

MONSTER HUNTS



HALLOWEEN



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SPECIAL THANKS

The wonderful DMsGuild community, whom we can both always count on for feedback and support, our special loved ones who keep us going as we type away into the night, and our loving fans, who keep us motivated to make every bit of content better than the last. Thank You!

ON THE COVER

A nefarious beholder lurks inside a pumpkin, ready to strike out at any would-be adventurers who stray to close, in this painting by Vall Syrene.



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ABOUT THIS PRODUCT

So your party has finally arrived at their next destination, only to immediately dart into the nearest tavern, get drunk, start a fist-fight with the locals, and then decide to derail your carefully crafted plot further by looking for quick bounties to wet their whistle on..which, of course, you haven't had time to prepare for! Perhaps you, as Dungeon Master, have a player missing from the table, and need a quick one - shot bounty to keep the rest of your player's dice roll requirements sated until their illustrious return the following week?

Or, perhaps you're simply looking for a spooky, horrifying one shot to introduce to your players over the Halloween holidays? Whatever your dilemma, *Monster Hunts: Halloween* is here to help!

Brought to you by the minds behind the Mithral best selling *100 Monster Hunts* and *Here's To Crime*, *Monster Hunts: Halloween* offers a short collection of horror themed Halloween hunts, bounties and one-shots you can quickly incorporate into your Dungeons and Dragons games, whatever their theme. The hunts in this book are designed to require as little prep time as possible - so get out there and hunt some monsters!

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CHAPTER 1:

How To Use This Book

Monster Hunts: Halloween is a digital supplement created for use with the Dungeons and Dragons 5th edition setting. It contains a collection of setting-neutral, short one-shot horror adventures and bounty hunts, inspired by popular pop culture elements which you can use to quickly populate your D&D campaigns - or simply use as a spooky Halloween standalone adventure.

The creatures in this book are all located in the *Monster Manual*, which is available online, or at your friendly local gaming store. In addition to the above supplement, this book also assumes you have prior knowledge of, or access to, the Dungeons and Dragons 5th edition basic rules, *Player's Handbook*, and *Dungeon Master's Guide*.

This supplement is intended for You, the Dungeon Master, and You alone.

You don't have to read through this entire supplement before using it, but it is advised you read through the initial start-up guide detailed here to get a general idea of how hunts found in this book operate.

HUNTING AND YOU: A GUIDE

The short quests found in this supplement are referred to as **hunts**. Each hunt has a short bounty, rumour or other plot hook you can read aloud to your players upon first introducing the hunt. Many of the bounty notes won't mention what is expected of the adventurers, or what monstrous foe they'll be hunting. This is explained in the next stage of the hunt, known as **Stage 1: Meeting the NPCs**.

HUNT LAYOUTS

Each hunt begins with the hunt title, adventure tier, noted bounty description, a brief overview of the hunt for the DM to read themselves, and a number of different entries that act as guidelines for the hunt. These guidelines include the following:

- **Recommended Character Level.** This suggests the recommended average party level (APL) the characters should be in order to take on this hunt. This is merely a guide, and can change depending on magical items, and party composition or tactics.
- **Party Size.** This tells you what number of party members this hunt is intended to be balanced for. More party members or less party members might still have a chance in this hunt, but it is advised to have characters hire on additional help to at least meet the basic party size requirements, should the DM feel they need to.
- **Difficulty: Deadly (4), Hard/Deadly (6).** This shows two different levels of difficulty. The first is for a party of **4 players at the highest recommended level** for this hunt. The second is for a party of **6 players with an APL equal to the lowest recommended level** shown for the hunt.
- **Quest Creature:** This details the creature the players are hunting, or dictates the creature the hunt focuses on. Not every quest creature is there to be killed. Some hunts might require players to steal a certain artifact from the quest creature, or otherwise avoid detection by that creature while they continue the hunt, for example.

HUNTS AND REFERENCING

When a hunt references a creature or object, a quick reference to where that creature or object can be found is shown in brackets. In addition, whenever a creature is mentioned or appears in the hunt to the characters for the first time, it will be written in **bold**. The book abbreviations are as follows:

- *Player's Handbook* (PHB)
- *Dungeon Master's Guide* (DMG)
- *Monster Manual* (MM)

Some hunts might also provide new and interesting magical items, creature stat blocks, trinkets or other objects as rewards for the players to find. Any new rules for such items can be found under **Stage 4: Conclusion**, and in **Appendix A**, at the end of this supplement.

STAGE 1: MEETING THE NPCs

This section begins the hunt, and is approached once players have accepted the bounty, rumor or other plot hook. The section offers a chance for the player characters to meet any important NPCs of note, and reveals more details about the plot of the adventure. Often, this section also gives an opportunity to offer the characters a monetary reward for the completion of the quest, or other interesting tidbits of information the characters can use to piece together what creature it is that they might be facing.

Some NPCs happily give this information up, while other NPCs might either not have the knowledge themselves (like if something is stealing cattle, but they've not seen what), or might even be hiding something from the characters - usually either through forgetfulness or fear, than from some malicious intent.

STAGE 2: EXPLORATION

This offers the characters a chance to explore the location, and ask around or search for clues pertaining to the creature's whereabouts. The exploration stage usually provides a number of ability checks a character can make in order to reveal or spot particular information that can help them later in the hunt. For example, if the characters are hunting an owlbear, then a successful Wisdom (Perception) check might reveal recent tracks leading to a cave, or a half-eaten carcass the characters can use to determine what type of creature it is they are facing.

STAGE 3: THE HUNT

This section of the hunt details the actual encounter involving the hunt creature. Each hunt is designed to use a single map for the encounter, with previous encounters, traps, problems or exploration done in theatre of the mind. The hunt is broken down into two sections. The first section details the general layout of the environment the characters are expected to encounter the creature in, and any other simple details that might be important to the hunt. The second section goes into more detail on the creature's tactics, how it uses or interacts with the environment, and what criteria the characters must meet (if any) in order to successfully complete the hunt.

STAGE 4: CONCLUSION

This is the fourth and final section of the hunt, and deals with the aftermath of the hunt itself. Here you can find options for looting the creature or its lair, and also any rewards the characters receive once they return to their initial quest-giver, usually with proof of the completed hunt. This section also details any personality traits or other defining factors of any NPCs or locations the characters are expected to encounter during the hunt.



A FEAST OF FLESH

TIER 1

Recommended Level: 4 - 5

Party Size: 4 - 6

Difficulty: Hard (4), Hard (6)

Quest Creature: Mindflyer Arcanist (MM, pg 222)

QUEST OVERVIEW

Gnomes from the village of Hope Springs Burrow have been vanishing without a trace. Village guards suspect foul play is at hand, but have no proof, though local gnomes believe their neighbours to have been taken by a monstrous creature known simply as *That*.

STAGE 1: MEETING THE NPCs

The characters are met by Ellother Tinkertoy, head of the village guard. Ellother explains that the locals believe a mysterious monster to be stealing gnomes away at night, and requests the characters interview eye witnesses around the village to see if they can get to the bottom of it.

STAGE 2: EXPLORATION

The characters can begin their exploration by questioning the local villagers in order to develop a theory as to what is actually happening to the missing gnomes. There are a number of gnomes dotted around the village that can offer insight on what might have happened. Each eye witness gives one of the following notable statements in their account:

That Thing In The Sewer.

"I saw, That. I did. Swear it! That..thing was looking at me from over there. That grate, right there. Leading into the sewers. I'm scared to go to the loo now, for fear whatever that thing is'll snake it's tentacles up the pipe and get me at my most vulnerable!"

Whispers.

"Every night I hear mention of something....talking to me. From somewhere. I don't know where, but I can hear it whispering to me. Hilly said she heard the same thing. Went to investigate, and hasn't come back since. Last I saw her, she was heading down towards the storm drain."

Tentacled Horrors.

"Purple, it was. Or maybe it was grey. I don't remember. It had tentacles though! And it was hunched over, eating something. I shouted, thinking it was one of those bandits stealin' me crops, and it fled towards the sewer."

Eyes From Beneath.

"I did see something yesterday. Or at least, I remember thinking to myself, 'What was that?' A pair of yellow eyes, watching me from the drain over there.."

Things That Aren't.

"I saw a figure last night grab Glim by the scruff and drag him off! I shouted for the guards and gave chase, but whatever that was, it was pretty fast. Or good at hiding. Come to think about it, I could have sworn we didn't have a thicket out near the storm drain. At least.. not since I chased that strange thing towards it."

Brainless Dogs.

"My dog went missing a few days ago. The guards just returned her body to me today, poor thing. They reckon an owlbear got her, but I don't know any owlbears that eat brains."

If the characters hear about the brainless dog, they can persuade the owner to let them examine the body with a successful DC 14 Charisma (Persuasion) check.

On a success, the characters can examine the dog's body by making a number of ability checks. Each check takes 10 minutes to complete, and provides one of the following details on a success:

Crushed Skull (DC 13 Wisdom (Medicine)).

The dog's skull appears to have been crushed by force. Small teeth marks cover its head, as if something had it in a vice like grip before biting down towards its brain.

Shocked Legs (DC 13 Intelligence (Arcana)).

The creature's back legs seem charred, almost like it was hit by lightning. Looking closer, you see the subtle imprint of a hand around its back leg, suggesting the creature was hit by some sort of spell that required touch.

Missing Brain (DC 13 Intelligence (Investigation)).

The creature is missing its brain entirely. Sections of the skull have been crushed inwards, but no traces of brain matter remain. Whatever did this, did so with experience and precision.

At this stage, characters can attempt to work out what kind of creature has been taking the gnomes by making a DC 15 Intelligence (History) check. A successful check reveals the creature to most likely be some form of **Mindflyer** (MM, pg 222). If a character exceeds the ability check DC by 5 or more, it is revealed to be a **Mindflyer Arcanist** (MM, pg 222).

STAGE 3: THE HUNT

The mindflyer has taken refuge in the sewers, and uses the storm drain to lure in unsuspecting small beasts and gnomes. It can't be lured out of the storm drain easily. If characters attempt to ambush it in the village, it flees back to the sewers. The mindflyer arcanist has two additional special abilities, detailed below.

Polymorph. The mindflyer can use its action to polymorph itself into a creature of CR 1 or lower, an animated object, or other bizzare form the DM deems appropriate. The mindflyer retains the same statistics, regardless of the form it takes.

Teleportation. The mindflyer can use its action to magically teleport between the areas marked on the Hope Springs sewer map, but can't teleport to the same location twice in succession.

CREATURE TACTICS

The mindflyer uses its teleportation and polymorph features to keep the characters guessing its location in the sewer. It targets characters that appear weak first, using *ray of enfeeblement* and *wall of force* to divide up the party before attacking them with its Mind Blast. Whenever it gets the opportunity, it uses its Extract Brain on a grappled character.

STAGE 4: COMPLETION

Upon killing the mindflyer, the characters search the sewer for evidence of the missing gnomes by making a DC 14 Wisdom (Perception) check.

On a successful check, 6 headless gnomes and a humanoid adventurer are discovered. Looting the bodies produces the following:

- A **Potion of Healing** (DMG, pg 188), and a total of 35gp
- A patchwork leather bag (**Bag of Holding**, DMG, pg 153)
- A set of worn, furred boots (**Boots of the Winterlands**, DMG, pg 156)
- A set of fine playing cards, with one suite marked with a bloody finger print. All other suites are spotless.

Characters can also harvest the mindflyer's tentacles by making a DC 15 Wisdom (Survival) check. On a success, the characters receive a set of tentacles that can later be crafted into a **Mindflyer Charm** (App A).

If the characters return the mindflyer's head to Ellother, he awards them each 10gp and a small bag of gnomish tea leaves for their efforts.

NOTABLE NPCs

Name: Ellother Tinkertoy

Race: Gnome (He/Him)

Alignment: Lawful Good

Occupation: Captain of the Guard

Stat Block: Guard (MM, pg 347)

Personality Traits: Simple minded, literal and doesn't understand puns. Likes dice and card games, and enjoys baking.



HOPE SPRINGS SEWER MAP

Wanted:

Smart investigators with a clever set of eyes in their noggin. Gnomes are going missing left and right, and I want to know what's doing it. If you're interested, come speak to me at Hope Springs Guard Tower.

- Ellorther Tinkertoy.



CURIOUS CATTLE RUSTLING

TIER 1

Recommended Level: 1 - 3

Party Size: 4 - 6

Difficulty: *Hard (4), Deadly+ (6)*

Quest Creature: *Scarecrows (MM, pg 268)*

QUEST OVERVIEW

Farmer Cherub's dogs have gone missing, along with a few of his livestock. He saw them disappear into the old corn field and haven't been seen since. He requests the characters investigate the corn field and find out what happened to his cattle, citing that the last adventurer to go in there also never came back out...

