

GRIMM ENCOUNTERS

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GRIMM ENCOUNTERS

If you need some horrifying and grotesque encounters for your table, look no further. This supplement is filled with haunting encounters based on classic fairy tales from the Grimm Brothers and their contemporaries. These encounters are perfect for dropping into horror themed games, those set in Ravenloft or the Shadowfell, or for your yearly Halloween Special!

A Dungeons & Dragons 5e supplement for characters of any level

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INTRODUCTION

Grimm Encounters is a D&D 5e supplement for characters of any level. It contains encounters that can be added to your campaign during travel or downtime, that will help to give your sessions a sense of horror and tension. These encounters will only take an hour or so each, and should be easy to drop into your game with little preparation.

Suggestions for adjusting encounter difficulty have been provided where appropriate in sidebars, making the encounters usable for parties of any level.

With *Grimm Encounters*, Jeff and I reached out to a group of writers who we have previously worked with, and we believed could write awesome encounters to further showcase their abilities. It would mean a lot to all of us if you were to check out our other work! The DMsGuild community is growing rapidly, and collaborations like these give us the opportunity to show off a little!

Thanks for buying *Grimm Encounters*, we all hope you enjoy it!

TIPS FOR THE DM

As with any supplement, *Grimm Encounters* should be adapted to work for your group. If you don't like the way an element works, please feel free to change it. If encounters are too difficult for your players, remove monsters or replace them with an easier, but fitting foe. The sidebars should help with this.

Similarly, if you would like to place *Grimm Encounters* in your world, you can easily substitute appropriate plot hooks, NPCs and items.

In order to deliver an optimum experience for your players, it would probably be best to read the encounter, in full, before attempting to run it. There are traps and puzzles in some that you need to understand fully in advance.

Text to be read aloud to the players is in pale boxes. Feel free to tinker with this text to fit your roleplaying needs, but try to keep the original message clear as it may contain important information. Sidebars contains information for adjusting encounter difficulty.

Try to have fun running these encounters! They were highly enjoyable to create and I hope that you can share in that experience!

REFERENCES

Each creature references in the encounters is in **bold** text. Although page references are not provided in text, they are given in Appendix A of this supplement.

Any new creatures and magic items can be found in Appendix B.

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THE BARBED PIPER OF HARMAKIN

Pied Piper of Hamelin

Author.....**Phil Beckwith (PB Publishing)**

Type.....**Combat, Roleplay & Intrigue**

CR.....**4**

Harmakin has a rat problem; easy money one might be inclined to think. This, however, is not quite the case in Harmakin. Sure, there was a rat problem. That was before the Piper came to town and drove them away, but at what cost? The town's children it seems! Can the adventurers track down the Piper and his evil flute music in time to save the children of Harmakin? Not likely, but let's find out!

DMs NOTES

It was a time of despair, and a time of plague. They say that the piper came to the small and quiet town of Harmakin promising sanctuary. This was the ruse of the **barbed devil** that he truly was. You see, the town had a bit of a rat problem, with swarms of plague-infected, unusually large rats drowning the town in disease and death. The barbed piper promised to rid the town of the rats, in return for the town's most valuable assets. The town mayor, in desperation, agreed without truly understanding what those valuable assets were. The barbed piper held true to his end of the bargain, just as he held the town true to theirs. The devil always collects. The price was the sum of the town's most valuable assets... their future... their children... and more specifically... their souls.

ENCOUNTER

THE MEETING

The Mayor of Harmakin has put out the word to all the nearby villages and towns. He seeks brave and trustworthy adventurers to assist with a rat problem, with a reward of 200gp and the keys to the town on success. The party has responded to the call for work. They arrive on the borders of the town of Harmakin just as dusk sets in:

You have been travelling for the most part of the day. It has been an easier trek than most as you make your way to the next job; to see the Mayor and rid Harmakin of their rat problem. This should be the easiest 200 gold pieces that you have ever made you think yourselves. Dusk starts to creep in as you hear the soft melodies of a flute begin to play in the distance when the town appears on the horizon.



Once the party begins to enter the town-proper, read or paraphrase the following:

Night sets in as you finally enter the town of Harmakin. You notice that the town is very quiet, apart from the melodic tunes of the flute. Not many people roam the streets, but of those that do you notice that none could be more than ten years old. They walk past you silently, their heads stooped, never looking up, and their faces hidden by the shadows of the darkness. One building has candlelight flickering in its windows and seems the only place still awake despite the early time. A sign hangs from its awnings, it reads "Mayor's Office".

If the party knock, there is no answer. Once they enter the Mayor's Office, a sleepy and overweight middle-aged man will meet them at the entrance. His name is Mayor Bloom Hedgington. If the party enquire about the rat problem, he politely tells them that a "man with a flute, called 'The Piper' had already rectified the issue earlier today". He gently advises the party that their services are no longer required, thanking them for their interest.

Once the party has been turned away and they return to the street, read or paraphrase the following:

A woman screams from a house to the right, then another further down the street. Before long it seems that most houses in the town are up and about, calling out the names of their children. Suddenly the Mayor emerges from his office.

"It has come to my attention that our children are missing, every last one of them! A note has been left by 'The Piper' stating that he has collected his payment, our town's children. This was not our deal, it cannot be! Please help us, return our children to their mother's arms safely and receive your reward!"

A successful DC 8 Wisdom (Perception) or Intelligence (Investigation) check will realise that the children seen on arrival to the town were headed west. Failure results in the party having the opportunity to track the children with a successful DC 10 Wisdom (Survival) check.

If both checks fail, the party will need to guess which way to search for the children. If the party chooses to travel any direction other than West, after 1 hour of searching they will hear a large rumble and see the hillside over a nearby valley to the west topple down in an avalanche. The party may then investigate the valley where they will be attacked by 'The Piper'. In any case, by this stage, it will be too late to save the children (see 'Solution' below).

THE BARBED PIPER

Once moving west, the party can easily track the children's movements through a light wood, and towards a small valley:

You have managed to track the children's movements to this valley. The flute music has grown close and you trace its origin to a strange figure at the bottom of the valley flawlessly playing the melody next to a cave entrance. You catch the sight of the last of the town's children walking into the cave, as if possessed by the music.

If the party decide to save the children from 'The Piper', and traverse the 200 ft. distance down the valley, three waves of four **giant rats** attack them at 50-foot intervals whilst on their way down. They are controlled by 'The Piper' and are working to buy him time to complete his task.

'The Piper' is, in fact, a **barbed devil**, and his fee for ridding the town of the rats is to claim souls of the children of the town. He used his charming flute music to lull the townsfolk to sleep whilst charming their children to follow him to this valley. Here he has led them into the mouth of a cave by which he plans to use the flute magic to cause an avalanche, killing the children, and releasing their souls for him to harvest.

Solution. The party must get to the Barbed Piper by the end of the 5th round and stop his devilish music. Once he is engaged in combat, his music is interrupted, the charm ends, and the avalanche can be prevented.

At the end of the 4th round, the party will hear a noticeable change in the pitch and nature of the tune being played. This is 'The Piper' beginning the tune to cause an avalanche within the cave. The party now has the 1 remaining round to save the children. Any attempt at an Insight or Perception check towards the tune change will not indicate what is about to happen; just that the tune has taken on '...a more powerful tone...'. Anyone looking toward the piper will see that he momentarily turns toward the cave.

If the party have not made it to 'The Piper' and interrupted him by the end of the 5th round, the avalanche will fall and crush the children inside the cave, thereby releasing their souls. The Piper may still be defeated in combat but the children, without any souls, are forever lost.

CONCLUSION

On returning the children safely to their families, the Mayor will indeed reward the players with 200gp, with the townsfolk raising an additional 100gp from their own pockets. The characters also gain 1,000XP, split between them evenly. The mayor and the townsfolk will praise the party as heroes, and, during an elaborate ceremony, offer them the keys to the town, allowing the party free accommodation and free food and drink in the town of Harmakin for the rest of their days.

If the children were not able to be saved, which is very likely, the mayor will advise the party that whilst the town is heart stricken, he feels that the party's efforts were deserving of 10gp each. The characters also gain 400XP, split between them evenly. Many weeping parents scowl at and blame the heroes for the loss of their children.

ENCOUNTER SCALING

The following adjustments can be made to change the challenge of the encounter:

CR 3 Remove one wave of **giant rats**.

CR 4 As written.

CR 5 Add one wave of **giant rats**.



BIG BAD BANDIT COMPANY

Three Little Pigs

Author.....JVC Parry

Type.....Combat

CR.....6

A merchant company requires a caravan guard to help them protect their goods from a notorious bandit company, but they are hiding a dark secret.

DMs NOTES

This encounter should occur whilst the characters are visiting a large city, or just before they set out on a journey along a main road.

The merchant brothers, Remus, Brer and Walt Finegoods own Finegoods Materials, a prosperous trading company. Unfortunately, as of late, the roads have been targeted by a group of bandits led by a man rumoured to be able to flip caravans. This bandit company is led by Hund (a **werewolf**), who is merciless in his attacks.

What the merchants don't know is that they themselves are cursed with lycanthropy. They offered to build a tower for a warlock, who was displeased at the quality of their work. In wrath, she afflicted them with lycanthropy, turning them into wereboars, but this curse has not yet manifested.

ENCOUNTER

THE MEETING

As the party makes ready to leave, read the following:

As you pack up your bags and doublecheck your supplies, you are approached by a trio of portly halflings. They are dressed in fine clothing, which bulges somewhat around their rotund waists. 'Here my dear fellows, are you adventurers?' one of them calls out.

The brothers introduce themselves as Remus, Brer and Walt Finegoods, of Finegood Materials. They explain to the characters that they have a shipment of straw, sticks and stone that they are transporting to a client in the next city. They've heard rumour of a particularly vicious bandit company working the roads, and would certainly appreciate an escort for their caravan.

A successful DC 18 Wisdom (Insight or Perception) check reveals that there is something not quite right about the brothers. Every now and then they snort involuntarily, and their hair seems thicker than normal, poking out of their ears and noses a little. Despite this, they are telling the truth.

Should the party accept the offer, the Finegoods are willing to pay them 250gp for their service.

THE BANDITS

One night during the journey, the Big Bad Bandit Company will ambush the Finegoods caravan. The DM can choose when this happens, but isolated areas and difficult terrain will make the encounter more realistic.

Characters on watch with a passive Wisdom (Perception) of 13 or higher notice something at the side of the road.

The bushes at the side of the road rustle, but there is no wind. As you peer into the darkness, you see a hulking figure lope along the edge of the thicket.

Characters who notice the figure have three rounds to sound the alarm.

Suddenly, a hulking figure bursts forth from the vegetation. It stands several feet higher than a man and has a face elongated into a muzzle filled with wicked teeth. Vicious claws the length of daggers tip the ends of its fingers and toes. The beast pulls a wand from its waste and points it in your direction.

Hund the **werewolf** charges forth to attack. He has a *wand of wind* (Appendix A) which he uses to topple the caravan filled with goods. He then howls out into the night, signalling for his fellows to join him. In the second round of combat, two **bandit captains** and four **bandits** join the fray.

