

TERROR AT THE TWELVE GOATS TAVERN

A 5E WARLOCK ADVENTURE FOR 4 PCs
OF 6TH LEVEL BY TRAVIS LEGGE

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Adventure Background

Many years ago, the gnomes of Neimheim entered into infernal pacts to seek devilish protection from the terrors of Baba Yaga. Throughout the forest, these infernal gnomes perform routine blood sacrifices to their diabolical guardians. Through trickery, subterfuge, and, when necessary, force, the infernal gnomes gather victims to slay in tribute to Hell.

One such group recently moved into a ruined tower on the southern edge of the Wormwood Forest. They are from the village of Bloodbriar deeper in the forest and are led by the enigmatic Xorgrim. A few nights ago, they kidnapped newlyweds Malya and Josef from a nearby village called Orchardshire. Shortly after they brought the couple to the tower, Malya escaped her bonds and ran into the forest. Xorgrim sent a group of his followers to recover her while he prepared her husband as a sacrifice to his devilish lords.

Adventure Summary

The adventure begins with the PCs arriving at the Twelve Goats Tavern, expecting a simple night of rest and relaxation on the way to or from Dorograd. Their respite

is interrupted by the arrival of Malya who is wounded, panicked, and under hot pursuit by infernal gnomes and their diabolical servants. The PCs must fight to defend Malya, the tavern, and their own lives. Once the initial assault is repelled, Malya begs the PCs to journey to the gnome's tower to save her beloved Josef from the sacrificial blade of the infernal gnomes.

The Twelve Goats Tavern

The Twelve Goats Tavern is an ale house and eatery located near the southeastern edge of the Wormwood. The tavern is owned and operated by Petal Stoneshield and her husband Myrin Stoneshield, who serves as the chef. Their teenage child, Ramsey, greets guests and waits tables. Petal and Myrin built the tavern nearly 20 years ago, selling Myrin's herd of twelve goats to pay for the construction materials. Though the tavern does not have rooms for rent, Petal rents out the walled-in courtyard as a secure campsite at a price of 5 sp for the night.

The tavern is situated about a three-hour march from the village of Orchardshire to the north, and roughly half a day's walk from Dorograd, a small, gnomish city to the west. It sits on a relatively well-traveled trade road that runs between

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small farming villages along the southeastern portion of the Wormwood. The trade road is not heavily patrolled, which leads to no small amount of bandit activity. Traveling along this route after dark is especially perilous, particularly to the west of the Twelve Goats Tavern, as acolytes from Dorograd's temple district often kidnap—or pay bandits to kidnap—lone travelers for sacrifice to the dark gods of the gnomes. Most bandits in the area patronize the tavern, and there is an unspoken understanding that the tavern grounds are a safe haven where travelers are left unmolested and the petty squabbles of bandit gangs are left at the tavern door. Naturally, fights do break out from time to time, but Petal is pretty quick to end any nonsense in the taproom. She and her husband are retired adventurers, and, if things get too far out of hand, they step in with a none-too-gentle reminder to calm down.

Unless otherwise noted each room in the Twelve Goats Tavern is wooden construction with a 10-foot ceiling. The rooms are lit with oil lamps, which are placed on furniture with sufficient frequency to provide bright light in all common areas. At the beginning of the adventure the lamps in Areas 1 through 3 are lit. All other lamps are unlit unless lit by one of the PCs.

Respite Interrupted

It is a quiet night in the Twelve Goats Tavern as the PCs stop for relaxation and libations. When the PCs arrive, there are ten other patrons in the tavern (five **commoners**, four **bandits**, and one **bandit captain**) in addition to the operators of the establishment. Shortly after the PCs have an opportunity to settle in, place orders, and get a feel for the crowd, the atmosphere is shattered as Malya bursts through the front door. She is a Kariv woman in her early twenties. Beautiful, but haggard, Malya has wounds on her hands and wrists from slipping her bonds. Her clothing, a simple dress with a belt and loose sleeves, though one has been mostly torn off, is filthy and bears rips and stains. Her eyes are wide with terror and wet with tears. She runs directly to the nearest PC, grabbing them by the shoulder and begging for their aid.

"You must help me!" She gasps for air between words, trying to catch her breath. "They have my beloved!" Before Malya can answer any questions, a gnome enters, demanding the woman be handed over.

1. TAPROOM

This area serves as the main gathering and eating room of the tavern. Large wooden tables with long benches sit in the western half of the room while the bar with a few smaller tables sits to the east. The wooden door to the north leads to

A NOTE ON GNOMES

Many of the antagonists of this adventure are gnomes. Each gnome has darkvision with a radius of 60 feet and the following additional trait:

Gnome Cunning. The gnome has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Area 3. While the tavern is open, this door is left unlocked, as it provides access to the outhouses (Area 4). A door near the southwestern corner of the bar area leads up to Area 5. The door in the eastern wall leads to the kitchen (Area 2).

When the PCs first arrive, four **bandits** and a **bandit captain** sit at the table in the northwest corner with half-empty mugs and playing cards in front of them. Two **commoners** sit at the table near the door to Area 3, enjoying a meal. Three **commoners** sit together at the table near the stairs to Area 5. This group is well into their cups and has been served water and bread for the last 20 minutes to try to help sober them up. Petal stands behind the bar, cleaning the drinking glasses, while Ramsey runs food and drink back and forth from the bar and kitchen to the customers.