STAGE 1: MEETING THE NPCs

The characters meet Farmer Cherub, a halfling with a green thumb. He explains to the characters that his prize cattle left their pasture and wandered off into the old, disused corn field on the edge of his property, but haven't come back out. He asked a passing adventurer to head in and check it out for him while he tended to his other livestock, but that was over a week ago, and the adventurer hasn't been seen either.

Cherub reveals he's far too superstitious to enter the corn field himself, and doesn't want to burn it down for fear of killing his livestock or risking the fire spreading to other nearby fields. After pointing the characters in the direction of the corn field, he hands one of them a small wooden token (**Cherub's Charm, App A**), known to protect against evil spirits, and goes about his work.

STAGE 2: EXPLORATION

The corn field is a 10 minute walk from the farmhouse. A DC 13 Passive (Perception or Investigation) check reveals a small patch of dried blood and straw trodden into the grass 10 feet from the entrance to the field. The corn has been left untended, allowing it to grow to over 10 feet tall, and has entwined itself to create archways and tunnels the characters can use to navigate it. And old, battered scarecrow head hangs from a wooden post near the entrance, likely a leftover remnant to scare away birds and other vermin when the field was being tended to.

Characters can examine the blood by making a DC 13 Wisdom (Medicine) check. A successful check reveals the blood as no more than a week old, likely originating from a large creature of some sort. Characters can investigate the straw by making a DC 14 Intelligence (Investigation) check. A successful check reveals a strange residue on the end of each strand, which can be further investigated by making a DC 13 Intelligence (Arcana) check. A successful check reveals this residue to be magical in nature, and belonging to the school of transmutation.

Upon entering the corn field, a DC 13 passive (Perception) check reveals that all sounds from the outside world become distant, as if heard in a dream. The further the characters progress into the corn field, the quieter it becomes. The sky slowly becomes darker, until the only light cast on the field is that of the full moon. Characters can investigate this strange event further by making a DC 14 Intelligence (Arcana or History) check. A successful check reveals this corn field to be a gateway into the Shadowfell; a deathly grey Plane of Existence, clouded with necromancy magic.

Area 1 of the corn field features a large clearing, clearly lit by moonlight. A bloody heap of flesh and bone sits in the centre of the clearing, its ruptured stomach covering the ground in dried blood beneath the remains of a headless scarecrow, hanging limply from its wooden supports. Characters investigating the heap recognise it to be a large cow, likely one of Farmer Cherub's prized cattle, while those investigating the scarecrow discover it to be just that, and nothing more.

If the characters linger in the area, a rustle in the corn field can be heard from behind them. Should characters take their eyes off the scarecrow to ready themselves for combat, it magically disappears into the corn field without a trace.

Area 2 contains a small ledge, leading to a muddy bog. One of Farmer Cherub's lost cows can be seen here, suffocated and half buried in the mud. The ragged remains of a scarecrow can also be seen in this area, lying on its back in the mud, and half concealed by strands of corn.

Like the scarecrow in **Area 1**, should the characters linger for too long, the scarecrow magically vanishes when nobody is looking at it.

Area 3 contains the body of a lone humanoid adventurer, sprawled out across the grass and dirt covered in blood. The body is in tatters, and a number of shattered glass potion bottles can be seen strewn across the ground.

Three **Scarecrows (MM, pg 268)** are situated around the dead body, unmoving. If the characters approach, the scarecrow's heads turn in unison, and they rush forward to attack.

STAGE 3: THE HUNT

The scarecrows are magically linked to the corn field, and draws power when a creature enters the field and dies there. As an action, a scarecrow can magically teleport to a new area of the map by jumping into the walls of the corn field.

In addition, the scarecrows are magically bound to one another. Each one regains 1 hit point at the start of their turns if at least one other scarecrow has 1 hit point remaining. If the characters reduce all three scarecrows to 0 hit points in the same round, all scarecrows die immediately, magically catching fire and flash-burning to cinders. Should a character be wearing Farmer Cherub's token, the scarecrows have disadvantage on attack rolls against them.

CREATURE TACTICS

The scarecrows target a single creature at a time, attacking ferociously with their Claws until the character is reduced to 0 hit points, at which point they divert their attacks to the next nearest hostile character. If a scarecrow is reduced to 0 hit points, the others choose to flee, using their Actions to teleport to another area of the corn field. Once revived, the third scarecrow attempts to join them by teleporting as well. Once the scarecrows are aware of the characters in the corn field, they attempt to separate them where possible by teleporting around and creating the illusion there are far more scarecrows in the corn field than there actually is.

STAGE 4: COMPLETION

The hunt is completed once all scarecrows have been defeated. The sky clears and the corn field quickly begins to wilt and die. Characters can search the dead adventurer by making a DC 12 Wisdom (Perception) or Intelligence (Investigation) check. On a success, they find the following:

- 25sp, and a **Potion of Healing (DMG, pg 188)**
- A **Silvered Shortsword (PHB, pg 149)**, Iron Shield (**PHB, pg 145**), marked with scarecrow scratches, and a set of black **Leather Armor (PHB, pg 145)**.

The characters can collect the charred remains of the scarecrows by making a DC 14 Wisdom (Perception) check. If successful, the charred remains can be crafted into a **Crow Charm (App A)** as part of a long rest.

Upon returning to Farmer Cherub, he thanks them for their hard work, remarking since they had been gone for a few days, he was beginning to think the worst. He awards the characters 5gp for their efforts, and insists they keep the charm, as a means of future protection.

NOTABLE NPCs

Name: Carrogitte Cherub

Race: Human (He/Him)

Alignment: Neutral Good

Occupation: Farmer

Stat Block: Commoner (**MM, pg 345**)

Personality Traits: Very superstitious. A skilled gardener and cook.



MOONVEIL CORN FIELDS MAP

Rumour:

"I hear Farmer Cherub, over at Moonveil Farm, is having a few issues with his cattle. Apparently he's lost half his herd! Maybe someone should go and help him out."



DREAMSCAPE WARRIORS

TIER 1

Recommended Level: 3 - 5

Party Size: 4 - 6

Difficulty: *Hard (4), Hard (6)*

Quest Creature: *Night Hag (MM, pg 178)*

QUEST OVERVIEW

Recently, the town of Elm Springs banded together to slay a night hag. However, though her physical form died, her ethereal form continues to plague their dreams. The characters must enter the hag's mysterious dreamscape domain in order to finish her off for good.

STAGE 1: MEETING THE NPCs

Characters travelling to the town of Elm Springs are met by the noble Nera Detsk, in her gnomish manor home. Nera reveals that since the founding of the town 100 years ago, townspeople have been forced to make an offering to Lady Lucidia, a foul and fearsome **Night Hag (MM, pg 178)**. Once every ten years, Lady Lucidia would haunt the dreams of all in town, with the nightmares often ending in violent and bloody deaths. The nightmares would stop if a child was left abandoned in the woodlands for her to claim. After cooperating for generations, the town finally rebelled, setting out to find her hut hidden deep in the woods around a month ago. They took the hag by surprise, and through weight of numbers managed to bind her to a stake, burning her alive.

The townsfolk believed this to be the end of her reign of terror, but during the past week, Nera explains that there have been people dying in their sleep, and there are rumours circulating that Lady Lucidia had survived the burning of her hut. She reveals that unlike before, the townsfolk are too terrified of the hag's power to combat her again.

Nera hands the characters a rough map leading to the remains of the hag's hut, and requests they explore the ruins to find any evidence that Lady Lucidia is, in fact, alive.

STAGE 2: EXPLORATION

Travelling to Lady Lucidia's hut takes roughly 2 hours by foot. A narrow dirt path leads into the woodland, with directions etched into trees once the path ends. Once the characters reach the hut, they are greeted with the sight of a scorched corpse bound to the remains of a large stake in front of the cabin. A DC 12 Wisdom (Medicine) check reveals this to be the burned body of the hag, confirming that she was burned alive.

Characters exploring the ruins of the hut discover a half finished stew, sitting atop the remains of a stone fireplace, containing a number of small bones. A DC 12 Wisdom (Medicine) check reveals the bones to be of young children, evidence that the hag might have survived after all.

Characters also discover a **Heartstone (MM, pg 179)** hidden within the debris of the hut, along with a charred book bound in human flesh. If a character spend 10 minutes reading the book, they discover it to be littered with various half finished incantations and failed spells, written in Primordial.

If translated, it is revealed that Lady Lucidia, after studying the effects of the heartstone, found a way to preserve her spirit in a dreamscape, even beyond death. The character also learns the ritual to travel to the hag's dreamscape realm, where they can hunt her down and defeat her.

STAGE 3: THE HUNT

Upon learning the ritual to access the Dreamscape, the characters can perform the ritual themselves by holding the heartstone and spending one hour chanting in Primordial. Characters that don't speak Primordial can still participate, but must spend 1d4 hours learning to speak the chanted words correctly first. When the ritual is complete, the characters fall into a deep slumber, waking to find themselves in what appears to be the dining room of Nera's manor, located in **Area 1**, but within the hag's Dreamscape. The Dreamscape manor has the following effects:

Unseen. A thick fog lies on the ground, and a hazy mist

permeates the air, magically limiting vision to a range of 30 feet.

Whispers. Characters hear a constant underlying tone of whispers, echoing curses, blasphemies and threats which permeate the air and cause all concentration checks to be made with disadvantage.

Limitless. Characters who attempt to approach windows, or the front door, find the floor before them impossibly stretch out, preventing physical escape.

While exploring the Dreamscape manor, characters may come across the following encounters:

Area 2. Characters hear a wet, smacking sound when near this area. If they investigate further, they see a pile of moist chopped up flesh, muscle and organs dripping from above. A steady stream of flesh and sinew pour from the ceiling, adding to the gore on the floor. This gore animates into a **Gibbering Moulder (MM, pg 157)** and attacks. If defeated, the gibbering moulder reverts back into fleshy chunks.

Area 3. This room contains a bookshelf, with each book advertised as a biography of the various characters in the party. Rather than accurate biographies, these books graphically describe the deaths of each character. Any near-death experiences from past adventures are described here with the characters dying, rather than narrowly avoiding death. A character that reads their own biography books must succeed on a DC 13 Wisdom saving throw or suffer a level of exhaustion. This exhaustion recedes upon leaving the Dreamscape.

Area 4. As characters walk through this area, the walls pulse with a heartbeat, as if alive. Cries and sobbing can be heard coming from Nera's bedroom, in **Area 5**.

Area 5. This is Nera's bedroom. Characters entering the room see Nera writhing in pain and fear on her bed. A DC 14 Wisdom (Insight) check reveals this to be Lady Lucidia in disguise. She lunges towards the first character that comes within 10 feet of her and attacks.

CREATURE TACTICS

Lady Lucidia is a night hag with the following additional feature:

Mistress of Dreams. Once per long rest, if Lady Lucidia is in the Dreamscape, she can innately cast the *confusion* spell without requiring material components.

If characters were deceived by her disguise, Lady Lucidia surprises the characters, attacking the closest target with her claws. She then uses her Mistress of Dreams feature, directing her attacks against characters who succeeded on the saving throw on her following turns.

She uses ray of enfeeblement on whatever melee character is dealing the most damage, and spends her time jeering at the characters as they attack her, referencing historical events in their past in an attempt to distract them. Should a character address the reference in any way, the hag's next attack against them is made with advantage.

STAGE 4: COMPLETION

As the night hag is defeated, the Dreamscape and heartstone shatter, and the characters awaken with all the benefits of having a long rest.

A **Heartstone Fragment (App A)** can be found on one of the characters when they awake.

Should the characters return to Nera, she thanks them for finally finishing what the town started, and awards the characters with 20gp.

