

# AD&D Dog Detective

: a D&DSE  
adventure  
for 1 canine  
investigator  
& 1 DM

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# how to run this adventure

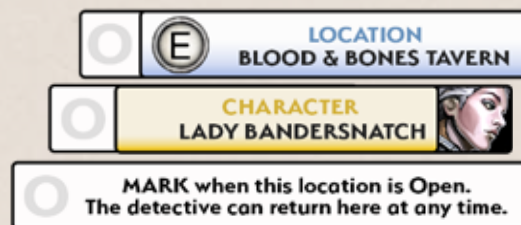
## THE MAP

The adventure is based around the map provided on page X. Read the Adventure Background on page X, familiarize yourself with the scenarios, and start the adventure with scene A. As you play through each scene, you will open new locations, characters and combats. The detective can visit any open location at any time outside of combat.



## LOCATIONS AND CHARACTERS

As you open scenes, you will find that some of them are marked as Locations and Characters. When you open a Location or Scene, you can mark it with an O on the map in the indicated box. Most Locations and Characters can be visited multiple times as long as the location is open.



## COMBAT

Some open scenes are marked as Combats. When you play a combat, mark it with an X in the indicated box. Combats cannot be returned to once they have been played (unless you see fit to choose otherwise).



## ITEMS AND SERVICES

Some locations (marked in green) are always open, and are considered known locations at the start of the adventure. They can be visited any number of times, and are a good place to buff or seek aid from hirelings.



## CLUES

Some items in this adventure are marked **CLUE**. When the detective finds a Clue, make a note. When the detective marks off their third Clue, you can open the final location of the adventure, marked Endgame.



This adventure is designed for the 5th edition of the Dungeons and Dragons Roleplaying game. You will need copies of the *Monster Manual* and *Volo's Guide to Monsters* to get the most use from this adventure.







# scenes and encounters

## SOCIAL – EXPLORATION – COMBAT

the type of encounter will be marked here

This box will usually contain some flavour text to set the scene. You can use all, some, or none of it as you wish. It's wise to read this once to yourself before narrating it to your player, in case the presumptions here differ from your story in some significant way.

### suggested skill checks, including DCs and rewards

intimidation	
	5 Checks are coloured differently depending on their difficulty.
	10 If an ability lists multiple results then the detective uncovers all information equal to or lower than the result of their ability check.
	15 You can wait for the detective to ask to make a particular check, or you can prompt them based on their behaviour. That's entirely up to you.
	20 If you feel like exchanging a check listed here for a different one that seems more appropriate in the moment, then absolutely do that. These are just guidelines.
	25 The ability checks aren't meant to strictly gate content, but to channel the detective through different pathways based on their strengths and weaknesses.
	30 Think carefully before allowing a single failed check to derail the adventure.

L: ShaSdy attacks

Go to: [X] - Some checks will reward the detective with a new scene to investigate

FAIL by 5 or more: Some checks trigger events, combats or traps on failure

If the detective turns up in a location bearing a specific item or clue, it can sometimes unlock additional information without having to succeed on a check



### the bone dagger

from scene E - The Cackling Priest

Helvetica takes the dagger from you and mutters darkly to herself. "Oh dear, oh dear, oh dear." She rushes to her books, landing on a page illustrated with grisly pictures of hyenas. "This work reeks of a demon lord," she says. "This could get out of control very quickly indeed." She hands you a book bound in leather - "Take my ledger," she says. "It has the addresses of almost every practitioner of demonology in the city."

LOOT: Helvetica's Ledger


### DM Goal

Many scenes will have a 'DM Goal' which helps you focus on the important part of any given scene, and guides your approach.


nonhostile creatures are marked in grey

NPC	Helvetica	minotaur mage (mm p.x)
		Helvetica is an expert on dark magic, with a penchant for demonology. She charges by the hour.


items and clues are depicted similarly

ITEM	Helvetica's Ledger		CLUE
		This book tracks Helvetica's receipts, and contains information on who she has been selling her reagents to.	
★	DETECT MAGIC	evocation	
	TRAP	glyph of warding (thunder)	

guidance is given on what Spud is up to

SPUD is	playful
	Spud steals a bone from Henry's leg, and retreats to a corner to chew on it.

hostile creatures are marked in red

MONSTER	Jasper	goblin (basic rules p.138)
		Jasper is a nasty goblin with the kind of dead eyes common in people who hate dogs. He has been hired by a strange cult to abduct animals.




# SPUD

## SIDEKICK AND COMPANION

Spud is a dog and a detective, looking to solve the mystery of his master's murder. Awakened by powerful magic into a higher form of intelligence than that possessed by the common-or-garden pug, he nevertheless remains in need of assistance by someone who can reach high shelves and call him a good boy. The adventure begins with the detective stumbling across Spud, and it is assumed that Spud will accompany the character for the remainder of the adventure.

SIDEKICK

**Spud - Dog Detective**



Spud is a small dog in a tiny trenchcoat and trilby. He likes to bork at pigeons, run about excitedly and sniff for clues. Sometimes his eyes wander in different directions, but that just makes him more adorable.

AC		12		HP		16	
St	Dx	Co	Wi	In	Ch		
+1	+2	+1	+1	-1	+2		

*Keen Hearing and Smell.* Spud has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**ACTIONS**

BITE	Melee Weapon Attack
+3 to hit	reach 5 ft

Hit: 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

### DEATH AND SPUD

Before you proceed with this adventure, you should be aware that not everyone wants to watch dogs die, particularly ones as adorable as Spud. If you prefer, you can choose to play this module with Spud taking the role of noncombatant, or with Spud unable to be killed - in the latter case, if Spud is reduced to 0 hit points, they flee or are knocked unconscious until after the battle.


