

A 5e & PATHFINDER-COMPATIBLE ADVENTURE FOR 4-7 PLAYERS OF LEVELS 1-20

DARK-ONE

**VOL.
2**

THE BOOK OF DARK SECRETS

THE OGRE MAGE INN



CREDITS ~ 5E

OPEN GAMING LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use," "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. Not for resale. Permission granted to print or photocopy this document for personal use only.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed

in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or coadaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson. System Reference Document, © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson Skreyn's Register: The Bonds of Magic. © 2002, Sean K Reynolds Monsters of Feyland A Collection Of Monsters For 5th Edition © 2018 Cawood Publishing, Author Andrew Cawood



CREDITS ~ PATHFINDER



CREDITS

AUTHOR ~ Matthew A. Bogdan

EDITOR ~ Beth Ricks

ARTWORK ~ Dean Spencer, Rick Hershey, Jeff Freels, Tony Carter,
Luigi Castellani, David Lewis Johnson, Luigi Castellani & Matthew A. Bogdan

MAPS & GRAPHIC DESIGN ~ Elven Tower & Dark By Dezin

The Ogre Mage Inn © 2020 DARK BY DEZIGN

Open Content: Subject to designation as Product Identity (see below), the only portion of this Dark By Dezin game product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the *Pathfinder Reference Document*) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, logos, design and trade dress. Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

This product makes use of the Pathfinder RPG Core Rulebook, Pathfinder RPG Bestiary, Pathfinder RPG Bestiary 2, Pathfinder RPG Bestiary 3, Pathfinder RPG Bestiary 4, and Pathfinder RPG GameMastery Guide. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/pathfinderRPG/prd/

Compatibility with the Pathfinder® Roleplaying Game requires the Pathfinder® Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder® Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse the product.



Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder® Roleplaying Game and the Pathfinder® Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder® Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.



天刊主
展申内丰内 丰内内

天申内 天展主
展申内 天展主
丰内 丰内 天内
天 天 天 天 天 天

天展内 天展主
天申 天展主

展申 天展 天展 天展 天展 天展 天展 天展
天展 天展 天展 天展 天展 天展 天展 天展
天展 天展 天展 天展 天展 天展 天展 天展
天展 天展 天展 天展 天展 天展 天展 天展
天展 天展 天展 天展 天展 天展 天展 天展



INTRODUCTION

ADVENTURE INTRODUCTION

The box that your secret friend has bequeathed to you begins to dance and hum. Without a doubt, Matigan Brennan has sent you another potential adventure to look into. Digging into your supplies, you uncover the homely wooden box and see the telltale soft, lavender glow of the magic sigils burnt into the sides of the box. You open the container and you see a scroll bound in black cloth resting atop a piece of parchment. You unfurl the scroll and Matigan Brennan's distinctive penmanship is clearly seen. The letter reads,

My dear friends, it seems that another oddity has crossed my path. All will become more clear when you read the parchment, but it seems that an inn is hosting some sort of a *cannibalistic* dining event. I haven't been able to gain access to this place despite being invited in a rather roundabout way. I do know that in the dead of night I have seen visitors enter and stay for quite some time. The visitors knock once, pause, then knock three more times in rapid succession. Moments later a raven-haired woman opens the door and the visitors show their invitations and gain access inside. Now it's time to open your invite, and like it or not, I do not think this is some sort of a joke. One poor fellow tried to rob me of my goods and belongings, so I was forced to make very short work of him. I found this parchment on his corpse. If you choose to investigate this inn, it goes without saying to be quite careful, as I have no idea who *or what* every visitor *is*. One thing I am certain of is that the pair of beings I saw yesterday were *not* human.

Just remember this invitation and the secret knock. Know that this inn is made up of two buildings. The one to the right does not seem to have any doors or secret openings, but the building to the left has a pair of double doors.

These doors are at least 15 feet tall if that is any *indicator* of what might be lurking in that place. The inn is on the outskirts of town - due north of here. Oh, and one more thing. Bring a healthy appetite.

Von Appetit.

Matigan Brennan

You read the parchment and realize it's an invitation. *This inn appears to be serving human body parts in a wide variety of dishes.*

NOTES - DM/GM, show the players the handout as well as any future handouts that appear as full-page arts or ephemera. If the party agrees to investigate, read the following.

You decide to investigate this shady inn and proceed north to find the place. In a few hours, you come to two conjoined buildings distinctive of the style quite popular with feudal lords in the east, ninjas, and samurai. A pair of enormous double doors seems to indeed be the only way inside.

You proceed to walk up to the building and ready your invitation and try the secret knock. Moments later, a black-haired woman in full battle armor answers the door. The woman asks for your invitation with a smirk on her face.

After showing the macabre invitation to the woman, she proceeds to introduce herself to you as your patron for the evening, IKEHARA KIYOMI. The dark-haired woman then invites you to step inside and locks the door behind you. The first thing you notice is the beauty of the room you've just entered. The room is large with a ceiling that is 30 feet in height. The room is decorated with rich woods painted

囍 出 凡 间 味 道

CRAB-STUFFED EARS 20 GP EACH

5 FRIED ELFIN FINGERS 50 GP

12 BILLY-ROASTED OYSTERS 120 GP

HALFLING HUMPLING SOUP 130 GP

4 SOFT SHELL GNOME SKULLS 244 GP

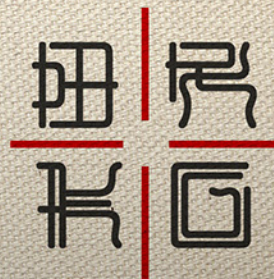
SWEET AND SOUR HUMAN 300 GP

EYE KEBABS OVER RICE 360 GP

VA-KING SEVERED HEAD 500 GP

*Ask about our quarterly and current specialty that is
not for the faint of heart. A tried and true Cannibal
Cuisine delicacy known as:*

CRAWLING TROLL OVER
VA KING NOOBLES



囍 出 凡 世 間 難 得

"I may be wanted throughout the entire realms and be eternally on the run, but at least I can always enjoy my favorite Cannibal Cuisine!"

~ Lui Sacharu

"Regular food is part of a balanced and healthy diet, but Cannibal Cuisine will help you live forever!"

~ Lebo Franz

"I like food that's simple on the digestive system. Try the Eye Kebabs Over Rice. They are to die for!"