NOTABLE NPCs

Name: Nera Detsk

Race: Halfling (She/Her)

Alignment: Neutral Good

Occupation: Noblewoman

Stat Blocks: Noble (MM, pg 348)

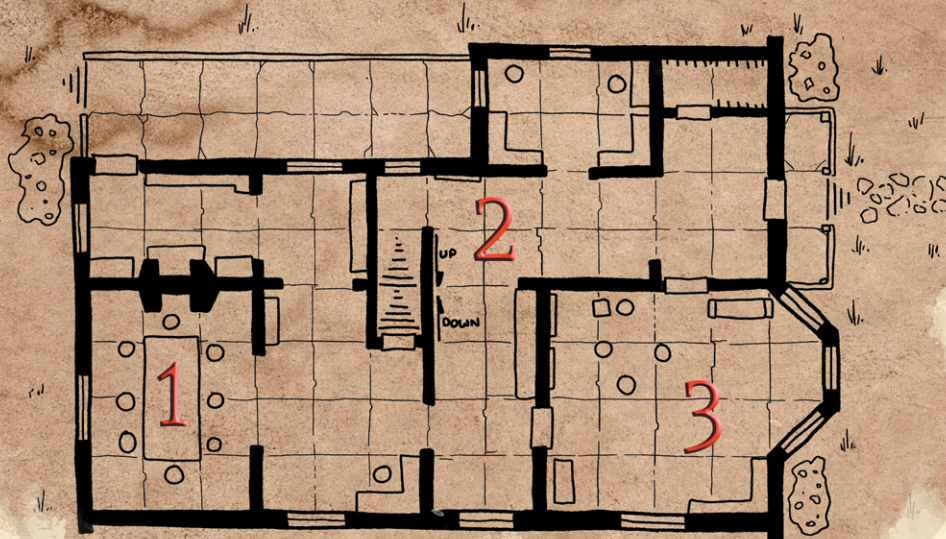
Personality Traits: Exhausted, paranoid, caring, hopeful, loves birds.



DREAMSCAPE MANOR MAP

Bounty:

"We thought the hag was dead, but the damned thing still plagues us in our dreams. Are there any in this realm bold enough to take the fight to her? If so, meet with Nera Detsk in the town of Elm Springs for more information."



Recommended Level: 1 - 2

Party Size: 4 - 6

Difficulty: *Hard (4), Medium (6)*

Quest Creature: *Basilisk, Commoner (MM, pg 24, 345)*

QUEST OVERVIEW

The characters are recruited by a team of investigators who track down humans pretending to be monsters to run cons. While exploring a nearby tomb, the team were ambushed and turned to stone. The characters must enter the mummy's tomb to rescue the team and get to the bottom of the situation.

STAGE 1: MEETING THE NPCs

Norville Casem and his dog Messick wait for the characters outside a large wagon, painted in a bright green and orange pattern. Upon meeting him, Norville reveals to the group that he is part of a group called "The Mystery Four", which specialises in hunting down and unmasking skilled con artists who pose as a monster or supernatural being to manipulate events for their own ends.

Recently, the Mystery Four team learned about an alleged mummy's curse. Professor Prun Saris and her assistant Iam Shesck, located an undisturbed tomb, and had planned on researching the tomb for historical and educational purposes before coming across an inscription, which warned of a mummy's curse that, if released, would turn everyone within the tomb into stone.

Assuming the encounter was actually some form of monster related scam, the Mystery Four investigated, splitting up and searching for clues they could use to determine the type of con being pulled. Norville and Messick quickly became separated from the group, and upon returning, discovered that the rest of the team had been turned to stone.

Norville requests that the characters return to the tomb in his stead and rescue his friends, hopefully discovering the truth in the process.

STAGE 2: EXPLORATION

Travelling to the tomb's site takes roughly 6 hours by wagon. Norville and Messick lead the characters to the tomb's entrance, where Norville suggests they split up to cover more ground. If questioned on this behaviour, a DC 13 Wisdom (Insight) check reveals it to be an innocent force of habit.

Once characters enter the tomb, they come across the following encounters:

The Panicked Professor (Area 1). Professor Prun is near the entrance of the tomb, studying symbols on the wall. She is distressed that her assistant, Iam, was turned to stone, and hopes to translate these symbols to somehow find a way to turn him back.

A successful DC 15 Intelligence (History or Investigation) check reveals that the symbols relating to turning into stone appear to be recent additions, and were added much later than the symbols on the rest of the wall.

The Best Of Us (Area 2). The petrified statue of Jaffe Gillroy can be found here. Seeing Jaffe, Norville becomes distraught, explaining that she was the best detective among the group.

If characters have access to *greater restoration*, she can be rescued from her statue form. If rescued, she reveals that she saw the figure of a mummy holding some kind of creature while exploring. Though she was changed to stone before she could get a good look at it, she has concluded it is most likely a **Basilisk** (MM, pg 24).

A Mysterious Trapper (Area 3). The petrified form of Dobie Welker can be found here. He is frozen in a kneeling pose, apparently halfway through construction of a trap of some kind. If characters have access to *greater restoration*, Dobie can be rescued from his statue form, and immediately finishes construction of his trap. On closer inspection, the trap is revealed to be a pressurized plate

connected to a hanging net, set to drop should the pressure plate be triggered. If Dobie is not rescued, characters may attempt to complete the trap instead by making a DC 13 Intelligence (Tinker's Tools) or Dexterity (Sleight of Hand) check.

The Missing Assistant (Area 4). The statue form of Iam Shecks, Professor Prun's assistant, can be found here. A successful DC 13 Wisdom (Insight) or Intelligence (Investigation) reveals that this is a carved statue, and not the real Shecks. If *greater restoration* is cast on the statue, it automatically fails and the spell is wasted.

STAGE 3: THE HUNT

Characters encounter the mummy upon reaching **Area 4**.

If the trap in **Area 3** is set, characters can attempt to lure the mummy into it. The mummy moves through the tomb while making moaning noises in an attempt to intimidate and scare characters. On a successful DC 10 Charisma (Deception) check (or any reasonable plan), the mummy is lured into the direction of the trap. If the trap hasn't been set, characters can instead choose to confront the mummy directly instead.

The mummy's moaning and spooky noises makes it relatively easy to track within the tomb, allowing characters to avoid it or chase it as required.

CREATURE TACTICS

If the mummy triggers the trap it is instantly caught by the net, and throws the small basilisk it is holding clear of the trap towards the characters.

The Basilisk rapidly grows to its normal size, and then attempts to turn characters to stone before fleeing into the tomb's tunnels. Should the basilisk flee, Professor Prun or Jaffe reveals that the basilisk's gullet is required to restore petrified characters back to their normal form.

If the mummy is not lured into a trap, it fights characters directly. Use the **Commoner** (MM, pg 345) stat block for the mummy.

The mummy holds the basilisk in its hands, turning it to face characters in an attempt to turn them into stone, while backing away and looking for an escape route. The Mystery Four team, upon seeing the mummy, instantly panic and scatter.

STAGE 4: COMPLETION

Once defeated, the mummy can be unmasked to reveal it's actually... Iam Shecks?!? If questioned, Iam reveals he wanted the treasure within the tomb for himself, so he dressed up as a mummy, wrote a false curse on the wall, carved a statue of himself, quickly half-domesticated a basilisk, and cast enlarge/reduce on it via a spell scroll to make it easy to carry. And is certain he would have gotten away with it, if it weren't for those meddling monster hunters!

If slain, characters can harvest the gullet of the basilisk by making a DC 10 Wisdom (Survival) check. On a success, the characters receive 1d4 + 3 **Basilisk Glands** (App A).

As a reward for helping, Professor Prun gives the characters a treasure from the tomb itself, called **The Amulet of Aman-Kha** (App A).

NOTABLE NPCs

Names: Norville Casem, Prun Saris, Jaffe Gillroy, Dobie Welker, Messick the Dog, Iam Shecks

Races: Human (He/Him), Halfling (She/Her), Human (She/Her), Human (He/Him), Dog (He/Him), Human (He/Him)

Alignments: Chaotic Good, Neutral Evil (Iam Shecks)

Occupation: Meddling Kids, Scheming Villain (Iam Shecks)

Stat Blocks: Commoners (MM, pg 345, +5 (1d8) hp each), Mastiff (MM, pg 332, Int 5 (-3), Understands Common but can't speak.)

Personality Traits (Meddling Kids): Cowardly, courageous and curious.

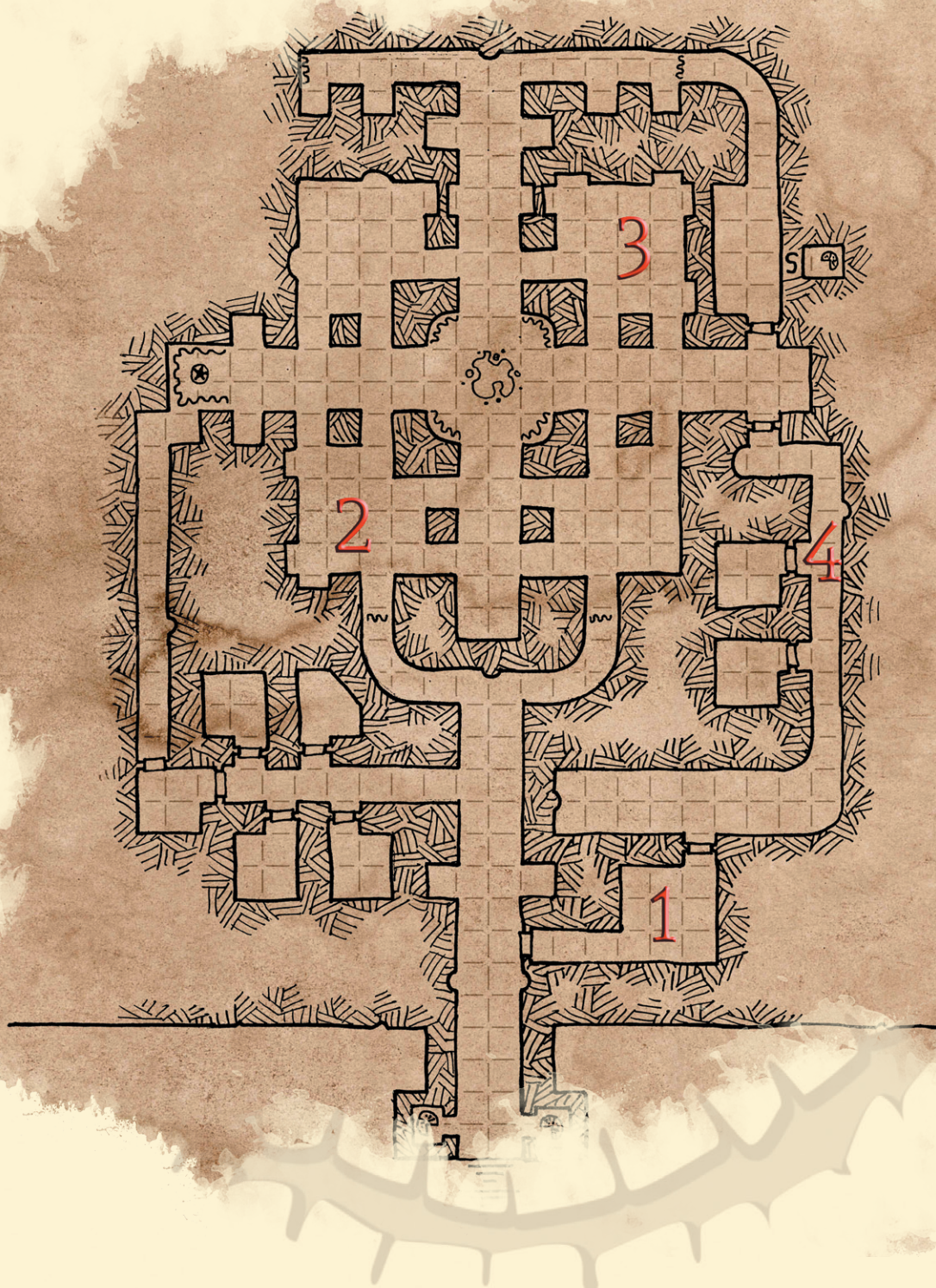
Personality Traits (Iam Shecks): Determined, foolish and gullible.



MYSTERIOUS TOMB MAP

Bounty:

"It looks like me and the gang have gotten in over our heads.
First time it's happened, honest! If you've got experience
dealing with monsters and want to help, come find me at the
brightly coloured wagon near the main road."



SCRATCHING IN THE WALLS

TIER 1

Recommended Level: 3

Party Size: 4 - 6

Difficulty: *Deadly+ (4), Hard/Deadly (6)*

Quest Creature: *Red Slaad (MM, pg 276)*

QUEST OVERVIEW

A young girl has gone missing after complaining to her mother about a strange scratching in the walls of her bedroom. Characters must locate the girl by exploring the hidden ruins beneath her home, and defeating the creature that resides there.

STAGE 1: MEETING THE NPCs

The characters are introduced to Ava Hillhallow, a short, stout woman beside herself with grief. She reveals to the characters that Alina, her only daughter, has been missing for two days after complaining of hearing scratching in the walls of her bedroom. She goes on to explain that she has searched everywhere, but her only lead is a tattered piece of her clothing, found covered in a strange dark slime.