## Adventure Background


### WHAT 'APPENED HERE THEN?

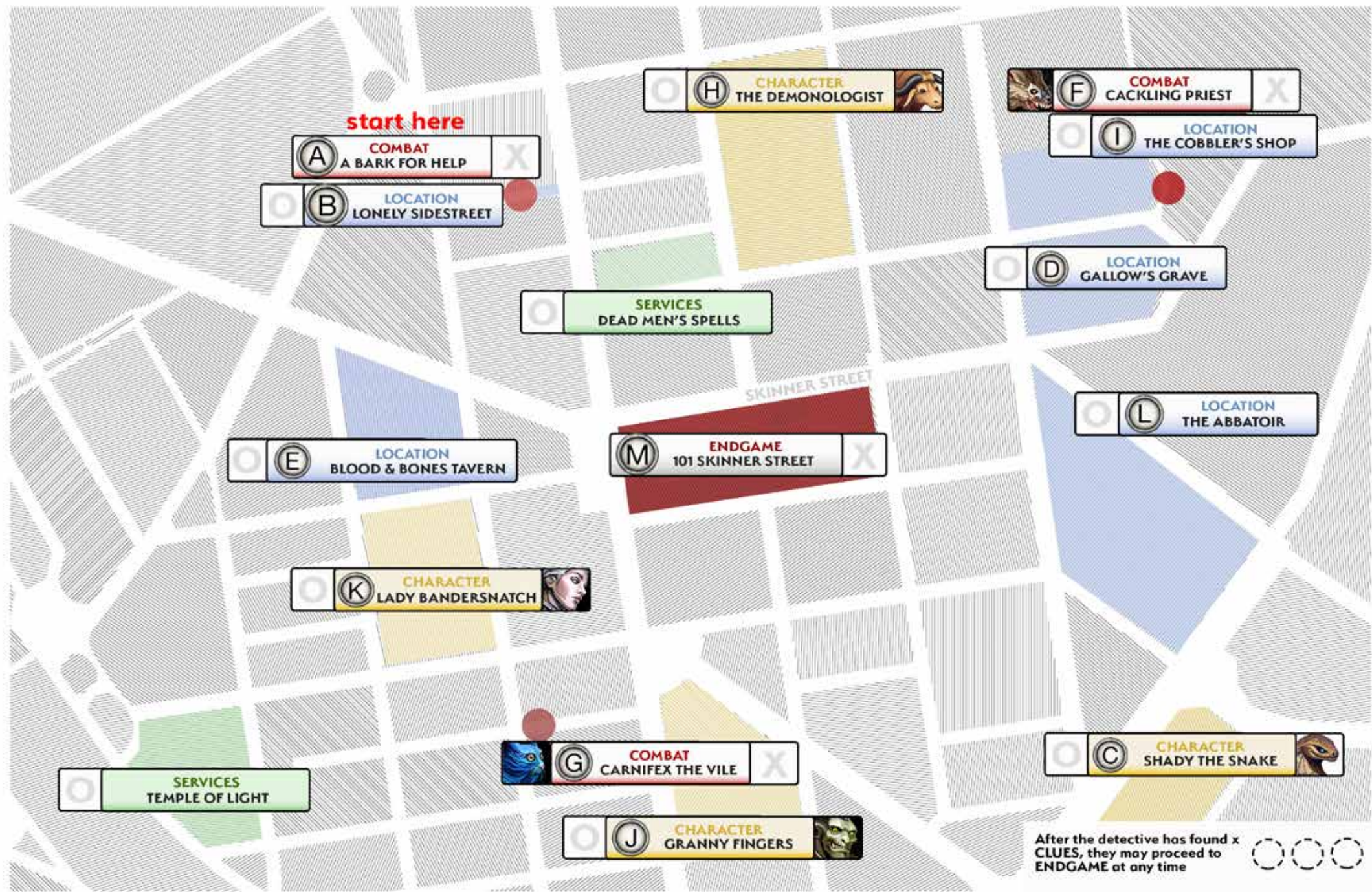
Spud, Dog Detective takes place in an urban environment of your choice. In recent days, animals have started to go missing across the city, mostly pets and other domestic creatures. The culprit behind these attacks is a growing cult of Yeenoghu, Demon Prince of Gnolls, led by a charismatic gnoll which calls itself the Hunger. The Hunger likes to kill pets and turn them into ugly clothing, and particularly prizes intelligent fauna such as awakened beasts or animal companions. As the adventure starts, the Hunger has set its eyes on Spud, an enchanted dog belonging to a local cobbler, murdering the old man and sending its thugs to collect the dog.





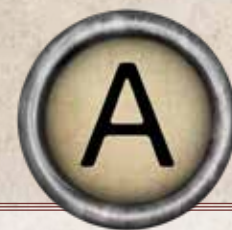
 **MARK** when this location is Open.  
The detective can return here at any time.

 **MARK** when this encounter is completed.  
It may not be attempted again.





# a bark for help



## THE ADVENTURE HOOK

It's drawing on nightfall, and the streetlamps are already lit. You are walking alone past a dingy sidestreet when you hear a panicked barking. Curiosity (or perhaps grim providence) draws your eye, revealing two pintsize humanoids with clubs bearing down on a small dog they have backed into a dead end. The dog locks eyes with you, throwing you a silent plea for help.

### DM Goal

Introduce the players to Spud, and invest them in rescuing the poor dog from his fate.

Spud defends himself with valour, but is likely to be spirited away unless he receives immediate aid. The goblins focus on attempting to grapple and wrestle Spud into a bag, from where they intend to make their way back to the gang's base of operations near the docks. For this adventure hook to be successful, the goblins must be killed or driven off in some other way. Failing all else, have them get spooked by a loud noise and run off.

MONSTER

Jasper

goblin (basic rules p.138)



Jasper is a nasty goblin with the kind of dead eyes common in people who hate dogs. He has been hired by a strange cult to abduct animals.

MONSTER

Jasper

goblin (basic rules p.138)



Jethro is a pudgy little goblin with a distended skull and piercing blue. He smells strongly of whiskey and despair. He is tainted by the touch of Yeenoghu, demon prince of gnolls.

### REASONS TO CARE ABOUT THIS HOOK

Do you like animals? This is a lost animal. Someone should take it back to its owner.

Goblin bandits, in this part of town? Someone should investigate.

I want to help because I am a good person.

I love a mystery. What could someone want so badly with a dog?

There's bound to be a reward for the safe return of a clever dog like this one.

Ah killing goblins, my favourite pastime. Lead the way, my canine associate.

NPC

Spud

(see page 5)



Spud is a small dog in a trenchcoat and a trilby. He is adorable and borks repeatedly whenever he finds a clue. In this scene, he is in distress.



### insight



10

These creatures seem almost feral in their bearing and ferocity. You don't get the impression they are likely to take no for an answer.



