

# BASTARDS REVENGE

A SUPPLEMENTAL SIDEQUEST FOR 4-5 PCs OF 3RD-5TH LEVEL

**S**YMMETRICAL FEATURES, A NATURAL talent for conversation, and a winning personality can serve an adventurer well but as Talladio Mihrad finally enters retirement, his splendor has transformed from gift to curse—no matter where he tries to settle down his welcome is being spoiled by the promiscuity of his past!



## Supplemental Adventure

This adventure is best played throughout a campaign with the party running into Talladio again and again as they go about questing. Ideally his bastard offspring come for violent vengeance over a long period (springing the first while the PCs are 3rd level) with the confrontation between the half-ghost twins and the adventurers taking place once they've reached 5th level—where they finally end the retiree's problems and receive their just reward.

*Note.* To use this as a contained adventure have either every tavern and inn that the PCs (who are

4th or 5th level) visit become host to a confrontation between Talladio and one of his angered children, or for the Wooden Duck Coaching Inn to be placed in a large city where all of the retiree's bastards can come after him in succession.

**WRITING** MIKE MYLER  
**COLOR ART** CLAUDIO POZAS  
**MAPS** DYSON LOGOS  
**EDITING** MIKE MYLER  
**LAYOUT** FRANK MICHIEZI

## Everywhere? Really?

Talladio's problem is that he was well-traveled, well-liked, and far too quick to lay down with new romantic partners after a night of raucous drinking (of which he had perhaps too many). With decades of adventuring all over the world now behind him, Talladio has sired a monumental number of offspring and he's starting to suffer for years of wanton neglect as he's failed all of them as a father. So it is that where the PCs are journeying does not matter and the retiring adventurer has people eager to serve him a comeuppance regardless of how obscure, remote, or isolated a region might be—if there's a drinking hall, he's been there.

## Meeting Talladio

His final escapade (helping to slay an ancient white dragon) has left Talladio abundantly wealthy. For all his rampant philandering and other failures of character, he is an extremely generous soul and quick to make friends wherever he revels—he is an excellent teller of tales, easy going gambler, genuine conversationalist, happy to buy nourishment for everyone around him, and a completely affable fellow that most people can't help but like.

**Drinking Buddies.** Before any of his angry offspring come calling, the PCs meet Talladio while at the tavern and he invites them to drink on his dime as they swap tales of their adventures. He regales them with the following harrowing stories in turn for each escapade they recall, foreshadowing the events to come. For each of these the party can make a Charisma (Persuasion) check to find out more, learning of the more sordid details of his accomplishments (see Table: Sordid Details).

**Open Game Content** | The game rule information in this article is designated Open Game Content. All other material in this article, including maps and illustrations (including illustrations in the public domain), in-character and out-of-character narrative and descriptive text, character and place names, trade dress, "EN Publishing," "EN World," "EN5ider,"



EN Publishing product and article titles, and EN World and EN Publishing logos, are designated Product Identity.

- The War of Leaves between the Giangarda Elvish Clade and Blood Cliff Orcs, where Talladio masterfully orchestrated a peace between two peoples that had been in conflict for centuries.
- Surviving the Magma Caves of Deathcall Volcano to rescue his companions from the clutches of a powerful red dragon that had raided their encampment.
- Upending the Nastruaph Cult to stop an unholy ritual of great potency, throwing a fiend back from the Material Plane to the infernal domain from whence it came.
- Quelling the haunting of Crawgmaugh Keep and exorcising its ghosts, freeing it from a curse that had seen the royal family evicted nearly leading to a war against nearby nobles.

**Statistics.** Talladio uses the statistics of a **spy** with a shield and *adamantine chain shirt* (immune to critical hits, AC 17), *stone of good luck* (+1 bonus to ability checks and saving throws), *periapt of health* (immune to disease), *ring of warmth* (resistance to cold damage), *goggles of night* (darkvision 60 ft.), *bag of holding*, *handy haversack*, *helm of comprehending languages*, and +1 *weapons* (a magic shortsword and hand crossbow; +1 bonus to attack and damage rolls).