She invites the characters into her home, requesting they figure out what happened to Alina and return her home safe as quickly as they can.

STAGE 2: EXPLORATION

The characters can begin their search in Alina's bedroom located in **Area 9**. Unknown to Ava, her small house resides above an ancient ruin, buried and forgotten beneath the town many hundreds of years ago. The houses here are built with their backs to a large rocky hillside, and Alina's bedroom is located at the rear of Ava's building.

Characters investigating the tattered piece of clothing discover it to be covered in a thick, mucus-like slime. A character can attempt to identify the mucus on the clothing by making a DC 14 Intelligence (Arcana) check. A successful check reveals it to harbour the remains of a black, rubbery egg sac, likely belonging to some kind of aberration.

A passive DC 13 Wisdom (Perception) or Intelligence (Investigation) check reveals a slight smell of stagnant air coming from beneath Alina's bed, which is situated next to the back wall of her room. If the characters move the bed, they discover a small tear in the wall, large enough for a halfling, or perhaps a small child, to climb into.

Should the characters choose to climb through the small opening, it leads into a tight ventilation tunnel. The tunnel is 3 feet wide. Medium creatures moving through the tunnel treat the tunnel as difficult terrain, and have disadvantage on attack rolls and ability checks that require the use of their hands. Medium creature also can't turn around to face a different direction, and must opt to move forwards or backwards only.

A DC 14 Wisdom (Perception) check reveals faint groans coming from **Area 8**. Should the characters investigate further, they discover an unconscious humanoid stuck to the wall of a small room, accessible only by using the ventilation tunnels. The walls of the room are covered in a thick, solidified black mucus, which is slimy and cold to the touch. Should the characters attempt to free the figure from the mucus, it screams in agony as a **Slaad Tadpole** (MM, pg 276) bursts from its chest, killing it instantly and lunging to attack the character closest to it.

NAVIGATING THE RUINS

Areas in the ruin are connected by various ventilation tunnels, as described above. The tunnels are easy to notice when in the rooms of the ruin, and can be climbed into or out of with a successful DC 12 Strength (Athletics) check.

The ruin has no natural light inside it. Unless characters are using a torch or other light source, they are in complete darkness. Characters with darkvision notice dark shapes in the shades of grey they discern, moving and shifting in form like optical illusions as they look around.

Areas 2, 6, 7 & 10 contain husks of previous victims, each entwined in the crumbling stone walls of the ruin by a hardened black mucus. Characters can attempt to identify the mucus by making a

DC 14 Intelligence (Arcana) check. On a success, the mucus is revealed to be similar to that found on Alina's torn clothing, though it appears to be over a hundred years old. Two collapsed staircases can be found in **Area 2**, both covered in yet more of the twisting black mucus.

Areas 3, 4 & 12 contain the bodies of small creatures, such as dogs, cats and deer. The bodies are stuck to the floor, walls or ceiling by the same black hardened mucus. Each room is host to 1d4 slaad tadpoles, which feast on the corpses. If they detect the characters, they attack.

Areas 13 & 14 are connected via a hallway leading to **Area 5**. **Areas 13** and **14** are blocked off by more of the thick black mucus. Characters can attempt to force their way through it by making a DC 15 Strength (Athletics) check. **Alina is hidden in Area 13**. She tells the characters she was running away from a giant tadpole, and then ended up hiding from a gigantic red and black monster.

Characters can attempt to identify the monster using evidence of what Alina has told them and what they have seen by making a DC 14 Intelligence (Arcana or History) check. A successful check reveals the creature to be a **Red Slaad** (MM, pg 276).

Area 11 contains the feeding ground for the red slaad. While it remains motionless against the mucus-strewn walls, it is indistinguishable from any other part of the wall, and makes no sound. The slaad is blind (blindsight out to 120 feet), and uses high-pitched pinging echolocation to detect its prey. When the slaad moves, it echoes this pitch, giving characters a good indication of how close it might be.

STAGE 3: THE HUNT

Area 5 contains a floor of slaad eggs. Each egg sac contains a slaad tadpole, magically held in stasis for when the red slaad might require them. The eggs have AC 12, 5 hit points and are vulnerable to fire damage. If a character touches an egg, there is a 50% chance for it to hatch a slaad tadpole, which immediately attacks. If an egg is destroyed before it hatches, the tadpole inside dies.

CREATURE TACTICS

The red slaad patrols each area using the ventilation tunnels. While large in size, it is capable of manipulating its form to fit into the tunnel comfortably, and suffers none of the effects that would affect a Medium creature. If the slaad detects the characters, it actively hunts them, using the ventilation tunnels to quickly move around the ruin.

If it is reduced to 0 hit points, it doesn't die unless characters score a critical hit on it with a melee weapon to sever its head. If it is reduced to 0 hit points, it flees to the sewer tunnels in **Area 1** as soon as it regains any hit points, and doesn't return.

STAGE 4: COMPLETION

The hunt is completed once the characters successfully return Alina to her mother, Ava. Should the characters also kill the slaad, they can harvest its hooked claws with a successful DC 15 Wisdom (Survival) check. These claws can be crafted into a **Slaad Whip** (App A) as part of a long rest. In addition, Ava offers the characters a welcome place to stay for the night, and rewards them with the following:

- 5sp, and a **Potion of Healing** (DMG, pg 188)
- A wooden token, displaying a mysterious runic symbol, found in Alina's cot at the time of her birth. Ava believes it to be a lucky charm.

NOTABLE NPCs

Name: Ava Hillhallow

Race: Human (She/Her/They/Them)

Alignment: Neutral Good

Occupation: Maid

Stat Block: Commoner (MM, pg 345)

Personality Traits: Kind, soft hearted, neat freak and helicopter parent.

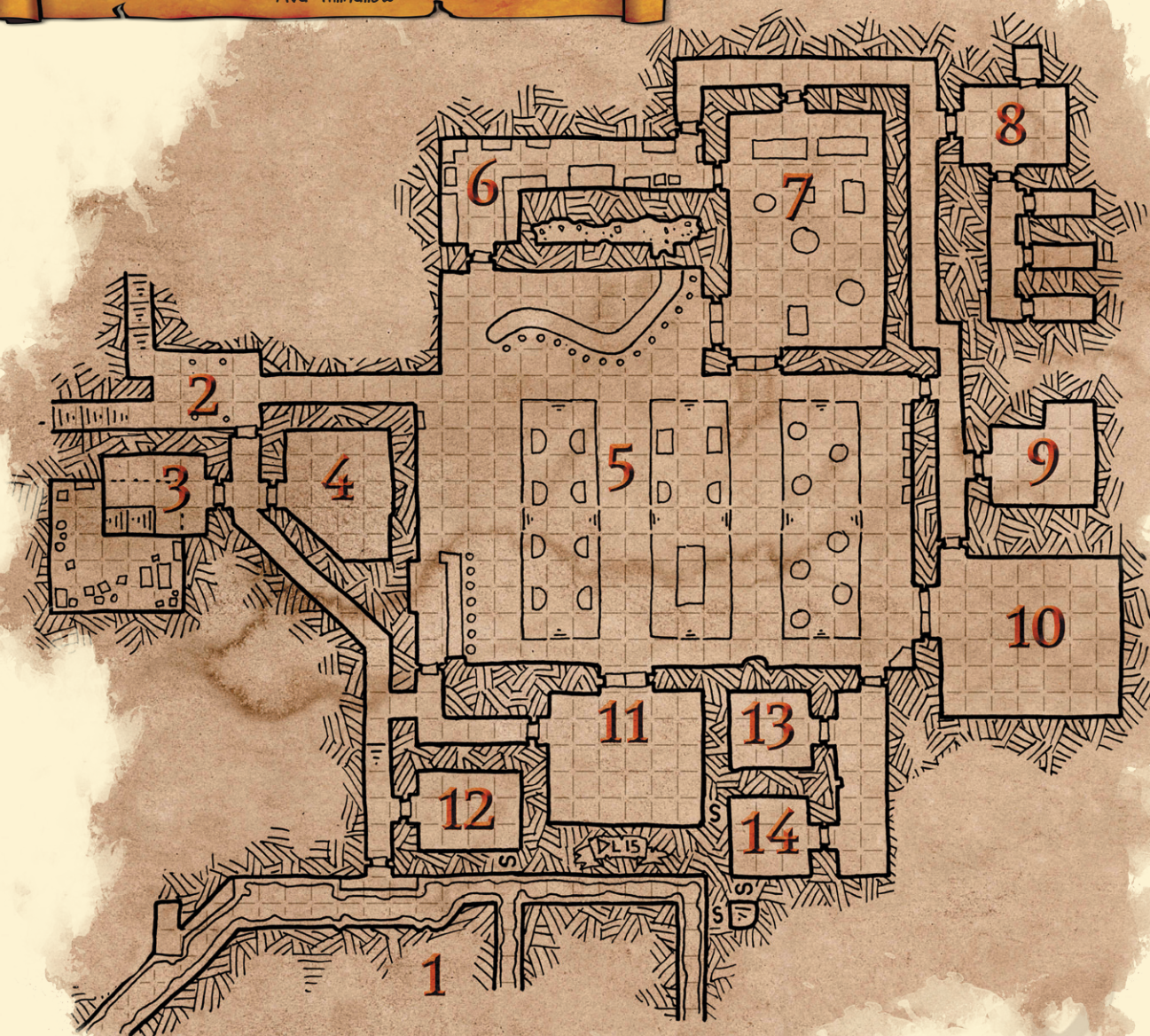


FORGOTTEN RUINS MAP

Bounty:

"I've not seen my daughter in 2 days. The guards have searched and come up empty handed. I fear if I don't find her soon, the worst might have happened. Please help find my daughter before it is too late!"

— Ava Hillhallow



Recommended Level: 1
Party Size: 4 - 6
Difficulty: Medium (4), Easy + (6)
Quest Creature: Goblins (MM, pg 166)

QUEST OVERVIEW

During Liar's Night, a small group of Goblins have been running around in Goblin Masks, causing chaos and anarchy while stealing candy from children. The characters are recruited to put out various fires (both metaphorical and literal), and then stop the goblins in their tracks.

STAGE 1: MEETING THE NPCs

Characters travelling to and staying in the town of Grimsby's Rest find that it is the annual celebration of "Liars' Night", a celebration filled with townsfolk lighting pumpkins with carved faces, exchanging candy, and enjoying harmless games and pranks.

The town mayor, Annabelle Raynmare, welcomes characters to the festivities and encourages them to partake in the night's activities, detailed in the exploration stage below.

STAGE 2: EXPLORATION

Hidden Faces. Characters participating in the festivities must wear a mask. Simple art supplies (Wooden masks with paint, or moulding clay) are laid out on tables near the town entrance.

Several children and adults are working on getting their last minute masks together, and offer a space for the characters to do the same should they choose to take part.

DM's Note: Feel free to award a point of inspiration to the character who comes up with the most creative mask idea!

The Carving. Faces are carved into pumpkins, and a candle is placed inside it, representing one's "true self", while the pumpkin represents the mask the creature wears.

It is considered bad luck for the candle to go out, so characters must find a way to place a pumpkin in a place where it won't be put out by a gust of wind. (Pranksters occasionally put out a candle, but this is also considered bad luck, so it's rare and unlikely).

DM's Note: Feel free to award a point of inspiration to the character who comes up with the most creative pumpkin idea and location!

All The Candy! Characters are expected to have candy in their pockets at all times. Candy is given freely to children, and stolen by pickpockets. By the time the characters have arrived, most merchants are out of candy, so characters are encouraged to pickpocket some from passing townsfolk. Stealing it from children is considered an evil act.

Townsfolk and participants take a lackadaisical approach to their candy being stolen, so a successful DC 10 Dexterity (Sleight Of Hand) check is all that's necessary to steal a piece from a passerby. On a failure, the townspeople laugh it off, and call out the "thief" to others nearby. For the next 10 minutes, any other attempts to steal candy are made with disadvantage. Each character has three attempts to steal a piece of candy, and the first one to acquire all three pieces wins.

DM's Note: You can award a point of inspiration to the character who comes up with the most creative ways to steal or obtain all 3 pieces of candy!

Once characters have participated in all three events, they are summoned by the mayor, who reveals that while most pranks are done in good fun, there is a small group committing pranks maliciously.

Although they were first suspected to be children in goblin masks, it is now believed they are actually **3 Goblins** (MM, pg 166), wearing goblin masks as some bizarre double bluff. The mayor requests the characters apprehend each goblin and return them to her, and provides each character a stick with a net on the end of it for means of capture.