20

You can see something is dreadfully wrong with them. Almost like a laughing presence in the dark behind their eyes.



### perception



15

There's no-one else within shouting range, as far as you can tell. If anyone is going to help, it has to be you.



### intimidation



15

The goblins take one look at you and run for their lives, scrambling up the walls of a nearby building and dropping their clubs in their hurry to escape. Alas, one loses their footing, and with an ugly 'crunch' they both tumble to their deaths at your feet.

### Moving On

You can move on from this encounter when Spud has been rescued, and the assailants have fled. You should proceed to scene B.

The rescued dog trots up to you with a grateful expression. Then, it wanders around the sidestreet with curiosity, as if searching for something. It barks at you periodically, as if to suggest it could use a little more of your help. Certainly, this dog is unusually intelligent, and clearly of value to someone.

# lonely sidestreet



## LOCATION - EXPLORATION

In the aftermath of the attack, you are left to collect your thoughts. Who were those strange little men, and why were they attacking that dog? These questions float unbidden to the surface of your mind as you assess the evidence around you. Perhaps there's something in the area that will put your mind at ease, or maybe even lead you to answers, if you are so inclined.

### DM Goal (Exploration)

Open up at least one new location.  
Return here if all leads are exhausted.



### investigation



5

You poke around, and soon enough notice a dog tag left in the mud. It is marked with a name - "Spud", and an address - a shop belonging to a local cobbler known for his charitable works. Someone should inform him of what happened to his dog.

[Open: \[I\] The Cobbler's Shop](#)



### Animal Handling



5

The dog barks at you, and gives you a look of deep suspicion. Then, he wanders over for pets, because he is a Good Boy, and doesn't judge people on appearances.



15

The dog seems enamoured with you, or at least you assume that's what all the licking means. Convincing him to leave you alone is another matter, however.



### survival



10

You scout around, looking for footprints in the muck. Looks like the culprits came from downtown, heading from the docks. You have a contact there who might know more.

[Open: \[C\] - Shady the Snake](#)



### religion



20

The strange furs these men were wearing are marked with blood in obscure but ritual ways sacred to Yeenoghu, demon lord of gnolls and carnage.



### history



10

About five years ago, this area went through a scandal where pets started disappearing from the streets. You're not sure if anyone was ever caught and charged for it.



20

It's not commonly known, but the town hall records show that the culprit was apprehended but died in custody. Their body is at rest in a pauper's grave...or is it?

[Open: \[D\] - Gallow's Grave](#)



### nature



15

There's a foul smell in the air. Rot, from those furs the goblins were sporting. Dog fur, by the look of it, stitched together into rather horrible coats.



### medicine



15

The dogs were killed sometime in the last few days, and the skin was not cured. This is highly unusual behaviour, and a bad way to make coats.



### perception

if one or both goblins are dead



15

Both of these tiny men reek of strong liquor, and their strangely sized heads suggest a nonhuman origin. They are wearing strange furs which seem almost patchwork in their design. You should ask around at the nearest bar.

[Open: \[E\] - Blood and Bones](#)

### Don't Forget!



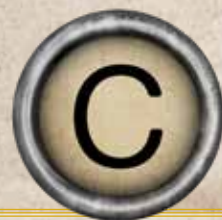
Spud is not only an adorable dog and a third class investigator - they're a helping hand in need. When it comes to some ability checks like Perception, Spud can offer the Help action to give a character advantage.

### Goblin Brew

ITEM		This bottle is filled with something that looks, smells and tastes like urine.
		ARCANA [10]
		DETECT MAGIC
		IDENTIFY
		evocation
		potion of healing (greater)



# shady the snake



## CHARACTER — SOCIAL

You make your way through silent streets to the docks, where people with no-where better to be bond with each other over their collective misfortune. Rumours flutter through these parts like ugly moths around a funeral pyre - surely someone here knows something useful. Your usual contact, Shady McGee the Sailor, waits for you on a street corner, tongue flickering out to taste the air.

### DM Goal (Social)

Encourage the player to interrogate Shady McGee to open up new locations.



### insight



10

Shady seems distracted by something. Is he hungry? Bored? Perhaps even a little frustrated with you for some reason?



20

Shady is very hungry, you can tell by the way he keeps staring at you. If you feed him, maybe he'll be more amenable to your suggestions.



### intimidation



15

Shady resentfully relents in the face of your aggression. "They say there's a new gang in town," he spits at you. "They want pets. Lots of them. Pay well, too, or rumour has it. They were recruiting at some tavern or other - the Bloody Bones, I think." He turns away, clearly offended.

Open: [E] - Blood and Bones

FAIL by 5 or more: Shady decides to brawl with you for being rude.



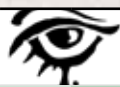
### persuasion/deception



10

Perhaps it's your silver tongue, or maybe he knows something you don't, but Shady seems almost too eager to give you directions to somewhere called the Bloody Bones Tavern. "You tells them 'iss raining catssss and dogsss", he hisses. "Is passsssword, yessss".

Open: [E] - Blood and Bones



### perception



10

You have a keen eye, and you can see Shady's eyes flickering towards a nearby establishment - the Blood and Bones. Perhaps there's something, or someone, inside he's not telling you about.



20

Not that you'd ever tell him about it, but you can smell Shady's breath from here. Seems like he started drinking particularly early today.





### Give Shady A Rat

Shady gobbles down the rat in one swift gulp. He hisses in satisfaction, and eyes you greedily as if you might be concealing another delicious treat on your person. "Go see Granny," he says. "Granny lose cat. Is clue, yesss."

Shady attacks

Open: [J] - Granny Fingers

NPC		Shady	yuan-ti malison (mm p.309)
		Shady is a disgraced sailor, and a contact of the detective. They are known to be highly persuadable with the right incentive. They love eating rodents.	

Unlucky Rat		rat (basic rules p.150)
NPC		This rat was once a wizard familiar. Now, it is likely to become food for a snake-person. How the mighty have fallen, indeed.
	 ANIMAL HANDLING [10]	The rat is coaxed into your grasp, a little nervous of your intent.
	SPEAK WITH ANIMALS	"Um, you aren't going to eat me, are you? I can show you something cool I found."
		LOOT: Gallow's Hand

MONSTER		Gallow's Hand	crawling claw (mm p.44)
		This hand walks on its fingers, and seems to be trying to find its way back somewhere, as if lured by an unseen force.	
		OPEN: [D] Gallow's Grave	

SPUD is		restless
		Spud appears to have no interest in Shady other than to sniff his shoes briefly. He enjoys chasing the Unlucky Rat.



