



DUNGEON AGE

RAGGED HOLLOW NIGHTMARE

Written and illustrated by Joseph Robert Lewis © 2020

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an OSR adventure for levels 1-4

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INTRODUCTION

This is a starting adventure for new players and/or characters. The heroes live and work in the town of Ragged Hollow, and their first heroic tasks are about to erupt all over them.

In short, a local would-be adventurer went into a nearby tomb and got infected with an evil parasite. He fled to the Temple of Halcyon for help, but the parasite took over and now things are Very Bad Indeed.

Our heroes must discover the cause of the problem, find a way into the temple, and confront lots of nasty things to save as many people as possible.

Plus, there are lots of little adventures to be had all around the town as well, basically a mini-sandbox of classic monsters, traps, and puzzles for low-level and new players.

DESIGN NOTES

This adventure is intended for characters levels 1 to 4. It includes several wilderness areas, a bustling town, several local mini-dungeons, and one 50-room temple dungeon. Each area contains various encounters and unique items.

There are many opportunities for combat, but players can explore many areas and complete many interactions without any combat at all, depending on their choices.

The DM's read-aloud text looks like this.

Descriptions of locations focus only on key adventure items. You may assume that any “missing” details are obvious, such as an oven in a kitchen.

Items that are further explained in their own bullet or section are **bolded and underlined**.

Creature statistic blocks are listed in the appendix at the end.

OBVIOUS NOTE

The names and settings used in this adventure are drawn from the world of Dungeon Age. Obviously, you can and should change whatever you want to fit in your campaign setting.

The creatures in this adventure range in challenge rating from easy to deadly. Obviously, you can and should adjust the stats and numbers of creatures to meet the skills of your players or your style of play.

But you already knew that, right?

OSR NOTE

This adventure was first written for 5e and then converted to this OSR-compatible format. Please be aware that it does still contain some 5e-isms.

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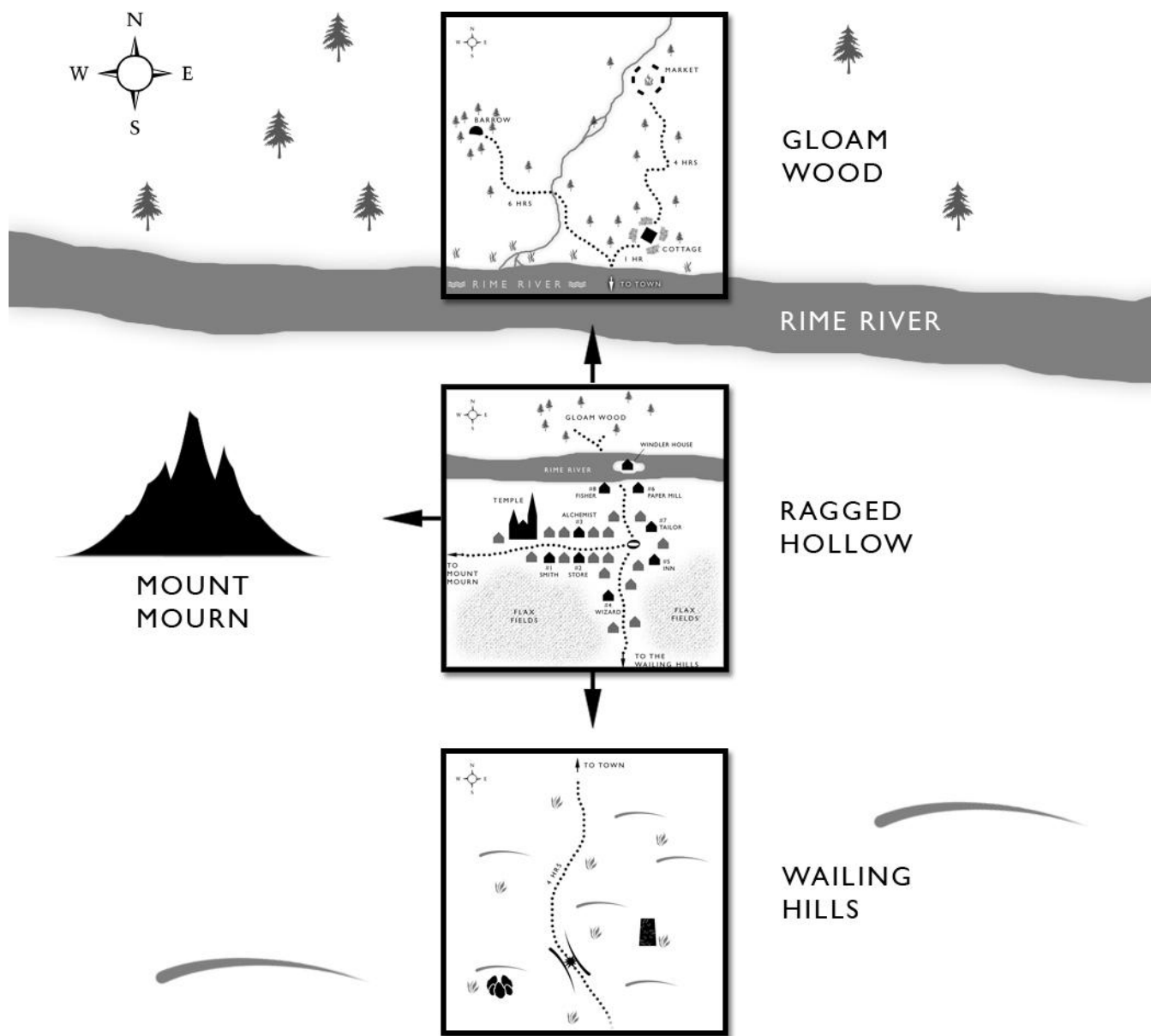
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OVER-MAP OF RAGGED HOLLOW & SURROUNDING AREAS