At the start of each of the merchant brothers turns, have them make a DC 13 Wisdom saving throw. If one of the brothers fails on the save, a horrifying transformation takes place:

You hear a terrified scream from behind you. As you turn to look for the source, you notice one of the Finegoods brothers wrenching. They drop to the ground, arms and legs jerking wildly, their eyes rolling in the back of their head. Before your eyes, a horrifying transformation overcomes them. Their skin ruptures with thick, coarse hair, their face stretches out into a snout, from which huge tusks erupt and their fine clothes are torn to shreds as bulging muscles grow from their limbs.



A failed saving throw manifests the curse of lycanthropy in a brother, turning him into the hybrid form of a **wereboar**. As they are new to the form, they only have 40 hit points and do not have multiattack. Unfortunately, the transformation is so overwhelming for their minds that they lose any grasp on sanity, attacking the closest creature in untampered rage.

As each brother transforms, the save DC increases by 3.

ENCOUNTER SCALING

The following adjustments can be made to change the challenge of the encounter:

CR 4 Remove two **bandit captains** and two **bandits**.

CR 5 Remove one **bandit captain** and two **bandits**.

CR 6 As written.

CR 7 Add one **werewolf**

CR 8 Add one **werewolf** and one **bandit captain**.

CONCLUSION

Knocking out the Finegoods brothers causes them to revert to their humanoid forms, but their minds are shattered by the curse. A successful DC 20 Wisdom (Medicine) check is enough to keep them calm when they awaken. A failure or no action results in them transforming into a boar and fleeing into the forest.

Hopefully, the characters can save the brothers and their caravan of goods and defeat the Big Bad Bandit Company. If they do, they can gather 36gp and Hund's wand of wind from the company, and are rewarded 250gp for their valour. If one or two of the brothers die or go insane (running off into the forest), they are only rewarded 100gp. Should all three brothers die or go insane, the party can take the caravan of goods, worth 300gp, for themselves.



THE BOY WHO DOESN'T KNOW FEAR

The Story of a Boy Who Went Forth to Learn Fear

Author.....**Jean Lorber**

Type.....**Combat & Intrigue**

CR.....**6**

The PCs are witness to a Lord's attempt to scare his child back to humanity. - That should work, right?

DMs NOTES

A wizard in Lord Wilhelm's employ has a terrible secret: he accidentally killed the Lord's 7-year old son, Tristan, in a laboratory mishap. The enchanter was forced to dabble in necromancy to revive the boy, but with grave consequence. Undead spirits joined Tristan on his return to the Material Plane. Their physical bodies bound within the dagger at his belt, the undead steal the boy's emotions, preventing the boy from becoming his once normal, wholesome self.

THE ENCOUNTER

MEETING

Hearing of the party's endeavors, the local lord invites the group to his estate for a feast in their honour. The encounter begins after the feast in the hall of the local Lord Wilhelm (**noble**). The PCs and Wilhelm are the only ones left awake. His young son Tristan lies asleep on his lap.

The side-effect of a hasty and sloppy casting of a necromantic spell on Tristan's lifeless body caused two recently killed undead to manifest their essence within the dagger at Tristan's belt. Tristan's dagger is now the home of a contented **wight** and **wraith**, happy to drain and feed upon the boys once jovial emotions, including fear. The DM is advised to role-play Tristan as deadpan-sounding, but full of child-like questions.

THE OFFER

Read or paraphrase the following:

The lord stares into the dying firelight and addresses you;

"It's my son. He's not right now. He'd look a lich in the eyes and not blink twice. It's not bravery, it's...like there's... nothing. Up to a month ago, he was fine. He's not himself anymore. That's why I must do it. It's for his own good... Tristan, wake up."

(Note: If at any time the party declines the lord's offer for help, or the party appears to be failing in their attempt to return Tristan back to normal, Wilhelm takes his son to the Stables, asking the characters to accompany him.)

Wilhelm doesn't initially get any more specific, but the party can see that the Lord is visibly sad and conflicted, seeming lost in his thoughts. Wilhelm explains his plan.

The Lord relates that according to the research conducted by his wizard: "The sense must be scared back into the child". No such research was conducted by the wizard, with the wizard stating what he already knew from the casting of the ritual to return Tristan back to life.

Wilhelm begs the PCs to terrify his child. From what the Lord knows of their heroic deeds, he'd rather have them to do it than his wizard, who he doesn't fully trust. He offers them 200 gold pieces from his purse. If the party hesitates, he looks pained but will increase this to 300 gold pieces. A successful DC 10 Wisdom (Perception) check shows that this extra expense is stretching the lord's finances to a new extreme level.

Once the character's take up his offer, Wilhelm gives them complete access to the contents of the castle. Due to the undead within the dagger, nothing the party does with cause the boy to return to normal as the undead have a supernatural hold on Tristan's emotions. Any form of charm, fear or illusion spell against Tristan is made at advantage. Should the boy fail, the spells appear to have an effect, but a mere 1 round later, Tristan returns to his now normal unemotional state, appearing to shrug off the effects of the spell, or seeing through any illusion for what it really is.

Should the party cast detect magic on the boy, the dagger at his waist will emit an aura of necromancy. Should the party ask Tristan for his dagger, the boy refuses to give it over, stating it was a present from his father which he will not part with, under any circumstances. Although Tristan does not know about the undead within the dagger, a successful DC 10 Wisdom (Insight) check shows the boy is telling the truth about the dagger. An intimidation check of any kind meets the party with an unemotional look that automatically fails.

If the party attempt to take the dagger, Tristan puts up a valiant fight, but automatically fails against the expertise of the party. Proceed to 'Combat with the Undead' below.



THE STABLES

When the characters enter the stable, read or paraphrase the following:

A figure stands in the stable's open doorway, talking to someone inside. As you approach, he hastily turns his attention in your direction, bowing to his lord as your group gets close.

Previously, Lord Wilhelm has informed his stablemaster, Daffir, that he plans on making an offer to the party to help return Tristan back to normal. Should the party refuse or fail, he's ordered the stablemaster to scare Tristan back to normality.

The good-hearted man must do what he's ordered, so he's planning on simply threatening the boy with an axe. A successful DC 5 Wisdom (Insight) check reveals that he looks nervous and ashamed.

The lord's wizard Rywest (**enchanter**), stands just inside the stable, listening to the effort. Once Daffir's plan doesn't work, he will emerge from the stables, stating that he must scrutinize the boy more carefully, which will result in him eventually snatching the previously-uninspected dagger, thereby releasing the undead within. Proceed to 'Combat with the Undead' below.

If the PCs enter the stable, Rywest non-chalantly closes one empty stall's door, which still shows evidence of the necromantic ritual he enacted 1 month ago. A successful DC7 Wisdom (Insight) check reveals that Rywest is hiding something. A successful DC10 Intelligence (Arcana) check on the stall reveals the necromantic ritual, and that a date of 1-month prior is inscribed within its runes. Tristan's skin gets very itchy if he enters the stable; the undead inside him grow restless around the old ritual site.

If at any time Rywest's deception is revealed, he attacks the PCs with the intent to kill. Once he is reduced to 10 hit points, he surrenders and confesses. He wanted to see Tristan restored but didn't know how. He begs for the Lords forgiveness. It's up to the DM as to where he wants to proceed from here. Maybe the Lord, in his confusion and anger, asks the PCs for their help in deciding on what he should do. Any reasonable suggestion is given consideration.

COMBAT WITH THE UNDEAD

Once the dagger is removed from Tristan's body, the creatures are released and attack.

The boy begins scratching vigorously all over and says: "Father says I should be afraid. But he's wrong. You should be." Two columns of black sand spout from the boy's eyes and form into humanoid shapes in front of you—one floating and one standing. As the boy collapses to the ground, these two visions of decaying horror seem slightly confused, but not enough to prevent them striding forward to attack.

The undead, now loosened from Tristan's hold, are disorientated when they make their appearance. They have disadvantage on attack rolls and saving throws for 2 rounds when first released from the dagger. Being linked to the dagger, the undead are unable to leave or escape, meaning combat with the party is their only choice.

Once the undead hit half hit points, a successful DC 10 Wisdom (Perception) or (Insight) check suddenly reveals that the undead attention has turned towards the boy. Given any chance and knowing that the situation is grave, they will attempt to kill the boy in a hope to release themselves from his hold. This will fail as it is not the boy, but the dagger they are linked to.

Destroying the dagger causes the undead to lose 50% of their remaining hit points but will allow the undead to run and escape if given the opportunity to do so.

Once the undead are destroyed (or they escape and run from the dagger being destroyed), proceed to the Conclusion.

CONCLUSION

If the undead are killed, Tristan is restored to normal and Lord Wilhelm is overjoyed. He gives the characters their prearranged reward and offers to help the party at a later date should they require the influence of someone of his station.

If Tristan is killed in the process and the Lord knows of the wizard's involvement, there is no mercy for the wizard. If the Lord saw that the party did their best, he still gives them the prearranged reward, but the offer of help is not made.



THE FISHERMAN'S WIFE

The Fisherman and his Wife

Author.....**Jeff C Stevens**

Type.....**Combat & Roleplay**

CR.....**1**

A fisherman's wife has met a horrible fate, and the fisherman does all that he can to make her comfortable.

DMs NOTES

This encounter can be added while the party travels a road or trail that happens to pass by a body of water.

The fisherman, who calls himself 'the fisherman', is a middle-aged human (**commoner**) with tan skin, a small pot-belly, and receding brown hair. He is an expert at his profession. He knows what bait to use, which fish are biting, and when to fish. He supplies local villages with his catch.

His human wife, Jalella, has been bestowed with a curse. The fisherman doesn't know how she became cursed, he just knows that she is in pain, her mind is lost, and she's constantly hungry – but not for fish.

THE ENCOUNTER

As the party approaches the lake, read or paraphrase the following:

As you travel the trail you spot a body of water to your right, but it's difficult to tell exactly how large it is from this vantage point. From behind a cluster of cattails, a small line of smoke floats on the breeze accompanied by the mouth-watering smell of freshly cooked fish.

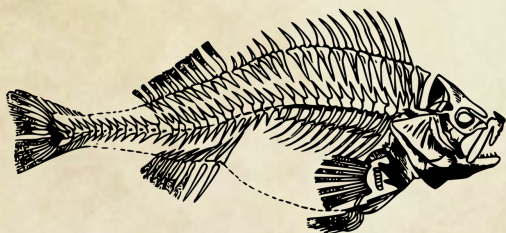
The fisherman has caught a dozen fish and is preparing two for himself. He has two poles in the water as he tends to his cast iron skillet and flips the cooking fillets.

Roughly 80 feet from shore, near the centre of the lake, a lone figure wearing a hooded grey cloak sits in a small white boat with no oars. A long rope is attached to the boat which allows the fisherman to pull it back to shore. A successful DC 10 Wisdom (Perception) check notices the rope lying on the shore, leading into the water, possibly to the boat.