# gallow's grave



## LOCATION - EXPLORATION

This crowded cemetery enjoys a macabre reputation as the final resting place of the depraved and lawless. You have come here to the grave of Dr. Gallow, who was hanged after being found guilty of a series of perpetrator of animal murders. The air is quiet, and suffused with grim portent.

### Dr. Gallow's Grave



Dr Gallow is buried near the center of the graveyard in an unmarked grave. The location is a popular tourist spot for the ghoulish and gothically-inclined. The turned earth and ruined grass suggests the grave was disturbed in the recent past.

### DM Goal (Exploration)

There are no Clues in this Location, but speaking to the NPCs will open up new scenes for the detective.

Groundskeeper      gay bara **orc** (basic p.147)



The groundskeepers would prefer it if the dead stayed underground and people stopped encouraging them otherwise.

"Weirdo broke in a few days back. Made off with a cloak from that grave. Had to rebury the body. I heard he was still out there on the streets, causing all kinds of mischief."

[OPEN: \[F\] - The Cackling Priest](#)

Black Cat      **cat** (basic p.121)



This wide-eyed feline is a local busybody.



**ANIMAL HANDLING** [10]

The cat wants you to follow it.

**SPEAK WITH ANIMALS**

"Hey, you wanna see a dead body?"

[OPEN: \[J\] - The Cobbler's Shop](#)

SPUD is      **inquisitive**



Spud digs at the grave a bit, before trotting after the black cat to say hello (receiving a lukewarm reception at best)

### survival



10

The earth is confusing mess of footprints, no doubt from ghoulish tourism, and the work of the groundskeepers.



15

You can tell from the texture and colour of the mud, and the grass sprouting from the earth, that this grave was disturbed some days ago, but not weeks.



### investigation



10

The way the earth is disturbed here is not indicative of someone digging their way out. Instead, someone definitely dug the grave up then reburied it.

**FAIL:** Your clumsy investigation of the grave is interrupted by a hand bursting through the loam. Something is clawing out! [**Dr. Gallows attacks.**]



### arcana



10

The layman wouldn't notice, but you can smell the distinct and bitter scent of various reagents linked to the necromantic arts.



20

It's clear to you that someone came here to perform a necromantic ritual to speak to the dead. It's dark magic, and volatile.



### perception



10

Your keen senses detect a scrabbling below the earth. Something is moving down there.



### Gallow's Hand

from scene D - Shady the Snake

The hand roots about on the grave earth, as if trying to dig beneath the surface. It may need some help.

**MONSTER**

Dr. Gallow

**skeleton** (basic rules p.152)



Dr. Gallow was a cultist of a demon lord in life. He was raised as an undead monster a week ago, after someone raided his grave and questioned him. He is missing a hand.



# blood and bones tavern



## SOCIAL

The Blood and Bones is a tavern known for its disreputable clientele, who hold raucous (and lively) bar fights well into the small hours of the morning. Perhaps here you can find someone willing to talk.

### DM Goal (Social)

Open new locations by interrogating the NPCs and sniffing around.



### insight



10

The bar is full of rowdy and drunk patrons all looking for their next fix. [Offer someone a drink, and gain advantage on your next Charisma based ability check]



20

You've been to places like this before, and you know how to spot a weak link. A little pressure here, a bribe there, and you've cornered a likely suspect - an old lady who people seem scared of. You should visit her at home, where there will be less people around.

Open: [J] - Granny Fingers



### intimidation



15

Your attitude brooks no disagreement. Perhaps you're just that scary. Either way, you manage to squeeze the information you're looking for out of them. Apparently there's been a strange preacher in town, giving money in return for animal pelts. They say he's been hanging around the old Cobbler's Shop.

L: ShaSdy attacks

Open: [F] - The Cackling Priest



### persuasion/deception



20

You get a few nasty looks from people around you, but whatever you said seems to have done the trick. You're told to go to and see Lady Bandersnatch. Apparently she's been causing no end of trouble demanding someone help find her dog.

**AUTO SUCCESS:** Saying the phrase "It's raining cats and dogs" to the barkeep

Open: [K] - Lady Bandersnatch



### performance



10

There's nothing like an impromptu performance to stir the crowd and get people moving. Whatever you just did, something worked, because there's a shady looking creature in a raggedy cloak heading out of a back exit. You could tail them, if you're quick about it.

Open: [L] - The Abbatoir



### letter to the cobbler

from scene x - The Cobbler's Shop

The barkeep peers over your shoulder as he passes by. "Oh, that belonged to the cobbler, yea? He owed some bad people some money, or something. That's the rumour, anyway."



### patchwork cloak

from scene x - the cackling priest

A goblin bumbles up to you, spilling liquor at your feet. "Thasa nice cloak," he says, pointing at the patchwork horror in your possession. "how many dogses in that one then? five? sevenses?" He sways a bit, then tumbles over entirely into a snoring heap.

### Osmund

queerpunk hobgoblin  
(basic rules p.140)

NPC



Osmund is a forbearing but irate barkeep, who lets people brawl in his bar, but complains about it afterwards.

### Horatia

goblin boss (mm p.166)

NPC



Horatio doesn't like newcomers. She might stumble up to a detective, spoiling for a drunken fight.

### Calico

tiefling thug (basic rules p.164)

NPC



Calico likes to throw knives. They're not any good at it, which results in all kinds of misunderstandings.

### Felix

tabaxi spy (basic rules p.402)

NPC



Felix loves poetry, and likes to purr it to anyone who will sit on his lap before taking them home.

### SPUD is

playful



Spud is delighted to be in a place with so many people, and spends his time begging food from anyone who will countenance the idea.





# the cackling priest




## COMBAT

You've stumbled across a lead which takes you to a small, deserted side street in the slums of the city. There, in the shadows afforded by overcast skies, you find a doglike humanoid clad in dirty, bloody furs. It cackles to itself, and snuffles. Suddenly, it rushes toward you, canine smile splitting wide to reveal rows of pointy teeth. At least *someone* is enjoying themselves today, you reflect.