DEVELOPMENTS

When Malya arrives, the relative calm of the scene is disrupted, but not shattered. Those in the dining area watch Malya's exchange with the PCs with curiosity, but they do not involve themselves. The patrons near the bar are engrossed in their drunken conversation and take no note of Malya's arrival. Once Malya starts yelling, Petal sends Ramsey into the kitchen and reaches under the bar to grab her heavy crossbow.

As soon as Malya tries to answer any questions, a gnome **cult fanatic** walks into the tavern with an **imp** perched on his shoulder. The imp is invisible and remains so until combat breaks out, then it flies to the nearest PC and uses its sting attack.

The gnome demands that Malya be handed over immediately. If pressed or threatened, he points out that he did not come alone and says that it would be a "regrettable turn of events to have to burn this tavern to the ground over a peasant girl." This is not a bluff. Outside the tavern, five gnome **cultists** and five **lemures** stand at the ready. Each of the gnomes has a **lemure** bound to a 20-foot long chain leash. If combat begins, the gnomes and their pets rush the door to the inn, trying to reclaim Malya. These gnomes are all prepared to fight to the death, but, if four or more gnomes are killed, the remaining gnomes release their **lemures** as a distraction and attempt to escape into the woods, intending to return to the tower to report their failure to Xorgrim.

If a fight breaks out, the four **bandits** and the **bandit captain** join in on the side of the PCs, attacking gnomes and devils with abandon. Petal, a **veteran** without armor, ushers the **commoners** into the kitchen. Once the safety of the **commoners** has been assured, Petal returns to the taproom and fires at the intruders with her crossbow from behind the bar.

Once the gnomes are dispatched, Malya begs the PCs to save her husband, Josef, who is to be sacrificed tonight when the moon is high in the sky at an old tower about a two hour walk to the east. She has no coin to pay them, but she mentions the gnomes seemed to have wealth that could surely be plundered in the rescue effort. The Stoneshields are concerned about the presence of such brazen infernalists so close to their home, and offer free food, drink, and lodging to any who agree to help with the rescue effort, provided they survive the initial assault.

TREASURE

Each of the gnome **cultists** carries a scimitar and a coin purse holding 14 sp. The **cult fanatic** carries four daggers, a coin purse holding 10 gp, and a *circlet of blasting*, which has already been used for the day in the gnome's pursuit of Malya.

The **bandits** each carry a scimitar, a light crossbow, a box with 10 crossbow bolts, and a coin purse holding 10 sp. The **bandit captain** carries a scimitar, two daggers, a coin purse holding 10 gp and wears a *medallion of thoughts* with 1 remaining charge.

The **commoners** in this area each carry a coin purse with 17 cp.

2. KITCHEN

This is the kitchen of the Twelve Goats Tavern, where Myrin prepares meals. Food supplies and ale casks are stored here as well.

DEVELOPMENTS

When combat begins in Area 1, Petal ushers the **commoners** into this area. Myrin, an elfmarked **druid**, does his best to calm everyone and takes a position near the door to assist Petal with his magic. If a hostile creature gets within 20 feet of the bar during the fight, Myrin casts *entangle* in the area. If a hostile creature comes within 10 feet of the bar, he steps out of the kitchen into Area 1. He moves in front of the bar and repels the intruders with *thunderwave*. Practiced at this strategy, Petal has advantage on her saving throw against Myrin's *thunderwave*.

TREASURE

There are three 25 gallon barrels of ale valued at 5 gp each, 20 pitchers of common wine totaling 4 gp, enough cooking utensils to create two sets of cook's utensils, and food sufficient to create 30 days of rations for up to 5 people.

3. COURTYARD

The outer courtyard of the Twelve Goats Tavern is enclosed by a 10-foot stone wall. This is an open air courtyard with no light sources beyond natural light and the oil lamps near the outhouses (Area 4) and three doors out of the area. The ground is grassy and shows evidence of old campsites. A wrought iron gate on the west wall leads out to the outer property, and wooden double doors on the south wall open to the road in front of the tavern. These doors are used to allow patrons who need to securely park a wagon. All the courtyard doors are locked. A successful DC 18 Dexterity check using thieves' tools picks a door's lock. Petal and Ramsey each carry a keyring that holds keys for these locks.

Nothing of note occurs in the courtyard during this adventure unless the PCs run here to attempt to escape the gnomes and their devilish allies.

4. OUTHOUSES

Two outhouses provide the public convenience needs for the tavern. A hook with a single, lit oil lamp hangs on the edge of the outhouse. A 50-foot walnut tree stands next to the outhouses.

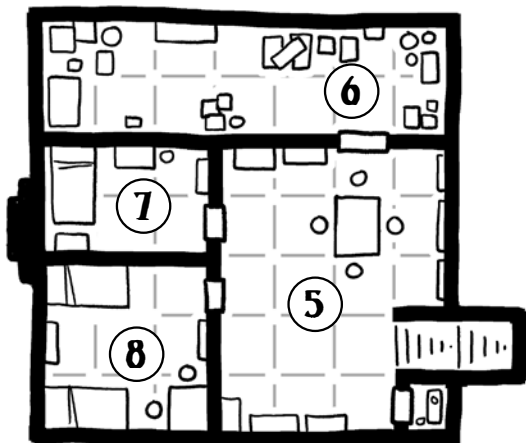
5. FAMILY KITCHEN AND DINING

This room is the personal dining area and kitchen for the Stoneshield family. Stairs near the southeast corner of the room lead down to Area 1. A dining table with four chairs sits to the north of the stairs. Nearby, the northern wall holds a stove, sink, and a door to Area 6. The small room by the stairs is a pantry where the Stoneshields keep their personal food supplies. The doors on the west wall lead to Areas 7 and 8.