BACKGROUND

Ragged Hollow is a quaint little town in the middle of nowhere. It is best known for its flax, which is pulped into paper and used to make books at the Temple of Halcyon.

A few days ago, local youth and would-be adventurer Tobias geared up to investigate the Old Dwarf Tomb on the mountain. Once inside, he was infected with the horrific **Dolorous Ichor**, so he fled back to the Temple of Halcyon in town seeking help.

The clerics tried to help Tobias, but found him violently possessed, and were forced to lock him up in the cells underground.

To soothe Tobias' madness, Brother Seth put the **Crown Of Dreams** on the youth's brow, but the Ichor parasite used the crown to project a nightmare hellscape up into the temple and neighboring homes. Terrifying creatures appeared and began prowling the temple.

In desperation, the paladin Lady Constance invoked the **Golden Veil** of Halcyon to seal the temple and prevent the madness and monsters from spreading.

TODAY

Our heroes awaken to rumors and fear in their home town of Ragged Hollow. A golden light enshrouds the Temple of Halcyon, and no one can get in or out.

During the night, terrible nightmare images and sounds appear in the streets.

The town is governed by a council of clerics, but they are all sealed inside the temple, so now no one is in charge of the town. There is no army or town guard. Everyone is afraid or angry. No one knows what to do.

THE BOTTOM LINE

Ragged Hollow is a classic starting town, full of classic creatures and challenges for newbies and nostalgia-lovers.

There are goblins and witches in the woods, a house full of traps, a basement of vermin, kobolds in a cave, bandits on the road, riddling ravens, a 50-room temple dungeon, and tons of unique items to find.

This is a mystery with lots of relevant side-quests around the town. The heroes need to investigate the situation, get into the temple, save the innocents, and stop the monsters.

And get some loot!

In the end, the party needs to remove the **Crown of Dreams** from Tobias (in the temple cellar). This will vanquish the nightmare creatures and end the crisis (except for poor Tobias and Brother Seth).

If the party does nothing, the living nightmare creatures will (very) slowly continue to grow stronger until they destroy the temple and eventually the town.

But the party will probably do something, don't you think?

DM TIPS

Because this adventure is both a sandbox town and a dungeon crawl, you or your players may choose to focus on one or the other. Here are some ways to guide your game.

I WANT TO DO THE SANDBOX STUFF FIRST

Easy enough!

1. Ignore the bulleted Story Hooks. Have your players roll 1d6 (instead of 1d10) on each Rumor Table. This avoids temple rumors.
2. Avoid Mount Mourn. Only use the town, the Windler House, the Gloam Wood, and the Wailing Hills.
3. Play the townsfolk without the temple-related fears. It's just another normal day.
4. Do not use the nightmare encounters in town at night., and do not mention Tobias.
5. If the PCs visit the temple, it is a standard church/school setting. They can meet with Brother Seth or Sister Ruth, who are helpful academics.
6. When you are ready to do the temple/dungeon, wait for a long rest. When the PCs wake, the Golden Veil appears and you can provide the remaining rumors.