Patchwork Cloak		CLUE
ITEM		A grisly cloak stitched together from animal skins. It reeks of malcontent and sweat. You had better go speak to a mage, before it grows legs and starts a cult or something.
	RELIGION [10]	There are small markings along the collar in abyssal. This belongs to a demon cult, perhaps one dedicated to a demon lord.
	DIVINE SENSE	This item is unholy.
	DETECT MAGIC	transmutation
	CURSED	A creature that dons this item is afflicted by lycanthropy (see Lycanthropes in the Monster Manual) until the curse is removed.
Open: [H] - The Demonologist		

Cackling Priest		gnoll (basic rules p.137)
MONSTER		The cackling priest is one of many converts to a new demon cult operating in the city. It is consumed by malevolent hunger that never abates, and is drowning in the need to feed on warm flesh.
	LOOT: Patchwork Cloak	

insight	
	10 This humanoid has a darkness in their eyes - darkness and a terrible hunger. It seems unlikely you will be able to reason with them in their current state.


DM Goal (Combat)
Slay the Cackling Priest and acquire the Patchwork Cloak - it is a Clue needed to complete the adventure. Then, return to the map and choose a new Location.


# carnifex the vile



## COMBAT

You are on the hunt for a tabby cat called 'Carnifex the Vile' on behalf of its owner. Soon enough, brandishing its favourite toy, you find the cat lurking on a rooftop not far from the owner's house. It hisses at you with ill temper.

insight	
	10 This may look like a cat, but the sheer unblinking hatred in its eyes suggests there is something altogether more sinister afoot.

Carnifex		quasit (basic rules p.273)
MONSTER		Carnifex has absolutely no intention of returning home willingly, because it is a demon and holds all mortals in the same casual homicidal disregard.
	DETECT GOOD/EVIL	Fiend (Demon)

DM Goal (Combat)
Catch the cat for Granny Fingers by grappling it or knocking it out and stuffing it into a bag.



# the demonologist

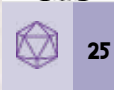


## SOCIAL

A few hours later, you are sat at tea with Helvetica Bold, a talented minotaur wizard and your contact for all things arcane and mysterious. She puts down a tiny teacup with a clink as her ponderous form shifts in a comfortable looking armchair. "Tell me, dear," she snorts. "What can I help you with?"



### intimidation



Helvetica seems taken aback by your presumption, and in a startled tone confesses that she's been hearing about an uprise in demand for strange components lately. She gives you the address of her top buyer, though from her expression, you gather you might not be welcome back here for some time.

L: ShaSdy attacks.

LOOT: Helvetica's Ledger

FAIL by 5 or more: Helvetica throws you out onto the street. You'll need to figure out how to get back in her good books if you want more advice.



### sleight of hand or Stealth



Helvetica isn't that organised. You're pretty sure she won't miss her book - besides, you're just borrowing it. You'll bring it back later.

AUTO SUCCESS: ★ Invisibility

LOOT: Helvetica's Ledger



### arcana



You have a head for magical matters, and the two of you soon get to chatting. Soon enough, Helvetica lets slip that she's all sold out a particular reagent - rat tails - which you know to be a central component to unpleasant animal summonings. Unfortunately, she won't tell you who "All my clients' details stay firmly in my ledger, darling," she says. "discretion is the very soul of my business."



### investigation



In the midst of conversation, Helvetica says something that bothers you. She's out of chickens to harvest for components, something about her supply drying up? You should look into it.

Open: [L] The Abbatoir



### the bone dagger

from scene L - The Abbatoir

Helvetica takes the dagger from you and mutters darkly to herself. "Oh dear, oh dear, oh dear." She rushes to her books, landing on a page illustrated with grisly pictures of hyenas. "This work reeks of a demon lord," she says. "This could get out of control very quickly indeed." She hands you a book bound in leather - "Take my ledger," she says. "It has the addresses of almost every practitioner of demonology in the city."

LOOT: Helvetica's Ledger



### the animalism almanac

from scene I - The Cobbler's Shop

Helvetica coos over the book as you show it to her. "Oh, my old book," she says. "I lent that to the old Cobbler down the way, he looked lonely after his wife died, and I thought perhaps it might help him bond with her dog. Last I heard, it was working, not that I had time to visit".

## DM Goal (Social)

Encourage the player to find out about (and then acquire) Helvetica's ledger of contacts.

NPC	Helvetica	minotaur <b>mage</b> (basic p.164)
		Helvetica is an expert on dark magic, with a penchant for demonology. She charges by the hour.

NPC	Annika	tiefling <b>scout</b> (basic p.401)
		Annika is Helvetica's favourite girlfriend in her rotation. She is often found languishing on a couch, reading about trans rites.

NPC	Henry	<b>skeleton</b> (basic p.152)
		Henry is Helvetica's rather bony looking manservant, who clatters around making her tea and cleaning up after her.

Helvetica's Ledger		CLUE
ITEM		This book tracks Helvetica's receipts, and contains information on who she has been selling her reagents to.
	★ DETECT MAGIC	evocation
	TRAP (on opening)	glyph of warding (thunder)

SPUD is	playful
	Spud steals a bone from Henry's leg, and retreats to a corner to chew on it.



# the cobbler's shop



## EXPLORATION

The Temple of Light is something of a local irony, suffocating under the combined weight of poverty, neglect and adverse weather conditions. Nevertheless, the nervous looking cleric who runs the place, Father Bland, is always eager to see you. To see anyone, truth be told.

### The body of the Cobbler



The cobbler has been murdered, and his body lies discarded on the shop floor like a ragdoll. There's blood everywhere.

★ ★	SPEAK WITH DEAD
1.	I WAS MURDERED. THEY KILLED ME. WHY. WHY DID THEY KILL ME.
2.	THEY WANTED MY DOG. THEY SAID. THEY HOWLED. SO MANY TEETH. IT HURTS.
3.	IT HURTS. IT HURTS. THEY TOOK HIM. DON'T LET THEM TAKE MY DOG. LET ME GO. LET ME GO IT HURTS SO MUCH. LET ME DIE.