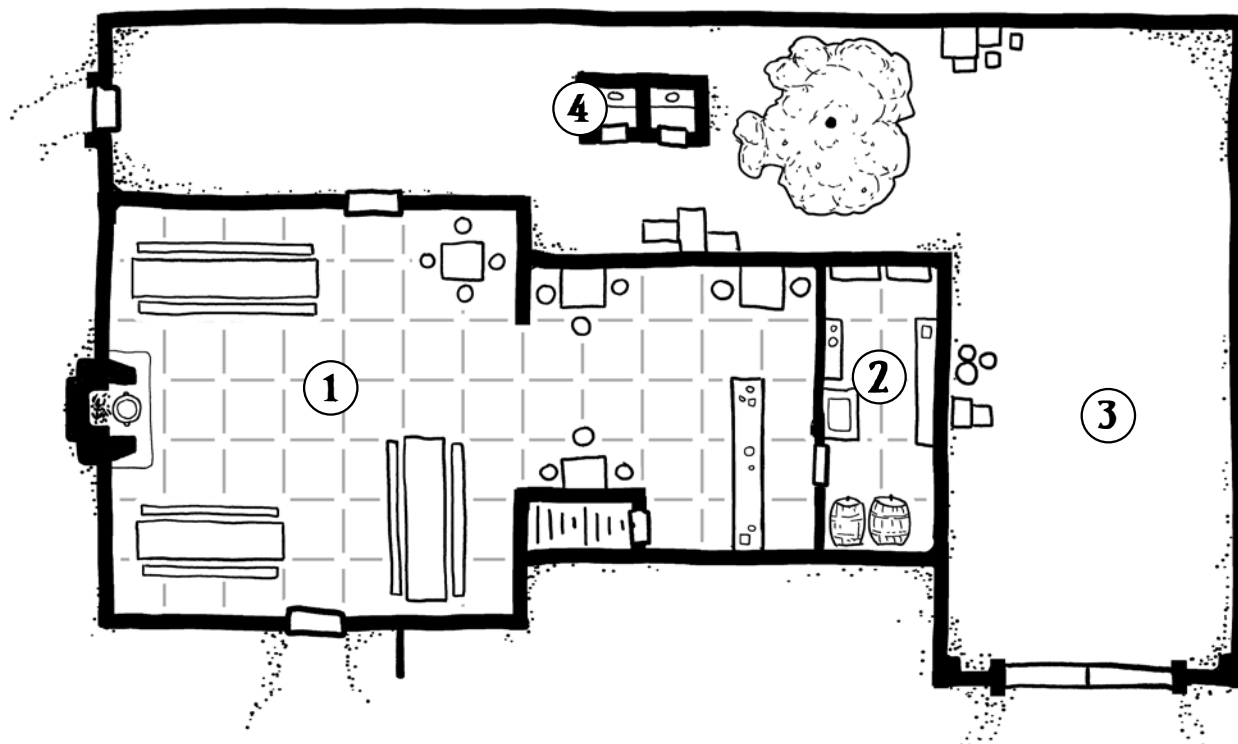
It is highly unlikely the action in this adventure spills up to this floor unless the PCs direct events this way. In most ways, this is a relatively unremarkable apartment built atop the tavern. If the fighting does make its way into this room, Petal and Myrin fight with increased vigor to protect their home and each has advantage on their first attack roll each turn. After 1 minute, they each gain one level of exhaustion from the strain and no longer have advantage on attacks.

TREASURE

The sum of the food and utensils in this kitchen is sufficient to create 10 days of rations and three sets of cook's utensils.



twelve goats
tavern



6. STORAGE

This area is used for additional supplies for the tavern, though the Stoneshields use the west end of the room for personal items.

TREASURE

The majority of the contents of this area are items such as spare barstools, nails, unworked lumber, spare drinking glasses, and personal effects. If the PCs spend 15 minutes sifting through the contents of the room, they can assemble two sets of carpenter's tools, and 15 gp worth of random curios and art objects.

7. RAMSEY'S BEDROOM

This is Ramsey Stoneshield's bedroom. A simple bed sits along the west wall and a wooden footlocker sits at its end. A wooden chifforobe stands along the north wall.

TREASURE

The wooden chifforobe contains two sets of common clothes. The footlocker is locked. A successful DC 13 Dexterity check using thieves' tools unlocks the footlocker. Ramsey carries a keyring that holds the key for this lock. The footlocker holds some personal effects, a book, and a few small pieces of jewelry worth a total of 5 gp.

8. MASTER BEDROOM

This is the master bedroom, shared by Petal and Myrin Stoneshield. The northwest corner of the room is separated off with wooden panels to create a walk-in closet where the couple store their clothing. A large bed sits along the south wall. Past the foot of the bed, filling the southeast corner of the room, is a small table with two chairs. The table is covered with various parchments, a pen and inkwell, and the Twelve Goats Tavern ledger. Matching foot lockers sit against the east and west walls.

TREASURE

The walk-in closet contains four sets of common clothing, two sets of comfortable clothing, and Petal's splint armor. The footlocker on the east wall is unlocked and holds Petal's personal effects, including jewelry worth a total of 20 gp. The footlocker on the west wall is unlocked and holds Myrin's personal effects, including a yew wand worth 10 gp.

