlgura' – each player pays twice the ante to stay in the game with the option of rolling an additional d10.
- † Each player may 'Kiss Marilith' - each player pays twice the ante to stay in the game with the option of rolling an additional d10.
- † Whenever a player's die total exceeds 30, that player flips their cup and is out of the game.
- † A final round of betting is allowed with no additional die roll.
- † Winner is decided

## THE RULES

- † An officiant oversees the game and tracks the order of play.
- † The game runs like poker with the player closest to the officiant beginning the order. After that game is resolved, the next player (clockwise) at the table starts the next game.
- † The object of the game is to roll ten-sided dice and be the player with the highest dice sum without going over 30.
- † Each player antes 1gp (or whatever the house suggests).
- † Initial Roll: Each player places 3 ten-sided dice in a cup and then rolls the dice by turning the cup over on the table, concealing the results from other players. The player may lift the cup to see the results.
- † Whenever a player's dice total exceeds 30, that player immediately flips their cup and is out of the game.
- † The first player then pays 2x ante if they want to stay in the game. He may also 'Dance with Barlgura'. This allows the player to roll an extra d10 die to add to his total. This die is rolled in the open for all to see. All players are allowed this option if they pay the 2x ante to stay in the game.

- † The first player then pays 2x ante if they wish to stay in the game. He may also 'Kiss Marilith'. This allows the player to roll one last d10 die to add to his total. This die is rolled in the open for all to see. All players are allowed this option if they pay the 2x ante to stay in the game.
- † (Option) A final round of betting is allowed. A player may bet 5x ante to increase the pot. A player must match this bet to stay in the game. The first player acts by betting, or by tapping on the table if he does not wish to bet the final round. This goes around the table until all players tap, or until one player bets. Any player who has tapped may match the bet to stay in the game.
- † Players then reveal their hidden dice and total all the dice they have used. The winner is whoever rolls the highest sum of the dice without going over 30.
- † In the event of a tie, players split the pot.
- † There is no limit to the number of players. Anyone may play if they have the coin for the ante.



# APPENDIX C: COMBAT TRACKER

	Page	Init.	AC	Speed	Attacks	Weapon	To Hit	Rng.	Damage	HP
<b>Werewolf</b>	MM 211	+1	12	30 ft.	2	Bite	+4	5 ft.	6 (1d8+2) P	58
Keen Hearing & Smelling, Shapechanger Damage Immunities: bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons.						Claws	+4	5 ft.	7 (2d4+2) S	

	Page	Init.	AC	Speed	Attacks	Weapon	To Hit	Rng.	Damage	HP
<b>Mimic</b>	MM 220	+1	12	15 ft.	1	Pseudopod <sup>(1)</sup>	+5	5 ft.	7 (1d8+3) B	58
(1) Adhesive = Grappled DC 13 escape made with Disadvantage (2) Advantage on attack rolls against any creature grappled by it						Bite <sup>(2)</sup>	+5	5 ft.	7 (1d8+3) P plus 4 (1d8) acid	
<b>Mimic</b>	MM 220	+1	12	15 ft.	1	Pseudopod <sup>(1)</sup>	+5	5 ft.	7 (1d8+3) B	58
<b>Mimic</b>	MM 220	+1	12	15 ft.	1	Pseudopod <sup>(1)</sup>	+5	5 ft.	7 (1d8+3) B	58
<b>Mimic</b>	MM 220	+1	12	15 ft.	1	Pseudopod <sup>(1)</sup>	+5	5 ft.	7 (1d8+3) B	58

	Page	Init.	AC	Speed	Attacks	Weapon	To Hit	Rng.	Damage	HP
<b>Helinka, Werewolf</b>	MM 211	+1	12	30 ft.	2	Bite	+4	5 ft.	4 (1d4+2) P	33
Shapechanger Damage Immunities: bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons. Helinka is weaker than a normal werewolf and is only challenge 2 (450 XP)						Claws	+4	5 ft.	4 (1d4+2) P	

	Page	Init.	AC	Speed	Attacks	Weapon	To Hit	Rng.	Damage	HP
<b>Guard</b>	MM 347	+1	16	30 ft.	1	Spear	+3	5 ft.	4 (1d6+1) P	11
<b>Guard</b>	MM 347	+1	16	30 ft.	1	Spear	+3	5 ft.	4 (1d6+1) P	11