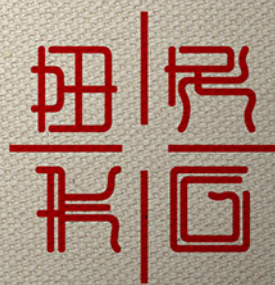
~ Palisha The Fox

"They say you are who you eat... Get it?!?
HaHaHaHaHA!"

~ Brillotte Savarian

"Unlike other Va-King foodstuffs, you will NOT feel hungry again in another hour!"

~ Vilota The Hungerer



INTRODUCTION

red and black, and there are several tables occupied by approximately a dozen men and women. Ikehara proudly speaks, "You are just in time. Dinner is almost ready. Please sit and choose what you would like. After you choose, you pay. *Then you eat!*"

Ikehara laughs and her eyes are a bit too wide open while she beckons you to sit. Each of you is handed a menu.

NOTES - DM/GM, show the players the two-page spread handouts.

Ikehara smiles and bows. Again, her eyes too wide open for what is normal - and departs. A handful of minutes pass and Ikehara comes back and asks your party,

"So, *WHO* will you have for dinner?"

She *cackles* as her eyes once again grow too large in their sockets. Ikehara takes your orders, nods, and leaves. Your fellow dinner guests eye you cautiously and speak in hushed tones. Most are human, but there is also a grizzled dwarf, a half-orc, and an elf.

30 minutes later, a huge door from the west side of the room is opened by a pair of very large armored men. They both wear masks and have swords strapped to their backs. Ikehara comes through the doors accompanied by another very large and unshapely humanoid pushing forth an enormous wood cart on wheels. A red sheet covers the platters and steam can be seen escaping through the sides of the red cloth. The scents of the cooked meat are unlike anything you've ever smelled before. The large, misshapen man proudly withdraws the red cloth covering the platters and the first thing you realize is that Matigan Brennan was

indeed correct. This is *no joke* by any means. Lying on the wheeled table is a variety of fully-cooked atrocities. Severed human and demi-human body parts have been *sauteed* and cooked in a variety of nauseous sauces and stuffed with a variety of unknown vittles. The centerpiece of this culinary nightmare is a human head with an apple stuffed in his mouth. Very much like Ikehara, *the dead man's eyes are open way too wide for what could ever be considered normal.*

NOTES - DM/GM, most player characters will be outraged at such a site, and will immediately take measures to bring this atrocity to an end right here and now. If any attempt is made by the party to express outrage or appear to take action, *Ikehara will escape up a spiral staircase to the east* while the misshapen "man" and the two armored guards attack. All of the customers are non-fighters and should be treated as such.

The huge, deformed man-thing attacks as the two armored ones wearing masks flank your party with their swords. Ikehara immediately flees up the spiral staircase on the southeast side of the dining room.

NOTES - The dynamic behind this adventure would involve the party chasing Ikehara down as she flees through the larger building to the east. It is within these nine rooms that the PCs will encounter a variety of unsavory guardians. **The two masked sword-wielders should be treated as a pair of humanoids suitable to match the experience levels of the PCs. Orcs, Gnolls, etc.**

If the party decides to follow the fleeing Ikehara, she leaves a surprise in her tracks. Making a hasty retreat up the spiral staircase, *Ikehara has unleashed a pair of attack hounds at the party.*

ANGRY CHEF STATS

OGRILLON

AC 12 ~ HP 30 ~ Spd 30

STR 17, DEX 10, CON 14, INT 7, WIS, 9, CHA 10

Senses DV 60 ft, Perc 10, Challenge 1 (200 XP)

ACTIONS Battleaxe +5 to hit (2d8 + 3) slashing dam.

Javelin +5 to hit (2d6+3) piercing damage.

OGRE(S)

AC 11 ~ HP 59 ~ Spd 40

STR 19, DEX 8, CON 16, INT 5, WIS, 7, CHA 7

Senses DV 60 ft, Perc 8, Challenge 2 (450 XP)

ACTIONS Greatclub +6 (2d8+4) bludgeon damage.

Javelin +6 (2d6+4) piercing damage.

HILL GIANT(S)

AC 13 ~ HP 105 ~ Spd 40

STR 21, DEX 8, CON 19, INT 5, WIS, 9, CHA 6

Senses — Perc 12, Challenge 5 (1,800 XP)

ACTIONS Greatclub +8 to hit (3d8 + 5) bludgeon dam.

Rock +8 to hit (3d10 +5) bludgeoning damage.

OGRE MAGI

AC 10 ~ HP 51 ~ Spd 40

STR 19, DEX 10, CON 16, INT 16, WIS, 14, CHA 10

Senses DV 60 Perc 12, Challenge 5 (1,800 XP)

ACTIONS Staff +7 to hit (2d8 + 4) bludgeon damage.

Mage Armor, Fireball, Lightning Bolt, Scorching Ray.

OGRE

CR 3 ~ AC 17 ~ HP 30

STR 21, DEX 8, CON 15, INT 6, WIS, 10, CHA 7

Init -1, Senses DV 60, Perception +5, XP 800

Speed 30, Base Atk +3, CMB +9, CMD 18

Melee greatclub +7 (2d8+7) javelin +1 (1d8+5)

CYCLOPS

CR 5 ~ AC 19 ~ HP 65

STR 21, DEX 8, CON 15, INT 10, WIS, 13, CHA 8

Init -1, Senses LLVision, Perception +11, XP 1,600

Speed 30, Base Atk +7, CMB +13, CMD 22

Melee greataxe +11 (3d6+7/x3) c.bow +5 2d8/19-20x3

HILL GIANT

CR 7 ~ AC 21 ~ HP 85

STR 25, DEX 8, CON 19, INT 6, WIS, 10, CHA 7

Init -1, Senses LLV, Perception +6, XP 3,200

Speed 40, Base Atk +7, CMB +15, CMD 24

Melee greatclub +14 (2d8+10), rock +6 (1d8+10)

OGRE MAGE

CR 8 ~ AC 21 ~ HP 92

STR 24, DEX 17, CON 23, INT 14, WIS, 14, CHA 17

Init +7, Senses DV 60, Perception +13, XP 4,800

Speed 40, fly 60, Base Atk +8, CMB +16, CMD 29

Melee greatsword +14 (3d6+10) bow +10 (2d6+7)

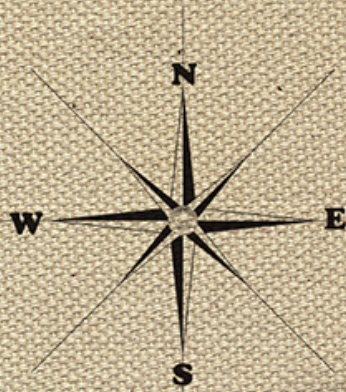
This should take place just after the party defeats the pair of armored guards and the misshapen chef. The description of the hounds attacking unfolds as such.

