

Shadows over
VATHAK

A NIGHT AT WAYSIDE INN

5TH EDITION HORROR

An Adventure for PCs 7th-10th level for
Shadows over Vathak Horror Roleplaying Game

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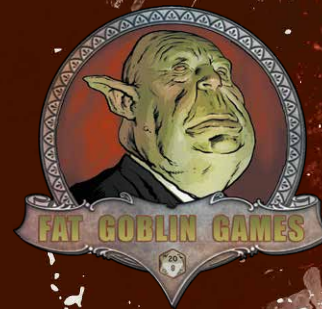
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Based in South Carolina, USA, Fat Goblin Games was founded in 2011 to create Pathfinder Roleplaying Game compatible products. With a focus on high-quality production values and providing a creative environment for our team of freelancers (The Fat Goblin Hoarde), Fat Goblin Games has quickly become a recognized force in the world of Third Party Publishers of not just the Pathfinder Roleplaying Game and 5th Edition Fantasy, but also supporting the vs. M Engine, our own Difference Engine, and TinyD6 games originally produced by Gallant Knight Games. With hundreds of support books, visual aids, campaign settings, and quality stock art, Fat Goblin Games continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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Adventure Primer

Adventure Level: 7-10

Estimated Duration: 2-3 hours

ADVENTURE BACKGROUND

All is not as it appears at this charming roadside tavern. What an adventuring party may perceive as a welcome respite from the wilderness is really a den of iniquity determined to feed on their life experiences, leaving them at best weakened and at worst... well we simply won't discuss the worst as our heroes will hopefully do as heroes should and rid the world of this tainted evil architecture once and for all! Right?!

Welcome to the **Wayside Inn**! A seemingly innocent tavern of misfortune and mischief that preys upon the occasional traveler. Nearly always found amidst a deluge of poor weather or nestled along paths where roads are long and adventurers are desperately weary, this restless piece of architecture is the perfect mini adventure to break the monotony of long treks.

This dwelling of innocent barmaids is actually a resourceful hag cult in disguise waiting to prey upon the helpless and weary with inventive brews, alluring staff, and a plethora of tricks up their dainty little sleeves! Having grown tired of incorporating themselves into local society, only to be discovered and barely escaping with their lives, these hags fled to an elder of their race. She brought them together and used her great magical resources to create their new home, enchanting it to always wander, thus protecting both their location and identities. Unfortunately as years passed the leader of these wandering females became complacent and in the end a cunning occupant by the name of Epiphany conspired against her. This cost her not only her position, but her life as well. Now Epiphany leads the lair and lies in wait in the lower levels, enjoying the fruits of the labor of others who bring her offerings of lost travelers and see to her every need.

This adventure is designed for adventurer's level 7-10, takes approximately 2-3 hours of play, and details everything you need to drop this wandering nuisance into your ongoing campaign for a side trek or even an ongoing adventure!

ADVENTURE LOCATION

Epiphany's Wayside Inn is playable from virtually anywhere, however it is written for the occupants preferred method of discovery. Appearing along a lengthy road between two locations, ideally during a torrential downpour.

ADVENTURE HOOKS

This is the perfect side adventure for a party traveling a great distance of land with few populated areas.

It would be just as easy for players to stumble upon the Tavern after a long trek through the wilderness or nestled between a few trees in a large expanse of forest.

And while not quite as likely, it's entirely possible Epiphany could decide to take her chances, due to her ever growing greed and relocate to a small town or perhaps a thriving city! The PC's may have stumbled accidentally into her lair or possibly heard rumors of a dockside tavern where men go in and come out horribly weakened and sometimes not at all!



Shadows over VATHAK

Welcome to the world of Shadows over Vathak, a realm of dwindling hope and despair. As players, your characters fight to survive in a land threatened with destruction by the rise of the ancient and evil Old Ones and their spawn. Your characters may represent points of light in the darkness or give in to wicked temptations. Most will fall somewhere in between — survivors struggling to eke out another day. Though the followers of the One True God speak of divine providence while battling the Old Ones, the sins of the Church often rival those of their enemies. In the world of Vathak, your character's perceptions of heroes and villains is a thin line drawn by their own personal morality and, of course, determined by the victor.