👁️	medicine
10	The body has been beaten and broken, likely killed by cranial trauma, shock or blood loss through several deep, blunt chest wounds.
20	Whoever made these chest wounds went to the effort to rip out several important organs, most notably the heart and liver.

🔍	investigation	or Perception
10	The scene of the crime is ugly and obfuscated by gore, but you quickly set to work. You eventually locate the Cobbler's correspondence, the most recent of which contains a troubling threat.	
1. Shady attacks.		LOOT: Letter to the Cobbler

👁️	arcana
15	In the back of the cobbler's store, you find a collection of rituals and incantations for enchanting an animal companion with greater intellect and perceptive abilities.
LOOT: The Animalism Almanac	

⚙️	cobbler's tools	proficiency in the tool set
You know your way around a decent shoe, and you're surprised to see the kind of shoddy work this cobbler was turning out. It's almost like he didn't care anymore.		

### DM Goal (Exploration)

First, discover the body. Then, the detective needs to find the Letter to the Cobbler. This is one of several clue they will need to solve the mystery and progress to Endgame.

SPUD is **confused**



Spud nudges the body, as if expecting the cobbler to awaken at any moment. He looks at the detective, and barks.

### Letter To The Cobbler

### CLUE

ITEM		A letter addressed to the cobbler. It reads "give up the dog, or you'll suffer the consequences". Who would send such a thing? You'll have to ask around, see if anyone knows anything.
🗨️	ABYSSAL	The letter is signed off in faint abyssal scratchings, roughly translating to "never alone, never afraid"
<a href="#">OPEN: [E] - Blood and Bones</a>		

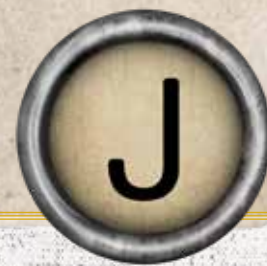
### The Animalism Almanac

ITEM		This collection of rituals and incantations is for "enchanting an animal companion with greater intellect and perceptive abilities". It has been heavily used, by the look it it.
		The name of the previous owner is inscribed on the endpaper - "Helvetica Bold"
		SPELLBOOK: <i>animal friendship, awaken, enhance ability (Intelligence), beast sense, speak with animals</i>
<a href="#">OPEN: [H] - The Demonologist</a>		

	Black Cat	cat (basic p.121)
NPC		This wide-eyed feline is a local busybody.
	SPEAK WITH ANIMALS	Hey, wanna see me sit on a dead man's face? No, I don't know who killed him. I literally don't care.




# granny fingers



## SOCIAL

The salon belonging to Granny Fingers has a rather unpleasant reputation, on many fronts. The wretched old woman greets you with a sagging grin, and a jagged handshake. "Ah, so you finally arrived" she chuckles. "Well, don't just stand there, come in."

NPC	Granny Fingers	
	green hag (basic rules p.319)	
		Granny Fingers lost her favourite cat a few days ago. She says the cat would "never leave her". The cat is a small tabby, and is called Carnifex the Vile. She is concealed by her Illusory Appearance ability to seem like an ugly old cat lady.
	★ DETECT MAGIC	Illusion
	⚖ DETECT GOOD/EVIL	Fey



## investigation



20

Something about the old lady is bothering you. You take a moment to scrutinize her closely, and realize from watching how she interacts with her surroundings that she is covered by an illusion. As clarity fills your mind, you begin to see under the magical veil, discerning a hideous green face with a rickety smile and warped features.



## insight



10

There's something unpleasant about this old lady, but you're having trouble placing exactly what. Something in her expression? Her voice?



15

The old lady isn't upset about her cat at all, not really. She might even be finding this amusing, like directing you towards trouble is some kind of game.



## persuasion/deception



20

Granny seems to have taken a liking to you, and begins to open up. "Oh it started a long time ago," she says. "With old Gallow and his antics. Killed a lot of animals he did, before they finally got him. If you want to know what's behind all these vanishings...well, I'd start there."

AUTO SUCCESS: Carnifex the Vile "Rescued"

Open: [D] - Gallow's Grave



## arcana



15

Looking around the place, you find your gaze settling on a wand resting between two sofa cushions. "Oh, that old thing?" Granny says. "Take it. It may help you. No use to these withered old bones, anyway." She grins. "Helps you find things that don't want finding."

LOOT: Crooked Wand



## the animalism almanac

from scene I - The Cobbler's Shop

Granny Fingers notices the book of animal spells in your pack. "Oh, dearie, that's a rare book," she says, eyes alight with avarice. "Granny will trade you something for that, pet. Something special."

TRADE: the animalism almanac for herringbone ring

## DM Goal (Social)

Attempt to lure the detective into chasing the lost cat, or unsettle them with Granny. This encounter may be a dead end - if so, return to the map afterwards and choose a new location to explore.

## Carnifex's Toy

ITEM



This ball of string is foisted on anyone who will take it by Granny Fingers. It belonged to the missing tabby cat.



DETECT MAGIC

enchantment



CURSED

Demons can sense the location of this item when they are within 30 feet of it.

## Crooked Wand

## CLUE

ITEM



This steel tipped wand is fashioned with jade inlays. It is inscribed with charms of finding and revealing.



DETECT MAGIC

divination



IDENTIFY

wand of magic detection

## Herringbone Ring

ITEM



This ring has been carved from bone with images of aquatic creatures.



DETECT MAGIC

enchantment



IDENTIFY

ring of animal influence

## SPUD is

## apprehensive



Spud hides behind you rather than go anywhere near Granny Fingers.



# lady bandersnatch




## SOCIAL


The cramped abode of Lady Bandersnatch is laden with the trappings of displaced nobility. "We had to move quickly during the war," she says, haughtily. "Grabbed what we could and ran, that sort of thing. I'm practically a peasant, now." The golden teaspoons being used as paperweights suggest she has an esoteric understanding of the word.

### DM Goal (Social)


Lead the detective to the Tuft of Fur, if possible. It is a Clue necessary to complete the adventure. When you are ready, return to the map and seek out another location.

NPC	<b>Lady Bandersnatch</b>	human noble (basic p.401)
		Lady Bandersnatch has had her dog, Princess Thunderwarts, stolen. She's desperate to find some sign of her beloved mongrel, though the dog has been missing for days.