Saving Josef

If the PCs agree to save Josef, Malya can provide easy directions to the lair of the infernal gnomes. She is reluctant to accompany the PCs to the tower but does so if pressured. Though night has fallen, travel through the woods from the Twelve Goats Tavern to the Ruined Tower is quiet and uneventful. The forest is eerily silent on this night; the local wildlife has hidden away in terror of an eeriness that hangs in the night air brought about by Xorgrim's dark ritual. When the PCs arrive, they see fires burning on the top of the tower. These fires can be seen from several hundred feet from the tower in all directions.

THE RUINED TOWER

The Bloodbriar gnomes perform their ceremonies in service to their devilish masters in the ruins of this ancient tower. Unless otherwise noted, each room in the tower is stone construction with 15-foot ceilings and wooden doors. Area 1 is open to the air and subject to the current weather and light conditions, but the remainder of the complex is in darkness unless otherwise stated.

1. COURTYARD

This open-air courtyard is surrounded by 10-foot high stone walls that are in serious disrepair. A portion of the south wall is severely crumbled, with a hole in it large enough for two Medium creatures to pass through shoulder to shoulder. The southwest corner of the courtyard is filled with rubble, bordered by a few cracked remnants of the stone walls that once stood as some sort of structure. The purpose of this chamber is lost to the sands of time, and the area is difficult terrain.

Entering the Courtyard. In addition to the hole in the southern wall, the PCs have two other options for entering the courtyard: a hallway to the east or a door to the north. The northern wall of Area 3 and the southern wall of Area 2 form a stone hallway in the eastern section of the courtyard. It is clear there were once doors or gates of some kind on the east and west end of this hallway, but they have long since been removed or destroyed.

An unlocked iron door sits in the north wall next to the tower, allowing access from the north.

Tower. A circular tower stands three stories tall in the northwestern corner of the courtyard. Large, wooden double doors open from the courtyard into the eastern end of Area 6. An iron door in the corner where the west wall meets the tower leads into Area 5. This door is rusted shut and requires a successful DC 20 Strength check to force open.

2. GROUNDSKEEPER'S QUARTERS

This chamber serves as the living quarters for the temple groundskeeper. A small hay mattress fills the southwest corner of this chamber. Along the west wall stands a wooden dresser. The groundskeeper, Doxis, sits on the mattress, reading by candlelight.

DEVELOPMENT

The groundskeeper is a non-combatant. He surrenders if anyone enters his chamber in a threatening way. While he can't be persuaded to reveal the secrets of the Bloodbriar or their rituals, a successful DC 15 Charisma (Intimidation) check convinces him to reveal what he knows about the tower, which is sparse and incomplete.

Doxis can share the following information:

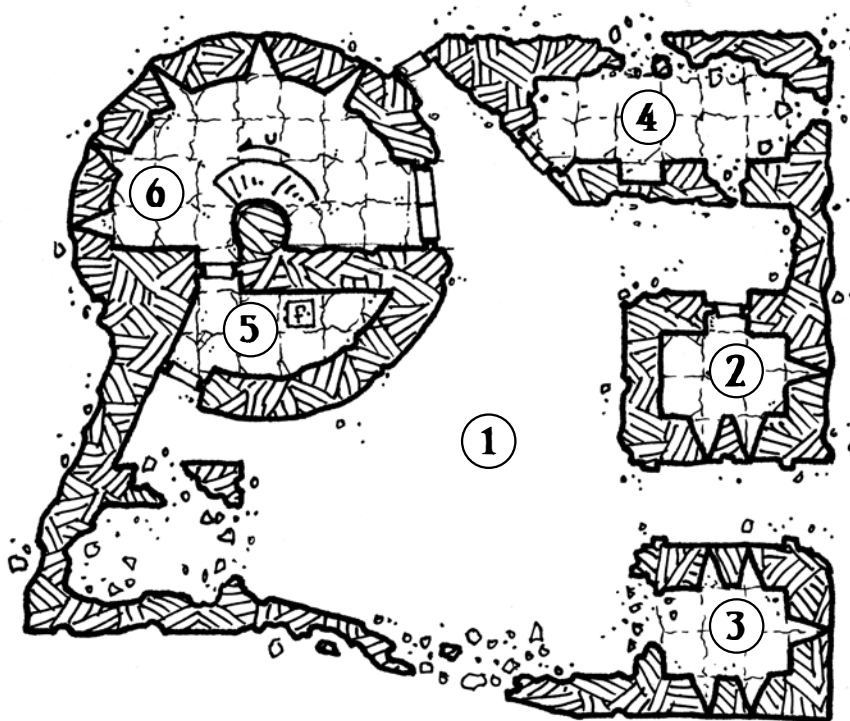
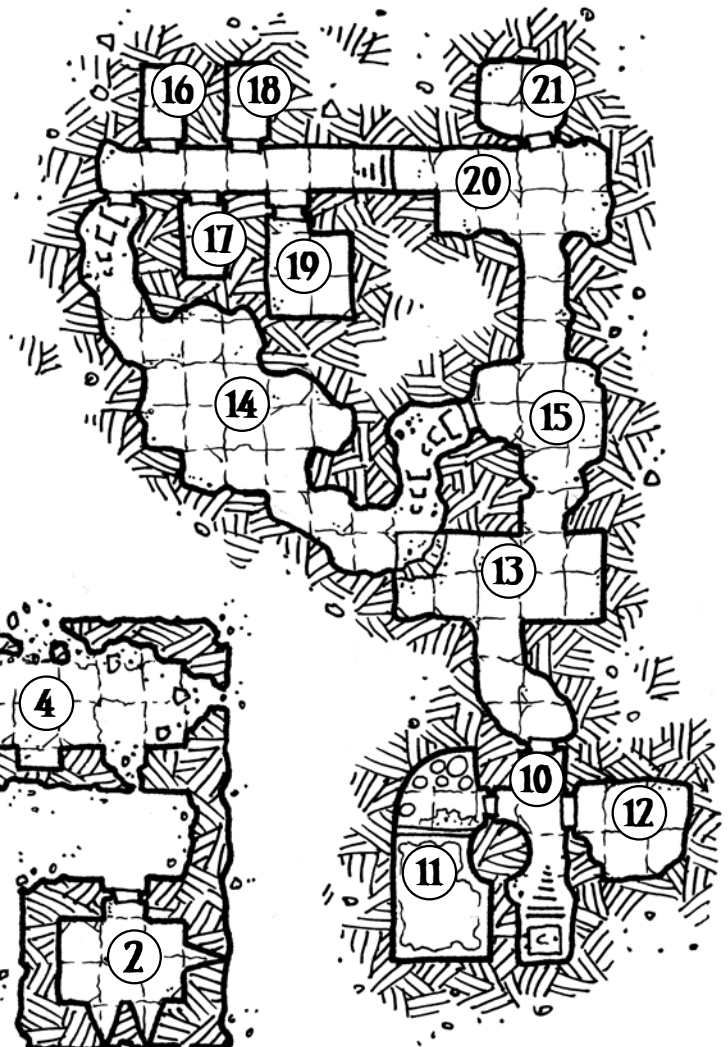
- Area 3 contains equipment for maintaining the grounds including mason's tools, carpenter's tools, and gardening implements.
- Area 4 was once a smithy, but the smith died in the fires of their own forge. Doxis believes this area to be haunted. He is right.
- Area 6 is generally left unguarded during rituals, as it takes all of the cultists to perform the rituals to the satisfaction of the devils.
- Area 5 is the den of the cult's infernal master. This is not true, but this area does lead to the underground tunnels where a number of devils reside.

