

5th Edition Fantasy

no evil

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no evil

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introduction

No Evil is a selection of three 5th Edition encounters for a group of 3rd-level characters. They are intended to be dropped into in an ongoing campaign without the need for any prep. Each encounter is written with a wintry weather backdrop in mind but can be easily altered to better reflect the weather in your campaign.

trapped hill giant

The heroes can hear the pitiful cries of a creature, carried on the wind. If they investigate they will find a **hill giant** trapped in a spiked pit. It is obvious that the giant has fallen into the pit, with one of the spikes digging into its leg. Credus, for that is his name, will plead for help stating that he cannot get out otherwise.

The heroes may believe that this is a trap but there are no other signs of recent travel in this area and the hill giant is, indeed, alone. Given enough time, Credus could probably escape the pit himself, but the heavy, dark clouds, rolling in indicate a storm is brewing and he does not want to be stuck in a pit when it arrives.

Credus will promise to tell the heroes of a site of great treasure

(perhaps an encounter site that you have planned for later in your campaign or perhaps he is lying) and will swear to not hurt the heroes if they help him. Should the heroes be wavering in deciding to help, Credus will start to cry real tears at the thought of being stuck in the pit when the storm comes.

Credus is genuine when he says he will not hurt the heroes and if he is released he will profusely thank them and provide the information promised earlier (or come up with a suitable lie).

If the heroes decide to rid the world of a pitiful creature, Credus will defend himself using one of the broken spikes as a makeshift greatclub.



crashed wagon

Rounding a bend in the road, the heroes come across an overturned cart, partially covered by a snow drift.

Investigation reveals that the driver is missing although there is a blood trail frozen into the snow. Hidden in the bowels of the overturned cart is a young boy, near death from cold. If helped he can advise that his father was driving the cart and asks after him.

Following the tracks leads a short distance away from the road when the half-eaten remains of a human male can be found—along with a pack of snow cats who hungrily look upon the heroes.



SNOW CATS

Medium beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14	14	10	3	14	7
(+2)	(+2)	(+0)	(-4)	(+2)	(-2)

Skills Perception +4, Stealth +6

Senses passive Perception 14

Languages —

Challenge ¼ (50 XP)

Keen Senses. The snow cat has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Stalker. If the snow cat surprises a creature and hits it with a bite attack, the target is grappled (escape DC 12) if it is a Medium or smaller creature.

Snow Camouflage. The snow cat has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) slashing damage.

the traveller

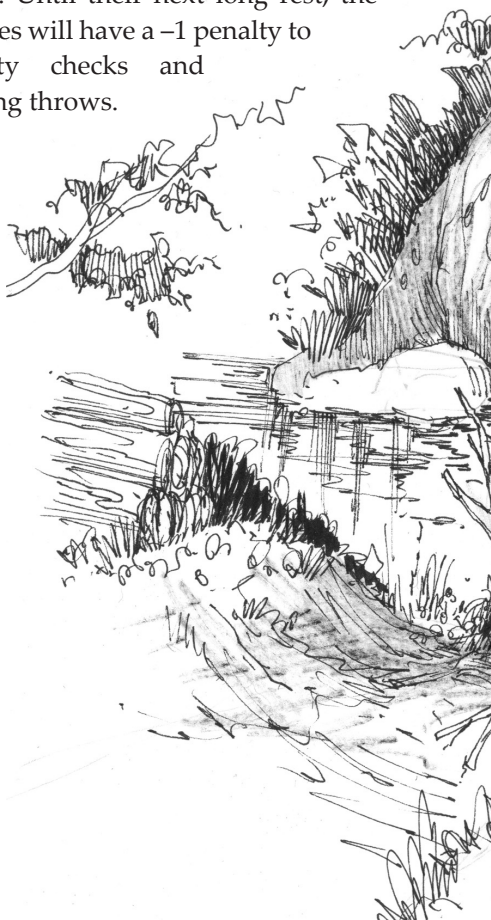
While camping on the road, a bedraggled human-looking traveller, with no backpack or weapons, approaches (from the direction the heroes intend on heading in the morning) and asks to share the camp. If accepted, he plants himself in front of any fire to warm himself while casting envious eyes towards whatever food or drink the heroes have prepared for their evening meal. If nothing is offered, he will ask if he might be allowed some of their vittles. He quickly consumes anything offered no matter how little or unappetising it may have been.

His appetite sated, he will ask the heroes if they have any stories that they would like to relate as he "enjoys a good tale". If asked about himself, he says that he is no-one special, just a wanderer who has been lucky enough to find generous company for the evening.