If approached, the fisherman is jovial and pleasant to talk to. He offers to cook for the travelers if they sit and tell him a tale or two.

The figure in the boat is the fisherman's wife, Jalella. The curse has changed her into a **Ghoul**, and although she can still recognise her husband, and resist the urge to eat him, she craves humanoid flesh. The fisherman, wanting to protect and care for his wife, wants to set the travelers at ease before he introduces them.

If asked about the figure on the lake, the fisherman states that it is his wife, Jalella. She doesn't see the sport in fishing along the shoreline, and insists on fishing in deeper water.



A character studying the figure in the boat who succeeds a DC 13 Wisdom (Perception) check notices one of the below, with multiple checks revealing additional information. An example response from the fisherman is listed below each piece of information:

- Jalella's body appears to jerk occasionally.

"It's got to be them darn gnats."

- No fishing poles can be seen on the boat.

"She uses deeps lines which hang off the back of the boat."

- There are no oars on the boat.

"Laziest woman you ever did meet. I still love her, though. I give the boat a shove from the shore and then pull her back in with this here rope."

- Jalella is very quiet.

"Yep, she came down with a sore throat the other night. Sad, too, 'cuz she loves to sing."

The fisherman eventually pulls Jalella's boat to shore. When the boat strikes land, Jalella smells the humanoid flesh, leaps from the boat, and attacks the closest adventurer. The fisherman aids Jalella by making noise, banging on pans, and whatever other antics he can do to give Jalella advantage.

If the party asks the fisherman about the creature attacking them, he states, "That's my cursed wife, you fools! And you are her dinner!"

CONCLUSION

The spell Remove Curse could change Jalella back to her original self. If this occurs, Jalella falls to the ground, convulses, and returns to her once beautiful human form. Award the party 1,000 XP if they remove the curse.

If Jalella dies, the fisherman attacks the party with his iron skillet. If the party attempt to calm him down, they must succeed on two successful DC 15 checks (skill as determined by the DM).

Treasure. This is the second time the fisherman and Jalella have used this trick. The first time went extremely well, but the victims were two young adventurers with very little experience. Searching the area around the cattails reveals two sets of leather armor, a long sword, a dagger, 7 gp, and 40 cp. Adjust accordingly for higher level adventurers.

ENCOUNTER SCALING

The following adjustments can be made to change the challenge of the encounter:

CR 1/4 Use the stats for a **zombie**.

CR 1 As written.

CR 2 Use the stats for a **ghast**

CR 3 Use the stats for a **wight**

CR 5 Use the stats for a **revenant**.

LAMENT THE LITTLE CHILDREN

Hansel and Gretel

Author.....Patrick E. Pullen

Type.....Combat & Intrigue

CR.....3

The village has recently had children come up missing. A green hag is luring them to her tiny hut and eating them. The two most recent abductees are still alive and will need a group of brave heroes to save them before they are cooked and eaten by the evil hag.

DMs NOTES

The adventure takes place in a small village which can be set anywhere near a dark, foreboding forest. Helga, the **green hag**, has recently moved into a small hut made from human and animal bones. It was originally the home of an evil necromancer. The townsfolk stay away from the hut for fear that it is cursed. She has acquired a macabre taste for human flesh and finds the meat of children to be unspoiled and sweetest.

So far, she has abducted four children from town using her 'Mimicry' ability to sound like a lost puppy whining in the woods. Once the children draw near, she captures them and keep them in a cage until she is hungry. Most recently, she has abducted a local woodcutter's children, Hansel and Gretel. The woodcutter begs the adventurers to save his children before it is too late.

THE ENCOUNTER

MEETING

The adventurers are enjoying a night in the local tavern. The mood is somber as four children have recently gone missing. There are rumours floating about that an old necromancer's house in the woods could be the reason. Though the necromancer was slain years ago, everyone believes the place to be cursed or haunted.

At some point in the late evening, the woodcutter (**commoner**) frantically enters looking for any word of his two children who have not come home. Nobody has seen them in the last couple of hours but one patron claims they were playing just north of town earlier. After the characters have received the information they may likely start making plans to check out the hut.

Once the old woodcutter sees the group of adventurers, he will approach them and beg for their help:

"Please help me. My children are out there alone in the woods or maybe worse. I will give you all I have if you will please just find my children and bring them home safely to me!"

The people in the tavern insist that it is the work of the cursed hut in the woods. They give the best directions they can, but being fearful of that part of the woods, nobody is completely certain. The characters must succeed on a DC 12 Wisdom (Survival) check to pick up on a trail of bread crumbs that the children left behind. The longer they are missing, you can up the DC as birds begin to eat the crumbs.

THE HAG IN THE WOODS

Whenever the characters near the hut, they will be able to hear the cries of the two missing children from within.

Two voices can be heard crying nearby. They are clearly children's voices. As you approach a clearing ahead, you gasp at the grizzly sight. A small cabin made from sticks and bones sits among a tangle of thorns and undergrowth. The cries are coming from within.

The **green hag** is preparing a soup to add the children to. The party must be quick if they are to save them. After the green hag is dealt with, a quick search of the place reveals bones of four children. These are the previously missing children. The town will probably be grateful if the remains are returned so that a proper burial can be made.

CONCLUSION

Once the children have been returned to the woodcutter, he is very thankful and, though not a rich man, offers the party a pouch of silver coins (equal to 10gp) and a *+1 silvered dagger*. If you wish, you may add to the reward as the town will be thankful for the return of the child bones and to have the threat of the green hag gone.



THE LITTLE REDCAP

Little Redcap

Author.....Jeff C. Stevens

Type.....Combat & Exploration

CR.....3

Hiding away in a cavern filled with fungi is Bartol, the redcap. Normally, he is plenty happy eating the mushrooms, but when fresh meat appears, he finds it hard to control his carnivorous urges.

DMs NOTES

This encounter is set in a subterranean cavern, possibly in the underdark or a dark, haunted forest. Bartol the **redcap** lives in an underground cavern, tending to his fungal garden and carving totems from their woody stalks.

Although Bartol loves the taste of his mushrooms, he also has an unsavoury taste for humanoid flesh. Although he tries to restrain himself, the angry fey cannot restrain himself when a delicious meal arrives at his front door.

THE ENCOUNTER

Read or paraphrase the following:

The tunnel opens into a large cavern with exotic fungi covering the floor. Several bioluminescent 5-foot tall, tube-shaped mushrooms grow, interspersed with other exotic fungi, and light the cavern with a dim blue light.

There are several large cracks in the floor as well, one near the centre of the patch, and one along each of the side walls. It's difficult to tell how deep they are.

A small cave opening is seen on the far wall of the cavern.

A redcap named Bartol stands in the middle of this fungi patch. He lives in the small cave next at the rear of the tunnel, and he usually sustains himself on the edible mushrooms within this patch. However, whenever fresh meat comes along, he hides in the centre of the patch and waits until creatures are within range. Then, he runs throughout the fungi patch, slicing up certain mushrooms that cause the creatures to become confused.



FUNGI

A variety of fungi grow in this patch, some useful, and some not. A summary is supplied below, but for more information, you may wish to review *Out of the Abyss* (page 22-23).

- Barrelstalk – a large cask-shaped fungus that can be tapped and drained for 1d4+4 gallons of fresh water.
- Trillimac – the cap of this 4-foot tall mushroom can be used to make maps, hats, and scrolls. The stalk can be cleaned, soaked in water, and then dried and eaten.
- Nightlight – these tall mushrooms provide bright light in a 15-foot radius and dim light for an additional 15-feet. If touched, the light goes out until the mushroom is touched again.
- Timmask – also known as the Devil's Mushroom. Orange and red stripes adorn the cap of this two-foot-tall mushroom. If uprooted, damaged or destroyed, the Timmask releases spores in a 15-foot-radius. Each creature in this radius must succeed a DC 14 Constitution saving throw or be considered poisoned and under the effects of the Confusion spell for one-minute, after which time both effects end.

A creature that succeeds on a DC 16 Wisdom (Nature) check whilst inspecting a fungus knows the properties of it and how to use it properly.

A creature that succeeds on a DC 16 Wisdom (Perception) check notices that one 'mushroom' located in the centre of the patch has a red cap (Bartol). Unless noticed this way, Bartol has a surprise round when the party are within 15-feet of him and the Timmask mushrooms. Bartol, having lived in this area for some time, has gained an immunity to the effects of the Timmask mushrooms.

ATTACK!

If seen, Bartol attacks, running about the patch and slicing the three Timmask mushrooms with his sickle. He then attacks the adventurers - kicking them with his boots and slicing them with his sickle:

"YES! Tasty peoples for my plate tonight! No more mushrooms for Bartol!"

Bartol hopes to confuse the adventurers with the Timmask mushrooms, and plans for them to fall into the 10-foot-wide, 10-foot-deep fissures in the cavern. A creature falling into a fissure takes 1d6 bludgeoning damage. The fissures are coated with a thick tar which adheres to the characters, causing them to become grappled (escape DC 12).

Treasure. The small cave is Bartol's den, and he has a very nice bedroll laid out along the back wall. A creature searching Bartol's den finds an empty leather scroll case, a silver fork, and a *potion of resistance to radiant damage* sitting on a small wooden crate that Bartol uses as a table. A successful DC 14 Intelligence (Investigation) check reveals a hiding space under the bedroll which holds 245gp, 145sp, and a fire opal worth 1,000 gp.

THE MARQUIS OF CARABAS

Puss in Boots

Author.....JVC Parry

Type.....Combat & Intrigue

CR.....7

A sweet little cat begins following the party, but it's not all that it seems. Can the adventurers see past the puss to its evil source?

DMs NOTES

The initial encounter for this tale starts when the characters are making their way through a small village or hamlet. They find themselves in the company of an irresistible little **cat**, who follows them around.

Over time, however, items belonging to the party start going missing, and the cat comes and goes more and more. What they don't know is that the cat is a polymorphed **noble**, the Marquis of Carabas.

The Marquis was transformed by a spiteful and jealous **oni**, who lives in a ruined tower which once belonged to the Marquis. To have his curse removed, the Marquis must bring the oni valuable gifts.

ENCOUNTER

MEETING

Whilst travelling through a small town, read or paraphrase the following:

A strange sight up ahead catches your attention. Toeing its way carefully along a drystone wall is a fine looking tabby cat, who appears to be wearing an adorably dainty pair of black leather boots on his hind paws. As you come up alongside the feline, it nuzzles at your elbow.

Whether the party willingly accept their new animal companion, the cat follows them around undaunted. It never follows them into places of danger, and occasionally disappears for a few hours, only to return with a gift of a rabbit or mouse.

A successful DC 16 Wisdom (Insight) check on the cat lets a player know that it seems to be oddly intelligent, knowing when to leave the party be and when they might need cheering up with a fresh squirrel.



MISSING ITEMS

As the days go by, the cat starts to bring gifts less and less often, but remains friendly with the party, often vying for their attention. Without their knowledge, it begins attempting to steal things from them, and take them back to the ogre mage who cursed him.