I WANT TO JUST DO THE DUNGEON

Still pretty easy!

1. Use the bulleted Story Hooks. Do not use the rumor tables.
2. Make ropes, ladders, and building supplies available at Sharp's General Store so the PCs can easily reach the temple's north tower.
3. Play on!

CAN LOW-LEVEL PCS DO THE DUNGEON?

If you plan to just do the dungeon, tell your players to roll up level 3 or 4 characters instead of level 1 or 2.

Be aware: Many encounters in the temple are behind closed doors. It is somewhat possible to “speed run” this dungeon by ignoring the rooms and racing to the cellar. With enough acid and arrows (and a bit of luck), a low-level party could quickly reach and kill the Infested people and end the “nightmare”. Of course, they would get almost zero loot if they do this.

IS THIS ADVENTURE FAIR AND BALANCED?

No! But most creatures are either weak or alone. And the PCs can almost always choose whether to fight or back off. No railroading!

WHAT IF THE GOLDEN VEIL STAYS UP FOR A LONG TIME?

If you trigger the temple crisis and your players spend many days doing other activities, you can modify what they find inside. For example:

- **2 days.** One quarter of the trapped villagers are dead.
- **4 days.** Half of the trapped villagers are dead. Squire Felicity died killing the frog.
- **6 days.** Three quarters of the trapped villagers are dead. Paladin Constance died killing the hellhound and angels.

HEY, WHY DON'T THE NPCS IN THE TEMPLE SAVE THEMSELVES?

The priests in the temple are just teachers, librarians, and scholars. Some are elderly. The small children are entirely helpless.

Only the squire and paladin have any chance and they are vastly outnumbered. Also, they are dedicated to protecting people, so they are unwilling to leave the villagers to seek out the Crown of Dreams.

STORY HOOKS

Here are a few ideas to get your players engaged. Rolling for rumors is recommended.

- Just before noon, a terrible thundercrack and flash of golden light erupt from the Temple of Halcyon.
- Your neighbors are rushing toward the temple. You can see a strange golden glow coming from that direction.
- Folks in town report that no one can get in or out of the Temple, which is full of rare books, valuable religious art, and magic items. Scholars and schoolchildren are trapped inside. Please help them!
- **A witness!** Young acolyte Justin (who was out fetching milk) reports that the paladin Lady Constance and her squire Felicity are currently visiting the Temple.
- **A reward!** Alchemist Omar reports his sons were at school in the Temple when the Golden Veil appeared. Omar will pay 300 GP for their safe return.
- **Rumors!** Each player rolls 2d10 for rumors. Give each player one **Wild Rumor** and one **Likely Rumor**, but let them believe the rumors to be equally valid. They're *rumors*!

WILD RUMORS

Each player rolls 1d10 for a wild rumor about the Temple.

1. Sister Ruth is the witch in the **Gloom Wood**.
2. **Mount Mourn** is haunted by vengeful undead spirits.
3. The Windler family were torn to pieces by a howling ghost and a metal monster.
4. An army of hungry giants roams the southern hills.
5. The goblins in the **Gloom Wood** eat wicked children.
6. The water in the well turned to blood last night!
7. Demons have sealed the temple to trap the clerics.
8. Tobias was obsessed with the Old Dwarf Tomb on **Mount Mourn**, and he was last seen breaking down the Temple doors last night.
9. The masked paladin Lady Constance had an affair with the angel Gideon.
10. There are countless raving heretics sealed up inside the Temple's stone walls!

LIKELY RUMORS

Each player rolls 1d10 for a likely rumor about the Temple.

1. Fishwife Martine knows the witch in the **Gloom Wood**.
2. **Mount Mourn** is infested with reptilian vermin.
3. The **Windler House** is a death-trap, but might be full of forgotten treasure.
4. There are bandits and ogres in the southern hills.
5. The goblins in the **Gloom Wood** sell enchanted fruit.
6. The water in the well has tasted foul lately.
7. The clerics have sealed the temple to keep the town safe.
8. Tobias was curious about the Old Dwarf Tomb on **Mount Mourn**, and he was last seen begging for help at the Temple doors last night.
9. The masked paladin Lady Constance was scarred by the angel Gideon.
10. There are several criminals and patients being treated in the Temple cells.

RAGGED HOLLOW

You wander the tidy lanes between the quaint cottages, blossoming gardens, and the elegant white **Temple of Halcyon**, its high walls now awash in waves of golden light.