In the morning, he is nowhere to be seen (even if a watch was set, no one can remember him leaving) however, there are a number of copper pieces left in a pile in the campsite—one for each hero in the party. They are of an unknown minting to any of the heroes and, if checked, radiant as magical. Each

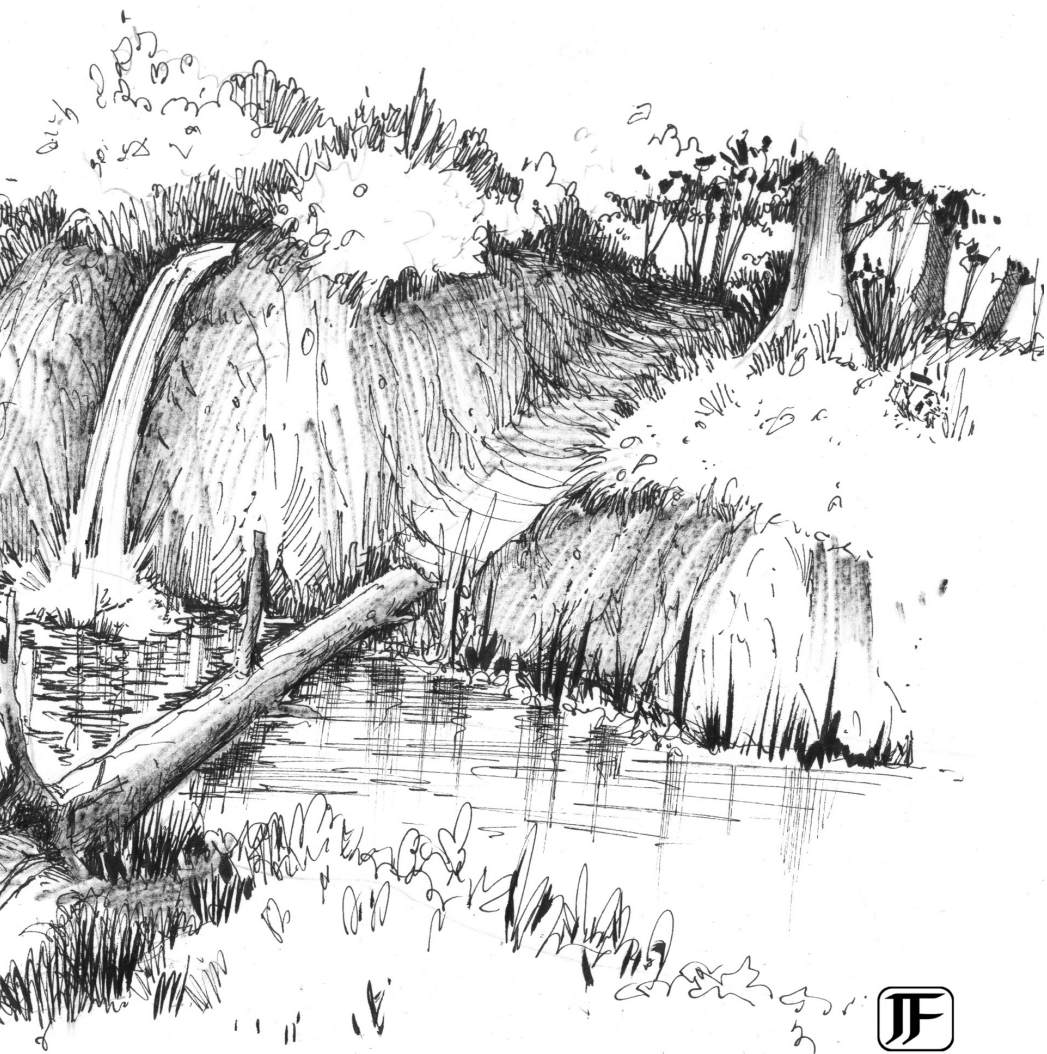
provides a +1 bonus to ability checks and saving throws until the hero's next long rest, thereafter becoming a standard, if unusual, copper coin.

Should the heroes not offer the traveller their hospitality, then no coins will be left in the morning. If the heroes are aggressive towards the traveller, he will run away cursing their names (and mysteriously disappearing behind a tree). Until their next long rest, the heroes will have a -1 penalty to ability checks and saving throws.



stat blocks

Where where a monster has been mentioned in **bold**, their stat block can be found in the SRD.



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