There are two ways you can introduce this fact to the players.

Firstly, if any characters have a passive Wisdom (Perception) of 15 or higher, they catch the cat red-handed:

As you stroke the majestic puss, you start to feel something down at your waist. Looking down, you notice that the cat has one of its front paws in your coin purse!

Alternatively, when the characters need a small but valuable item, such as a gemstone for a spell:

You reach down into your pockets to search for the item, but cannot find it. You quickly look through your various pouches and bags, but the item is nowhere to be found...

From the moment of discovery onwards, any characters on watch at night with a passive Wisdom (Perception) score of 15 or higher notices the cat slinking into tents, pawing open bags and pinching items.

Each time the cat steals from the characters, it disappears for a day or so, often returning with a rabbit gift for the party.

RESPONSE

The party may respond to the cat's actions in many ways, but they should all serve to forward the narrative of the encounter.

If the party catch the cat, and try to throw it out, or even attack it, it immediately surrenders.

As you go at the cat, it deftly hops out the way, and stands up on its hind legs, its golden boot buckles shining proudly. The puss holds up its front paws in the air, in an obvious sign of surrender. Then, it begins to beckon, as if imploring you to follow it.

Whether the party follows the cat due to suspicion, or willingly after it surrenders, the cat leads them to the same Ruined Tower.

RUINED TOWER

One way or another, the party are likely to end up at the ruined tower. This building was once an ornate structure filled with valuable furniture and artwork and owned by the Marquis of Carabas. Unfortunately, his lavish lifestyle attracted the wrath of a jealous oni, who cast a powerful curse upon the Marquis, turning him, perhaps permanently, into a cat. However, preferring to torment the Marquis, the oni offered the cat a deal. If he could steal a prize worth the ogre's attention, she would transform the cat back into his human form:

After following the cat for several hours, you come to a ruined tower. Looking over the skeleton of the building, you can see that it was once a structure of majesty, but has fallen into serious disrepair. The majority of the conical roof is missing, and huge chunks of stonework have fallen from the walls exposing a ribcage of wooden beams. A strange red moss grows out from the cracks in the masonry, like blood dripping from a wound.

The door to the tower is barred from the inside, but can be smashed open with a successful DC 12 Strength check. Alternatively, characters can climb into the tower through a hole in the wall with a successful DC 14 Strength (Athletics) or Dexterity (Acrobatics) check:

Inside, the tower stinks of rotting wood and mildew. The once fine carpets and tapestries are torn and mouldy, and the paintings hanging on the walls are smeared with something pungent. From here you can see a set of stairs heading up, and a trapdoor leading down.

Upstairs. The characters pick their way up a battered staircase. They find that they can go no further than the first floor as the rest of the tower going up is ruined. On this first-floor level are the remains of a campfire, and a locked wooden trunk. It can be opened with a successful DC 15 Strength check or a DC 12 Dexterity check using thieves' tools. Inside are the half-eaten bodies of young animals; kittens, puppies, and chicks.

Basement. Characters that descend into the basement find themselves in a damp, stone dungeon that is entirely unlit. Characters that have darkvision, or access to a light source, notice a hunched, ogre-like figure with blue-black skin hunched over a stone altar at the far end of the room. This is the **oni** who polymorphed the Marquis.

She is a vile creature who, if spoken to, delights in explaining what she did to the once noble Marquis to the characters. However, she offers them their stolen goods and a little more if they leave her be. Pick one uncommon magic item that your players desire; the oni sweetens the deal by offering this to the characters if they simply turn and leave.

If the party decide to fight the oni, she takes great delight in taunting them whilst returning their blows. She will also try to kill the cat if possible. If the fight goes against her, she will use her invisibility to escape. If escape is not possible, she will attempt to bargain her freedom in exchange for her treasure and transforming the cat back to its true form, stating that should she die, the cat is forever doomed to its feline form. Should neither escape or negotiations be possible, she fights to the death.

ENCOUNTER SCALING

The following adjustments can be made to change the challenge of the encounter:

CR 6 Give the **oni** 70 starting hit points.

CR 7 As written.

CR 8 Give the oni a *glaive of wounding*.

CONCLUSION

If they party manage to kill the oni, they find her treasures behind the altar:

- 1,500gp worth of assorted treasures, such as gemstones, jewellery and art objects
- the previously offered magic item
- their stolen goods
- a scroll case containing a modified *remove curse spell scroll* that will transform the Marquis back to his true form.

The Marquis is incredibly grateful to the characters, but has nothing to his name save his boots; a beautiful pair of *boots of elvenkind* which he happily bestows them upon the party once returned to his true form.



NOT ANOTHER CINDERELLA STORY

Cinderella

Author.....Tony Petrecca

Type.....Combat & Intrigue

CR.....6

A warlock Cinderella and her twisted Prince Charming lure the PCs into an undead trap.

DMs NOTES

This encounter takes place in and about a small, deteriorating two-story stone manor whose lawn is surrounded by a high hedge. The manor should be placed along a road the PCs are travelling, in the wilderness, or on the outskirts of a town, and ideally at night.

By way of background - our titular heroine, who toiled away day after day and was locked up in the cellar at night, was long ago driven mad by the abuses of her step mother, Lady Tremaine, and her two step sisters, Drizella and Anastasia. In her madness, she turned to dark magics whilst locked in her room at night, where a wicked fey, who she calls her Godmother, empowered her, making her a **warlock of the archfey**. For years she quietly grew her powers, practicing and improving her dark arts as she gathered firewood from the nearby woods. As luck would have it, she met a bored young man from a nearby wealthy manor, who called himself Prince Charming. Himself dabbling in banditry to stave off the ennui of the idle rich, he was enraptured, and eagerly succumbed to Cinderella's wicked charms. He quickly became a willing accomplice to her plots.

Cinderella wanted revenge for her years of brutal servitude, and simple slaying would not satisfy her. No, she wanted to enslave the Tremaine's as they had enslaved her all these years. Finally, her Fairy Godmother granted her the boon she wished to fulfill her revenge - the ability to *create undead*! Two nights ago, the co-conspirators slew Lady Tremaine and her daughters while they slept. Cinderella then used their corpses to create the **ghouls** who would be her servants. The trouble is the ghouls must feed... and thus a hasty plan, involving Prince Charming as bait, was born.

THE ENCOUNTER

THE MEETING

The encounter begins when the party passes near Tremaine Manor:

The moon lights the road, and ahead you spy a small manor, its high hedge unkempt. A high-pitched scream wails from within, and you are startled to see a man running from the door, fleeing in terror toward the road. He spots you and turns your way. Wailing and crying, his school girl screams pierce your ears as he approaches. With his fine purple waistcoat in tatters, his billowing blouse blood stained, his feathered hat tumbling down the road in the wind, this terrified, slender man approaches. Though a rapier hangs at his hip, nothing about this fop suggest he knows what to do with it.

"Please oh please by the god's help!" he cries, "My beloved Cinderella, they've got her. Those twisted sisters and their evil mother... they intend to eat her alive! Oh, you must help, please... I cannot face this horror. I have money! I can pay!"

Prince Charming (**swashbuckler**) over plays his role as a helpless, spineless young fop and hastily tosses a bag with 50 gold to the nearest PC. He points toward the manor, begging that the strong looking group charge in and save his love before it's too late. He offers more coin, if needed, to convince the PCs to help.

THE MANOR

Cinderella, who is initially upstairs in area 8, listens closely to the happenings below, with Prince Charming. The couple's hope is that the ghoulish Lady Tremaine and her two foul daughters will tear the group apart when the party enters the manor hall. When that fails, the two initiate their backup plan - Prince Charming will suggest to the PCs that Cinderella is likely hiding in her room in the cellar under the kitchen. When the group moves out of sight of the ghoul corpses Cinderella casts *create undead*, bringing her **ghoul** servants back to un-life, while Prince Charming directs the PCs through the kitchen and into the cellar. Prince Charming will try to slyly shut the cellar door and lock it tight, hoping to trap the PCs while the duo and their servants set a more formidable ambush.

1. MANOR HALL

A broad porch provides egress to the grand oaken front door of the manor, which sits slightly ajar, having been thrown open by Prince Charming. The door creaks as it is pulled open, and the stench of rot is in the air. Beyond the door is a 40x40 foot grand hall, dimly lit by a candlelight chandelier overhead. Furniture is tossed around the room, and fresh blood can be seen glistening upon the floor and walls.

Three closed doors, one to the east, one to the west, and one across the hall to the north, provide exits from this hall, and a railed stair wraps itself around the northeastern corner of the room, ascending to the upper floor. Prince Charming remains outside, terrified.

"I, I think she fled to the dining room... t-t-t to the north. Maybe hiding in her r-r-room in the cellar, under the k-k-k-kitchen."

As the PCs approach the northern door, or at another appropriate opportune startling time, all three doors burst open, thrown open by three distinctly feminine looking **ghouls**, clad in tattered, blood-soaked dresses. The ghouls snarl and charge the nearest PCs, fighting to the death as Prince Charming watches from the porch.

A search of the ghoul corpses reveals a key on a chain around Lady Tremaine's neck. This key opens the lockbox found in area 10.

2. DINING ROOM

An old, 8-foot cherry wood dining table, claw marks marring its surface, dominates this 15x30 foot room. Eight dining chairs are scattered about the room, and a bureau has been dumped over in one corner. China tableware has been tossed about, broken into a thousand pieces, with a set of silverware scattered about the floor as well. To the east is a single door, presumably to the kitchen.

Much of the estate's silver has been sold throughout the years for needed cash, but enough to provide serving for six can be gathered up from the floor, worth a total of 25 gp.

3. KITCHEN

This kitchen and pantry have been recently ransacked. Shelves are torn from the walls, the oven dented and toppled, food stuffs tossed about. A trap door in the floor appears to lead to the cellar.

The trap door opens to a steep, narrow wooden staircase leading down to a damp, dark cellar. Note that any inspection of the trap door would reveal that it has a slide lock, allowing it to be locked from above.

Though Prince Charming will direct the PCs to the cellar he will not descend himself, claiming that he is too afraid to do so. When Prince Charming notes that the PCs are engrossed exploring the store room and Cinderella's bed room he will close and lock this trap door. Once it is locked, forcing the trapdoor open requires a successful DC 15 Strength check.

If the PCs are particularly engrossed they may not notice the door closing at first. A passive Wisdom (Perception) is required for otherwise occupied PCs in the store room to notice the trap door closing. A successful DC 15 Wisdom (Perception) check, made at disadvantage, is required by those PCs in Cinderella's bed room.

4. SITTING ROOMS

Broken furnishings and torn books are scattered about the floors of this sitting rooms. Marks on the walls show where artwork that once hung was sold long ago to keep the Tremaine's fed.

5. CELLAR STORE ROOM

The stairs creak as you descend into this dark, dank cellar. A millipede scurries away in a corner. The store room looks remarkably bare, with the remains of only two small crates, broken apart with their contents emptied, the only indication that the manor may well have kept supplies down here. A dressing dummy, stark and untouched, sits in one corner.