3. STORAGE SHED

This area was formerly an armory but has now been converted to store maintenance equipment and supplies for the temple grounds. The western wall of this chamber has crumbled, leaving the shed exposed to the elements.



Ruined Tower



MAP: [CLICK HERE TO DOWNLOAD THIS MAP FOR YOUR VIRTUAL TABLE TOP.](#)

TREASURE

This shed contains equipment for maintaining the grounds including one set of mason's tools, one set of carpenter's tools, several gardening implements, and two sickles.

4. THE HAUNTED SMITHY

This area is filled with the shattered evidence of having once been a smithy. The debris that covers the floor makes the area difficult terrain. An anvil lies cracked in half on the floor. Blasted and scorched chunks of metal are scattered along the floor near the hole in the north wall. A successful DC 10 Intelligence (Investigation) check reveals these pieces of metal to be the remnants of a forge that exploded, taking part of the wall with it.

Cracked Wall. A large crack runs vertically in the southern wall. A Small or smaller creature can squeeze through this crack to move to or from Area 1.

Creature. The **ghost** of the gnome blacksmith who was working here when the forge exploded still inhabits this smithy. The moment a creature that isn't a devil or a gnome enters the area, the **ghost** attacks and attempts to possess the largest or strongest looking creature. If successful, the ghost leaves the smithy, as it may only leave the confines of the smithy while possessing a living body. Death, isolation, and the recent torment by the Bloodbriar and their devils have robbed the blacksmith of all reason. The ghost fights until destroyed and can be put to rest only after all the Bloodbriar gnomes have been killed or run out of the tower.

5. DUNGEON ENTRANCE

This chamber is separated from the tower entrance by an iron door. This door is closed firmly but not locked. A successful DC 12 Strength check opens this heavy door. The southern door leads to Area 1 and is rusted shut. A successful DC 20 Strength check forces open the stuck door. The room itself is empty, aside from a pair of unlit torches sitting in sconces on the north and south walls.

The area marked "f" on the map is a hinged door in the floor that opens upward. This door is sealed with an *arcane lock* which can be disabled by speaking the password "I am your servant" in Gnomish. Alternatively, a successful DC 15 Dexterity check using thieves' tools picks the lock. If the attempt is successful, the *arcane lock* is suppressed for 1 minute. A stairway beneath the door leads down to Area 10.

6. TOWER ENTRANCE

Double doors on the east end of this area lead from the courtyard into the ground floor of the tower. At the center of the southern wall a spiral stone staircase leads up to Area 7. The north wall is decorated with a shredded, filthy tapestry that depicts an armored knight slaying a dragon. Half-burnt, unlit torches sit in sconces on the wall to the east and west of the tapestry.

7. GUARDROOM

This section is set up for defense when there is a prisoner in the holding cell or while a ritual is being prepared and executed. A wooden card table sits near the west wall, across from the open archway that leads into this area from the stairs. There are four chairs at the table, and a set of playing cards sits out on the table. The middle of the east wall is dominated by the spiral stone staircase that leads up from Area 6 and continues up to Area 9.