This adventure is set in the dark fantasy world of Vathak. As such there are references to the history, characters, and locations of that world. However, with a little bit of alteration, these adventures can be suited for any horror themed 5th edition game.

If you are new to Shadows over Vathak, make sure you sign up for our newsletter and receive a free copy of the *Explorer's Guide to Vathak*.

RUNNING THIS ADVENTURE

To run this adventure, it is recommended that you have copies of the 5th Edition core rulebooks.

In this adventure you might come across spells, abilities, creatures, magic items, and other references to content from these corebooks. When this happens that item will appear in bold/red text, like this:

"The **goblins** are waiting to attack the caravan as it comes around the steep bend."

If the content is new (such as monsters or equipment) and not included in one of the corebooks, we will make note of the source or include the item in an appendix to the adventure.

ABBREVIATIONS

The following are a collection of common abbreviations that might be used in this adventure.

AC	Armor Class	GP	Gold pieces
CE	Chaotic Evil	HP	Hit Points
CG	Chaotic Good	LE	Lawful Evil
CN	Chaotic Neutral	LG	Lawful Good
cp	Copper pieces	LN	Lawful Neutral
CR	Challenge Rating	N or TN	Neutral, or True Neutral
d%	Two d10s die one as the 10s the other as the 1s	NE	Neutral Evil
d10	A die of 10 sides	NG	Neutral Good
d12	A die of 12 sides	NPC	Non-Player Character
d20	A die of 20 sides	PC	Player Character
d4	A die of 4 sides	pp	Platinum pieces
d6	A die of 6 sides	sp	Silver Pieces
d8	A die of 8 sides	Stats	The statistical representation of a character
DC	Difficulty Class	XP	Experience Points
EL	Encounter Level		
EP	Electrum Pieces		
GM	Game Master		



Other than Epiphany, the inn is home to six rogue witchborn, an alchemist barkeep, and two dhampir Bouncers.

The witchborn serve as seductive barmaids and servants to the inn's master. When not entertaining company they are often sent out to obtain provisions such as food, wine, or the luxurious silks Epiphany prefers to clothe herself in. Occasionally these items are paid for by coin stolen from visitors, but more often than not they are gained by less than honest means.

The Bouncers spend their time lounging about the common room waiting on the commands of the "barmaids". Often they are employed to drag a less than willing victim down to the lower levels or prevent an occupant from escaping.

Y'ndriel, also a dhampir, is a brewmaster who excels in mind altering concoctions. When not occupied filling mugs or blending drinks he can be found in his quarters in the lower levels brewing *hypnotic ale* and tinkering with other alchemical mixtures.

Stat blocks for Epiphany and her cohorts are located in Appendix 1.

HYPNOTIC ALE

Price 50 gp; **Weight** 1 lb.

Hypnotic ale tastes absolutely heavenly, making those who drink it desire to consume even more of the divine beverage. A high quality ale distilled and combined with the blood of a satyr, this intoxicating alcoholic treat provides a significantly greater kick than one would expect due to its special ingredients. The power of this sensual blood, combined with alchemy, produces strange mind-altering effects in those who consume it. Anyone drinking a single mug of *hypnotic ale* must make a DC 15 Wisdom saving throw to resist its effects. Those who fail are fascinated, and find themselves charmed by the staff of the establishment serving the brew. Affected patrons treat the establishment's staff favorably, and have disadvantage on rolls to resist the staff's charm effects for 24 hours.

Crafting: DC 22 Intelligence (Alchemy Supplies)

INN DESCRIPTION

1 - THE TAP ROOM

An overcast and cloudy day sees you traveling in wet weather. The rain pours down in a never ending deluge infiltrating your attire and soaking into every piece of cloth on your person. Hunger gnaws at your belly, a testimony to your skipped lunch. You can only hope your travel rations wrapped tightly at the bottom of your haversack have survived intact. Through the thick droplets you see a large building. Two stories high with a faded yellow sign, the building is in clear need of repair and paint. After a few more feet, and upon closer inspection, you see the sign has scrolling print that labels the structure "Epiphany's Wayside Tavern." Grateful for any place that might provide a hot meal and warm fire you rush to enter.