A door to the west can be seen ... with a bar on the outside.

6. CINDERELLA'S BEDROOM

Cinderella's bed room is wretched. A small bed, with two blankets and a tattered old pillow, is accompanied by a tiny bedside table with a stunted candle atop. These are the only furnishings within this miserable prison.

Upon the stone walls can be seen hundreds of hash marks, carved into the stone, demarking the time she spent locked within. Old blood stains and human claw marks mar the back of the door, indicative of a young prisoner attempting to escape.

An easy search of the room reveals a diary haphazardly tossed under the bed. The diary is Cinderella's, and it reveals, in terrifying lunacy, the back ground mentioned in the DMs notes above.

Cinderella's Ambush. As noted above, while the characters are distracted in the dining room, kitchen, and cellar, Cinderella, who has been hiding on the second level, moves to the top of the stairs within view of the ghoul corpses and casts *create undead*, bringing them back to un-life yet again. Note that she needs one minute to cast the spell, but she will begin casting as soon as the PCs are properly out of sight of her perch. Anticipating that the PCs will escape and eventually emerge from the dining room and into area 1 she directs the three ghouls, and Prince Charming, to ambush the characters in area 1.

Two **ghouls** will flank the doorway to the dining room, taking the ready action to attack the first PC to pass through the door. The third ghoul stands in the manor's exit, and engages PCs as they enter Area 1. Prince Charming, now standing strong and brave, demonstrating skill with his rapier and dagger, will be positioned at the base of the stair, a look of wicked blood lust upon his face, while Cinderella has an Eldritch blast readied, casting it at the first PC who enters the room. Should all four of Cinderella's minions be defeated Cinderella will do everything she can to flee the Manor.



7. UPPER FLOOR LOUNGE

The stairs below lead to a large landing area previously utilized as a sitting area and library. Three filthy, unkempt lounge chairs and a love seat are placed haphazardly about, while several bookshelves sit empty, quite possibly because the valuable books had been sold to cover expenses of the estate. Three oak doors provide exits from this lounge.

8. DRIZELLA'S BEDROOM

This ransacked bedroom smells of rotting flesh. The bedclothes are stained in blood and gore. The walls scarred with ghoulish claws. The wardrobe ripped apart. It would appear one of the step sister's was slain here in her sleep and returned in the rage of undeath to destroy the place.

Should the room be searched, a successful DC 12 Wisdom (Perception) check reveals an ornate silver hair comb amongst the rubble worth 20gp.

9. ANASTASIA'S BEDROOM

Another ransacked room covered in blood and gore, this bedroom reeks of stale blood and death.

Should this room be searched, a successful DC 12 Wisdom (Perception) check reveals a gold chain with a small aquamarine teardrop pendant worth 50gp.

10. LADY TREMAINE'S ROOM

This larger bedroom must have been the master bedroom, and may well have been quite a pleasant room in the past. However, it too was the scene of a gruesome murder and ghoulish rampage.

A thorough search of this room may reveal the last of the Tremaine estate's valuables. A small lock box was stored in a hidden compartment at the bottom of Lady Tremaine's wardrobe. The wardrobe is toppled and broken open, and a successful DC 15 Wisdom (Perception) check reveals the lock box. If the key was not found on Lady Tremaine's body, a successful DC 15 Dexterity (Thieves Tools) check will open the lock. Inside the box are the last of the Tremaine estate's wealth - 78pp and the deed to the manor house.

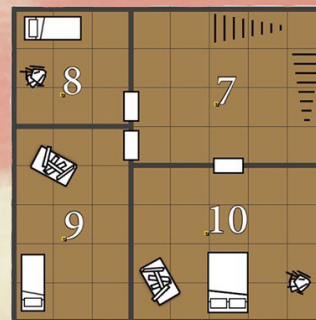
CONCLUSION

If Cinderella fled into the woods, the PCs might wish to pursue her. If she escapes, she could become a vengeful enemy, ever seeking her revenge upon the PCs.

If the party managed to slay the ghouls, Prince Charming, and Cinderella then perhaps they wish to lay claim to the manor's deed. Such a home could provide brief comfort, though surely the grisly murders which took place within would cast an evil, cursed and haunted feel upon the dwelling.

Tremaine Manor

One Square = 5 feet



Upper Floor



Main Floor



Cellar

RED RIDING'S HOOD

Little Red Riding Hood

Author.....**Ken Carcas (Deadmeat Productions)**

Type.....**Combat & Intrigue**

CR.....**6**

A young girl called Red Riding is given a new hooded cloak for her birthday, not knowing that it contains a hideous and murderous secret.

DMs NOTES

Although initially, it may appear that Red Riding is the villain within this encounter, the true villain of macabre is **The Hood**. It's not until the party meets with Red Riding during the final encounter that they truly realise The Hood is the one in control.

THE ENCOUNTER

MEETING

The encounter begins when the party is approached by a concerned middle-aged human woman introducing herself as Martha Riding. She asks if the party are available to investigate a matter of family concern. Although not rich, she's willing to compensate for the party's time to the tune of 5gp each and a place at their dinner table this evening.

Problem. Her 8-year-old daughter, Red Riding, aptly named due to the slight red tinge to her hair, has taken an increasing interest in her grandmother whose cottage lies a couple of miles within the adjoining woods. Until recently, Red could not have cared less about her grandmother, but since her birthday a couple of days ago she's been spending more time in the woods than home. Normally Martha would not be overly concerned as the path has always been a safe route, but there has been a wolf sighted recently and Martha is concerned Red might be at risk.

Solution. This morning, Martha forbid Red from going to her grandmother's cottage unaccompanied whilst the threat of the wolf is present; it appears Red had her own ideas. Martha would like the party search for Red, and make sure she's alright. She and the village would prefer the wolf dead. Lastly, she would like to know that Red's grandmother is alright before escorting Red home in the evening. Finding her should be an easy task; aside from being the only person on the path, the blonde-haired Red has taken to carrying a small wicker picnic basket and wearing her now-iconic red hooded cloak. She only left two hours ago, so should be easy to catch up with.



THE PATH

At a place of your choosing, read or paraphrase the following:

The trip starts out like any other stroll down a wooded path. The crunch of the leaves beneath your feet and the chirping of local birds within the trees above should make the stroll a pleasant experience. If it wasn't for the fact that you quite easily notice the fading of bird chirps, the absence of the breeze and a cold chill enter the air... well...

Did I also mention the scene of bloody butchery just up ahead? Looks like Red Riding isn't, or at least wasn't the only one on the path this day. A small fox, its muzzle stained newly red from its grizzly feast, looks nervously around before silently disappearing into the surrounding underbrush.

Investigation. The scene on the path ahead depicts one of a recent bloodbath. What's left of the creature is unrecognisable at first. Due to the sheer brutality of the scene, each character must succeed a DC 10 Constitution save or become poisoned for 1d4 rounds, vomiting and retching for the duration. For 2d6 rounds after vomiting, all d20 rolls have a -2 modifier from the shock to the body. A successful result renders the character immune from further violent and gruesome scenes for the next 24hrs.

A successful DC 10 Intelligence (Investigation or Nature) check shows that the mutilated body was once that of canine of medium size. If the check succeeds by 5 or more, the player ascertains that it was a wolf. A successful DC 10 Intelligence (Medicine or Survival) check shows that the cool viscous blood is still tacky to the touch, revealing that the creature could not be dead more than an hour. If the check succeeds by 5 or more, the character can work out that the creature was killed by a sharp blade of a thin design. A successful DC 10 Wisdom (Perception) check reveals that the animal's head is missing.

Encounter. A freshly created abomination called **The Floater** (Appendix A) will attempt to ambush whichever party member the DM deems closest to the edge of the path. Characters with a passive Wisdom (Perception) of 17 or more notice the floater within 30 feet of the path. The Floater will attempt to use its Howl to gain advantage before closing to attack those affected. Due to its immeasurable craving for fresh meat and mindless nature, The Floater continues to attack until the party are dead or it is killed. The DM is advised, for visual effect, to play up each successful attack from The Floater, describing blood from the successful bite flowing out from the dangling dismembered throat beneath The Floater's head.

Treasure. A successful DC 10 Wisdom (Perception) or Intelligence (Investigation) check reveals a small bulge beneath the carcass. Lifting the blood matted and ruined pelt reveals a blood-smeared jar of preserves (worth 2sp), presumably dropped from the wicker basket belonging to Red Riding.

THE COTTAGE

Once the characters arrive at the cottage, read or paraphrase the following:

You leave the grisly scene behind and continue to make your way along the path. Shortly after, the area directly ahead appears to open as the light at the end of the path gets brighter. As you leave the forest, you arrive in a modestly sized clearing, complete with the serene visage of a small cottage embedded amongst flower beds and a small-sized vegetable garden. A thin gravel path leads off the main path near the front of the cottage, passes a modest wooden enclosure containing two goats, and ends at the door of an outhouse located amongst a garden of freshly blooming flowers.

Ever so faintly, in the distance beyond a small picket fence and towards the whitewashed cottage can be heard singing. What appears to be a popular children's lullaby, the sound waffles its way to your ever listening, and alert ears.

Nothing in the grounds of the house is unusual.

Red Riding is not expecting to be disturbed, so she is not actively listening for noises outside. If the characters make any noticeable sound, including talking above a whisper, she may notice. Red's passive Wisdom (Perception) is 12 but she may attempt an opposed Wisdom (Perception) check vs. a character's Dexterity (Stealth) check anytime she could notice something going on outside the cottage. If successful, Red is aware that something is outside and will not be surprised if the party attempt an ambush.

The cottage is a whitewashed single-story building with three rooms (common living/cooking area, small bedroom and a small larder) with two windows and a single simple door in the front. The shutters to the windows are presently closed and secured from the inside. Though the front door is closed and has a simple lock it is not locked nor trapped.

If characters enter the cottage, read or paraphrase the following:

You open the door to a scene resembling the inside of an abattoir. Expecting to find the neat and tidy interior, you find the old lady strung up via thin rope by her wrists to a beam within the ceiling, her feet dangling just above the floor. The floor is slick with blood, and the old woman's organs are scattered about. Standing on the stool with her back to you, merrily singing to herself, is a small girl in a bright red, blood splattered cloak.

As you take in the gruesome scene, she slowly turns toward you. She holds a blood-smeared butchers knife in one hand and what appears to be the partially eaten remains of a kidney in the other. She stops singing, and as blood drools from her mouth, she chants "Feed the Hood ... Feed the Hood" and steps down from the stool.

Red Riding's picnic basket contains a half loaf of freshly baked rye bread, some recently churned butter and a half ration of both salted fish (freshwater river mullet) and smoked pork hoke.



THE HOOD

Characters must succeed on a DC 20 Constitution saving throw or become frightened and incapacitated, spending the next 3 rounds vomiting. In addition, the character must succeed on a DC 15 Wisdom saving throw at disadvantage or be affected by Short-Term Madness; failure by 5 or more results in Long-Term Madness. A natural 1 yields an Indefinite Madness. Tailor the madness to the situation. For 2d6 rounds after vomiting, all d20 rolls have a -2 modifier. A successful result renders the character immune to further violent and gruesome scenes for the next 24hrs.