STAGE 3: THE HUNT

Characters exploring the town are met with the following encounters:

The Rooftop Menace (Area 1). A goblin in a purple goblin mask is running across rooftops, knocking pumpkins to the ground. If the goblin sees the characters, it begins throwing pumpkins at them (range 30/50, +4 to hit, 1d4 bludgeoning damage). Characters can climb onto the rooftop by making a successful DC 12 Dexterity (Acrobatics) or Strength (Athletics) check.

Once within 10 feet of the goblin, a successful melee attack from a character holding a stick with a net on the end of it captures it.

The Drowner (Area 2). A goblin in a green goblin mask is holding his breath, crouched at the bottom of a barrel filled with water used to bob for apples. As a commoner leans in to catch an apple in their teeth, the goblin grabs their head, holding their face underwater. If characters act quickly, they can pull the person free with an opposed Strength check against the goblin.

If characters wait, they see the goblin was planning on letting the person go, just planning on a scare. Once the scare is done, the goblin hops out of the barrel and attempts to flee. If characters chase the goblin down, one successful melee attack using the net captures it.

The Thief (Area 3). The characters discover a group of masked children in crying as a goblin wearing a blue goblin mask throws stolen candy onto a roof, out of children's reach. The goblin attempts to flee if the characters grow close, but can be captured with a successful melee attack using the net.

A successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check allows a character to climb onto the roof and retrieve the candy.

Once the goblins are captured and brought to the mayor, both groups argue their case, with the goblins claiming that, since it's Liars Night, pranks are to be expected, and to allow humans, halflings, elves and dwarves to commit pranks, but not goblins, is a clear case of discrimination.

The mayor counter argues that, because each goblins only wore a goblin mask, they weren't acting in the spirit of Liars Night, instead opting to simply dress as themselves instead of someone else and use it as an excuse to cause mischief.

The goblins explain that wearing a goblin mask was the only way to successfully hide their identity, suggesting that if they had worn human masks, everyone would have known they were goblins. After the exchange, both groups look to the characters, allowing them to make the final decision.

STAGE 4: COMPLETION

If the characters side with the mayor, the goblins are banished from town. The mayor rewards the characters with a colourful bag containing a pack of 20 **Goodberry Candies** (App A).

If the characters side with the goblins, the goblins are allowed to go back into town and continue their pranks. At the end of Liars Night, the goblins reward the characters with each of their coloured **Goblin Masks** (App A); three in total.

If characters somehow come up with a solution that both parties are satisfied with, they receive both rewards.

NOTABLE NPCs

Name: Annabelle Raynmare

Race: Human (She/Her)

Alignment: Neutral Good

Occupation: Town Mayor

Stat Block: Commoner (MM, pg 345)

Personality Traits: Friendly, enthusiastic, independent and opinionated, but amicable and approachable.



GRIMSBY'S REST MAP

Rumour:

"I heard there's a festival on at Grimsby's Rest. They call it Liar's Night! It's a huge celebration. Everyone wears masks and hands out candy treats, so it's sure to be a fun evening!"



DEAD AT DUSK

TIER 2

Recommended Level: 5 - 6

Party Size: 4 - 6

Difficulty: *Hard (4), Hard (6)*

Quest Creature: *Werewolf (MM, pg 211)*

QUEST OVERVIEW

Characters must travel into the woods to find a missing camping trip. There, they learn a werewolf attacked the night before. Both a counsellor and a child have been bitten, forcing the characters to make some hard decisions in order to get as many people back alive as possible.

STAGE 1: MEETING THE NPCs

Once arriving in town, characters can meet with a conference of parents and concerned townspeople, having a large conference in the town square outside Carrogett Hall. At the conference, characters learn that the Vanguard Youth, a scouting group, has gone missing in the nearby woodland. The group was formed to teach children the basics of outdoor survival, including wilderness and dungeon exploration, and learning how to track and avoid monsters.

The characters learn that the Vanguards left with their counsellor on an overnight camping trip, but haven't returned. Concerned parents are preparing to travel into the woods themselves to investigate, but most of them are clearly under prepared and lack the skill for the journey.

Should the characters be noticed, the townsfolk offer a sizeable sum of gold between them to have the characters track down the group and return them as soon as possible. Should they accept, they are presented with a map leading towards the Vanguard's last known location.

STAGE 2: EXPLORATION

Once the characters have the map, parents are quick to usher them out of the town and towards the woodland to search for the lost children. The map is simple and easy to follow, and travel to the Vanguard's last known location takes roughly 3 hours at a brisk pace.

When arriving at the campsite, the characters find it in ruins. Tents and bedrolls have been torn and shredded, and mixed, muddy footprints show the campers fleeing in panic from something with large, clawed feet.

Characters can attempt to identify the creature that attacked the camp by consulting both the shredded sleeping equipment, and the muddy footprints left in the dirt and making a DC 15 Intelligence (Investigation) check. A character with experience or deep understanding of monstrosities has advantage on this check. A successful check reveals the camp to have been attacked by a **Werewolf (MM, pg 211)**.

A passive DC 11 Wisdom (Perception) check reveals the footprints, while initially appearing erratic, congregate in a particular direction, heading towards a nearby cave system. Should the characters enter the cave system, they discover the children and scout leader, Storgor Glosk, taking refuge within. Storgor welcomes the characters, putting on a positive, smiling attitude when the children can see him.

He explains that after two decades of adventuring, he retired and decided to pass his knowledge onto the next generation. He explains to the characters that last night, a werewolf attacked the campsite. He managed to protect the children and get them to flee to the cavern, but due to the injuries he sustained while fending off the werewolf, he can't safely guide the kids back to town without help. When he has the chance, he pulls aside the most trustworthy looking characters, and quietly reveals he was bitten during the attack and he expects another full moon to arrive tonight.

He explains to the characters that there isn't enough time to bring all the children back to the town before dusk, and that he knows the other werewolf is likely to return soon to finish its hunt. Should Storgor turn, he requests the characters kill him to ensure the children stay safe.

He introduces the characters to four of his brightest students, who are detailed below:

Amia Xieng. Amia is 15, and the oldest of the Vanguards. She is calm and collected under pressure, and has been keeping the other children as calm as possible while they remained hidden. She is able to assist the characters when making Charisma (Persuasion) checks involving Storgor or the other children, granting them advantage on the roll.

Castor Adan. Castor is 13 years old, and has a lot of book knowledge he can provide to the characters, but this is his first time camping. A DC 10 Wisdom (Insight) check reveals he is terrified, but putting on a brave face. He is able to assist the characters when making Intelligence (History) checks, granting them advantage on the roll. In addition, he is an excellent knot tyer. Any knots tied by Castor have an escape DC of 18.

Sennet Karsten. Sennet is also 13, and is seen as the risk taker of the group, though the events of the previous night have shaken him. Sennet is skilled at first aid, and can assist the characters with any Wisdom (Medicine) checks made to heal or support a creature, granting advantage on the roll.

DM's Note: *Sennet was also bitten during the werewolf attack, but is keeping it to himself. A DC 14 Intelligence (Investigation) check reveals a bite on his lower leg, well bandaged and hidden.*

Amata Minne. Amata is 11, and the youngest of the group. She is scared to the point of being in a near catatonic state, but if the characters are able to somehow draw her out, she has the best woodland knowledge of the area (second to Storgor) due to her early preparation work and home schooling, granting advantage on any Wisdom (Survival) checks made to navigate within the woods.

After introducing the characters to his best students, Storgor explains that they have 2 hours to prepare before nightfall, and suggests they come up with a plan of action before then, perhaps fortifying the cavern, should they opt to wait out the werewolf attack.

STAGE 3: THE HUNT

Once night falls, the characters have 1 hour before the werewolf returns and locates the cave. In addition, small shafts of moonlight permeate the cave, 40 minutes after night falls, causing both Storgor and Sennet to transform into werewolves, who begin attacking and clawing at anything nearby.

CREATURE TACTICS

Storgor and Sennet attempt to break from any restraints before wildly lashing out at the closest character or NPC. The returning werewolf moves slowly, attempting to use stealth to sneak up and pick off the children first, before moving onto adults. If a character is reduced to 0 hit points, the returning werewolf drags them off to devour them.

STAGE 4: COMPLETION

After defeating or surviving the werewolf attack, the characters can navigate their way back through the woods towards the town by making a DC 13 Wisdom (Survival) check (if using the map, the DC is reduced to 11). The characters are awarded 20gp for each child safely returned. If all children (including Sennet) are returned safely, the town mayor also awards the characters each a **Vanguard Survivalist Badge (App A)**.

NOTABLE NPCs

Names: Storgor Glosk, Amia Xieng, Castor Adan, Sennet Karsten, Amata Minne

Races: Humans (She/Her and He/Him)

Alignments: Neutral Good

Occupations: Retired ranger and students

Stat Blocks: Scout (MM, pg 349), and Commoners (MM, pg 345)

Personality Traits: Storgor is a hardened, aging man with a kind heart and a love of teaching. See Stage 2: Exploration for student traits.

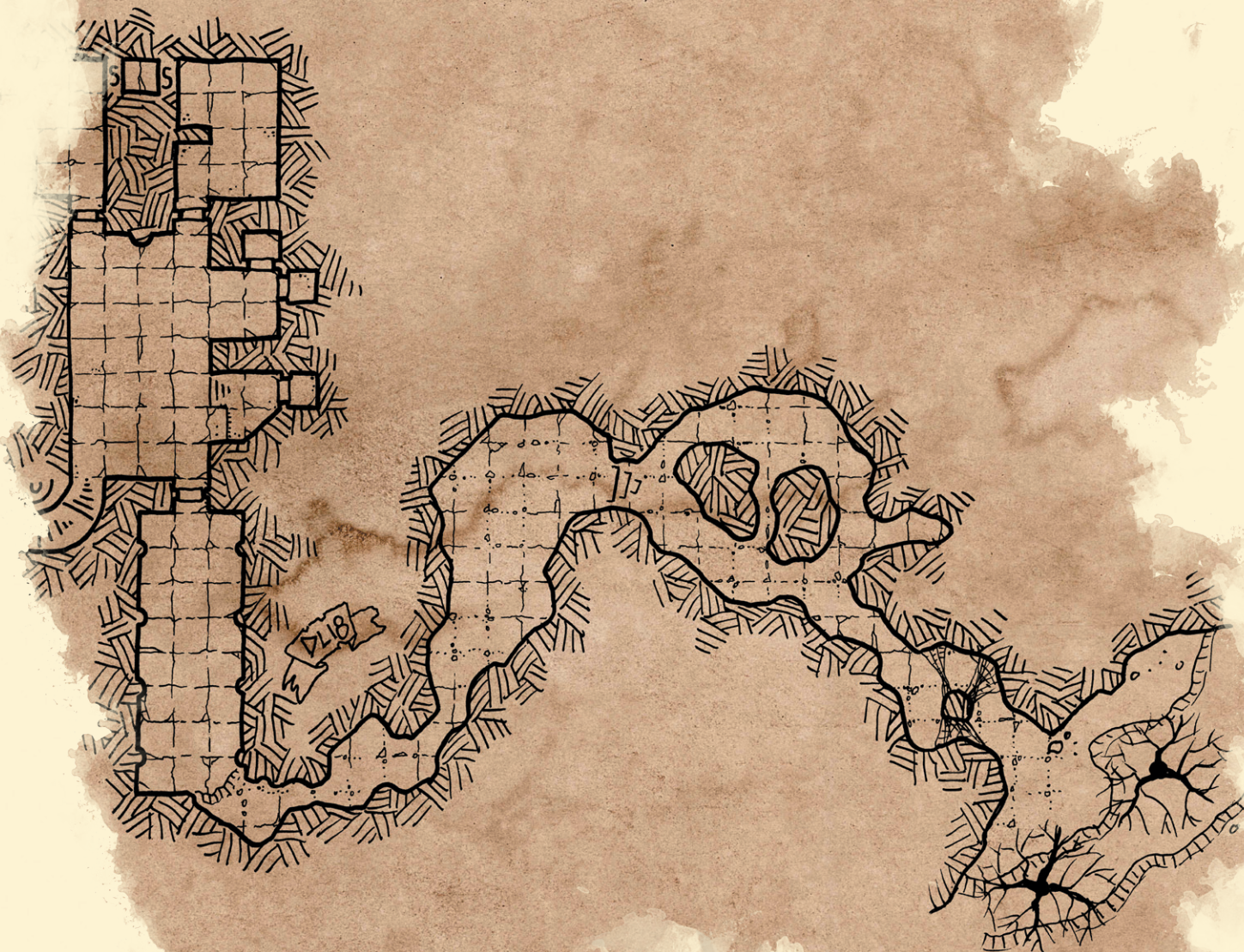


WOODLAND CAVERN MAP

Bounty:

"The Vanguard Youth, a club teaching children the basics of adventuring and outdoorsmanship, were supposed to return from an overnight camping trip last night, but there's been no sign of them. Our only experienced woodsmen went out with them! Worried parents are putting together an offering for any who are willing to venture into the woods and check things out.