You end up defeating the meal servers only to be met with a group of hounds that have been unleashed along Ikehara's escape route. The group of hungry hounds does not hesitate to lunge for your throats.

NOTES - The stats for the infuriated chef are shown above, and the stats for the hounds are listed two pages ahead. A map has been provided for this first battle that takes up the entire level of the first building. The DM/GM should choose the monsters based on PC levels. If the PCs defeat the chef, pair of masked guards, and the hounds, read the following description to the players.

Upon defeating the hounds, you decide to pursue the departed Ikehara up the spiral staircase. After ascending the stairs, you reach the top level of the building with a large open door creaking in the wind. Before you is a bridge connected to another building. The bridge seems sturdy and is 30 feet long with a massive door nearly 20 feet in height that looms before you.

NOTES - Anyone crossing the bridge and listening at the door will hear nothing, even though a very large humanoid waits in the next room eager to smash the party. The escapee has alerted this stout fellow known as **BJORN** and he is aching for a fight to prove himself. Bjorn is so eager that he's left the door unlocked. The door is massive and made from beaten copper. It takes a strength (attributes can be combined) of 15 or more to open this door and a combined



ENTRY LEVEL

1 SQUARE 抗 5 FEET

WE ARE SO GLAD TO HAVE YOU FOR DINNER

HOunds UNLEASHED STATS

WOLVES

AC 13 ~ HP 11 ~ Spd 40

STR 12, DEX 15, CON 12, INT 3, WIS, 12, CHA 6
Senses **Keen Hear/Smell** Perc 13, Challenge 1/4 (50 XP)
ACTIONS Bite +4 to hit (2d4 + 2) piercing damage.
DC 11 Strength save made or be knocked prone.

WORGs

AC 13 ~ HP 26 ~ Spd 50

STR 16, DEX 13, CON 13, INT 7, WIS, 11, CHA 8
Senses **DV 60 ft**, Perc 14, Challenge 1/2 (100 XP)
ACTIONS Bite +5 to hit (2d6 + 3) piercing damage.
DC 13 Strength save made or be knocked prone.

YETH HOUNDS

AC 14 ~ HP 51 ~ Spd 40

STR 18, DEX 17, CON 16, INT 5, WIS, 12, CHA 7
Senses **DV 60 ft**, Perc 11, Challenge 4 (1,100 XP)
ACTIONS Bite +6 to hit (2d6 + 4) piercing damage.
(4d6) psychic damage is target is frightened.

BARGHESTs

AC 17 ~ HP 90 ~ Spd 60

STR 19, DEX 15, CON 14, INT 13, WIS, 12, CHA 14
Senses **DV 60 ft**, Perc 15, Challenge 4 (1,100 XP)
ACTIONS Bite +6 to hit (2d8 + 4) piercing damage.
Claws +6 to hit (1d8 + 4) slashing damage.

WOLVES

CR 1 ~ AC 14 ~ HP 13

STR 13, DEX 15, CON 15, INT 2, WIS, 12, CHA 6
Init +2, Senses **low-light**, scent Perception +8, XP 400
Speed 50, Base Atk +1, CMB +2, CMD 14 (18 vs. trip)
Melee bite +2 (1d6+1 plus trip)

WORGs

CR 2 ~ AC 14 ~ HP 26

STR 17, DEX 15, CON 13, INT 6, WIS, 14, CHA 10
Init +2, Senses **DV 60**, scent Perception +11, XP 600
Speed 50, Base Atk +4, CMB +7, CMD 19 (23 vs. trip)
Melee bite +7 (1d6+4 plus trip)

YETH HOUNDS

CR 3 ~ AC 15 ~ HP 30

STR 17, DEX 15, CON 15, INT 6, WIS, 14, CHA 10
Init +6, Senses **DV 60**, scent Perception +9, XP 800
Speed 40, fly 60, Base Atk +4, CMB +7, CMD 19
Melee bite +7 (2d6+4 plus sinister bite plus trip)

BARGHESTs

CR 4 ~ AC 17 ~ HP 45

STR 19, DEX 15, CON 15, INT 14, WIS, 14, CHA 14
Init +6, Senses **DV 60**, scent, Perception +11, XP 1,200
Speed 30, Base Atk +6, CMB +10, CMD 22 (24 trip)
Melee bite +10 (1d6+4) 2 claws +10 (1d4+4)

strength of at least 17 to open the rest of the doors found throughout the remainder of this adventure. As the party opens the door, read the following description to the players.

1. BJORN THE GUARD -

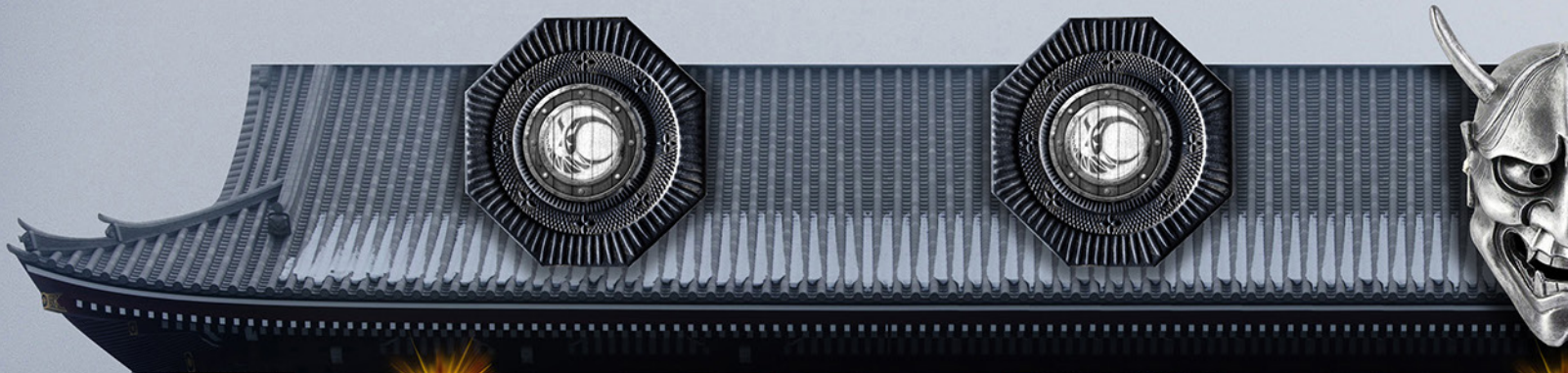
You manage to open the door and you are immediately greeted by an enormous humanoid barring your path. He stands in the very center of the room, which is more fitting for a giant. The man-brute grunts as he attacks.