Locked Cabinet. A locked, wooden cabinet stands along the north wall. A successful DC 15 Dexterity check using thieves' tools picks the lock. It contains two scimitars and two wooden shields. Though the wooden shields are unremarkable in design, one of them is an *arrow-catching shield*.

Holding Cell. A locked iron door sits on the south end of the eastern wall. A small slot in the bottom of the iron door is just big enough to allow the passage of a tray of food. The slot is too low to the ground and too narrow to see beyond the first few feet of the floor of Area 8 by looking through it. A successful DC 15 Dexterity check using thieves' tools picks the lock.

Ritual Chanting. When the PCs arrive in this area, the ritual in Area 9 is already underway. PCs with a passive Wisdom (Perception) score of 12 or higher hear chanting in Infernal coming from above. Those who speak Infernal can understand the chant: "through this blood our pact is sealed."

8. HOLDING CELL

The walls of this room are bare, and the floor is covered in rubble. The ceiling above the east wall has fallen in, creating an exposed exit to Area 9. Four sets of chains with manacles are attached to the east wall of this room. Each set of manacles is rusted and blood stained, but a successful DC 12 Intelligence (Investigation) or Wisdom (Perception) check reveals the southernmost set is spattered with fresh blood. This room has been converted to a makeshift holding cell for captives intended to be used in ritual sacrifice.

Scaling the Wall. The PCs may wish to make their way from this area to Area 9 through the hole in the ceiling rather than the staircase in Area 7. Scaling the wall requires a successful DC 14 Strength (Athletics) check. PCs using climbing gear or rope have advantage on the check. To climb up without being spotted by the creatures in Area 9, each climbing PC must make a successful DC 14 Dexterity (Stealth) check. Like all areas of the tower, this room is 15 feet floor to ceiling, and PCs who fail the check to climb risk taking falling damage.

9. RITUAL AREA

The spiral stone staircase leading up from Area 7 opens in the center of this circular area. There is no ceiling on this room, exposing the horrors of this infernal ritual to the skies above. A stone wall stands 5 feet high, running from the due south side of the floor, clockwise, to the northeast. The eastern end of this stone wall and its nearby floor has crumbled away with long years of exposure and disrepair. This hole drops 15 feet into Area 8. A stone altar stands near the western edge of the floor. Josef is bound in heavy iron chains and tied to the altar. He lies on his stomach, blindfolded and gagged. A tall torch at each of the corners of the altar bathes the area in bright light. Behind the altar, to the west, stands Xorgrim, the leader of the Bloodbriar gnomes, holding a ritual dagger and chanting. An **imp**, Xorgrim's familiar, dances near Josef's head. A pair of gnome **cultists** and Xorgrim's latest summoned devil, a **wind's harp devil** (*Creature Codex*, p. 105), stand to the east of the altar, between Josef and the stairs.

Creatures. The arrival of the PCs interrupts Xorgrim's ritual. Overcome with rage, he screams, "Fools! My master demands blood to satisfy our pact. I will happily offer yours in addition to this wretch's!" With that, Xorgrim and his allies attack. Xorgrim uses the statistics of a **gnomish knife cultist** (*Creature Codex*, p. 402), except he deals with devils instead of demons, replacing all instances of "demon" in his statistics with "devil" (see page 11 for the modified statistics). Xorgrim already used his Devilish Summonings for the day, and the wind's harp devil in this area is what remains of the summoning. Xorgrim and his allies fight to the death, with the cultists eagerly sacrificing themselves should the need arise. Xorgrim knows that if the ritual is not completed before the moon passes its zenith, the pact will go unfulfilled and the nearby gnome village of Bloodbriar will not only lose all its infernal magic and allies, but also its devilish protection from the minions of Baba Yaga. If he is reduced to 10 hit points or fewer, he attempts to sacrifice himself on the altar to fulfill the pact.

DEVELOPMENTS

If no one dies on the altar before the moon passes its zenith (initiative count 1 on the sixth round of combat), the pact is broken. The southern door in Area 5 and all the doors in Areas 10 through 21 burst open, releasing the horde of devils contained therein. The devils spread throughout the complex, attacking every living thing they find. If any of the devils escape the grounds, they make their way to the village of Bloodbriar, a half-day's walk north into the forest, to claim the lives of the gnomes there. It should be clear to the PCs that the devils being loosed on the world was a direct result of their interference with the ritual. They are free to fight the devils, making the area safer, or sneak past the devils with

Josef in tow, returning the terrified human to his wife. If the devils do escape, it is up to you to decide where each devil lurks within the Ruined Tower, how much damage they do to the surrounding area, and how long they remain in the Ruined Tower before wrecking havoc on the locals.

TREASURE

The only treasure in this area is a key ring in Xorgrim's pocket that holds keys to the weapons cabinet in Area 7, the iron door in Area 7, and the footlocker in Area 19.

TOWER DUNGEON

The tower above is in ruins from disrepair and exposure to the weather, but its dungeon remains in much better condition. Unless otherwise noted, each room is stone construction with a 15-foot ceiling and iron doors, and the rooms are in darkness.

Summoned Devils. Due to the circumstances of their summoning, none of the devils in the dungeon can open any of the iron doors on their own. If the iron doors are open, the devils can pass through the doorways freely.

10. SUBTERRANEAN ENTRANCE

Stairs at the south end of this chamber lead down from Area 5. The darkened hallway ends in an iron door. Two more iron doors sit in alcoves to the east and west. These iron doors are closed firmly but not locked. Opening one of the iron doors requires a successful DC 12 Strength check.