Find more information at Carrogett Hall."



RETURN OF THE SLAADI

TIER 2

Recommended Level: 8 - 10

Party Size: 4 - 6

Difficulty: *Deadly+* (4), *Deadly+* (6)

Quest Creature: *Slaadi* (MM, pg 276 - 278)

QUEST OVERVIEW

In this sequel to *Scratching in the Walls*, characters venture into the deeper ruins to learn what happened to a new expedition team. While exploring the new ruins, they encounter multiple Slaads, learn a benefactor is attempting to harvest Slaad eggs, and locate a set of magical constructs that can be used to combat the Slaad Queen.

STAGE 1: MEETING THE NPCs

Characters reunite with Ava Hillhollow, and it is revealed that after the events of the *Scratching in the Wall* hunt, she and her daughter moved out of the house, choosing to live in another smaller cabin nearby until they could amass enough funds to leave the town behind for good.

Ava and Alina have both been plagued by nightmares of the slaad, and though she does want to leave, Ava opted to remained nearby so she could monitor the house and ensure nothing more happened to it. She explains that the house remained abandoned for six months, and most townsfolk kept their distance, but three weeks ago, the house was purchased by a mysterious benefactor. After doing some research, Ava discovered the ruins beneath the house may actually connect to a large complex, one the benefactor and a new team of adventurers have ventured out to find. They have since been gone for over a week, and Ava is terrified whatever they may have discovered could awaken more slaad beneath the town.

She began circulating a rumour in the hopes it would eventually reach the characters again, as she had no other way of contacting them. Thankful for their arrival, she requests they head back into the ruins and investigate further, to see if they can seal up the ruins for good.

STAGE 2: EXPLORATION

Characters venturing beneath the house initially move through the ruins described in *Scratching in the Wall*, but now find those tunnels empty and uneventful. Moving through a new hole in the wall, blasted by the previous group of explorers, the characters discover the second set of ruins, where they come across the following encounters:

Area 1. The corpses of the previous adventuring party (one elf, two humans, and a dwarf) are pinned against the wall here. As the characters approach, a **Slaad Tadpole** (MM, pg 276) bursts out of each corpse. The sound draws a **Red Slaad** (MM, pg 276) to the area, skittering out from across the ceiling to attack the characters.

Area 2. Here, characters come across Joster Ardon, a halfling hiding away behind some fallen masonry. Joster explains that he was in charge of financing the expedition, and claims it's main purpose was to track down and kill the slaad queen, a large, bloated, overgrown **Death Slaad** (MM, pg 278, Huge sized). A successful DC 14 Wisdom (Insight) check reveals Joster to be lying. If pressed further, he lies again, claiming that he believed there may be treasure within the ruins. Should he be pressed a further time, he truthfully reveals his purpose was to recover slaad eggs to sell to a local warlord.

He also explains there are a set of **Magically Powered Constructs** (MPC, App A) nearby, developed mainly for excavation purposes, though he believes they would also prove very useful for adventuring, if the characters can retrieve them. He promises to lead the characters to them, in exchange for protection and a safe passage out.

Area 3. Four red slaads are at the end of this hallway. If they notice the characters, they turn and charge towards them. A heavy door can block the route and seal the creatures away if pushed shut in time. A creature can grab and force the door closed with a successful DC 14 Strength (Athletics) check.

Area 4. Four MPCs can be found here, along with a red slaad and 6 slaad tadpoles. If the MPCs are activated, the noise draws 3 red slaads.

Area 5. Six Red Slaad eggs can be found here. Joster attempts to take several. If he is hiding this from the characters, a successful DC 16 Wisdom (Insight) check reveals him taking the eggs. If caught, he attempts to bargain with the characters, or remind them of any previous bargains the characters may have made with him.

Area 5. The slaad queen can be found here. (See Stage 3: The Hunt).

STAGE 3: THE HUNT

The slaad queen is a Huge bloated death slaad, and is gathered around a mass of 36 eggs, flanked by 2 red slaad. If Jastor is alive and was unsuccessful in grabbing previous eggs during the hunt, he makes another attempt here, this time fleeing if he is able to grab any. The Queen fights to the death to protect her eggs, and is extremely territorial.

CREATURE TACTICS

The creatures in this hunt have various different tactics detailed below.

Slaad Tadpoles. The tadpoles focus on devouring their host if coming from a body. If hatching from an egg, they attack the nearest creature.

Red Slaad. The slaads focus on hit and run tactics, fleeing down passageways after scoring hits, then deliberately stalking characters, hoping for a later ambush.

The Slaad Queen. The queen first focuses on the excavation suits, or the largest characters in the group, hoping to rout them if their constructs are destroyed. However, if any character does harm to her eggs, or appears to be planning on it, the queen shifts her attention to them, and attacks them relentlessly.

STAGE 4: COMPLETION

If the characters allowed Jastor to escape with any eggs, he rewards the characters handsomely, paying them 1,000gp per egg he retrieved (you can roll 2d6 to determine how many he managed to get out, should you have not kept track throughout the hunt).

However, should the characters choose this option, in three months time rumors of a Slaad invasion of a nearby town begin to reach them, as these new weapons grow out of control.

If the slaad queen is killed, Ava ensures it won't return by revealing to the characters a map of the ruin's internal structure, explaining that while they were away, she did more research and managed to find a way to collapse the tunnels safely to seal off the ruins for good. Should the characters return with the constructs, Ava requests they leave two of the constructs with her as insurance, should her plan fail and another slaadi infestation arises.

If the characters accept, she gives them a small leather bag as payment (**Bag of Holding**, DMG, pg 153) containing 50gp, and various books, scrolls and historical documents on all types of slaad, and their Plane of origin. In addition, in 4 month's time, the characters hear of another slaad invasion, which was successfully repelled by a woman in a magical construct.

Should the characters refuse Ava's request, a slaadi uprising takes over and destroys the town in the following 4 months.

NOTABLE NPCs

Name: Joster Ardon

Race: Halflin (He/Him)

Alignment: Neutral Evil

Occupation: Noble investor and warmonger

Stat Block: Noble (MM, pg 349)

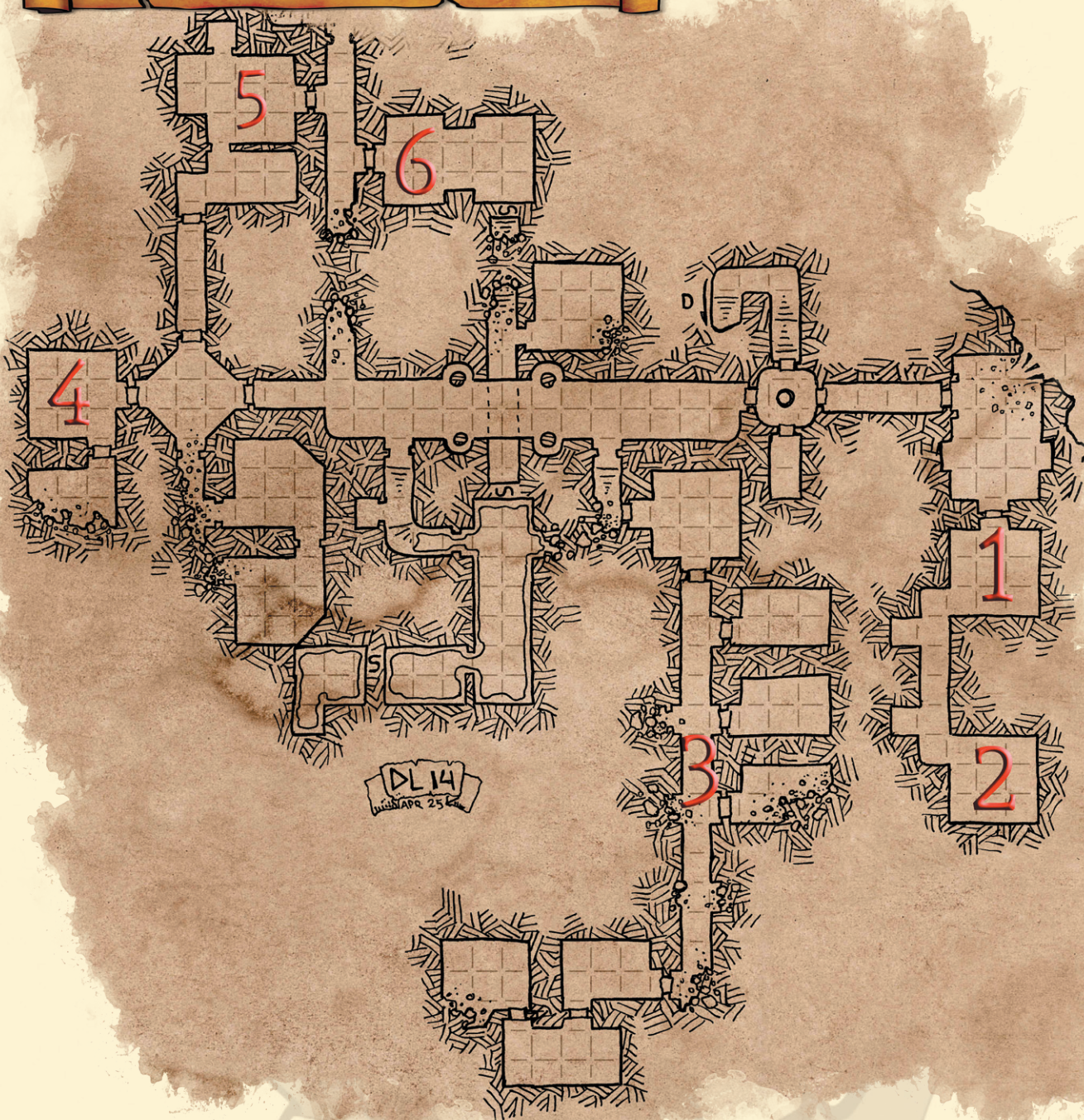
Personality Traits: Joster is cowardly, scheming and greedy. His focus is financial gain. See the *Scratching in the Walls* hunt for Ava's details.



SLAAD CAVERNS MAP

Rumour:

"A group of explorers have gone into the ruins uncovered beneath Ava Hillhallow's house, believing they may lead to lost treasure, and have never returned. I don't know what's down there, but they must have been mad to find out after what Ava claims she discovered..."



TERRIBLE TOYS

TIER 2

Recommended Level: 5 - 8

Party Size: 4 - 6

Difficulty: Deadly + (4), Deadly (6)

Quest Creature: Archmage (MM, pg 342)

QUEST OVERVIEW

A father requests the characters help to defeat a murderous teddy bear he has trapped in his daughter's closet. Though on closer investigation, there seems more to the murderous toy than meets the eye.

STAGE 1: MEETING THE NPCs

The characters are introduced to Harvey Fletcher, a worried looking young man covered in scratches and small bite marks. He invites the characters inside, and offers them a cup of tea as he begins explaining his situation.

He reveals one of his daughter's teddy bears has suddenly grown a life of its own - and a murderous one at that. After his daughter was nearly stabbed by the knife-wielding bear, he suggested to his wife she and their daughter spent the night away from the house while he dealt with the problem himself.

But the teddy bear proved too dangerous, and after attempting numerous time to be rid of it, Harvey ended up managing to lock it in a closet in his daughter's room, which is where it currently resides.

He requests the characters destroy the bear so his wife and daughter can return safely, but explains he doesn't have much in the way of monetary rewards. Should the characters accept, he leads them into his daughter's room, and points them towards the closet.

STAGE 2: EXPLORATION

Upon opening the closet, the characters discover a long tunnel, covered in cobwebs beyond the mess of fluffy bunnies, stuffed animals and other toys. A short ticking can be heard emanating from within, like the hands of a clock.

Should the characters question Harvey on the mysterious tunnel, he reveals that it wasn't there before, and he has no knowledge of it. He suggests that perhaps, if the teddy bear is cursed in some way, it opened a gateway when he trapped it in the closet.

If the characters enter the tunnel, they find themselves in a mysterious workshop, filled with all manner of clocks and mechanical marvels. A DC 14 Wisdom (Perception) check reveals a figure working away on a long crafting bench, surrounded by numerous children's toys.