After the battle, you make a quick note of the room you are in. The room is 30 feet wide by 50 feet long with ceilings that rise to 30 feet in height. The walls are lined with rich red and gold tapestries that have been stretched firmly to the walls and floor. A 15-foot tall door lies directly in front of you heading east.

2. ALARM ROOM -

The next room you enter is similar to the first room you've just passed through. The dimensions are the same, and the room appears to be unoccupied. The few items of note are a massive octagonal gong 15 feet wide and suspended from the same chains used on ships to lay anchor. Three shields more suited for giants are mounted upon nails on the north wall, and a pair of wicked scimitars completes the weapons display. Another closed door is directly in front of you which leads east.

NOTES - Anyone approaching to within 5 feet of the shields and swords (anyone walking past the gong) will activate these magical **DANCING SWORDS AND SHIELDS**. Treat the swords as if they are a pair of +1 two-handed swords wielded by an average fighter of levels 4, 8, 12, or 16. The same for the shields, but they will try to slam and bludgeon the party for 1d6 points of damage



1



4



5

7





THE RESIDENT WITCH

each. The swords have 10-40 hit points and the shields have 20-80 hit points apiece.

3. THE WITCH ROOM -

Passing through the next door, your nostrils are assaulted by an overpowering stench of overly spiced and cooked flesh of some kind. A conical hut has been made from what appears to be a tower rooftop that has been dismantled and left to rot. It has somehow managed to gather a legion of moss and lichen covering nearly every inch of the hovel. A hideous crone stands in front of the opening of her filthy, insect-covered dwelling. She smiles a toothless grin and cackles knowingly. The hag speaks in a cracked and tremulous voice,

“Well, then. And what in *the hells* do we have here, my lovelies? Did you decide to join old *Gertrude* for a midnight snack? Did you know that humans cooked in the right broth tastes just like the most succulent cuts of pork?!”

The witch cackles and attacks.

NOTES - After the battle, Gertrude's pet giant spider **Bitby** will quickly descend to the floor below with the hopes of having a large and easy meal. The DM/GM may wish to add witches (waiting in the hut) and/or spiders depending on the level of the PCs. A search of Gertrude's nauseating hut will uncover a cauldron boiling a humanoid torso, a crude bed made from wet moss and hay, and a magical wand, rod, or staff.

PC LEVELS 1-5 - Wand of Illumination 8 ch.

PC LEVELS 6-10 - Wand of Fire 17 ch.

PC LEVELS 11-15 - Rod of Absorption 37 ch.

PC LEVELS 16-20 - Staff of Withering 48 ch.



3. HAGS & GIANT SPIDER STATS

HUMAN WITCH

AC 11 ~ HP 21 ~ Spd 30

STR 14, DEX 11, CON 13, INT 18, WIS, 11, CHA 8
Senses **None** Perc 13, Challenge 2 (450 XP) Spells
Burning Hands, Cause Fear, Chill Touch, Detect Undead, Acid Arrow, Command Undead.

GREEN HAG

AC 17 ~ HP 82 ~ Spd 30

STR 18, DEX 12, CON 16, INT 13, WIS, 14, CHA 14
Senses **DV 60 ft**, Perc 14, Challenge 3 (700 XP)
ACTIONS **Claws +6 to hit (2d8 + 4) slashing damage. Dancing Lights, Minor Illusion, Vicious Mockery.**

NIGHT HAG

AC 17 ~ HP 112 ~ Spd 30

STR 18, DEX 15, CON 16, INT 16, WIS, 14, CHA 16
Senses **DV 120 ft**, Perc 16, Challenge 5 (1,800 XP)
ACTIONS **Bite +7 to hit (2d8 + 4) slashing damage. Magic Missile, Ray of Enfeeblement, Sleep.**

BLOOD HAG

AC 16 ~ HP 178 ~ Spd 30

STR 20, DEX 16, CON 18, INT 19, WIS, 21, CHA 17
Senses **DV 60 ft**, Perc 19, Challenge 11 (7,200 XP)
ACTIONS **Claws +9 to hit (4d6 + 5) slashing damage. Call The Blood powers, Bestow Curse, Cloudkill.**

HUMAN WITCH

CR 2 ~ AC 11 ~ HP 21

STR 14, DEX 11, CON 13, INT 18, WIS, 11, CHA 8
Init +0, Senses **None** XP 600 Speed 30, Spells **Burning Hands, Cause Fear, Chill Touch, Detect Undead, Acid Arrow, Command Undead.**

GREEN HAG

CR 5 ~ AC 19 ~ HP 58

STR 19, DEX 12, CON 12, INT 15, WIS, 13, CHA 14
Init +1, Senses **DV 90**, Perception +15, XP 1,600
Speed 30, Base Atk +9, CMB +13, CMD 24
Melee 2 claws +13 (1d4+4 plus weakness)

ANNIS HAG

CR 6 ~ AC 20 ~ HP 66

STR 25, DEX 12, CON 18, INT 13, WIS, 13, CHA 10
Init +1, Senses **DV 60**, Perception +13, XP 2,400
Speed 40, Base Atk +7, CMB +15, +19 grpl CMD 26
Melee bite +13 (1d6+7) 2 claws +13 (1d6+7 plus grab)

NIGHT HAG

CR 9 ~ AC 25 ~ HP 92

STR 21, DEX 19, CON 22, INT 18, WIS, 16, CHA 17
Init +4, Senses **DV 60**, Perception +16, XP 6,400
Speed 30, Base Atk +8, CMB +13, CMD 27
Melee 2 claws +13 (1d4+5) bite +13 (2d6+5 + disease)

GIANT SPIDER

AC 14 ~ HP 26 ~ Spd 30

STR 14, DEX 16, CON 12, INT 2, WIS, 11, CHA 4
Senses **DV 60 feet**, Perc 10, Challenge 1 (200 XP)
ACTIONS **Bite +5 to hit (1d8 + 3) piercing damage. DC 11 Constitution save made or be poisoned (2d8)**

PHASE SPIDER

AC 13 ~ HP 32 ~ Spd 30

STR 15, DEX 15, CON 12, INT 6, WIS, 10, CHA 6
Senses **DV 60 ft**, Perc 10, Challenge 3 (700 XP)
ACTIONS **Bite +4 to hit (1d10 + 2) piercing damage. DC 11 Constitution save made or be poisoned (4d8)**