	Page	Init.	AC	Speed	Attacks	Weapon	To Hit	Rng.	Damage	HP
<b>Carriion Crawler</b>	MM 37	+1	13	30 ft.	2	Tentacles	+8	10 ft.	4 (1d4+2) poison*	51
*on a successful TENTACLE ATTACK the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns.						Bite	+4	5 ft.	4 (1d6+1) P	

	Page	Init.	AC	Speed	Attacks	Weapon	To Hit	Rng.	Damage	HP
<b>Xorn</b>	MM 304	+0	19	20 ft.	4	Claws (x3)	+6	5 ft.	6 (1d6+3) S	73
Earth Glide, Stone Camouflage, Treasure Sense Damage Resistance: Piercing & Slashing from nonmagical attacks not made with adamantite weapons						Bite	+6	10 ft.	13 (3d6+3) P	



	Page	Init.	AC	Speed	Attacks	Weapon	To Hit	Rng.	Damage	HP
<b>Baron von Larr</b> (Challenge 5)	Appendix	+2	13	30 ft.	2	Rapier (x2)	+5	5 ft.	7 (1d8+3) P	65
Cold Breath (Recharge 5-6), Read Thoughts, Shapechanger, Ambusher, Surprise Attack Damage Resistance: cold Damage Vulnerability: fire +1 bonus to saving throws (ring of protection)						Breath	Save	15-ft. cone	22 (5d8) cold; Con save DC 12 for half	
<b>White Dragon Wyrmling</b>	MM 102	+0	16	30 ft.	1	Bite	+4	5 ft.	7 (1d11+2) P plus 2 (1d4) cold	32
Cold Breath (Recharge 5-6) Damage Immunities: cold						Breach	Save	15-ft. cone	22 (5d8) cold; Con save DC 12 for half	
<b>Gask, Werewolf</b>	MM 211	+1	12	30 ft.	2	Bite	+4	5 ft.	6 (1d8+2) P	58
Keen Hearing & Smelling, Shapechanger Damage Immunities: bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons.						Claws	+4	5 ft.	7 (2d4+2) S	

For a 3rd level party, you may consider changing Gask to a Wererat and use the CR 3 variant for Baron von Larr

	Page	Init.	AC	Speed	Attacks	Weapon	To Hit	Rng.	Damage	HP
<b>Baron von Larr</b> (Challenge 3)	Appendix	+2	13	30 ft.	2	Rapier (x2)	+5	5 ft.	7 (1d8+3) P	45
Cold Breath (Recharge 5-6), Read Thoughts, Shapechanger, Ambusher, Surprise Attack Damage Resistance: cold Damage Vulnerability: fire +1 bonus to saving throws (ring of protection)						Breath	Save	15-ft. cone	22 (5d8) cold; Con save DC 12 for half	
<b>Gask, Wererat</b>	MM 209	+1	12	30 ft.	2	Bite	+4	5 ft.	4 (1d4+2) P	33
Keen Smell, Shapechanger Damage Immunities: bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons.						Shortsword	+4	5 ft.	5 (1d6+2) S	



# Encounters in the Savage Frontier

5E

Supplement

Contributing writers: Chris Bissette, Ken Carcas, Glen Cooper, Jean A. Headley, Richard Jansen-Parkes, Josh Kelly, JVC Parry, Tony Petrecca, Jeff C. Stevens



# Into the Belly of the Beast

5E

Adventure

A swamp adventure for four to five characters of level 5th thru 8th

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Jeff C. Stevens



A four-hour adventure for four to five characters of levels 2-4. Includes a 2nd version for levels 4-6 using Volo's Guide to Monsters.



# IMPORTANT NPCs

## PRITCH REDBEARD

---

A husky, dwarf fighter (**knight**, CR 3, MM, p 347) with a long, red beard. Pritch arrived early this morning and has been sitting at the corner table drinking grog all day. He wears *+1 plate mail armor* and wields a large battleaxe that rests next to his chair.

Pritch has had a few too many mugs of grog and is a little tipsy. He is currently leaning back in his chair with his heavy-booted feet propped on the table. He'll soon loudly complain to a waitress that his grog seems to be weaker the more he drinks.

## BARON VON LARR

---

A tall, lanky man (see Appendix A) with blonde hair that is pulled back in a tight ponytail. He wears a black, satin long-coat over a frilly poet's shirt, tan leather pants, and black, polished knee-boots. He appears very elegant and moves with an obvious grace. He seems to glide as he walks.