The inside of the tavern is dimly lit and after brushing the water from your eyes it takes a moment for the interior to come into focus. The large common area before you is populated by several wooden tables and very few people. Doubtful too many would be out and about for a drink in this kind of weather. A roaring fire across the room draws your attention almost instantly.

As you make your way inside a comely barmaid approaches with a tray full of mugs and smiles welcomingly. "Care for a mug o' ale to warm yer belly whilst ye dry by the fire?"

If the players choose to accept the proffered drinks and go rest by the fire, they find the ale is likely the best they've ever had, this special brew sits nicely in the belly and provides a feeling of warmth and contentment, as well as a potential fascination with a few of the barmaids in the seemingly over staffed tap room. (See sidebar: hypnotic ale)

2 - THE BAR

The bar counter at Epiphany's doesn't differ much from any other tavern, bottles of aged wine and other liquors line the back walls and empty mugs wait to be filled to the brim. Kegs of the house ale are neatly stacked and tapped waiting to quench a traveler's thirst while igniting other desires. At the end of the bar area is a small door that opens into a nondescript broom closet. Cleaning rags, buckets, and various chipped mugs litter the shelves. The barkeep, however, is a different matter entirely. Y'ndriel the Alchemist is a seemingly amiable fellow, ready to listen to the troubles of his customers or happily offer a charming smile and flirtatious wink to anyone that catches his fancy.

If the PC's choose to fight in the common room Y'ndriel is too self-serving to offer aid to his companions and instead flees to his basement rooms to gather his precious alchemical formulas. Once his belongings are gathered, he tries to slip out while the PC's are busy fending off the other inhabitants. Should anyone notice his departure, the dhampir attempts to bargain for his freedom, either by using his charm or offering alchemical brews and what little bit of gold he possesses, lamenting falsely that he was enslaved. Should this fail, he fights capture with every trick at his disposal.

Should the PC's investigate further, or the barkeep choose to flee, a secret door can be found with a DC 19 Wisdom (Perception) check. The door opens into area 7, which has a stairwell that leads down to the lower level (see area 7).

3. COMMON GUEST ROOMS

The northern upstairs guest rooms are suited for the average person, each having enough room for a basic bed, desk, and chair. The furniture is roughly hewn light wood and the blankets are of common grey wool but the rooms are clean, cheap, and large enough to house one guest. (4 sp per night)

Two of these rooms are typically occupied by the **dhampir bouncers**.

4. BATH AREA

Upon entering this room you find it suitably outfitted for bathing. Large wooden tubs set empty aside the left wall waiting to be filled with warm water for customers who might order a bath for 3 cp, each with a small round table that holds a chip of soap and rag for washing.

To the right, a much larger round bath sits and is filled with water. For 5 gp, the barmaids add hot water for a long soak and aid the wealthier clientele in washing. A locked oak armoire in the back of the room holds several softer towels, bars of scented soap, and a few bottles of bath oils. The key is usually carried by one of the **witchborn rogues**.

5. FINE GUEST ROOMS

These two rooms are more expansive and of finer quality than the common lodgings, having space for one or even two occupants, if they've a mind to share the bed. The linens are a soft blue cotton and the inclusion of a table and chairs as well as a polished desk make the quarters much homier than the average chamber. (8 sp per night)

6. LUXURY GUEST ROOM

While the cost of this room is a bit steep, it's worth the rate to those who prefer the finer things in life. The double bed is a solid, dark wood, with silken coverings, a matching secretary's desk sits in one corner of the room providing ink and parchment to those in the habit of writing, while a full length mirror resting in the opposite corner reflects most of the chamber. The center area hosts a small table with matching chairs, ideal for a private meal.

Behind a heavy curtain to the left is a decent sized bathing area for occupants only, as well as a table that provides complimentary soaps, oils, and soft towels.

This space is often reserved for guests that Epiphany herself has an interest in, either because they have caught her eye as an attractive plaything or they possess some useful skill she seeks to exploit. She has been known to use *clairvoyance* in order to peek in on the residents of this room, using the full length mirror as a censor for the spell. (2 gp per night)

7. SECRET STAIRWELL

A tiny room on the first floor contains nothing more than a staircase leading downward, presumably a servant's stair for cellar storage.