HUGE SPIDER

AC 15 ~ HP 64 ~ Spd 40

STR 17, DEX 18, CON 13, INT 3, WIS, 10, CHA 3
Senses **DV 60 ft**, Perc 11, Challenge 4 (1,100 XP)
ACTIONS **Bite +8 to hit (2d8 + 4) piercing damage. DC 12 Constitution save made or be poisoned (3d8)**

HUGE SPIDERS

AC 15 ~ HP 64 ~ Spd 40

STR 17, DEX 18, CON 13, INT 3, WIS, 10, CHA 3
Senses **DV 60 ft**, Perc 11, Challenge 4 (1,100 XP)
ACTIONS **Bite +8 to hit (2d8 + 4) piercing damage. DC 12 Constitution save made or be poisoned (3d8)**

GIANT SPIDER

CR 1 ~ AC 14 ~ HP 16

STR 11, DEX 17, CON 12, INT —, WIS, 10, CHA 2
Init +3, Senses **DV 60** Perception +4, XP 400
Speed 30, Base Atk +2, CMB +2, CMD 15 (27 vs. trip)
Melee bite +2 (1d6 plus poison)

GIANT BLACK WIDOW

CR 3 ~ AC 15 ~ HP 37

STR 19, DEX 15, CON 16, INT —, WIS, 10, CHA 2
Init +2, Senses **DV 60**, Perception +4, XP 800
Speed 30, Base Atk +3, CMB +8, CMD 20 (32 vs. trip)
Melee bite +6 (1d8+6 plus poison)

OGRE SPIDER

CR 5 ~ AC 18 ~ HP 52

STR 21, DEX 15, CON 16, INT —, WIS, 12, CHA 2
Init +2, Senses **DV 60, TS 60**. Perception +5, XP 1,600
Speed 40, climb 40, Base Atk +5, CMB +12, CMD 24
Melee bite +8 (2d8+7 plus poison)

GIANT TARANTULA

CR 8 ~ AC 21 ~ HP 115

STR 35, DEX 13, CON 24, INT —, WIS, 10, CHA 2
Init +1, Senses **DV 60, TS 60**, Perception +4, XP 4,800
Speed 30, Base Atk +7, CMB +23, CMD 34 (46 trip)
Melee bite +15 (3d6+18 plus poison)

ART GALLERY

A perceptive party member (DCs determined by DM/GM) may notice an elf that has been wrapped tightly in the giant spider's strong, glue-like webs. This elf is glued to the wall 50 feet from the floor. The DM/GM should determine if this elf (Nathaly) is still alive, and could be of use to the party, or if she has suffocated in the powerful embrace of the spider's webs.

4. SECOND FLOOR ENTRY -

You descend the marble steps which are much too large for average-sized humans. The next room that greets you is a duplicate of the other rooms you've passed through, save for that it is unoccupied. A painted wooden mural depicting an Ogre Mage warrior is hung on the north wall. It measures 10 feet wide and reaches to the ceiling 30 feet from the floor. A large brass nameplate can be seen affixed to the base of this mural which reads,

**OUR MOST NOBLE LORD AND
SAVIOR, TAKEDA YU!**

5. ART GALLERY -

The room you've just entered has a wooden painting similar to the painting found in the last room but is depicting a different Ogre Mage. This painting has a large brass nameplate 10 feet from the floor which reads,

**HAIL TO THE HERO AND
CHAMPION, TOMITA TZUNEO!**

The room appears to be an art gallery of sorts with a variety of paintings depicting Ogre Magi slaughtering knights on various battlefields. The main attraction is a 25-foot wide wooden work of art snugly draped in rich red velvet curtains. The artwork depicts an otherworldly palatial hallway in a one-point perspective.

The black and white chessboard making up the floor is a masterwork optical illusion making the floor appear to swirl unnaturally. While gazing upon this work of art, you're rudely interrupted by the door to the west opening and a patrol of armed humanoids pours into the room. The largest of the bunch yells in crude Common,

"Intruders! Kill all but *one* of them. We want the master to have his nightly entertainment torturing one of these scum!"

NOTES - DM/GM, treat these sentries like the two masked guards at the beginning of this adventure. They carry the following light treasures.

1. PC Levels 1-5 - 10 gp, 20 sp.
2. PC Levels 6-10 - 20 gp, 40 sp, 10 cp.
3. PC Levels 11-15 - 30 gp, 60 sp, 20 cp.
4. PC Levels 16-20 - 50 gp, 4 gems 100gp ea.

The art gallery treasures found here are as follows:

TREASURES #1 (for levels 1-5)

8 Paintings 50 gp ea. 8 Marble Idols 25 gp ea.
100, 5" Copper Warrior Figurines 10 gp each.

TREASURES #2 (for levels 6-10)

8 Paintings 100 gp ea. 8 Marble Idols 50 gp ea.
100, 5" Silver Warrior Figurines 35 gp each.
8 Copper masks worth 30 gp each.

TREASURES #3 (for levels 11-15)

8 Paintings 180 gp ea. 8 Marble Idols 100 gp ea.
100, 5" Gold Warrior Figurines 50 gp each.
8 Silver masks worth 70 gp each.

TREASURES #4 (for levels 16-20)

8 Paintings 250 gp ea. 8 Marble Idols 250 gp ea.
100, 5" Platinum Warrior Figurines 75 gp each.
8 Gold masks worth 150 gp each.

Figurine of Wondrous Power Marble Elephant

TREASURE CHAMBER

6. TREASURE CHAMBER -

You open the door to this chamber and immediately see a massive marble statue of an Ogre Magi deity. The sculpture is 15 feet wide and over 20 feet in height and expertly carved from dozens of marble blocks forming the face of this masterpiece. A mahogany chest as large as a king-sized bed is pushed against the north wall. This wall is adorned with eight Oni masks that are all larger than a large man's torso. The room appears to be empty of any inhabitants.

NOTES - Anyone entering 5 feet into the room will activate the "chest" which is actually a Mimic, whose size and hit points may vary based on the level of the PCs. This Mimic can be omitted for low-level parties.

The eight masks on the wall are **ONI MASKS**, and they will attack anyone surviving the mimic. The DM/GM may also choose to have the Oni Masks attack alongside the Mimic.