KNOWN BUILDINGS

If residents, your heroes are familiar with these locations. If not, they are easily found by asking around or reading signs.

1. SPLIT ANVIL SMITHY

- **Smith:** Joanna, 30, redhead, muscular, grumpy.
- **Sells** basic metal tools (shovel, crowbar, hammer).
- **Says** Tobias came to get his axe sharpened on his way to open the **Old Dwarf Tomb** on **Mount Mourn**.

2. SHARP'S GENERAL STORE

- **Grocer:** Micah, 35, short, glasses, precise, defeatist.
- **Sells** basic rations & supplies (rope, canvas, glass jars).
- **Says** Tobias bought rations and candles for his hike up to the **Old Dwarf Tomb**.
- **Sold** a bottle of milk to acolyte **Justin** this morning, who might know what's happening at the temple.
- **Complains** that the **well** water turned foul (next page).

3. ALCHEMICAL SOLUTIONS

- **Chemist:** Omar, 40, gray, bearded, tattooed, worried.
- **Sells** acid, antitoxin (25 GP).
- **Says** his sons are trapped in the temple school (Will, Tam).
- **Thinks** the **Gloom Wood** witch cursed the temple.

4. ARCANIC MECHANIC

- **Wizard:** Radomir, 80, frail, jokey, mutters, feels chilly.
- **Sells** magic services (25 GP): Identify, Mend, Translate.
- **Knows** nothing about what is going on in town.
- **Offers** 50 GP for each Dwarven artifact found.

5. LOST OX INN

- **Innkeeper:** Kenan, 55, plump, sleepy, muttonchops.
- **Has** 6 rooms to rent (3 GP).
- **Acolyte Justin** (20, freckles, earnest) cries in the corner. He was out fetching milk when the Veil appeared. Last night, someone banged on the temple doors to get in. The only gap in the Veil is the **bell tower** on the north wall.

6. DUN'MYFF PAPER MILL

- **Miller:** Naomi, 60, tall, silver pixie-cut, cheerful, backache.
- **Offers** 500 GP reward for defeating the bandits in the **Wailing Hills** that are blocking her paper exports.

7. THE DANCING NEEDLE

- **Tailor:** Laban, 45, thin, weepy, timid, curly hair.
- **Sells** basic clothing.
- **Weeps** because his wife Doris is trapped in the temple. She was at services.
- **Offers** 100 GP to kill vermin in his **basement** (next page).

8. THE HOOKED FIN

- **Fishwife:** Martine, 35, short, sunburnt, superstitious.
- **Sells** fresh fish and eels.
- **Sees** strange lights in the old **Windler House** on **Rime River** at night.
- **Says** the “witch” in the **Gloom Wood** is just a harmless old woman, Beatrix.

OTHER VILLAGERS

If you need to invent more villagers on the fly:

- **Agricultural**
Susanna the rabbit keeper
Rufus the flax farmer
Aaron the stabler
Silas the deer hunter
- **Builders**
Noah the carpenter
Efrain the mason
- **Craftsmen**
Lydia the jeweler
Cornelius the glazier
Ben the tanner
Hazel the rope maker

BASEMENT VERMIN

- Laban the tailor offers 100 GP if you will kill the “vermin” in his basement.
- He says, “There’s a handful of the ugly things skittering around in the shadows, chewing up my best cloth!”

You descend the creaking steps and see wooden **crates** in neat stacks along the walls. But at the rear, the crates are covered in thick gray webbing. A dozen red eyes blink open, and the **critters** swarm out!

- **Crates.** All contain various silks, cottons, and wools.
- **Critters.** Five **spider-rats**.

WELL MYSTERY

A round stone **well** sits in the public square under a sturdy little roof. A bucket and rope rest on the lip. A foul smell hangs in the still air.

- **Well.** 30 feet deep, wide enough for a Medium creature to descend on a rope.
- **Bottom.** A frog-man (a Grung named **Croaker**) lies groaning on a muddy ledge. Purple pustules dot his belly.
- **Croaker.** Remove him from the well to clear the water.
- **Heal him, reward:** “I know a treasure! Go to island, go in house, find metal shoes. You put three cans, you get metal shoes. I see this, long ago!”