## Bastard #1: Elidyr Sylxina

The morning after the adventurers revel with Talladio as they are waking up, the sounds of a scuffle erupt into the main area of the tavern as their new friend is being savagely beaten by a muscular, enraged berserker (Elidyr Sylxina). She screams in Elvish that he ruined her life, that he's scum, has no dedication or fortitude, and other very unpleasant insults that should not directly reveal she is his daughter. Terribly hungover and without any of his equipment, he offers the PCs 50 gold if they're willing to subdue Elidyr. When she's been knocked unconscious and safely taken away (or killed), Talladio makes up a lie (Deception +5) about who she is—that she was one of the dissenters from the

TABLE: SORDID DETAILS

PERSUASION DC	BASTARD	PARENT	STATISTICS	TRAITS
12	Elidyr Sylxina	Tanelia Sylxina	half-elf <b>berserker</b>	+1 to Charisma checks and saves, Athletics +5, Perception +2, darkvision 60 ft., advantage on saving throws against being charmed, immune to magical sleep
15	Zugig Badjaw	Shazgob Badjaw	half-orc <b>veteran</b>	+1 to melee attack and damage rolls, +1 to Strength checks and saves, Intimidation +2, darkvision 60 ft., once per long rest when reduced to 0 hit points but not killed outright Zugig can drop to 1 hit point instead, and when Zugig scores a critical hit with a melee weapon attack they can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit
18	Tirlor	Irvoadass the Powerful	<b>half-red dragon veteran</b>	—
21	Brigmakith	Dal'goxag	tiefling <b>gladiator</b>	+1 to Charisma checks and saves, resistance to fire damage, darkvision 60 ft., they can cast <i>thaumaturgy</i> at will, once per long rest cast <i>hellish rebuke</i> as a 2nd-level spell, and once per long rest cast <i>darkness</i> ; spell save DC 14
23	Bowne	Aurabelle	half-ghost; page 5	—
25	Kindel	Aurabelle	half-ghost (twin); page 5	—

Giangarda Elvish Clade, or that they had a tryst, or that he killed her lover in a fight—and pays the party, genuinely thanking them for their help and wishing them well.

**Following Up.** Attempts to get information out of Elidyr (or any of the other bastards) afterward are doomed to fail as she is completely unwilling to reveal anything more than that she's put the word out about Talladio so it's only a matter of time until he gets what's coming to him.

### Bastard #2: Zugig Badjaw

In the middle of a night when the party are relaxing at the tavern their friend Talladio saunters in. He orders a round for every patron before noticing them, taking a seat at their table and inquiring about their latest escapades. The retired adventurer is drinks very heavily and not long after he's become insensibly drunk another one of his offspring arrives with bloodlust in their eyes: the half-orc Zugig Badjaw. At first Talladio tries to take him on in an

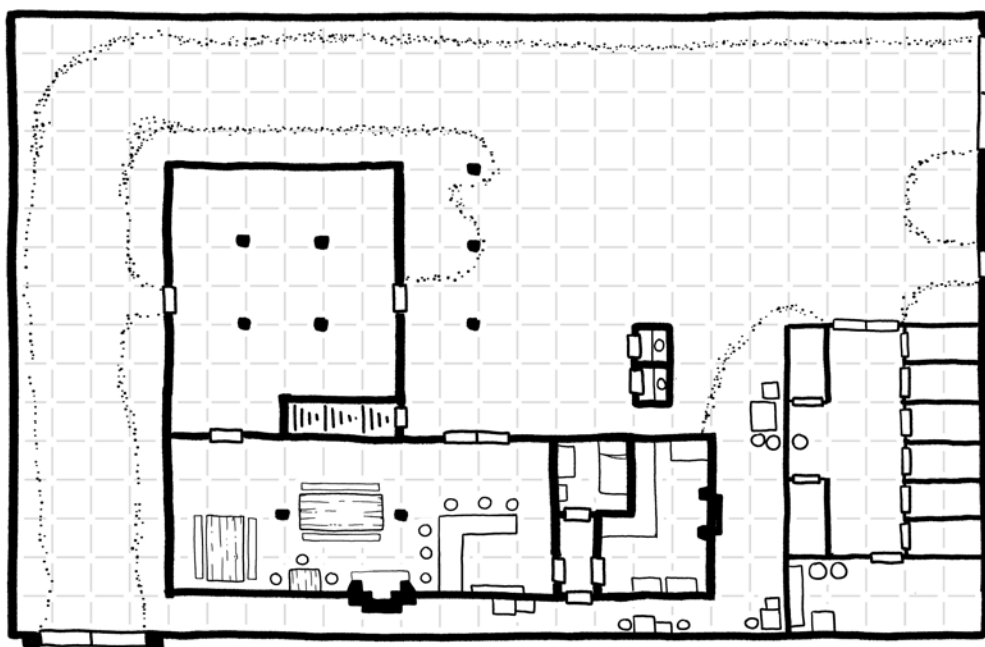
honorable fight but he's poisoned (disadvantage on attack rolls and ability checks) so quickly starts to lose, at which point he rapidly pleads with the PCs and offers 100 gold for someone to subdue Zugig. In the aftermath Talladio is unconscious from alcohol poisoning, yet in the morning he's nowhere to be seen—though the promised payment is waiting inside the doorway of the adventurer that helped him most the night before.