Upon reaching the lower level, all manner of crates and barrels can be found stacked in corners of yet another small room. Food stuff, and extra kegs of ale are mixed with nonsense items such as rope and crockery. However a closer inspection of this room using a DC 20 Intelligence (Investigation) check reveals another secret passage leading east to areas 9 and 10. A result of 22 or higher also finds a second passage leading south, leading to areas 11 and 12.

8. Y'NDRIEL'S QUARTERS

This room is home to the resident alchemist. A massive four-poster bed is the focus of the area, with a small chest at its foot. A table with one chair sits in the far corner and for the most part the area is clean with the exception of a large desk cluttered with various papers. Most of them make no sense and are half-formed alchemical equations.

There is a locked drawer in the desk, the key to which is around the Alchemist's neck. The drawer contains the recipe for *hypnotic ale* worth 2000 gp to the right seller, as well as a small pouch of silver (25 sp). Selling the recipe for the *hypnotic ale* is reckless at best.



9. HAG'S DEN

The lower level of the inn is at first appearance a rougher area of grey, tunneled stone, but that impression ends upon entering the rooms themselves. While the walls are stone, the furnishings are of much higher quality. Silken pillows and covers are scattered about six luxurious pallet beds that rest upon the floor. Several woven tapestries hang from the walls, and three vanities are littered with perfumes, makeup, and other feminine luxuries. A large wardrobe toward the back wall is filled with fine women's clothing, primarily of a revealing nature.

Tossed upon one of the vanities is a ring of several keys. Depending on the circumstances of this room's discovery, it's likely that anywhere from 1-6 **witchborn rogues** could be occupying it.

10. EPIPHANY'S LIVING AREA

This room is home to the matriarch of the den of iniquity. Luxurious red curtains frame another four-poster bed draped in silken sheets and piled with matching pillows. Plush rugs cover the stone floor and a large private tub sits open in the room. A beautifully crafted table is filled with various riches in art, coin, and jewelry that has been accumulated from unwary travelers. It is worth 500 gp in all. A silver tea service rests upon a decent-sized dining table and a small chest in the far corner of the room contains the funds belonging to the den as well as a few extra items providing it is opened with a DC 23 Dexterity (Thieve's Tools) check, or a *knock* spell.

☞ *Bag of holding*

☞ *Restorative ointment (5 doses)*

☞ *Dust of disappearance (2 vials)*

11. WORKSHOP

This large room is where the house ale is brewed. An alchemy lab, various vats of ale and other mysterious unidentifiable concoctions, as well as several tables littered with tubes, experiments, and more alchemical scribbles indicates that likely this is where the alchemist spends most of his time.

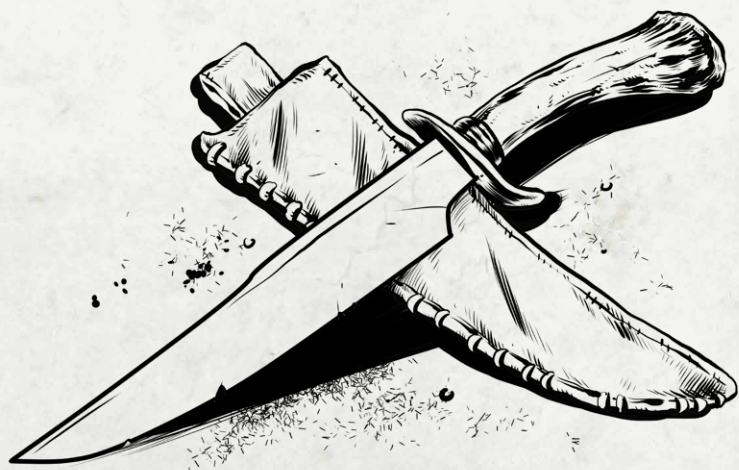
The left wall is stacked with kegs of finished *hypnotic ale* and there are a line of what appear to be prison cells along the back of the room.

12. THE CELLS

Locked cells line the back walls of the room housing the few people who have survived their stay at Epiphany's. (Information on the four surviving prisoners can be found at the end of this guide.) Now they are barely fed, generally ignored, and mostly used for experimenting with new charms and enchantments designed to make the clientele more agreeable. The keys to unlock these cells can be found in the alchemist's chambers, but for those less inclined to use such mundane methods of lock opening, they can be picked with a DC 22 Dexterity (Thieve's Tools) check.