A TRAPPER (optional) is taking the form of an ornate Oni carpet lying in front of the marble statue. This huge statue has a Magic Mouth spell cast upon it. The real treasure is behind this marble statue. It is in a locked chest the same size as the mimic lying in wait. Anyone surviving these three attacks will be greeted sternly by the Magic Mouth attached to the statue's carved marble mouth. The face statue appears to speak,

"Well done, fools. You are the first to make it this far, but you won't make it out of here alive. Begone now and flee from the direction you came! There is no treasure here."

NOTES - This statement is a lie and the treasures are detailed as follows.

TREASURES #1 (for levels 1-5)

Masterwork Battleaxe, 555 pp, 424 gp, 1,080 sp,
Masterwork Longbow, 10 small gems 50 gp ea.
Masterwork Thieve's Tools, 8 emeralds 100 gp ea.
Masterwork Star Knife, 4 gold idols 125 gp ea.
6 Copper orbs (6" diameter) worth 100 gp each.
1 quiver of 12, Masterwork Arrows.
4 Potions of Healing.

TREASURES #2 (for levels 6-10)

Battleaxe +1, 880 pp, 1,010 gp, 2,048 sp,
Longbow +1, 10 small gems 100 gp ea.
Short Sword +1, 8 emeralds 200 gp ea.
Star Knife +1, 4 gold idols 200 gp ea.
6 Silver orbs (6" diameter) worth 300 gp each.
1 quiver of 20, +1 Arrows.
1 Potion of Extra Healing, Potion of Speed.

TREASURES #3 (for levels 11-15)

Battleaxe +2, 1,200 pp, 1,440 gp, 3,030 sp,
Longbow +2, 10 small gems 200 gp ea.
Short Sword +2, 8 emeralds 300 gp ea.
Star Knife +2, 4 gold idols 350 gp ea.
6 Gold orbs (6" diameter) worth 450 gp each.
3 quivers of 20, +1 Arrows.
2 Potions of Extra Healing, Potion of Speed.
24 Silver 4" (octagonal) plates 50 gp each.

TREASURES #4 (for levels 16-20)

Battleaxe +2, 1,600 pp, 1,880 gp, 4,444 sp,
Longbow +2, 10 small gems 300 gp ea.
2 Short Swords +2, 8 emeralds 400 gp ea.
2 Star Knives +2, 4 gold idols 500 gp ea.
6 Platinum orbs (6" diameter) 1,000 gp each.
3 quivers of 20, +2 Arrows.
3 Potions of Extra Healing, Potion of Speed.
24 Gold 4" (octagonal) plates 125 gp each.
2d4 Scrolls (various) with one, level 3 spell each.

A spiral staircase leads to the levels below.

TORTURE CHAMBER

7. BOTTOM LEVEL ENTRY -

You descend the staircase to the next level. A closed-door bars your path and leads east. There is an enormous winter wolfskin nailed to the north wall.

NOTES - The skin could very well be a Trapper or other similar creature tasked to guard this area.

8. TORTURE CHAMBER -

You open the 15-foot tall door and you are immediately greeted by screams of fear intermingled with the flapping of huge, leathery wings. Batlike creatures are terrorizing several prisoners held captive in a variety of cages and gibbets. A barbarian wearing heavy furs sees you and screams for your help.

“Get us the hells out of here! These bastards are cannibals! They’ve made us watch them eat our party! For the sake of the gods, help us!”

The bat-like creatures swoop down to attack.

NOTES - For lower-level parties, these are indeed giant bats. For higher-level parties, this is a flock of CLOAKERS, or other similar flocks of creatures to be determined by the DM/GM.

See 8. Flying Creatures stats on the next page.

There are three prisoners still alive and listed below. Three more of their brethren were once stored in a pen behind the stairs, and they were indeed feasted upon by the evil ones dwelling in this cannibal inn. The survivors no longer have any treasure or weapons. See weapons and treasure from area 6.

DORIS DOOLITTLE - Female Halfling
RAYLEN GAUGE - Female Rogue
ORGOGON - Male Barbarian

The DM/GM should set attributes similar to the party that have just rescued them if he/she feels that the party may need some help with surviving this adventure. If the party is believed to have this adventure in hand, the three survivors can all be reduced to having 4 hit points remaining from having suffered numerous tortures.

If the flying creature(s) are slain, the barbarian has a chance to contain himself and warn the party that the fleeing matron is hiding in a secret room cut into the marble staircase. The barbarian yells,

“The leader is in here! He’s hiding in a secret room cut in the staircase. Be careful!”

The fleeing matron is the owner of this cannibal inn. “She” is actually the lord and master of this inn, and goes by the name **TAKEDA YU**. Takeda Yu has hidden inside a secret chamber via a door cut into the huge marble staircase which leads to area 9. Takeda Yu is lying in wait ready for a final battle with the party. Anyone approaching the marble staircase will alert (spy hole) those hiding within, and all inside will barge out and attack. Takeda Yu will have some choice words for the party that has invaded his illicit eatery,

“You bastards have destroyed my eatery! I will feed you alive to my giant snake!”

The DM/GM has a variety of options to adjust to his/her liking. Extra Ogre Magi could be Takeda Yu’s bodyguard, wife, and/or chief torturer. They plan on ambushing the party if they make it this far. The Oni used for this encounter can be a variety of Oni, with a variety of different weapons.

The collective treasures that can be poached from the dead body/bodies of these foes are as follows.

TREASURES #1 (for levels 1-5)

56 gp, 70 gp, 110 sp, 2 Pearls 50 gp each.

Ring of Jumping, Philter of Love

8. FLYING CREATURES & ONI STATS

GIANT BAT(S) AC 13 ~ HP 22 ~ Spd 60

STR 15, DEX 16, CON 11, INT 2, WIS, 12, CHA 6
Senses **Blindsight 60** Perc 11, Challenge 1/4 (50 XP)
ACTIONS Bite +4 to hit (1d6 + 2) piercing damage.
Keen Hearing Wisdom (Perception) check advantage.

COCKATRICE(S) AC 11 ~ HP 27 ~ Spd 40

STR 6, DEX 12, CON 12, INT 2, WIS, 13, CHA 5
Senses DV 60 ft, Perc 11, Challenge 1/2 (100 XP)
ACTIONS Bite +3 to hit (1d4 + 1) piercing damage.
DC 11 Constitution save needed or be turned to stone.

CLOAKER AC 14 ~ HP 78 ~ Spd 40

STR 17, DEX 15, CON 12, INT 13, WIS, 12, CHA 14
Senses DV 60 ft, Perc 11, Challenge 8 (3,900 XP)
ACTIONS Bite +6 to hit (2d6 + 3) piercing damage.
Tail +6 to hit (1d8 + 3) slashing damage.