11. POOL OF INFERNAL REFLECTION

This room contains several smooth stones arranged across the northern part of the room as semi-comfortable seating. The south end of the room is dominated by a large pool of water with a strange, reddish light emanating from beneath the surface.

Pool of Infernal Reflection. Any humanoid who spends 1 round staring into this pool is given sharp insight into their own sins and shortcomings. The creature must succeed on a DC 14 Charisma saving throw or suffer one long-term madness. A successful DC 14 Intelligence (Arcana) check recognizes the danger of the pool in time to avoid its effects.

12. LEMURE PEN

The Bloodbriar gnomes keep lemures in this room, retrieving the devils when they need extra labor for a task. Four **lemures** roam freely in this room and attack any creature other than a gnome or fiend who opens the door.

13. GREETING ROOM

This dilapidated chamber boasts the broken remnants of finely crafted, wooden furniture. Moldy and shredded tapestries hang on the walls, whatever art they once depicted now obfuscated beneath a layer of filth and grime. Before

this tower was desecrated by the presence of the gnomes and their devils, this may have been a sitting room for visitors or conversation. Now it is an offal-spattered pen for the gnomes' devils.

Collapsed Floor. A large portion of the floor in the northwest corner has collapsed, leaving an opening that leads down to Area 14.

Creatures. Two **bearded devils** and one **imp** inhabit this room. They attack any creature other than the Bloodbriar gnomes, other devils, or those escorted by the gnomes. The bearded devils fight to the death while at least one other devil is alive. If a bearded devil is the only combatant remaining and it is reduced to 20 hit points or fewer, it retreats through the hole in the floor to Area 14.

14. PATRON'S REPRESENTATIVE

The walls and 30-foot high ceiling of this massive chamber are caked with blood and bits of entrails. Broken and partially eaten humanoid bones are scattered haphazardly across the floor. This is the blood-spattered chamber where the representative for the Bloodbriar's patron devil resides.

Creature. A **barbed devil** sits along the southwest wall, chewing on a humanoid femur. A gnome **cultist** attends the devil. The devil attacks any creatures that aren't Bloodbriar gnomes, other devils, or escorted by the gnomes. If the **bearded devil** from Area 13 enters the room, the two coordinate an ambush for the PCs, hiding in the nooks and alcoves of the chamber.

TREASURE

A successful DC 15 Wisdom (Perception) check notices a dagger lying in a pile of bones and entrails that appears to serve as the devil's nest. The dagger is a *dagger of the barbed devil* (see sidebar).

15. TORTURE CHAMBER

This chamber is filled with a number of bloodied implements of torture and pain. A large rack is laid out next to the east wall. An iron maiden stands in the northwest corner. Three scold's bridles hang suspended from the ceiling by chains. An iron door leads to the southwest. An open entryway leads into the room from Area 13 to the south. To the north, the room opens onto a long hallway that leads into Area 20.

16–18. CULT FANATIC'S QUARTERS

This small chamber is home to one of the gnome **cult fanatics**. The room holds a simple hay mattress and a small prayer book filled with meditative mantras scrawled in Infernal. The gnomes in these chambers respond to the

sounds of combat in Areas 16 through 20.

19. XORGRIM'S QUARTERS

This is Xorgrim's personal quarters. The room is spartan in décor with a small bed running along the south wall, a bookshelf along the east wall, and a small footlocker in the southeast corner.

TREASURE

The bookshelf holds a number of arcane books written in Gnomish and Infernal. The books could fetch up to 200 gp, if sold to the right collector. The footlocker is locked. A successful DC 13 Dexterity check using thieves' tools unlocks it. Xorgrim carries a keyring that holds the key for this lock. The footlocker contains three sets of robes, a coin purse with 25 gp and 3 pp, and a *wand of magic missiles*.

20. NORTH WING HALLWAY

This hall leads to the various living quarters of Xorgrim and his cultists who reside in the tower.

21. BATHHOUSE

This room is set up as a bathhouse and latrine for the cult members. A tin tub sits in the northwest corner for bathing. A latrine is dug along the east wall.

Conclusion

If the PCs save Josef, they return him to the waiting and grateful arms of his bride, Malya, at the Twelve Goats Tavern. The Stoneshields hail the PCs as great heroes and make good on their promises of free food and lodging. Due to the location of the Twelve Goats Tavern, it is quite possible Petal and Myrin are on friendly terms with other adventurers, and may be able to provide references, tips,

DAGGER OF THE BARBED DEVIL

Weapon (dagger), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

You can use an action to cause sharp, pointed barbs to sprout from the hilt of this blade. The barbs remain for 1 minute. When you hit a creature while the barbs are active, the creature must succeed on a DC 15 Dexterity saving throw or a barb breaks off into its flesh and the dagger loses its barbs. At the start of each of its turns, a creature with a barb in its flesh must make a DC 15 Constitution saving throw. On a failure, it has disadvantage on attack rolls and ability checks until the start of its next turn as it is wracked with pain. The barb remains until a creature uses its action to remove the barb, dealing 1d4 piercing damage to the barbed creature. Once you cause barbs to sprout from the dagger, you can't do so again until the next dawn.

information, and plot hooks for future adventures in the region, at your discretion.

Gnomish Knife Cultist

Found in the *Creature Codex* on page 402, the gnomish knife cultist is a gnome who summons and commands demons for its cult. In this adventure, the gnomish knife cultist, Xorgrim, has an affinity for devils instead of demons, and he uses their power to protect his village and aid him in making sacrifices to the village’s patron arch-devils.