### Bastard #3: Tirlor

This time the party runs into Talladio on the road before they reach the tavern and he mirthfully joins them, promising to pay for a proper feast while the PCs recount their recent adventures. However this time he doesn't get the chance to be generous—his angry offspring, the half-dragon Tirlor, is waiting for him inside and attacks him on sight with Fire Breath, hopefully catching some of the adventurers in the blast. If the party dally and don't counterattack without being prompted, Talladio barks out an



## the Wooden Duck Coaching Inn



SUPPORTED ON PATREON | [www.DYSONLOGOS.com](http://www.DYSONLOGOS.com)

offer of 200 gold for whoever puts Tirlior down and then hides, departing before the fight is over but leaving the coins he owes behind one of the PCs once he's sure they'll win.

### **Bastard #4: Brigmakith**

As the adventurers are going about their business in a settlement Talladio spots them and humbly approaches, apologizing for the trouble

he's brought to the party and explaining that he's suffering from a powerful curse laid upon him by one of the foes spawned during his glorious career (Deception +5 with advantage). He insists that he's a man of his word however, demanding that they allow him to treat them to a night of revelry. The meal goes off without a hitch but before the final course is served, the entire tavern is cloaked in darkness and Talladio mutters aloud, "*oh not*



again!" just as Brigmakith moves to attack him! Clearly outmatched he begs for the PCs to help him, this time putting up 300 gold for their help in killing this murderous fiendkin and sticking around afterward, explaining that surely this will be the end of the curse and that they've freed him to finally settle down.

## Bastards #5 & #6: The Aurabelle Twins

The party (which should be 4th or 5th level before this encounter) are visited upon by a courier bearing a short letter penned by Tolladio. *'My intrepid friends, the curse that plagues me has not yet been lifted. Now I am haunted by ghosts, malevolent spirits that are sucking away the few years I still have remaining. Please come and aid me! For your help I offer 500 gold and even a few of my personal treasures so long as these horrors end!'*

When the PCs come to investigate and spend a night drinking with Tolladio they can easily see he's aged unnaturally quickly. Unlike most of the other altercations his incensed offspring come for him as he sleeps and the old man explodes out of his room in the middle of the night screaming for help, chased right behind by Bowne and Kindel. Provided he lives through the fight the adventurers that make the killing blows against the half-ghost twins can each choose one of the magic items he carries to make their own, he faithfully pays the 500 gold, and he assures them that this is the last time this will happen—if any more of his bastards want to do him in, tales of the last few to try it should be enough to convince anyone it's a bad idea to come after him.

### HALF-GHOST TWIN

MEDIUM HUMANOID, NEUTRAL

**Armor Class** 16 (Wisdom)

**Hit Points** 51 (6d8+24)

**Speed** 30 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	13 (+1)	17 (+3)	13 (+1)

**Skills** Athletics +4, Perception +7, Stealth +7, Survival +5

**Damage Resistances** acid, cold, fire, lightning, necrotic, poison, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Common

**Challenge** 4 (1,100 XP)

**Ethereal Sight.** The half-ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Existential Strike.** The half-ghost is able to make melee attacks against targets it can see within 50 feet as though it were adjacent. This does not increase the reach of the half-ghost's weapon attacks.

**Ghostly Strikes.** When making an unarmed strike against a target using a shield, the half-ghost gains a +2 bonus to its attack roll. In addition, the half-ghost's natural attacks and weapon attacks deal an extra 7 (2d6) necrotic damage (included below).

**Incorporeal Movement.** The half-ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Otherworldly.** The half-ghost has advantage on saving throws made to resist being charmed, exhausted, frightened, grappled, paralyzed, petrified, poisoned, restrained, or knocked prone.

### ACTIONS

**Multiattack.** The half-ghost attacks twice.

**Unarmed Strike.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage plus 7 (2d6) necrotic damage. On a critical hit, the creature makes a saving throw against the half-ghost's Terrible Visage.

**Terrible Visage.** Each non-undead creature within 30 feet of the half-ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1 year for each round it is frightened, up to a maximum of 1d4 × 5 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this half-ghost's Terrible Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring. 🗡️