### sleight of hand

	10	She won't miss a single teaspoon, surely?
LOOT: Gain 50 gold		


### medicine

	20	You recognise the symptoms. The shaking hands, the pale skin. Lady Bandersnatch likely only has months to live - without treatment it might even kill her in weeks. She must be in great pain at present.
--	----	---


### insight

	15	Lady Bandersnatch is clearly worried about her dog, but the way she catches her breath, and the occasional ashen cast to her skin makes you realise she is in a lot of pain.
--	----	--

### investigation





	10	A brief look about the house detects a broken latch on the windowsill, and evidence of a scuffle near Princess Thunderwart's kennel. You find a tuft of fur caught near a window fixing.
LOOT: Tuft of Fur		

### persuasion/deception

	5	After a little conversation (and perhaps too much wine) Lady Bandersnatch seems almost eager to point the finger. "That nasty old housekeeper. I'm sure she had something to do with it. Wanted revenge after I fired her, no doubt. You want your culprit, go see Granny Fingers."
Open: <a href="#">[J] - Granny Fingers</a>		


### Tuft of Fur

### CLUE

ITEM		This tuft of fur has a tough, unpleasant texture. It seems to bleed ichor from hidden pores.	
		DETECT MAGIC	conjunction
		DETECT GOOD/ EVIL	demonic
		NATURE 10	This is...hyena fur? Not native to the city, to say the least. How odd.


### Gwyllum

### guard (basic p.163)

NPC		Gwyllum was on guard duty the night of the kidnapping. He was pass-out drunk, and saw nothing.
-----	--	--


### Maria

### commoner (basic p.163)

NPC		Maria is the new maid, after the old one (Granny Fingers) was fired. She's not sure why Granny was let go.
-----	--	--


### Flintbuttock

### dwarf commoner (basic p.163)

NPC		Flintbuttock is Lady B's new consort. He hated the dog, because it kept him up all night, and is glad to see it gone.
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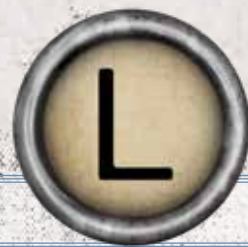
### SPUD is

### bored

	Spud rootles about the place looking for something to play with, and eventually lies down with a weary huff.
--	--



# the abbatoir



## LOCATION - EXPLORATION

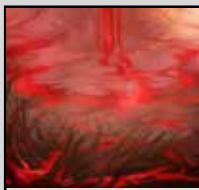
When animals begin to disappear, it behooves the pragmatic investigator to consider all explanations, even the macabre. Thus, you arrive at the local abbatoir, with a view to having a good poke around inside.

### DM Goal (Exploration)

Have the character find the Bone Dagger, and if you have time, lure the Detective to the Cackling Priest combat encounter. Then return to the map and and seek out another location.

### Bloody Room

FEATURE



This room would usually be used to contain animals before they are put to slaughter. It is plastered with blood and feathers, and there's nary a critter to be seen.



DETECT MAGIC

Transmutation



DETECT GOOD/EVIL

This place is unhallowed.

Butcher

turtle **commoner** (basic p.163)

NPC



Butcher is something of a grim, silent type, in addition to being a strong case for nominative determinism. His husband is a bear.

"Look around, if you like. Funny you should mention lost animals - we lost all our chickens a few days ago, vanished into the night."

### The Bone Dagger

CLUE

ITEM



A strange dagger carved from bone with obscene pictograms that depict some unsettling uses for it. Perhaps you know someone who can help you figure out where it came from.



ARCANA [15]

These markings are demonic in nature, and were made by a skilled practitioner.



DETECT MAGIC

necromancy



IDENTIFY

+1 dagger

Open: [H] - The Demonologist

Traumatized Chicken

**noncombatant**

NPC



This lone chicken is cowering in a corner of the barn



ANIMAL HANDLING [10]

The chicken calms down, and begins to follow you around.

SPEAK WITH ANIMALS

Oh no. Chickens bad. They gone bad. Bad Chickens. Oh no.

## survival



10

There's old blood here, and new blood too. Lots of feathers. Something rather ghastly happened here, and there are doglike tracks leading outside...

Open: [F] - Cackling Priest



## investigation



10

The blood spatters are rather distinctive, almost like explosions or eruptions caused the markings. Did a bunch of chickens explode in here? No. Surely not.



## arcana



15

You see the signs clearly. Mixed in with the blood you can see demon ichor swirled into the viscera. If the animals here died, it was a merciful end compared to the alternatives.



## medicine



20

There are not nearly enough organs around for you to reach the conclusion that the animals exploded or liquefied. No, there was blood shed, but you don't think they all died here.

**Sandy** - homosexual disaster **kobold** (basic p.142)

NPC



The butcher's apprentice, Sandy likes chickens and is devastated at the loss. He doesn't seem to know what his job entails.

"Chickens keep go missing. And then meat appear. So strange. Now many chickens vanish at once. This time no meat. WAOW. Weird."

SPUD is

**curious**



Spud trots over to the chicken, and tries vainly to encourage it into some kind of game, the rules of which were devised by Spud and that only he remembers.



# 101 skinner street



## EXPLORATION

You've finally tracked down the source of all this trouble to a street address at 101 Skinner Street. This bleak looking town house has shuttered windows and seems to exude a quiet malice. You're not entirely sure what awaits you inside, but it's unlikely to be friendly.

### The House on Skinner Street



The house on Skinner Street is being used as the base of operations for a demonic cult sacred to the demon lord Yeenoghu.



#### acrobatics

ALTERNATIVES: Climbing Gear, Athletics



15

Not to be confounded by anything so mundane as a locked door, you squeeze through a window on one of the upper floors.



#### perception



15

Listening closely, you can hear the whimpering of animals from various locations inside the building.



20

Very faintly, just at the edge of your hearing, you can discern the occasional cackling howl from somewhere below the earth.



#### history



10

Houses in this area all have cellars built into the basements. There's usually a side door - perhaps someone has forgotten to secure it.



#### investigation



10

Strangely enough, the front door has a pretty obvious security flaw - a catflap in the front. A small creature could squeeze through it, or perhaps a very clever animal could use it to go in and undo the latch from the inside.



#### athletics



15

A locked door? No. You've come too far. With a calculated (but enthusiastic) charge, you break the lock and stumble inside.