Characters can attempt to identify the strange figure by making a DC 14 Intelligence (History) check. A successful check reveals the creature to be a denizen known as the **Toymaker** (Archmage, MM, pg 342), a mysterious spellcaster thought to breathe an evil life into children's toys.

Upon seeing the characters, the toymaker doesn't attack right away. Instead, it questions them, asking how they found their way into its domain. A passive DC 17 Wisdom (Insight) check reveals this to be a stalling tactic while it summons the murderous toys to attack them.

Should the characters remain in conversation with the toymaker for more than 10 minutes, it gives the order for its murderous toys to attack.

STAGE 3: THE HUNT

One combat begins, the characters must defeat the murderous toys and the toymaker itself in order to escape its mysterious domain. The toymaker has 3d8+8 murderous toys, each wielding a knife, hammer, screwdriver or other malicious tool. The animated toys are considered small objects, with the following statistics:

Hp: 20, AC:18, Movement 20ft, Attack +8 to hit, 6 (1d4 + 4) bludgeoning damage, Str: 6 (-2), Dex 18 (+4)

Bounty:

I'm looking for a group of individuals open to a... sensitive and strange situation I find myself in. Those willing to help me out of this mess should head over to the old townhouse, opposite the Lucky Pluck Inn. Knock three times, and ask for Fletcher.

If the toymaker is killed, all the toys revert back to their previous nonmagical forms. The toymaker can mentally command one or all of the murderous toys as a bonus action on its turn.

CREATURE TACTICS

The toymaker uses the toys to attack the weaker characters, such as wizards and sorcerers, first, before casting fly on itself to stay out of harms way. While flying, the toymaker focuses its attention on characters and creatures that can fly or use ranged attacks with lightning bolt. Once the murderous toys are defeated, or characters are isolated from hostile targets, the toymaker uses cone of cold.

The toymaker fights to the death, and avoids attacking characters that are engaged in close range melee with its murderous toys, for fear of damaging or harming them.

STAGE 4: COMPLETION

Once defeated, the toymaker's domain begins to crumble. Falling sections of masonry threaten to crush the characters, while the clockwork mechanisms lining the walls explode violently, ejecting shards of metal debris across the room. The characters have ten minutes in which to quickly loot the toymaker's corpse by making a DC 14 Intelligence (Investigation) check, before fleeing for the exit. Should the characters successfully loot the toymaster's corpse, they discover the following items:

- A small wooden statuette of a smug looking halfling
- A heavy component pouch, containing a number of minor spellcasting ingredients, 3 diamonds worth 300gp each, and a mysterious green feather, which shimmers and shines when held near an open flame.
- A fragmented piece of parchment, with the words "*Vesper abscondita ostiola quidem retro*". The parchment can be translated by spending 4 hours in deep research, and making a successful DC 16 Intelligence (History) check. When translated, the message reads "*The secret door lies behind the evening star*".

Characters running back towards the tunnel exit must succeed on a DC 14 Dexterity saving throw, taking 14 (4d6) slashing or bludgeoning damage on a failed save, or half as much on a successful one.

Once safely out of the tunnel, it collapses fully, destroying the toymaker's domain forever.

Characters can return to Harvey, who has been watching the door and wielding a small knife for protection ever since the characters entered the closet. Thankful for their safe return, he offers them a small ticket, which he had been given by a mysterious stranger near the local port. The ticket reads "*Greetings from The Wistful Dodger! This exclusive ticket offers you a once in a lifetime chance for adventure. Welcome Aboard!*".

NOTABLE NPCs

Name: Harvey Fletcher

Race: Human (He/Him)

Alignment: Lawful Good

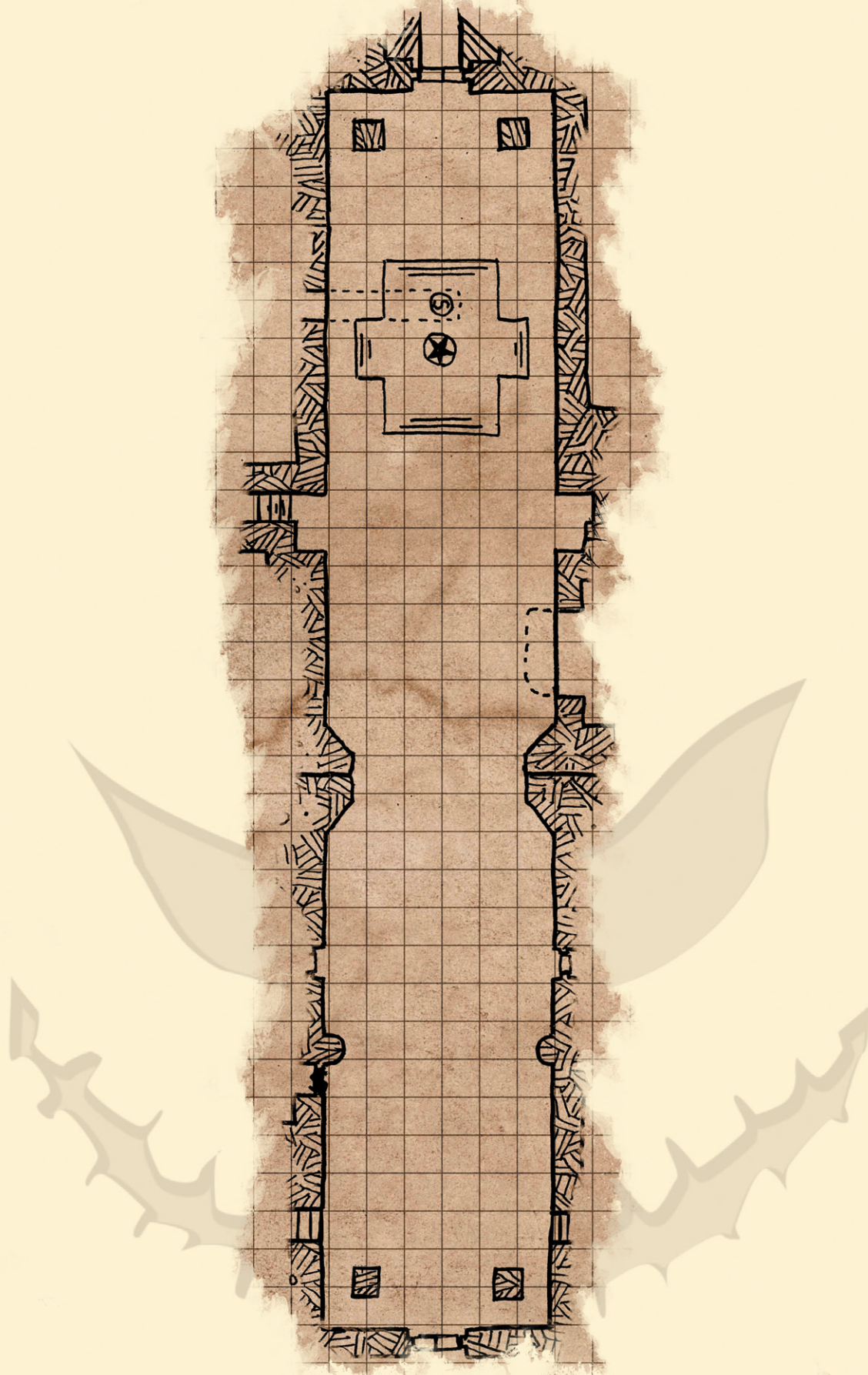
Occupation: Fletcher and Leatherworker

Stat Block: Commoner (MM, pg 345)

Personality Traits: A gentle soul who is easily engrossed in his work.



THE TOYMAKER'S DOMAIN MAP



WAILS FROM THE WELL

TIER 2

Recommended Level: 5 - 7

Party Size: 4 - 6

Difficulty: *Deadly + (4), Deadly + (6)*

Quest Creature: *Ghouls (MM, pg 148)*

QUEST OVERVIEW

The characters hear a rumour that mysterious treasures lurk at the base of a dried up well, located deep within an overgrown forest outside of Graymyst Village. Upon exploring the well further, they discover a network of underground caverns, home to a nest of vicious and murderous ghouls.

STAGE 1: MEETING THE NPCs

There are no NPCs of note the characters meet during this hunt. Instead, the characters overhear a rumour mentioned while passing through a tavern, inn, or marketplace.

The rumour could be offered by an innkeeper, property owner, drunk, passerby or any other NPC the characters might meet during their travels. Alternatively, the vision of great treasure could appear to a character during a dream or meditation, or the characters might just happen across the well while wandering through the woods between towns.

STAGE 2: EXPLORATION

Upon discovering the well, characters looking down it notice a glimmer of gold at its bottom around 30 feet deep, complete with small dregs of gathered rainwater. A DC 14 Intelligence (History) check reveals the construction of the well to date back well over fifty years, and appears to be of human design.

Characters can attempt to descend into the well using rope and pitons, or magic, such as fly or levitate. A character climbing into or out of the well via the use of a rope must make a DC 15 Strength (Athletics) check to safely descend to the bottom. On a failed save, the character's grip slips, and they fall, landing prone at the base of the well, taking 10 (3d6) bludgeoning damage.

If a character fails this saving throw by 5 or more, they also suffer one of the following injuries, detailed on **page 272** of the *Dungeon Master's Guide*. Roll 1d4 and consult the list below to determine what injury the character suffers.

1. Limp
2. Internal Injury
3. Broken Ribs
4. Minor Scar

Once characters have arrived at the bottom of the well, they discover a small leather pouch containing 10gp, and a network of tunnels, leading further into a hidden underground cavern.

A DC 13 passive Wisdom (Perception) check reveals the skeletal remains of an adventurer lying at the bottom of a set of stone steps, leading to **Area 2**.

Area 2 contains the aforementioned skeletal body, as well as six small alcoves. There is a thin shaft of light, casting a dim glow across the moss covered floor, and three bloody sacks near the far end of the room.

A DC 14 Wisdom (Medicine) check reveals the adventurer died from crushed ribs and a fractured skull, suggesting they were attacked from in front and behind at the same time.

Should characters all enter Area 2 first, a **Ghoul** (MM, pg 148) creeps out from **Area 3**, climbs up the wall of the well, and severs any hanging ropes, raising the bottom of the rope from ground level to around 10 feet high. The sound of movement from **Area 1** is noticed with a successful DC 15 passive Wisdom (Perception) check. Should the ghoul believe it to be spotted, it flees into **Area 3**.

Area 3 contains a narrow set of branching tunnels, held aloft by natural stone pillars. A strong smell of decay, mold and stagnant water hangs in the air, and 4 ghouls lurk in its corners.

If seen, the ghouls flee into cracks in the rocks, moving to **Area 2**. This area is in complete darkness, and line of sight is extremely restrictive due to the rocky pillars dividing the room. Running water can be heard coming from **Area 4**.

Area 4 contains a larger, open cavern. The cave is in complete darkness, and the crashing of water on rock can be heard in the far corner. This waterfall runs from tiny cracks in the cavern roof, and obscures a hidden room, containing the grisly remains of 3 adventurers, and a small deer.

A group of 10 ghouls lurk in this room, hiding in the darkest corners and waiting for the time to strike. The other 4 ghouls that fled from **Area 3** to **Area 2** work their way through **Area 1**, blocking off the character's escape route, should they attempt to flee. Should the ghouls in **Area 4** be noticed, or have the opportunity to ambush a character, they attack.

STAGE 3: THE HUNT

The characters are attacked by a large group of 10 ghouls, 4 of which appear from behind them, blocking off their escape. The ghouls appear as cannibalistic, devolved humans, their eyes lidless and perfectly adapted for hunting in the dark. Characters must take care when fighting the ghouls not to become paralyzed or trapped alone, lest the creatures eat them alive.

CREATURE TACTICS

The ghouls attack in groups of 2, rolling initiative separately for each group. Each pair of ghouls focuses their attention on a particular character, attempting to grapple, pull down or otherwise prevent that character from escaping.

Should a character be successfully shoved or otherwise knocked prone, nearby ghouls attempt to grapple them, preventing them from getting up, before attacking them relentlessly. If the character is reduced to 0 hit points, the ghouls continue attacking until the character is killed, at which point they turn their attention to a new target. If a character is killed, 1 ghoul stops fighting to begin consuming the body. If attacked, it defends itself, but takes no other actions.

A body is consumed by a ghoul after 4 rounds. If, after this time has elapsed the characters haven't stopped the ghoul's grisly consumption, the character is beyond saving, and can't be resurrected by anything weaker than a *regeneration* spell.