ALTERNATIVE OPTIONS

Should the GM wish to relocate the PCs, now would be the ideal time to do it! At the GMs discretion, Epiphany could activate the inn's ability to travel before her death, stranding the PCs in any location the GM desires. On a side note the inn cannot travel without Epiphany, upon her demise the magical properties that give the home its abilities fade and it becomes an innocent tavern once more. However if the PC's want to take up bar keeping, what better opportunity!



APPENDIX 1 – NPCs

EPIPHANY

Epiphany most often appears as a slender, blond haired woman, with green eyes and voluptuous curves. She rarely frequents the tap room as she is content to lie about the lower lair and wait for her subordinates to deliver a meal. She is frequently cruel to those in her employ and has a tendency to toy with her food.

EPIPHANY

CR 10

Medium fiend, chaotic evil

Armor Class 19 (natural armor)

Hit Points 190 (20d8+100)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	17 (+3)	20 (+5)	23 (+6)	15 (+2)	12 (+1)

Saving Throws Dex +7, Wis +5

Skills Arcana 10, Deception +9, History +10, Perception +10, Stealth +11

Senses darkvision 120 ft., passive Perception 20

Languages Common, Giant, Abyssal

Challenge 10 (5,900 xp)

Innate Spellcasting. The hag's innate spellcasting ability is Intelligence (spell save DC 18). She can innately cast the following spells, requiring no material components.

At will: *dancing lights*, *minor illusion*, *vicious mockery*
1/day each: *charm person*, *hypnotic pattern*, *misty step*

Legendary Resistance (1/day). If the hag fails a saving throw, she can choose to succeed instead.

Shared Spellcasting (Coven Only). While three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves using a spell save DC of 16:

1st level (4 slots): *burning hands*, *identify*

2nd level (3 slots): *hold person*, *locate object*

3rd level (3 slots): *bestow curse*, *counterspell*,
lightning bolt

4th level (3 slots): *phantasmal killer*, *polymorph*

5th level (2 slots): *contact other plane*, *scrying*

6th level (1 slot): *eye bite*

ACTIONS

Multiattack. The hag makes two attacks; one with her bite, and one with her claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage and 10 (3d6) necrotic damage. The hag regains a number of hit points equal to the necrotic damage dealt. A creature reduced to 0 hit points with this attack has its soul devoured by the hag, and can only be brought back to life with a *wish* spell.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage and 14 (4d6) poison damage.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape, typically taking the form of a beautiful woman. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

LEGENDARY ACTIONS

The hag can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hag regains spent legendary actions at the start of its turn.

Disdain. The hag casts the *vicious mockery* cantrip.

Cast a Spell (uses 2 actions). The hag casts one of her innate spells.

WITCHBORN ROGUE

These alluring women take on numerous forms in various states of dress, or undress, as the case may be. Charming, alluring, beautiful, all of these describe the appearance of these seemingly helpful barmaids. Inside however, they are dark, twisted, and bent upon serving their hag mother.

WITCHBORN ROGUE

CR 5

Medium humanoid, neutral evil

Armor Class 15 (studded leather armor)

Hit Points 119 (14d8+56)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	17 (+3)	18 (+4)	18 (+4)	14 (+2)	19 (+4)

Skills Acrobatics +6, Deception +10, Insight +5, Perception +8, Stealth +9

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 18

Languages Common, Abyssal, Telepathy 100 ft.

Challenge 5 (1,800 xp)

Mimicry. The witchborn can mimic sounds and human voices. Listeners can attempt a DC 14 Wisdom (Insight) check to detect that the sound is not genuine.

Sneak Attack (1/Turn). The witchborn deals an extra 17 (5d6) damage when they hit a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the witchborn that isn't incapacitated and the witchborn doesn't have disadvantage on the attack roll.

WHAT ARE WITCHBORN?

Witchborn are the product of a hag's meddling in mortal affairs. They may be a legitimate child of a hag and a mortal creature, or simply a kidnapped child that eventually warped into a witchborn through proximity to a hag. Many witchborn are merely mortals, taking on the appearance of their non-hag parents. For more information on witchborn, check out *Simple Settings: Fairy Tales* for 5th Edition, where the witchborn is presented as a playable race and explained in more detail.