Red Riding is under the control of **The Hood** (Appendix A). Due to the compulsion exerted by the symbiotic connection with The Hood, Red will attack the party until they kill her or knock her unconscious. At the start of combat, Red attacks the closest character. There is no reasoning with her, and any character looking directly at Red's face will see her eyes contains nothing but pure emotionless murder; any interaction will yield nothing but the continued chant of "Feed the Hood... Feed the Hood".

If Red Riding is killed during combat, read or paraphrase the following:

As you strike the killing blow, your eyes meet with those of an innocent Red Riding, seeing recognition previously not there suddenly return. As she slumps to the ground amongst the gore of her grandmother and the carnage of combat, you faintly hear her whisper, 'Im... sorry... Tell... mother...' as her last breath leaves her withered... and frail... childish frame.

The horror and shock of killing such a young child not in control of her actions attacks the deep subconscious of the characters. They must succeed on a DC 25 Charisma saving throw or suffer an Indefinite Madness. The DM is strongly encouraged to tailor the Madness to the situation, especially connecting it to young children and/or the colour red.

Treasure. Red Riding wields *The Blade of Butchery* (Appendix A). She also has the keys to the cottage.

CONCLUSION

Knocking out Red Riding and removing the cloak restores Red to her normal, though slightly battered self. She has no recollection of events after receiving her new and much loved red hooded cloak. She will be slightly distressed over its loss but more distressed if informed of what she has done to her grandmother. A DC 10 Intelligence (Nature) check, or a DC 10 Wisdom (Insight), (Medicine) or (Perception) check, will unconsciously inform a character that keeping this from her is in the best interest of the child's sanity. Keeping these events from her and ensuring she doesn't see the scene she caused will earn each character 200XP.

Martha Riding rewards the characters with the 5gp each and a place at their table for dinner. She is highly disturbed if told of the events, promising to keep them from Red for as long as possible. She will arrange for Red's grandmother to receive a decent burial (thanking the party if they already saw to it) and for the cottage to be cleaned before Red can return. If asked, she mentioned that she obtained Red's new cloak, which came already wrapped, from a travelling gnomish merchant who passed through the area a few weeks ago. The butchers knife is a family heirloom which she allows the party to keep as an additional thank you on Red's behalf.



SNOW WIGHT

Snow White

Author.....Ken Carcas (Deadmeat Productions)

Type.....Combat & Intrigue

CR.....4

The deceased body of the fair and beautiful Snow White, betrothed of the local handsome Prince has gone missing hours after their failed wedding. Suspicious circumstances point to the curse placed upon their union and seven missing dwarves.

DMs NOTES

According to variations to the fairytale, at the end, the queen arrives at the wedding and sees that the bride is Snow White, whom she thought dead. She chokes with rage, falls, and dies. This is my adaptation of that as if the queen had cursed the wedding as she dies.

THE ENCOUNTER

MEETING

After his fair bride collapses and dies during their wedding, the local Prince sends out a call for adventurers in the area to find her now missing body. The party arrives to answer the call.

The prince's bride dies moments before the conclusion of his wedding to Snow White after her evil stepmother arrives and dies on the steps whilst placing a curse of undeath upon their union. As the stepmother dies, Snow White's body slumps beside the Prince, also dead. The Prince has her body removed to another part of the castle, under guard, until a solution to returning her back to life can be found. The following day, her body is reported missing. Surprisingly, her former companions, seven portly dwarves are also reported missing.

The Prince has concluded that the dwarves are responsible for the disappearance of Snow White's body. He charges the party to track them down and whilst returning Snow White, are ordered to return the bodies of the dwarves, dead or alive. If successful, he'll compensate each member of the party with 200gp and a minor nobility title.



The Truth. Everything prior to the dwarves taking the body of Snow White is true. The truth is that both the Prince and Snow White were supposed to die. Snow White, realizing this, chose to take the entire burden upon herself. Later, during the confusion, the dwarves find Snow White's body missing after they chose to sneak in a visit and pay their respects to their dead friend. Concerned about body, without notifying anyone of their intentions, they chose to track down the villain and return the body back to the Prince themselves. They had tracked the body to the nearby snow-capped hills where they found Snow White holed up in a cave and already transformed into an undead **wight**. Failing to escape, the now Snow Wight kills all seven dwarves and now waits as they transform into **zombies** under her control.

Once the transformation is complete, she intends to travel onwards to her stepmother's castle, where she hopes to taking control and 'live' out the remainder of her days in solitude.

TRACKING

The party is required to track down the missing dwarves in a hope of finding Snow White's missing body. A successful DC 15 Wisdom (Survival) check is required twice before they track the dwarves to the cave. Success indicates that they find the company still in the cave at nightfall, before all the dwarves have risen as zombies. A failure results in the party arriving late and finding the company has already departed. Once they search the cave, they can pick up the trail as it makes its way towards the castle.

Should the party choose to search the cave, a successful DC 10 Wisdom (Perception) check or DC 10 (Investigation) check turns up some small objects belonging to the dwarves, confirming they were here. They also find a red hair ribbon and bow, and a piece of white ruffle from a petticoat, also confirming that Snow White was here. A DC 10 Wisdom (Survival) check confirms the dwarves are continuing their trek towards the castle; succeeding by 5 or more shows that there is an extra set of footprints resembling a pair of dainty female dress shoes.

CATCHING UP

Snow Wight uses the statistics of a **wight** but wields a +1 battle axe and wears a ring of warmth.

Cave. Should the party arrive at the cave before Snow Wight and the dwarves leave, combat is inevitable. It is suggested to have two **zombies** hiding in the shadows near the cave entrance waiting to ambush unsuspecting victims; a successful DC 12 Wisdom (Perception) check allows the zombies to be seen watching the party as they enter. Combat here also warns Snow Wight further within the cave to expect trouble, she is accompanied by another two **zombies**.

Path. If the party chase down Snow Wight and her seven **zombie** dwarves on their trek toward the stepmother's castle, the party should catch them on a secluded forest path or maybe feasting on a presently killed deer.

In either case, Snow Wight has no desire to return to her previous life. She feels the urges of traditional wights; the need to consume all living creatures but is successfully suppressing these desires... for now. If left on her own, these desires eventually take over, forcing her to seek out and drain the lives of those in the area. Fortunately (or unfortunately) this will not occur before reaching the castle but will, temporarily, surface during combat with the party.

As the killing blow is struck; read or paraphrase the following:

Just prior to your attack successfully striking Snow Wight, you briefly see a spark of consciousness, maybe a fleck of her previous soul, return to her eyes. Too late to stop the attack, Snow Wight slumps to the ground. A faint white wisp momentarily slips from the now to the afterlife as what remained of the former Snow White moves forever beyond the mortal realm.

Treasure. Searching the bodies of Snow Wight and the seven zombie dwarves yeild a *+1 battle axe* which previous belonged to a dwarf, a *ring of warmth* worn by Snow Wight and several pouches still on the dwarves which contain various coins and gems totaling 312gp.

CONCLUSION

Returning the body of Snow White back to the Prince will be a symbolic gesture at best. She is totally beyond saving, having already made the transition to undeath. What remained of her soul will never be enough to return her to her place with the living. The Prince is forever doomed to a life of longing and loneliness. Providing the body of Snow White is returned, the Prince honours the stated reward.

ENCOUNTER SCALING

The following adjustments can be made to change the challenge of the encounter:

CR 3 Remove the *+1 battleaxe* and decrease the hit points of the **wight** by 20.

CR 4 Decrease the hit points of the **wight** by 20.

CR 6 As written.

CR 7 Increase the hit points of the **wight** by 20.

CR 8 Give the **wight** a *+2 battleaxe* and increase it's hit points by 20.



THE TAILOR AND THE GIANT

The Brave Little Tailor

Author.....**Jeff C. Stevens**

Type.....**Combat & Roleplay**

CR.....**1**

A tailor, returning to his shop in the wilderness, is attacked by a group of the undead.

DMs NOTES

The tailor, Micks Pandel, is a human (**commoner**) who lives in a small house in the countryside. He's not very fond of city living, preferring the quiet of the countryside. Once a week, he travels to the city to replenish his supplies, but this week is very important. Micks has a new client, and he's afraid that if he doesn't please the client, he may be eaten.

Budge, a **hill giant**, has requested Micks tailor him a suit. Budge is getting married in a few days, and he wants to look good for his new bride, Gushy. It's taken Micks several weeks to gather all the necessary material for the gigantic suit, he only has one week to complete the suit and he knows that he doesn't have enough time to order more cloth.

THE ENCOUNTER

Micks is being attacked by three **skeletons** that have wandered out of the woods. The skeletons have yanked him from his wagon and he's now prone on the ground, attempting to fend off the skeletons with a shortsword.

Micks is desperate to end the confrontation; he and Budge are to meet for final measurements of the suit before Micks finishes the design.

As you approach a tree-lined bend in the road, you begin to hear a man shouting, and the clanging of sword against sword.

"Get back!" you hear the man yell. "Oh... why today?"

Rounding the bend, you see a neatly-dressed, grey-haired human man wearing spectacles lying on the ground and fending off a skeleton with his shortsword. Two other skeletons stand next to a wagon filled with rolls of what looks like black cloth. These two skeletons see you and charge.

Once the skeletons are defeated, Micks sits up, says 'thank you', and introduces himself. He explains he is a tailor and that he has a very important client to meet. He's already late for the meeting, so he must be going.

As Micks begins to climb the wagon, a loud thudding is heard from further down the road. Micks becomes irritated and anxious.

The tailor becomes nervous when the thudding begins. "Oh, now we're in for it. Tymora help us!"

The thudding becomes louder, and the ground slightly shakes with each thud. Soon, a dirty hill giant, wearing a tan loincloth with a bloody sack tied to his side and a black top-hat with a couple feathers sticking out of it, rounds the bend in the road. He looks at the tailor and says, "Why you late?" The giant slams his club on the ground a couple of times, and then continues, "Measure now! You late for measures!"

This is the hill giant named Budge. He's anxious for his final measurements and is upset that the tailor is late to the meeting. He's already found his large top-hat and has decorated it with a few griffin feathers. Budge is familiar with the Common tongue, but he isn't very good with it. A successful DC 12 Wisdom (Insight) check shows the party that the hill giant is not combat aggressive - he's just not happy to have been kept waiting.

Micks explains that, while on his way to the final measuring, he was attacked. Before Micks can explain further, Budge charges the party, thinking they are a group of bandits who have attacked the tailor. Micks yells "STOP! These are the GOOD guys!". Budge stops quickly with a perplexed look on his face. Micks continues with his story and allows the adventurers to interject as well.