#### thieves' tools



15

A lock? Pah. You eat locks for breakfast. Well, not literally, but figuratively. The point is, in the time it takes to swing a cat about by the tail or mix a metaphor, you've picked the lock and snuck inside.

### DM Goal (Exploration)

Help the detective find their way into the house

### Front Door



The front door is locked with a heavy padlock and chain. Symbols have been faintly etched into the wood with something sharp.

FEATURE

The front door has a DC of 15 to pick the locks or break it down.



ABYSSAL

The symbols read "never alone, never afraid, never hungry"



DETECT MAGIC

abjuration



TRAP

An *alarm* spell lets off a shrill scream if the door is opened by force

### Moving On

Once the detective is inside the house, run "[The Ritual Room](#)"

SPUD is

nervous



Spud paces back and forth outside the house, occasionally throwing you a worried glance.

### BEFORE YOU PROCEED...

Take a rest.

Hire any necessary help or hirelings.

Purchase healing or items.

Talk to NPCs or chase leads.

The next encounter - THE RITUAL ROOM - is a difficult one for low level characters, and the detective will want to be prepared.



# the ritual room



## COMBAT

You enter the darkness of the house on Skinner Street, not knowing quite what you might find inside. The smell hits you first, the stench of decomposing viscera spattered over the walls. Bloody furs line the floor and walls, draped over cages inside which animals can be heard yelping in distress. A hunched figure sits in the middle of the room, muttering incomprehensibly to themselves.

"So, you've finally come," croaks the dishevelled figure, all skull and rotting furs. "And you bring with you a precious, most delectable sacrifice. A prize for He Who Hungers, yes? Come, child. Let us worship him."

### DM Goal (Combat)

Defeat the Hunger, ending their predations once and for all.

SPUD is

angry



Spud lets off a low growl, hackles raised. He does not like this place, nor its occupants.

### The Hunger

cult fanatic (basic rules p.398)



Corrupted by Yeenoghu, this cultist is the cause of the animal disappearances in recent days. Any vestiges of who she was in life are long gone, replaced by Yeenoghu's malice.

AC 13 HP 33

SPELLS

DC 11 [+3]

#### EXTRA ABILITY

**Gnashing Jaws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 1d4 + 2 piercing damage

0

*infestation, thaumaturgy*

1

*tasha's hideous laughter, bane*

2

*crown of madness, phantasmal force*

LOOT: Bag of Demons

### Bag of Demons



This ugly looking bag has been constructed from fresh and malodorous animal skins.



DETECT MAGIC

conjuraction



IDENTIFY

*bag of tricks (rust)*



**SPECIAL:** All creatures summoned by this bag of tricks have the fiend (demon) type



DETECT EVIL

unholy (demonic)



SPEAK WITH ANIMALS

The bag is constantly murmuring about being hungry.

### Demon Dog

maw demon (VGTM p.137)



This poor creature died at the hands of the cult, before becoming a demon in service of Yeenoghu. It is kept in a cage under the furs, and if released it attacks any living creature it can see.

### Gnawing Priest

optional gnoll witherling (VGTM p.155)



A skeletal gnoll, gnawed clean by the Hunger. The undead remains still attempt to consume living flesh, even though they are no longer able to benefit from it.

### THINGS THE HUNGER SAYS

"And now, to feed. Do you not find the act sacred? The dissolution of flesh?"

"You are fortunate. You have the honor of joining the sacred offerings in the bowels of our lord"

"Do not despair. In death or life, there is no escape from the Hunger."

"Give us the little one. It is a great prize for the Hunger, to feed on such *special* flesh, hmm?"

## VICTORY

As the Hunger falls to the floor, dead, the cages all around the room cease to stir. It looks like there'll be no more pet kidnapping from here on out - not if you have anything to say about it. Spud, and his animal friends, are safe. You are left with some troubling questions as you haunt the blood-spattered chamber. Someone has been tampering with demons, and behind it all, a demon lord is undoubtedly lurking. But perhaps you've had enough of that for one day. Wherever you go next, one thing is for certain - you make a good team.



# Dead Men's Spells


## ITEMS AND SERVICES


On the main road into town, a dusty store of antiques and part-time spellcraft is embedded into the street like a canker. Run by the inimitable (and possibly undead) creature called Desdemona, it's a one-stop shop for the arcane and unusual.

### ARCANE SERVICES

Desdemona will cast the following spells in exchange for gold. At your discretion, she may at times offer other spells suitable to the occasion.

Gp Cost	Spell
free	<i>detect magic</i>
10gp	<i>identify</i>
10gp	<i>comprehend languages</i>
40gp	<i>locate object</i>
90gp	<i>dispel magic</i>
90gp	<i>sending</i>

	<b>Desdemona</b>	<b>lich (mm p.x)</b>
NPC		Desdemona runs this store out of idle fancy, and has no interest in the mundane mysteries of the living.

	<b>Clive</b>	<b>poisonous snake (mm p.x)</b>
NPC		Clive is the store mascot. Or, rather, the latest in a long line of identical Clives to occupy this position.
		Grimbault is available as a hireling for 5sp per day.

# temple of light

## ITEMS AND SERVICES


The Temple of Light is something of a local irony, suffocating under the combined weight of poverty, neglect and adverse weather conditions. Nevertheless, the nervous looking cleric who runs the place, Father Bland, is always eager to see you. To see anyone, truth be told.

### CLERICAL SERVICES

Father Bland can provide spellcasting services for a donation to the temple. He'll also resurrect Spud for free, should the unthinkable happen - he's very much a dog person.

Gp Cost	Spell
free	<i>raise dead (spud)</i>
10gp	<i>cure wounds</i>
40gp	<i>lesser restoration</i>
90gp	<i>dispel magic</i>
90gp	<i>remove curse</i>
90gp	<i>speak with dead</i>
1250gp	<i>raise dead</i>

	Father Bland	human <b>priest</b> (mm p.x)
NPC		Father Bland is a cleric of light and good, who maintains a thin but tenuous faith in the face of evil.

	<b>Grimbault</b>	<b>genasi acolyte (mm p.x)</b>
NPC		Grimbault always wanted to be a detective, and has lots of questions about how exactly it all works.
		Grimbault is available as a hireling for 2gp per day.





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