CLOAKER(S) AC 14 ~ HP 78 ~ Spd 40

STR 17, DEX 15, CON 12, INT 13, WIS, 12, CHA 14
Senses DV 60 ft, Perc 11, Challenge 8 (3,900 XP)
ACTIONS Bite +6 to hit (2d6 + 3) piercing damage.
Moan DC 13 Wisdom save needed or be frightened.

GRYPH(S) CR 1 ~ AC 13 ~ HP 15

STR 11, DEX 15, CON 14, INT 2, WIS, 12, CHA 7
Init +2, Senses DV 60, Perception +5, XP 400
Speed 50, Base Atk +2, CMB +1, CMD 13 (21 vs. trip)
Melee bite +5 (1d6/x3) claw +5 (grab) implant eggs

DIRE BAT(S) CR 2 ~ AC 14 ~ HP 22

STR 17, DEX 15, CON 13, INT 2, WIS, 14, CHA 6
Init +2, Senses **Blindsense 40**, Perception +12, XP 600
Speed 40, Base Atk +3, CMB +7, CMD 19
Melee bite +5 (1d8+4)

PTERANODON(S) CR 3 ~ AC 16 ~ HP 32

STR 16, DEX 19, CON 15, INT 2, WIS, 15, CHA 12
Init +8, Senses LLV 60, scent Perception +11, XP 800
Speed 10, fly 50, Base Atk +3, CMB +7, CMD 21
Melee bite +5 (2d6+4)

CLOAKER(S) CR 5 ~ AC 19 ~ HP 51

STR 21, DEX 16, CON 19, INT 14, WIS, 15, CHA 14
Init +7, Senses DV 60, Perception +14, XP 1,600
Speed 40, Base Atk +4, CMB +10, CMD 23
Melee bite +8 (1d6+5) tail slap +3 (1d8+2)

OGRE MAGE AC 10 ~ HP 51 ~ Spd 40

STR 19, DEX 10, CON 16, INT 16, WIS, 14, CHA 10
Senses DV 60 Perc 12, Challenge 5 (1,800 XP)
ACTIONS Staff +7 to hit (2d8 + 4) bludgeon damage.
Mage Armor, Fireball, Lightning Bolt, Scorching Ray.

OGRE MAGI AC 10 ~ HP 51 ~ Spd 40

STR 19, DEX 10, CON 16, INT 16, WIS, 14, CHA 10
Senses DV 60 Perc 12, Challenge 5 (1,800 XP)
ACTIONS Staff +7 to hit (2d8 + 4) bludgeon damage.
Mage Armor, Fireball, Lightning Bolt, Scorching Ray.

ONI AC 16 ~ HP 110 ~ Spd 30

STR 19, DEX 11, CON 16, INT 14, WIS, 12, CHA 15
Senses DV 60 ft, Perc 14, Challenge 7 (2,900 XP)
ACTIONS Claw +7 to hit (1d8 + 4) slashing damage.
Glaive +7 to hit (2d10 + 4) slashing damage. Spells.

2-4 ONI AC 16 ~ HP 110 ~ Spd 30

STR 19, DEX 11, CON 16, INT 14, WIS, 12, CHA 15
Senses DV 60 ft, Perc 14, Challenge 7 (2,900 XP)
ACTIONS Claw +7 to hit (1d8 + 4) slashing damage.
Glaive +7 to hit (2d10 + 4) slashing damage. Spells.

KUWA ONI CR 4 ~ AC 19 ~ HP 42

STR 18, DEX 17, CON 16, INT 12, WIS, 15, CHA 17
Init +3, Senses DV 60, Perception +10, XP 1,200
Speed 30, Base Atk +5, CMB +9, CMD 22
Melee mwk greatclub +10 (1d10+6) bow +9 1d8+4/x3

JA NOI ONI CR 5 ~ AC 18 ~ HP 57

STR 19, DEX 15, CON 18, INT 12, WIS, 13, CHA 14
Init +2, Senses DV 60, Perception +10, XP 1,600
Speed 30, Base Atk +6, CMB +10, CMD 22
Melee mwk tetsubo +11 (1d10+6/x4) bow +8 (1d8/x3)

OGRE MAGI CR 8 ~ AC 21 ~ HP 92

STR 24, DEX 17, CON 23, INT 14, WIS, 14, CHA 17
Init +7, Senses DV 60, Perception +13, XP 4,800
Speed 40, fly 60, Base Atk +8, CMB +16, CMD 29
Melee greatsword +14 (3d6+10) bow +10 (2d6+7)

ATAMAHUTA ONI CR 11 ~ AC 25 ~ HP 147

STR 25, DEX 12, CON 20, INT 13, WIS, 16, CHA 17
Init +5, Senses DV 60, Perception +24, XP 12,800
Speed 30, Base Atk +14, CMB +22, CMD 33
Melee +2 orc double axe +22 (2d6+12/19-20)

CHAMBER OF THE SERPENT

TREASURES #2 (for levels 6-10)

78 pp, 90 gp, 130 sp, 2 Pearls 100 gp each.

Ring of Feather Falling, Potion of Clairvoyance

TREASURES #3 (for levels 11-15)

110 pp, 140 gp, 150 sp, 4 Pearls 100 gp each.

Ring of Telekinesis, Wand of Fear (41 charges)

TREASURES #4 (for levels 16-20)

150 pp, 170 gp, 180 sp, 8 Pearls 100 gp each.

Ring of Mind Shielding, Wand of Polymorph (49 charges), pouch of 40, +2 Sling Bullets.

9. THE CHAMBER OF THE SERPENT -

After climbing the mammoth marble steps, you open a door that leads to a chamber filled with stinking, stagnant water. There is a large iron sewer drain door that has been cut into the north wall off to your left. Slimy tendrils drip gooey slime into the murky green water taking up the entire floor. The depth of the water is indeterminate. The only thing you hear is the steady dripping from the 15-foot in diameter hole in the wall. There is no light source within



the hole, and it is pitch black.

NOTES - The DM/GM again has a variety of options for this final encounter with Takeda Yu's beloved "pet." This pet, lovingly referred to as **NARGANATA**, will vary stat-wise based upon the experience level of the party. **9. Narga or Snake Stats.** If anyone approaches within a few feet of the water or uses a pole to poke around in the water, DM/GM read the following.

A strong and tremulous wave can be seen in the center of the pool and a large head atop a serpentine body appears from the depths of the pool. An enormous serpent attacks.