Budge then explains that the wedding has been moved up. Gushy has grown tired of waiting, and she demands a wedding tomorrow! He needs the suit coat completed as soon as possible, and he plans to stay with Micks until it's complete. If Micks doesn't finish the coat, Budge says he will give Micks to Gushy as a wedding gift.

Micks blushes, begins to sweat, and pleads with the adventurers.

"Oh...oh, no. What am I going to do? I can't make this in one night by myself!" He kicks at the ground and says, "Would you be willing to help me create the suit? To save my life?"

If the party attack Budge, he fights. Those who do not fall in battle are scooped up and taken to Gushy as a wedding present. He intends to marry Gushy even if he doesn't have his suit coat.

If the party offers to help Micks, he excitedly accepts the offer. He works frantically as he barks out orders to the party. Creating the suit, with the adventurers' assistance, takes 1d4 + 2 hours if they successfully pass their skill checks (see below).



If the adventurers do not assist and leave the area, Micks soon after attempts to run, knowing he'll fail to create the suit in time. As the party are nearly out of sight, they hear a scream. They turn in time to see Budge looming over the prone body of the tailor. The Hill Giant flicks the tailor's head with an index finger, which knocks him out. He then stuffs Micks in his sack and leaves the area in the opposite direction with his gift to Gushy.

CREATING THE SUIT COAT

If the situation goes to plan, Budge sits on the ground and watches the events. He has no idea what is necessary for creating a suit coat, but he asks questions or makes comments every so often while the party works:

- "Sure that fit me?"
- "What you do?"
- "I love Gushy"
- "No skimp on material ... Budge have big gut"

Budge also snacks on a few recently captured (some dead, some not) humanoids he's carrying in the sack attached to his hip. Select a few of the below, or create your own, and describe them to make the PCs a little squeamish:

- Budge removes a dead goblin from his sack, pops off its head, loudly sucks out the brains, and then crushes the skull with his teeth. He makes a 'yummy' sound as he finishes the head and then throws the goblin's body into his mouth.
- Budge removes a nearly-dead human man, pulls off an arm, and uses it to pick the remains of the goblin from his teeth. The man screams and cries until Budge takes hold off the man's legs and then yanks, splitting the man in half – doing so directly overhead one of the adventurers.
- Budge takes his hand to one of the adventurers and softly squeezes its head between his thumb and index finger. "Crunchy!" he says excitedly.
- Budge removes a dead bugbear from his sack and tosses it aside. The body lands next to an adventurer. It lands like a tossed ragdoll and appears to have been flattened, most likely by a heavy fist landing on it. The eyes bulge from the sockets. "No like hairy men!" He then looks at an adventurer, licks his lips, and says, "You no hairy!"
- Budge stands over a party member and takes a deep breath. "Yum! Ha ha! Tasty for Gushy!" he says as a glob of mucus falls from his nose and onto the adventurer.
- Budge removes a nearly-dead dwarf woman from his sack. She wakes up from her daze and begins screaming when she sees the giant. Using his thumb and index finger, he pinches her body a couple of times. Unsatisfied with the meat's tenderness, he holds the woman by her legs and slams her back and forth on the ground a few times, seemingly trying to tenderise the meat – the screams of the woman stop after the first slam to the ground and the crushing of bones is heard with each slam. Budge then tightly rolls the bleeding and intestine exposed body into a ball and pops it into his mouth.



ASSISTING MICKS

Assisting Micks requires two skill checks from each of the adventurers, and they may only use a skill once. To successfully help Micks create the coat, the party must pass a total of 1 X the number of party members helping +1 skill checks (DC11). Example, a party of five with only four members helping must pass a total 5 skill checks. A player may use another skill if they can relate it to the creation of a suit coat. Being a professional tailor, Micks does not have to make skill checks:

Wisdom (Survival) Check. *Success* – you recall how to use a needle and thread and assist in the sewing of the suit.

Failure – while attempting to use a needle and thread, you pierce your finger and take one point of piercing damage.

Wisdom (Insight) Check. *Success* – the idea of a pattern for the suit makes perfect sense to you as you match up the seams perfectly.

Failure – you thought you had the fabric match correctly to the pattern, but Micks quickly and quietly corrects you.

Intelligence (History) Check. *Success* – you apply the memories of sitting in your grandmother's home while watching her sew clothes for the family.

Failure – you had no idea people had to do this kind of work to make clothing.

ENCOUNTER SCALING

The following adjustments can be made to change the challenge of the encounter:

CR 1 & 2 As written.

CR 3 & 4 Change skill check DC to 12.

CR 5 & 6 Change skill check DC to 13, give Budge a +1 *greatclub* and give him 15 more hit points.

CR 7 & 8 Change skill check DC to 15. Budge brings his best man Blimp the **hill giant** with him. Edit descriptive text as needed.

CR 9 & 10 Change skill check DC to 17. Budge brings his best man Blimp the **hill giant** with him. Edit descriptive text as needed. Give Budge a +1 *greatclub* and give him 15 more hit points.

CONCLUSION

If the adventurers fail in their attempt to help Micks create the suit coat in time, Budge becomes very angry and begins slamming his club on the ground. He now plans to fight, and hopes to capture a few of the adventurers and give them to Gushy as a wedding gift. Roll initiative.

If the adventurers are successful, Budge puts on his new suit coat, looks about with a handsome grin, drops a bag of 50 gp next to the tailor, and then with *greatclub* over his shoulder, he lumbers off to his wedding.

Suggested XP for successfully creating the suit coat: 250 XP per successful skill check, in addition to XP awarded by the DM for creative roleplay.

TRAPPED IN IRON

The Iron Stove

Author.....JVC Parry

Type.....Combat & Roleplay

CR.....4

After stumbling upon a magic prison in the forest, the honourable party agrees to help the trapped prince within.

DMs NOTES

In the original tale; The Iron Stove, a princess finds a handsome prince who has been trapped inside a cooking range by a succubus. Whilst trying to help him escape, she finds herself in a house of frogs and toads, where she must pass a trial to recover her betrothed. In this version of the story, the party are tricked by an insidious **succubu** and her **banderhob** accomplice, who has been temporarily imprisoned in an *iron flask*.

THE ENCOUNTER

MEETING

When the characters are walking through a forest or woodland, read or paraphrase the following:

As you stroll through the dark forest, you notice that the trees around you are becoming less and less healthy. Their blighted limbs reach out across the trail, finger-like twigs claw at your clothes as you try to make your way past.

"Help me!" you hear a voice call out "Please help me! I've been trapped!"

The voice echoes around in your head, sending shivers down your spines.

Characters with a passive Wisdom (Perception) of 15 or higher immediately notice a flask of iron cradled among the roots of a withered tree, from which the sound seems to be emanating. The flask is covered in arcane symbols, which are Infernal in origin, and has a lock at the top.

If the characters do not notice the flask, read the following:

"Down here, please, I'm trapped in this vessel of iron! Trapped by a witch most foul!"

After this, the characters find the *iron flask* with ease. Unusually, this particular flask seems to allow the trapped creature inside to communicate telepathically with those nearby. Trapped inside the flask is a **banderhob**, a creature forged of shadows and flesh.

The **banderhob** pleads telepathically with the characters, claiming to be Prince Farringway, hailing from a local city. A successful DC 15 Intelligence (History) or Wisdom (Insight) check allows characters to ascertain that this is not truly the prince. Should the characters state their disbelief, he pleads:

"I know not how much time has passed in this eternal prison. Perchance I am from an era that has already passed... Nevertheless, I can surely reward you with treasures beyond measure, if only you can release me from this cursed domain."

Prince Farringway goes on to explain that he was trapped by his betrothed. She came to him the night before their wedding and took him deep into the forest. Foolishly he followed, where she transformed into a devil and trapped him in the iron flask. The last memory of the Material Plane he has is the hut to which she led him, a 'ghastly shack of crudely sawn logs, with a tremendous tree-stump in the fore'. The prince believes it is due south from the party's current location.

Whilst a normal iron flask can be opened with an action, this one requires a key. The succubus Tentiga keeps this on a leather cord around her neck at all times.

THE SHACK

The party can find their way to the shack with ease, as it is at the end of a small trail through the woods. Oddly, the vegetation grows worse the closer the characters get to the hut:

Following the trail south, you notice that the trees and shrubs are getting worse. The trunks are bleached ivory and are twisted and cracked as if they have tried to pull themselves from the earth.

After a short while, you find yourselves looking at the shack which Prince Farringway described. It is shoddily constructed of logs, and one corner of the building is sagging in precariously. Out front, as the prince described, is a tree-stump nearly fifteen feet across. Burned into the stump are ugly symbols, not dissimilar to the ones on the metal bottle. The whole place stinks of rotting eggs.

This shack is but a disguise for the true lair of Tentiga. Once the characters open the door, a waft of thick, green smoke washes over them, completely blocking their vision. Each character must succeed on a DC 15 Constitution saving throw or fall unconscious for 1d4 rounds, or until they take damage. A character that succeeds can use an action to shake their fellow party members awake.

A thick cloud of green smoke overwhelms you. The stench of rotten eggs burns the back of your nose as you inhale the toxic fumes. As they clear, you start to feel dizzy, but can just make out a lengthy stone corridor.



T1. ANTECHAMBER

The characters find themselves in the company of five **giant toads**. These warty creatures will attempt to swallow any conscious characters, leaving the unconscious ones until the last moment before attacking.

The floor is covered with a greasy slime which makes it difficult terrain for the characters, but not the toads. Characters can choose to move at normal speed but must succeed on a DC 12 Dexterity saving throw. Failure results in the character falling prone and ending their turn.

You find yourselves in a strange, hot chamber. The ceiling is dripping with a greasy black slime, which has coated the floor, making it slick. As you look down at your ooze-covered feet, you realise that the gunk holds strings of gelatinous toadspawn. On the far side of the room is a stone door.

Characters with a passive Wisdom (Perception) of 18 or higher notice the outline of a rectangle on the eastern wall. A successful DC 18 Intelligence (Investigation) check reveals this to be a secret door, which can be opened by smearing the greasy slime over it in an infernal symbol. Dried flakes of the slime can be spotted from prior opening.

T2. WORKSHOP

As the stone door slides into the wall, you gag as the stench of rotting flesh flows over you in a wave. Hundreds of tiny flies escape the chamber and begin buzzing around you. Swatting them away, you peer into the secret chamber, and immediately wish you hadn't. Within are piles of dismembered limbs from all manner of beast, and hunks of flesh hanging from meat hooks in the ceiling.

Characters must succeed on a DC 12 Constitution saving throw or become poisoned for one hour. If the check fails by 5 or more they also contract Sewer Plague (see *Dungeon Master's Guide*, p.257).

Treasure. Digging through the gore allows characters to find two *potions of healing* and a *potion of poison*.

T3. GLASS PYRAMID

Before you is a pyramid made of glass sheets. It seems nearly impossible to clamber over, and there's certainly no way to squeeze around it.