GNOMISH KNIFE CULTIST

Small humanoid (gnome), lawful evil

Armor Class 16 (breastplate)

Hit Points 97 (15d6 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	16 (+3)	11 (+0)	12 (+1)	20 (+5)

Saving Throws Con +6, Cha +8

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Gnomish, Infernal

Challenge 5 (1,800 XP)

Devil Wrangler. The knife cultist has an affinity with summoned devils. They obey it without question and are immune to being charmed. In addition, devils summoned by the cultist have advantage on saving throws against spells or effects that would send them to another plane (including their home plane).

Goad or Soothe (Recharge 5-6). As a bonus action, the gnomish knife cultist can goad or soothe one of its summoned devils within 50 feet. The affected devil has advantage on its next attack (if goaded) or heals 16 (3d10) hp (if soothed).

Innate Spellcasting. The gnomish knife cultist’s innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can cast the following spells innately, requiring only verbal components:

At will: *enlarge/reduce*, *spider climb*

3/day each: *bless*, *magic missile*,
protection from energy

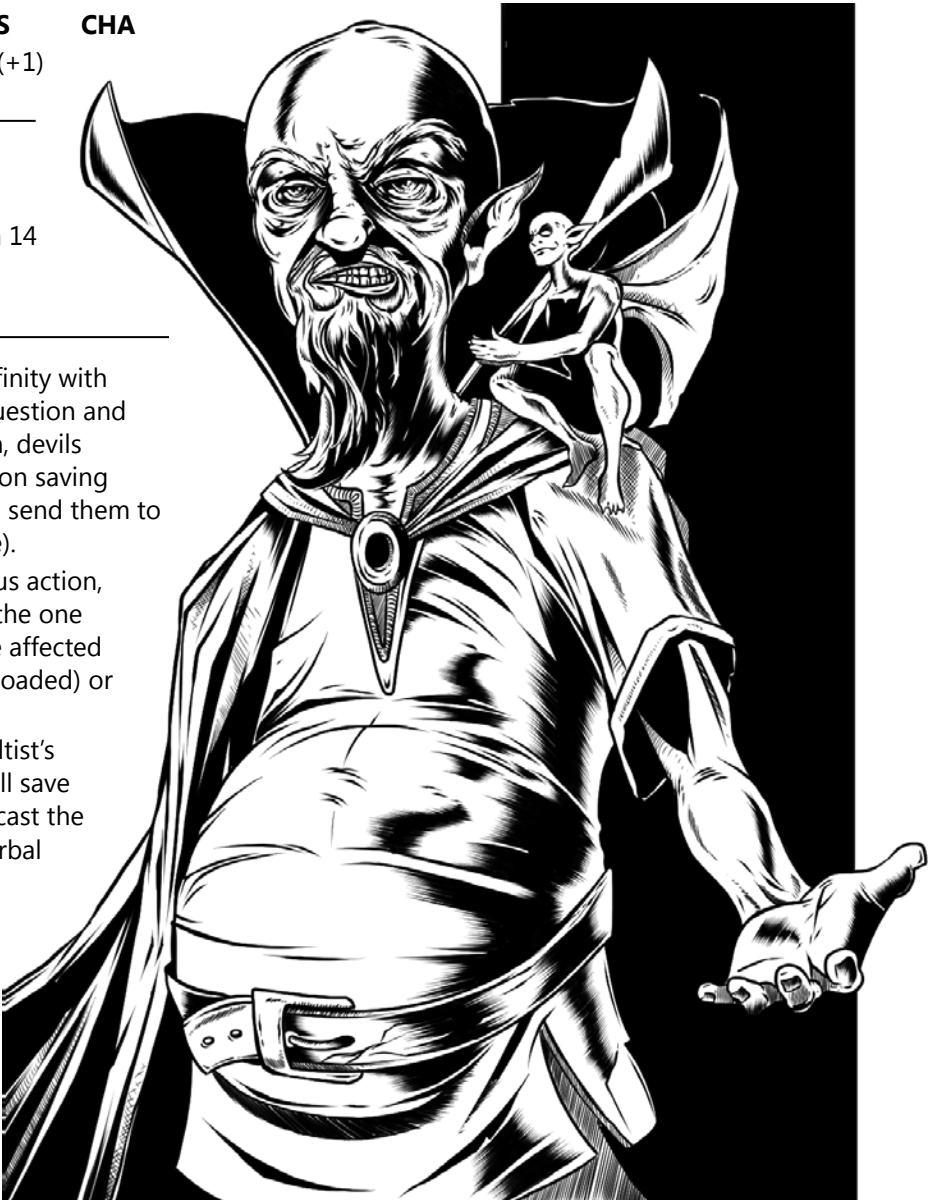
1/day: *haste*, *lightning bolt*

ACTIONS

Multiattack. The gnomish knife cultist makes two attacks with its ritual knife.

Ritual Knife. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 7 (2d6) poison damage.

Devilish Summonings (1/Day). The gnomish knife cultist summons one devil of challenge rating 6 or two devils of challenge rating 4 or less. The summoned devils appear in unoccupied spaces within 50 feet of the cultist, acting immediately after the cultist in the initiative count. The devils are loyal to the cultist and follow its commands. They remain for 1 hour, until the cultist dies, or until the cultist dismisses them as a bonus action.



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