Baron von Larr is a White Half-Dragon Veteran with the added Shapeshift ability. His purpose is to eradicate adventurers, silver, and magical weapons. He is also helping to create an army of werewolves for a rather troublesome vampire.

## CULLEN BLACKWATER

---

A swashbuckling adventurer (**scout**, CR ½, MM, p 349) who travels the realm in search of fame, fortune, and glory. He is dressed in red leather pants, a black leather vest over a white poet's shirt, tan leather boots, and he wears a bandana over his long, black hair. A rapier hangs from his left hip and a neatly sheathed dagger rests on his right hip.

Cullen arrived in town yesterday and, having such a fantastic evening at the tavern, he decided to stay a day or so longer to refresh himself with fine ale, gambling, and other means of entertainment. Cullen is very charismatic and outspoken. He'll often be heard telling tall tales of his adventures. People are drawn to his energetic demeanor.

Cullen carries 500gp in several hip pouches and jingles as he walks.

## SVETA

---

Sveta is an adventurer/assassin (**spy**, CR 1, MM, p 349). She has been contracted by an unknown employer to kill the Baron.

Sveta is dressed in black leather armor and black boots. She wears a bandolier of daggers across her chest. She will be seen sitting in the corner of the tavern as she observes the wait staff and the Baron.

## MITCHY

---

Mitchy the gnome is Baron von Larr's sidekick (**scout**, CR ½, MM, p 349). He isn't elegant, nor does he glide as he walks. He attempts to dress like the baron, but he does not look nearly as impressive. His clothing is similar, yet a lower quality. He has wild, white hair, wears spectacles, and speaks anxiously.

Mitchy follows the Baron everywhere he goes. The Baron will often send Mitchy on errands and Mitchy has always been happy to complete them.

## HELINKA

---

A wrinkly, senile old woman (see Appendix C) who the PCs meet on the tavern porch. Her skin is wrinkled and withered, she sleeps naked, and she is the Baron's adopted mother.

## MANGUS AND CLEETHA HARGSFORD

---

Human newlyweds (**commoner**, CR 0, MM, p 345) on their honeymoon. They are traveling the realm for the next few days and stopping at various inns and taverns to experience the different cuisines.

## SHEP TANFOOT

---

A human tanner (**commoner**, CR 0, MM, p 345) making a stop for the night. He's headed to another city to start a new business.

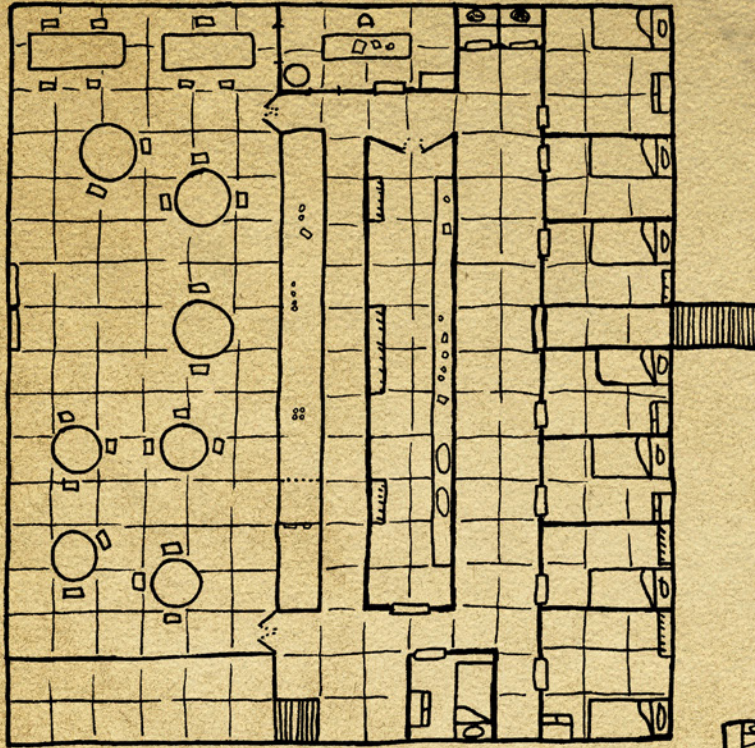


# PLAYERS' MAP





# Dragon's Breath Tavern



5 ft. per Square