The glass pyramid has a **gelatinous cube** inside it. Characters who succeed on a DC 20 Strength (Athletics) or Dexterity (Acrobatics) check can clamber over the pyramid to the far door. If the check fails by 5 or more they shatter the pyramid. Any characters who can teleport can make it to the door without the risk of shattering the pyramid. Alternatively, due to its fragile nature, characters can automatically smash the pyramid with any melee weapon (no roll required).

The character who shattered the pyramid must succeed on a DC 20 Dexterity saving throw at disadvantage taking 10 (3d6) piercing damage on a failed save or half as much on a success. Any character within 5 feet of the pyramid when it shatters must also make the saving throw; failure results in the damage previously shown.

Once the pyramid has been broken, the gelatinous cube is able to attack the characters.



T4. PIERCING SWORDS

An empty corridor stretches out before you. The walls are made of black iron, and give off an unnatural heat. The floor is covered with splatterings of dried blood.

Characters who succeed on a DC 14 Wisdom (Perception) or Intelligence (Investigation) check notice thin slits between the stone tiles that make up the corridor's floor. If the check succeeds by 5 or more they also notice a row of pressure plates. These can easily be stepped over.

Any character who stands on a pressure plate activates a trap. A viciously sharp sword thrusts into every 5-foot-square of the corridor. Each creature in the corridor must succeed on a DC 15 Dexterity saving throw or take 3 (1d6) piercing damage. Any creature that starts its turn in the corridor must repeat the saving throw. There is no way to deactivate the trap once set off.

T5. GREAT LAKE

Flying in circles above a large body of water is a winged fiend, cackling and screaming with delight. Its feminine form is at once seducing and repulsive. The fiend has a comely figure, and a face of true beauty, but has claws as long as daggers, wings of stretched skin, webbed with capillaries and a mouth full of needle-like fangs.

"I suppose you're looking for this?" the creature asks, drawing an iron key on a leather cord from its bosom. "You'll have to catch me first".

Cackling with infernal malice is Tentiga the **succubus**. She will try to charm the most foolish members of the party, turning them into her thralls.

Although she prefers not to, she will use her Draining Kiss if necessary. Tentiga wields a +1 *hand crossbow* made of bone, with the words 'heart-piercer' carved into the handle in infernal characters.

The character who holds the *iron flask* is beleaguered with telepathic messages from Prince Farringway who pleads for release, begging the character to retrieve the key. This character has disadvantage on all actions, ability checks and saving throws whilst in Tentiga's line of sight.

The water in the room comes to a height of 3 feet and is considered difficult terrain.

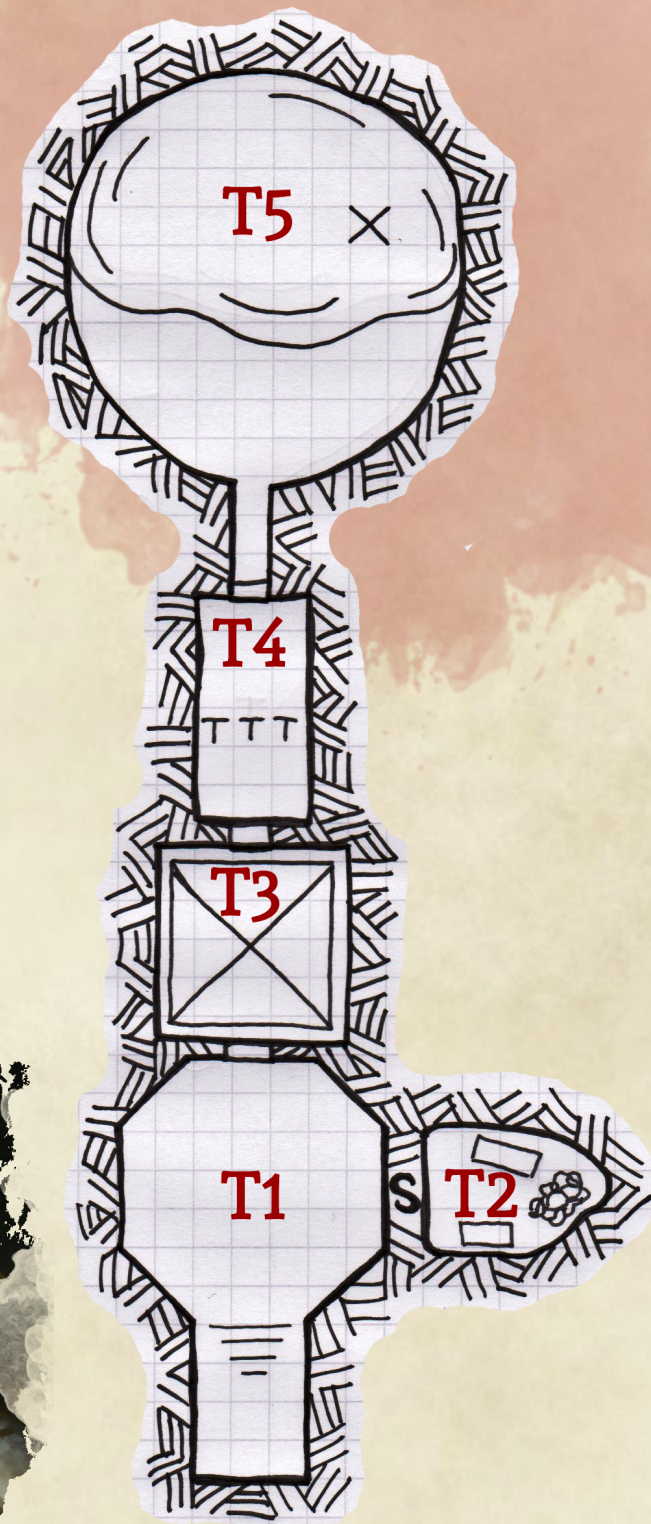
After one round, the key falls from around Tentiga's neck. Characters with a passive Wisdom (Perception) of 13 or higher notice she has let it fall on purpose. It lands at the point marked X on the map. Any character who picks up the key is also bombarded with telepathic bequests from the prince and suffers the same effects as if holding the flask.

If the key and flask are within 5 feet of each other, a character can use an action to open the flask, releasing the **banderhob** trapped within. Tentiga, if still alive, screeches with glee as her foul creation attacks the characters.

CONCLUSION

Once Tentiga and the banderhob have been killed, the characters fall unconscious, and awaken some time later in the shack.

As with many Grimm Tales, there are no real winners in this scenario. At the very least, the characters can take the *iron flask* and *+1 hand crossbow* for themselves, and feel glad that they have rid the world of a manipulative fiend.



APPENDIX A

THE BARBED PIPER OF HARMAKIN

barbed devil - *Monster Manual* p.70
giant rats - *Monster Manual* p.327

BIG BAD BANDIT COMPANY

werewolf - *Monster Manual* p.211
wereboar - *Monster Manual* p.209
bandit captain - *Monster Manual* p.344
bandit - *Monster Manual* p.343

THE BOY WHO DOESN'T KNOW FEAR

noble - *Monster Manual* p.348
wight - *Monster Manual* p.300
wraith - *Monster Manual* p.302
enchanter - *Volo's Guide to Monsters* p.213

THE FISHERMAN'S WIFE

commoner - *Monster Manual* p.345
ghoul - *Monster Manual* p.148

LAMENT THE LITTLE CHILDREN

green hag - *Monster Manual* p.177

THE LITTLE REDCAP

redcap - *Volo's Guide to Monsters* p.188

THE MARQUIS OF CARABAS

cat - *Monster Manual* p.320
noble - *Monster Manual* p.348
oni - *Monster Manual* p.239

NOT ANOTHER CINDERELLA STORY

warlock of the archfey - *Volo's Guide to Monsters* p.219
ghoul - *Monster Manual* p.148
swashbuckler - *Volo's Guide to Monsters* p.217

SNOW WIGHT

wight - *Monster Manual* p.300
zombie - *Monster Manual* p.316

THE TAILOR AND THE GIANT

commoner - *Monster Manual* p.345
hill giant - *Monster Manual* p.155
skeletons - *Monster Manual* p.272

TRAPPED IN IRON

giant toad - *Monster Manual* p.329
succubus - *Monster Manual* p.285
banderhob - *Volo's Guide to Monsters* p.122

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APPENDIX B

This appendix contains the additional monsters and magic items required to play the encounters.

THE FLOATER

Tiny undead, unaligned

Armor Class 16

Hit Points 36 (4d10 + 8)

Speed 0ft., 30ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|---------|
| 10 (+0) | 16 (+3) | 14 (+2) | 8 (-1) | 8 (-1) | 12 (+1) |

Saving Throws Con +2, Cha +2

Skills Acrobatics +7, Stealth +7

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons

Damage Vulnerabilities force, radiant

Condition Immunities charmed, frightened, petrified, poisoned, prone

Senses darkvision 60ft., passive Perception 9

Languages -

Challenge 5 (1,800 XP)

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

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage.

Horifying Visage. Each non-undead creature within 60 feet that can see The Floater must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw on its turn with disadvantage if The Floater is within its line of sight, ending the effect on itself on a success. If the target is successful or the effect ends, the target is immune to The Floater's Horifying Visage for 24 hours.

Reactions

Howl. As a reaction, The Floater can produce a blood-curdling howl. Each creature that can hear The Floater within 30 feet of it must succeed on a DC 13 Wisdom saving throw, taking 10 (3d6) psychic damage on a failed save, or half as much on a successful one.

THE HOOD

Small fiend, neutral evil

Armor Class 18

Hit Points 27 (6d8)

Speed 0ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 16 (+3) | 16 (+3) | 12 (+1) | 14 (+2) | 14 (+2) |

Saving Throws Wis +5, Cha +5

Skills Deception +5, Perception +5, Persuasion +5

Damage Resistances necrotic

Damage Vulnerabilities cold, radiant

Condition Immunities charmed, paralysed, prone

Senses darkvision 60ft., passive Perception 15

Languages Abyssal, Common

Challenge 6 (2,300 XP)

False Appearance. While it remains motionless, The Hood is indistinguishable from a normal red hooded cloak.

Symbiosis. The wearer of The Cloak becomes involved in a symbiotic relationship with it. All of the Cloak's statistics replace those of the wearer, unless they are inferior. This includes hit points.

Actions

Hooded Charming. As an action the fiendish will of The Cloak exerts its will on another. The victim, who must be touching the cloak, must succeed on a DC 15 Wisdom saving throw; failure results in The Cloak taking full control of the target. A successful save means the target is immune to the Hooded Charming for the next 24 hours.

If the attempted possession fails, the target can make a DC 15 Wisdom (Insight) or (Perception) check. Only on a success does the target know realise that The Cloak attempted a possession.

WAND OF WIND

Wand, uncommon This wand has 5 charges. While holding it, you can expend 2 charges as an action to cast the *gust of wind* spell from it (spell save DC 13). The wand regains 1d4 charges daily at dawn.

THE BLADE OF BUTCHERY

Weapon (dagger), rare (requires attunement) This seemingly innocent-looking cook's kitchen knife has an unnaturally sharp blade that never requires sharpening.

This dagger functions as a *sword of wounding* but deals 1d4 piercing damage.