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ACTIONS

Shortsword. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6+3) piercing damage and 14 (4d6) poison damage.

Illusory Appearance. The witchborn covers themselves and anything they are wearing or carrying with a magical illusion that makes them look like another creature of her general size and humanoid shape, typically taking the form of a comely romni barmaid. The illusion ends if the witchborn takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the witchborn could appear to be wearing only a barmaid outfit, but someone touching the witchborn would feel studded leather armor. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the witchborn is disguised.

DHAMPIR BOUNCER

These tall, well defined, men possess an alluring grace and charming smiles, but their true purpose is to ensure you don't leave. Providing no one is causing trouble, or attempting to exit the establishment, they are attentive and charismatic if approached.

DHAMPIR BOUNCER

CR 3

Medium humanoid (dhampir), neutral evil

Armor Class 16 (breast plate)

Hit Points 45 (10d8)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	16 (+3)	10 (+0)	10 (+0)	8 (-1)	14 (+2)

Damage Resistances necrotic, poison

Skills Deception +4, Insight +3, Intimidate +6, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 3 (700 xp)

Light Sensitivity. While in sunlight, the dhampir has disadvantage on attack rolls, as well as on perception checks that rely on sight.

One Foot in the Grave. A dhampir is half-undead, and cannot have their hit point maximum reduced by any effect caused by another creature.

ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (4d4+3) bludgeoning damage.

Gear *potion of haste*

Y'NDRIEL THE ALCHEMIST

Tall and muscular, with black hair and dark sparkling eyes, Y'ndriel has no problems attracting his fair share of attention. His winning smile captivates most audiences and he generally has some manner of enthralling story to share.

Y'NDRIEL THE ALCHEMIST

CR 5

Medium humanoid (dhampir), neutral evil

Armor Class 16 (studded leather)

Hit Points 67 (15d8)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
15 (+2)	18 (+4)	10 (+0)	17 (+3)	12 (+1)	18 (+4)

Damage Resistances necrotic, poison

Skills Arcana +9, Deception +7, Medicine +7, Nature +7, Perception +7, Sleight of Hand +7, Survival +4, Alchemist Supplies +6, Herbalism Kit +4

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Common, Draconic, Elven

Challenge 5 (1,800 xp)

Light Sensitivity. While in sunlight, the Y'ndriel has disadvantage on attack rolls, as well as on perception checks that rely on sight.

One Foot in the Grave. Y'ndriel is half-undead, and cannot have his hit point maximum reduced by any effect caused by another creature.

Spellcasting. Y'ndriel is a 4th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Y'ndriel has the following spells prepared:

Cantrips (at will): *poison spray*, *shocking grasp*, *spare the dying*

1st level (4 slots): *detect magic*, *expeditious retreat*, *grease*

2nd level (3 slots): *invisibility*, *magic weapon*, *web*

ACTIONS

+1 Returning Acid Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4+4) piercing damage and 7 (2d6) acid damage.

Bomb (3/day). Y'ndriel throws a bomb at a point within 30 feet. Creatures within 10 feet of that point must make a DC 13 Dexterity saving throw, taking 18 (4d8) fire damage on a failure, or half as much on a success.

Gear +1 returning corrosive dagger, *potion of invisibility*, *potion of lesser restoration*, 3 smoke bombs (same effect as fog cloud for 2 rounds), and a spellbook containing the spells Y'ndriel has prepared.



THE CAPTIVES

ALBERT CULLEN, THE BREWMASTER

Male vindari **commoner**

Skills Brewer's Supplies +4

Albert Cullen is a long time captive of the traveling tavern, several years before he made the mistake of wandering in for a drink and boasting about a new ale that could have healing properties for those prone to depression. While this saved his life, it certainly didn't do him any favors. His ideas were stolen and now he is kept captive in case he is ever of use. If the PC's speak to him he relays his trials, whining about his torturers and how his ale was meant to be a healing drought.

VALYRIE COLSTON, BARMAID AND COOK

Female romni **commoner**

Skills Perception +4, Cook's Utensils +4

One of the succubi kidnapped Valyrie in a fit of annoyance after growing tired of being the inns maid and cook. She has been in the cells for several months now and is allowed out long enough to clean up and cook the meals. Should the PC's speak to her, she tells them of local rumors that they might be traveling to a new location soon and some of the occupants are growing restless under Epiphany's rule.