STAGE 4: COMPLETION

Upon defeating the ghouls, the characters can search the well for loot by making a DC 13 Wisdom (Perception) check. A successful check reveals the hidden room behind the waterfall, if it had not been discovered already. Should the characters loot the remains of the adventurers, they are awarded with the following items:

- A **Potion of Water Breathing** (DMG, pg 188)
- A tarnished copper ring (**Ring of Jumping**, DMG, pg 191)
- A **Spell Scroll** (DMG, pg 200), containing a random spell of 3rd level.
- Two **Longswords**, a **Shortbow**, and a **Cracked Wooden Shield**, covered in moss (PHB, pg 149 and 145).
- 45gp in a dragonscale pouch, and damp note, detailing a request for 3lbs of **Paralysis Dust** (App A).

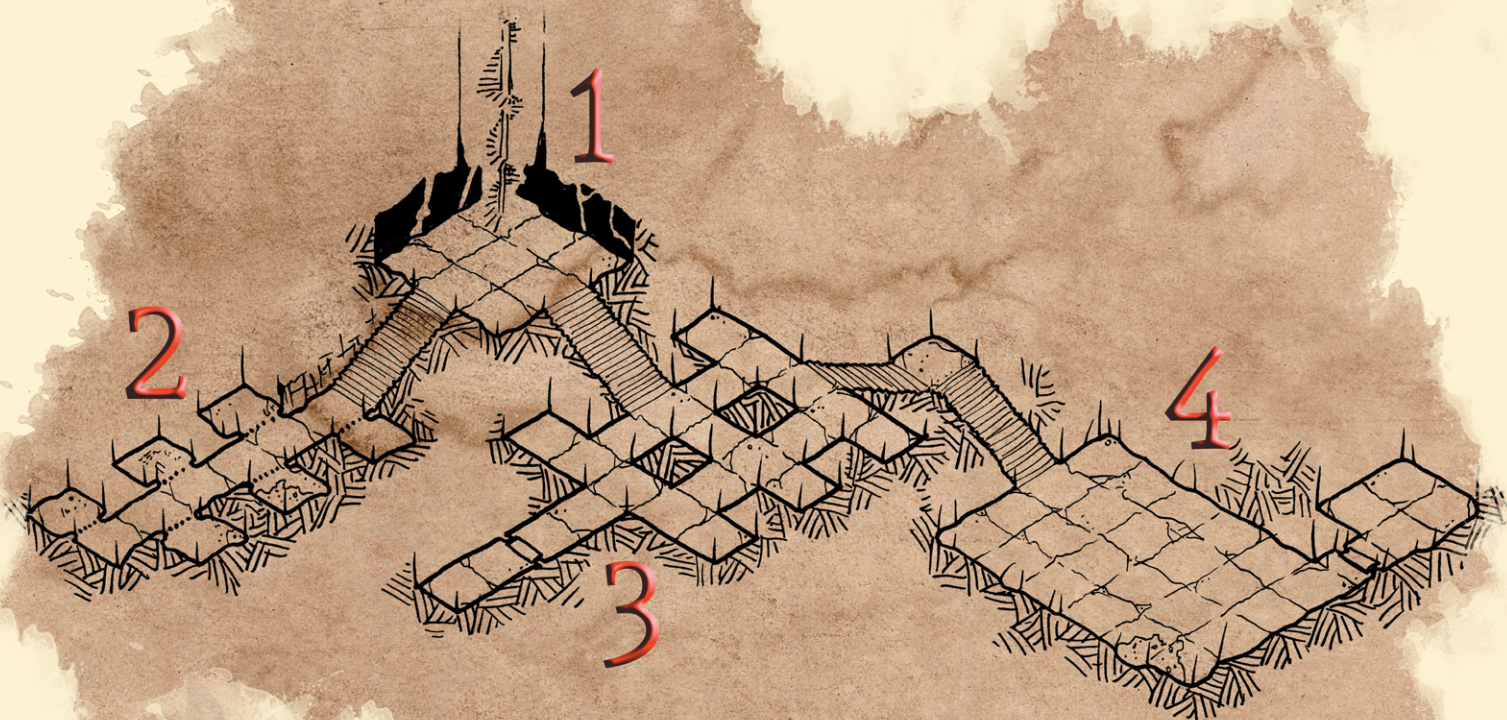
Characters can also harvest the ghoul's claws by making a DC 15 Wisdom (Survival) check. Each ghoul can only be harvested once, and produces 1d4 - 1 usable **Ghoul Claws**. A character can crush 6 claws together in a mortar and pestle over the course of a long rest to craft a 1lb bag of **Paralysis Dust**.



MYSTERIOUS WELL MAP

Rumour:

"I heard that old well, in the forest near Graymyst Village, has some pretty pennies sitting at it's bottom. It used to be a wishing well you know! I someone willing to dig through all that dirt'll make a nice sum - if they can get down there of course!"



APPENDIX A: HUNT ITEMS

This section lists all new objects, trinkets, magical items featured throughout the supplement for ease of access later. The items detailed here are in alphabetical order.

AMULET OF AMAN - KA

Wondrous item (amulet), rare (requires attunement)

This mysterious amulet is carved to resemble a golden scarab, which surrounds the image of a skull. While you are attuned to this amulet and wear it on your person, you cannot be frightened by undead creatures, and have advantage on Charisma (Intimidation) checks made against them.

Cursed. A creature attuned to the amulet and wearing it attracts the attention of a **Mummy (MM, pg 228)** 1d12 days after the creature first attuned to it. The Mummy always knows the location of the bearer of the amulet, and seeks to retrieve it from them. The mummy arrives in 1d6 days, and is hostile to all creatures allied to the bearer of the amulet. The curse can be broken by defeating the mummy in single combat, or casting *remove curse* on the amulet. In addition, the curse can't be detected by the *identify* spell, but is revealed to the bearer in a nightmarish dream once the mummy's attention has been attracted.

BASILISK GLAND

Wondrous item, uncommon

This fleshy, stony gland has been removed from the gullet of a basilisk. As an action, you can crush the gland in your hands and rub the bloody chunks across a petrified creature, curing of the affliction after 10 minutes.

CHERUB'S CHARM

Wondrous item, uncommon

This simply wooden charm is engraved with religious symbols of protection. While you have this charm on your person, once per day, when you would roll a natural 1, that roll is instead treated as a 2.

CROW CHARM

Wondrous item, uncommon

While you wear this charm, flying beasts of CR 1 or lower have disadvantage on Wisdom saving throws to avoid being frightened by you. In addition, one per long rest, you can use an action to attempt to fill one creature you can see within 30 feet of you with existential dread. The target creature must succeed on a DC 11 Wisdom saving throw or be magically frightened and paralyzed until the end of your next turn.

GOODBERRY CANDY

Wondrous item, uncommon

This round, colourful candy can be eaten as an action on your turn. When placed on your tongue, or on the tongue of another creature, the candy dissolves, and you regain 1 hit point.

HEARTSTONE FRAGMENT

Wondrous item, uncommon (requires attunement)

This small fragment is from a night hag's shattered heartstone. While you remain attuned to this magic item, you can use an action to cast the lesser restoration spell, without requiring material components. The heartstone fragment regains the use of this feature at the next dawn.

In addition, when you sleep, the fragment allows you to control your dreams, creating a pleasant and relaxing experience. Whenever you wake from a long rest, you gain 10 temporary hit points, which last for 8 hours.

LIAR'S NIGHT GOBLIN MASK

Wondrous item (mask), uncommon

While you wear this mysterious mask, you can speak and understand goblin, and have advantage on Charisma checks made to interact with goblins and their kin.

MINDFLAYER CHARM

Wondrous item, rare (requires attunement)

While you wear this charm around your neck, you have advantage on Charisma (Intimidation) checks made to frighten or intimidate mindflayers and their kin. Once per day, you can use an action to caress the tentacles as you would a beard to cast the *detect thoughts* spell, without requiring material components.

PARALYSIS DUST

Wondrous item, uncommon

This small leather bag contains 1lb of dust, crafted from the claws of a ghoul. As an action, you can throw the bag towards a point on the ground or wall you can see within 20 feet of you. When the bag hits a solid object or piece of terrain, it explodes, showering all creatures in a 5 foot radius sphere centred on that point with noxious fumes.

Unless they are an elf or undead, creatures caught in the area must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. An affected creature can attempt this saving throw again at the end of each of its turns, ending the effect on itself on a success.

SLAAD WHIP

Weapon (whip), rare

This chitinous, segmented whip is crafted from the claws of a red slaad. Each segment shudders and audibly vibrates when a slaad comes within 500 feet of it. While not inherently magical, the whip's damage is considered magical for the purposes of overcoming resistance and immunity to nonmagical damage, and the whip's damage die is a d6.

VANGUARD SURVIVALIST BADGE

Wondrous item, common (nonmagical)

You can present this metallic badge to a government official, other law enforcement official, or local militia when outside of a town, city or village to gain advantage on Charisma (Persuasion) checks made to commandeer their services for a brief time.

The service can range from delivering a message or simple order, such as "guard this cave entrance until we come out", but doesn't extend to requests for joining combat, and the commandeered creature won't put themselves in danger for you or the service you request, unless their occupation would normally allow them to do so (such as a guard, or bounty hunter, for example).



APPENDIX A: STATBLOCKS

This section lists the new stat block featured in the supplement for ease of access.

MAGICALLY POWERED CONSTRUCT (MPC)

Medium vehicle, unaligned

Armor Class 16 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	— (—)	18 (+4)	— (—)	— (—)	— (—)

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhausted, frightened, poisoned

Senses special

Languages —

Bipedal Movement. The MPC is mounted on two reverse-jointed legs. It can take the Stomp action as a bonus action.

Chassis Resistance. When the MPC takes damage from any source, it can use its reaction to reduce that incoming damage by 5 (1d8).

Industrial Construct. The MPC deals double damage to vehicles, objects and structures.

Piloted Vehicle. The MPC is a magically powered vehicle, which stands 9 feet tall, and requires a humanoid of size Medium or smaller to operate it. If no creature is operating it, it becomes inert and unresponsive. The piloting creature is considered to be in half cover when inside the MPC, and the vehicle uses the pilot's Dexterity, Intelligence, Wisdom and Charisma ability scores and proficiency bonus (not included in this stat block) when making ability checks, or saving throws, and when determining any special senses it might have, such as darkvision.

In addition, if the MPC is subject to, or targeted by, an effect or spell that requires an Intelligence, Wisdom or Charisma saving throw, the pilot becomes the affected target instead.

Runic Powered. The MPC is powered by a magical rune stone, infused with magic from the Elemental Plane of Fire, allowing it to operate indefinitely, as long as the rune remains undamaged.

PILOT ACTIONS

Multiattack. The MPC makes two Slam attacks.

Slam. *Melee Weapon Attack:* +5 (+ pilot's prof bonus) to hit, reach 5 ft., one target. Hit: 10 (1d8 + 5) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +4 (+ pilot's prof bonus) to hit, reach 5 ft., one target. Hit: 11 (1d10 + 5) bludgeoning damage. If the target is prone, this attack deals an additional 11 (2d10) damage.

Runic Booster (Recharge 6). The pilot releases a sudden burst of built-up energy from the MPC's rune stone. Each creature within 5 feet of the MCP must succeed on a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much on a successful one.

This stat block was created using The Greasemonkey's Handbook, the comprehensive guide to creating steampunk, magitech and sci-fi constructs in Dungeons and Dragons 5th Edition. Find it now on the DMsGuild.



APPENDIX B: HUNT TABLES

Here you can find a list of every hunt in this book, set out in 2 easy to use tables organized by tier. Each table lists the name of the hunt, average party level (APL) hardest difficulty, hunt creature, and page references.

D6	Hunt Name	APL	Difficulty	Hunt Creature	Page no.
1	A Feast of Flesh	4 - 5	Hard	Mindflayer Arcanist	4
2	Dreamscape Warriors	3 - 5	Hard	Night Hag	8
3	Curious Cattle Rustling	1 - 3	Hard/Deadly+	Scarecrows	6
4	Scratching In The Walls	3	Deadly+/Deadly	Red Slaad	12
5	Trick or Trick	1	Medium/Easy	Goblins	14
6	Meddling Kids	1 - 2	Hard/Medium	Basilisk, Commoner	10

D4	Hunt Name	APL	Difficulty	Hunt Creature	Pg
1	Dead at Dusk	5 - 6	Hard	Werewolves	16
2	Terrible Toys	5 - 8	Deadly+/Deadly	Archmage	20
3	Return Of The Slaadi	8 - 10	Deadly +	Death Slaad	18
4	Wails From The Well	4 - 5	Deadly +	Ghouls	22

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