NOTES - This creature has been fed many unwary adventurers over the years. Narganata (or any serpent-like monster or monsters the DM/GM chooses) has incidentally collected a bit of treasure that lies at the bottom of this fetid pool. Some suggestions for the DM/GM to choose from are:

TREASURES #1 (for levels 1-5)

120 cp, 230 sp, 34 gp, Bloodstone (50 gp), Chrysoprase (50 gp), 2x Citrine (50 gp each)

TREASURES #2 (for levels 6-10)

240 cp, 444 sp, 66 gp, Small Bag of Silver Nuggets (25 gp), Electrum Talisman (25 gp)

TREASURES #3 (for levels 11-15)

404 cp, 616 sp, 410 gp, 77 pp, Moonstone (50 gp), Quartz Crystal (50 gp)

TREASURES #4 (for levels 16-20)

606 cp, 808 sp, 616 gp, 128 pp, 3x Moonstone (50 gp each), Flail +2, 6 Darts +2

9. NAGA OR SNAKE STATS & CONCLUSION

GIANT POISON SNAKE AC 14 ~ HP 11 ~ Spd 30

STR 10, DEX 18, CON 13, INT 2, WIS, 10, CHA 3
Senses **BS 10 feet**, Perc 12, Challenge 1/4 (50 XP)
ACTIONS Bite +6 to hit (1d4 + 4) + 3d6 poison dam.
DC 11 Constitution save made or be poisoned.

GIANT CONSTRICTOR AC 12 ~ HP 60 ~ Spd 30

STR 19, DEX 14, CON 12, INT 1, WIS, 10, CHA 3
Senses **Blindsight 10 ft**, Perc 12, Challenge 2 (450 XP)
ACTIONS Bite +6 to hit (2d6 + 4) piercing damage.
Constrict +6 to hit (2d8 + 4) bludgeoning damage.

BONE NAGA AC 15 ~ HP 58 ~ Spd 30

STR 15, DEX 16, CON 12, INT 15, WIS, 15, CHA 16
Senses **DV 60 ft**, Perc 11, Challenge 4 (1,100 XP)
ACTIONS Bite +5 to hit (2d6 + 3) piercing damage.
Sacred Flame, Command, Hold Person, Bestow Curse.

SPIRIT NAGA AC 15 ~ HP 75 ~ Spd 40

STR 18, DEX 17, CON 14, INT 16, WIS, 15, CHA 16
Senses **DV 60 ft**, Perc 12, Challenge 8 (3,900 XP)
ACTIONS Bite +7 to hit (1d6 + 4) + 7d8 poison dam.
Ray of Frost, Lightning Bolt, Dominate Person.

CONSTRICTOR SNAKE CR 2 ~ AC 15 ~ HP 19

STR 17, DEX 17, CON 12, INT 1, WIS, 12, CHA 2
Init +3, Senses **scent**, Perception +12, XP 600
Speed 20, Base Atk +2, CMB +5, CMD 18
Melee bite +5 (1d4 +4 plus grab) constrict (1d4+4)

WATER NAGA CR 7 ~ AC 20 ~ HP 76

STR 20, DEX 23, CON 20, INT 11, WIS, 17, CHA 18
Init +6, Senses **DV 60 ft**, Perception +17, XP 3,200
Speed 50, Base Atk +6, CMB +12, CMD 28
Melee bite +10 (2d6+5 + poison) tail slap +5 (1d8+2)

GIANT ANACONDA CR 10 ~ AC 25 ~ HP 126

STR 36, DEX 14, CON 23, INT 1, WIS, 13, CHA 2
Init +6, Senses **LLV, scent**, Perception +22, XP 9,600
Speed 20, Base Atk +9, CMB +26, CMD 39
Melee bite +19 (4d6+19/19-20 grab) constrict (4d6+19)

SPIRIT NAGA CR 9 ~ AC 23 ~ HP 95

STR 18, DEX 20, CON 21, INT 12, WIS, 17, CHA 17
Init +5, Senses **DV 60**, Perception +22, XP 6,400
Speed 20, Base Atk +7, CMB +12, CMD 27
Melee bite +10 (2d6+6 plus poison)

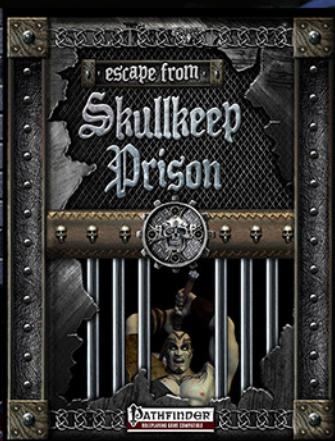
ADVENTURE CONCLUSION

If the party survives, it is their choice of what to do after conquering the evil ones that operated this cannibal inn. The DM/GM may choose to position this short adventure near a town run by men with noble intentions. Reporting this to them could bring either acclaim to the surviving PCs, or it could bring suspicion or even the scorn by the rulers of the city for slaughtering the occupants of this inn without permission.

The DM/GM has the option of having the party's mysterious mission procurer, Matigan Brennan, contact them afterwards. If you haven't already, it is advisable to download the first **FREE** short adventure in this series, **STEAL THE PLANS** on DTRPG, to gain more insight into the dynamic between Matigan Brennan and the PCs.

<https://www.drivethrurpg.com/product/300154/Steal-The-Plans>





Check out these and other **DARK BY DESIGN** titles available on DTRPG!
https://www.drivethrurpg.com/browse/pub/9996/DARK-BY-DESIGN?term=Dark+By+D&test_epoch=0

CREDITS

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent **such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated

versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Core Rulebook. © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K. Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teewynn Woodruff.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K. Reynolds, F. Wesley Schneider, Owen K.C. Stevens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K. Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Adventure Path #52: Forest of Spirits © 2011, Paizo Publishing, LLC; Author: Richard Pett.

Pathfinder Adventure Path #50: Night of Frozen Shadows. © 2011, Paizo Publishing, LLC; Author: Greg A. Vaughan.

Pathfinder Adventure Path #51: The Hungry Storm © 2011, Paizo Publishing, LLC; Author: Jason Nelson.

Pathfinder Module: The Harrowing. © 2011, Paizo Publishing, LLC; Author: Crystal Frasier.

The Book of Dark Secrets © 2019, Dark By Design; Author: Matthew A. Bogdan

The Ogre Mage Inn © 2020, Dark By Design; Author: Matthew A. Bogdan