KURTIS GRAYNE, GAMBLER

Male half-elf **commoner**

Skills Perception +4, Gaming Set (Dice) +4, Insight +4

Languages Common, Dwarven, Elven, Goblin

Kurtis can be found curled into a ball in the back of his cell. He is a shell of his former self and likely not long for this world. He is able to mumble his name and may perk up a bit with some healing but other than that he's useless.

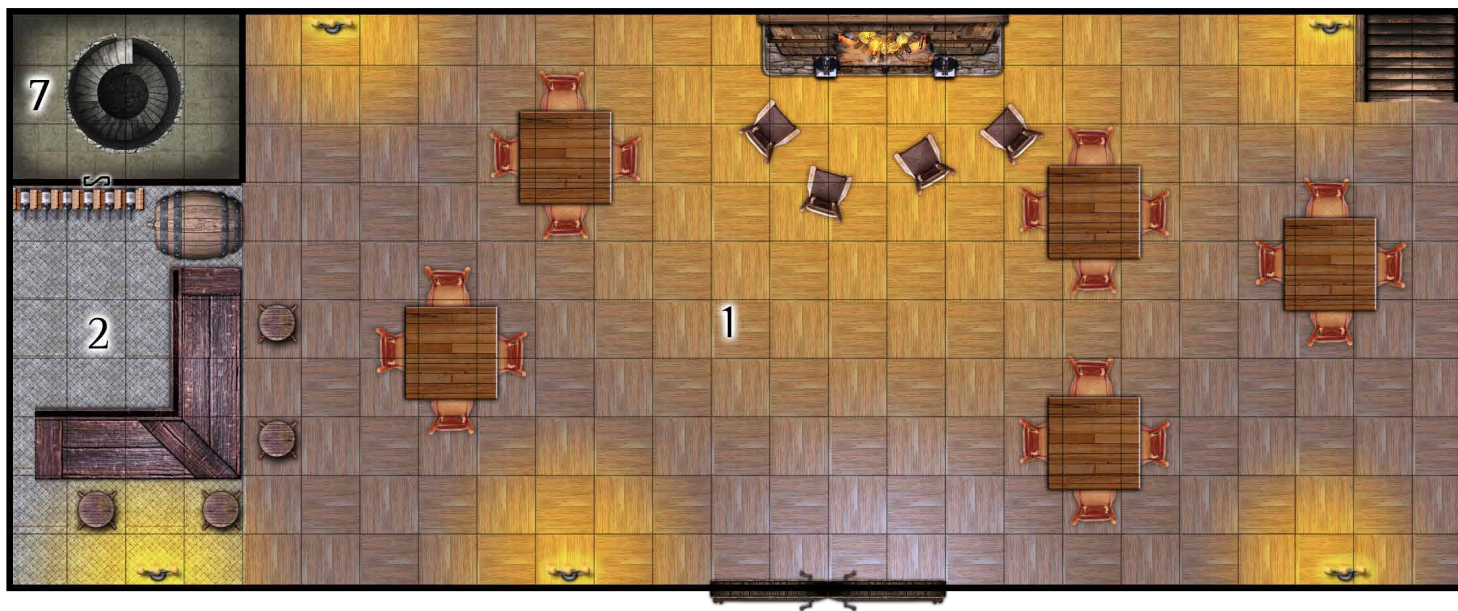
JASPER SWIFTEAF

Male elf **Veteran** (3 levels of exhaustion)*

A wandering adventurer who sought to escape a storm a few weeks back, Jasper is a recent addition to the cells but has been made weak from feedings. If given a weapon he may be of some use in a battle. More so if his levels are restored.

* 3 levels of exhaustion confers disadvantage on ability checks, attack rolls, and saving throws, and also halves a creature's speed.

If an NPC has a skill proficiency listed, use that modifier in place of that of the commoner. Jasper Swiftleaf's weapons can be recovered in Epiphany's lair, but he otherwise wields an improvised weapon, or one given to him by the players if at all.



MAIN FLOOR

SECOND FLOOR



BASEMENT



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