TOWN ENCOUNTERS

None by day. At night roll 1d10 for encounters every 20 minutes:

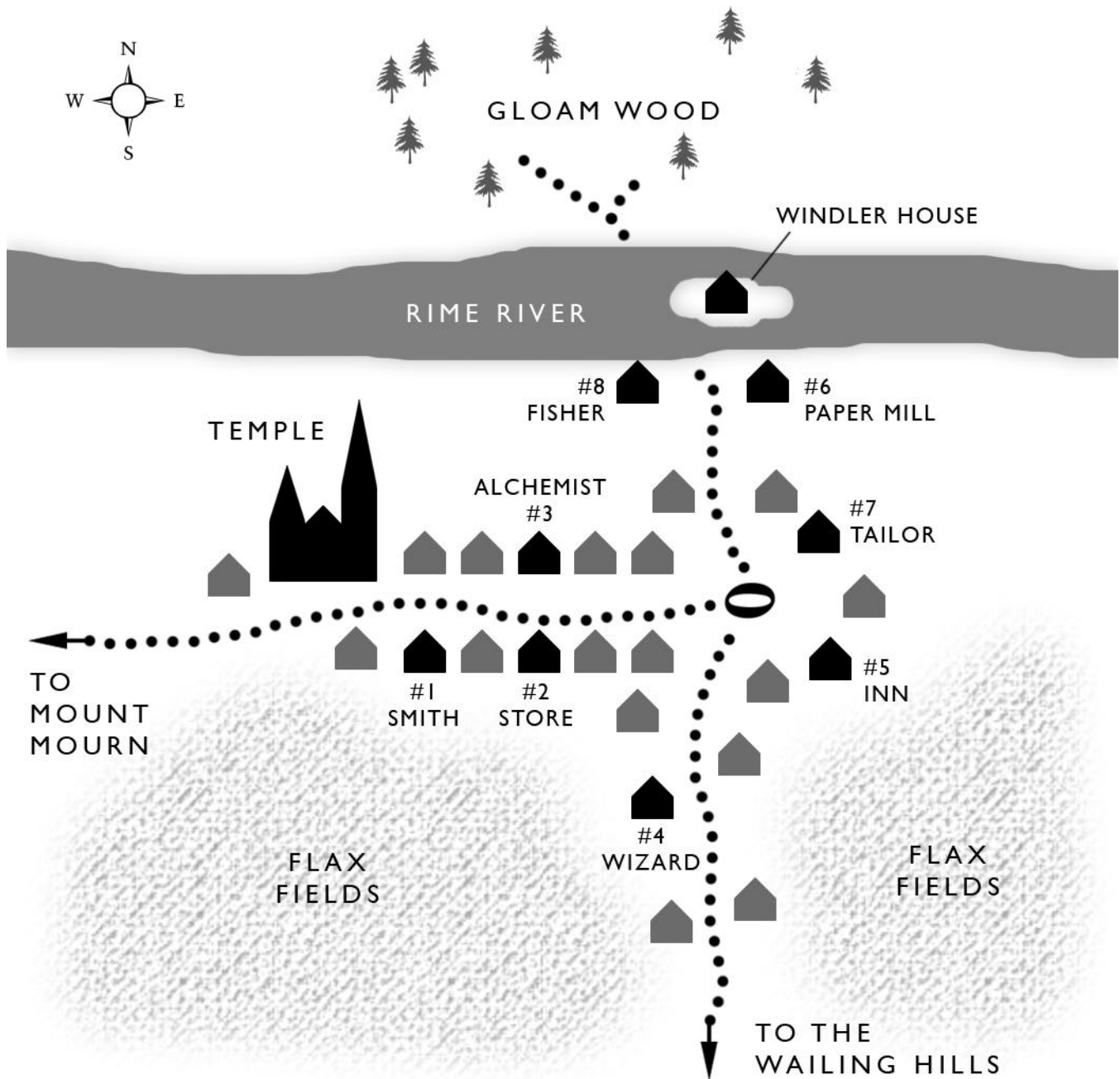
1. Nothing.
2. A chill breeze.
3. An image crosses the road (pale ghost, black hound, or hooded grim reaper).
4. A sound splits the silence (women screaming, children laughing, or wolves howling).
5. A severed hand crawls toward you and dissolves into red foam.
6. A basket in the lane overturns, spilling eyeballs. They pop and vanish.
7. A scattered trail of rotten human teeth leads into an empty alley.
8. You hear a single growing scream, then a heavy thud, then silence. If you search, you find nothing.
9. One hero is yanked into a side-lane by a black tendril that then bursts into harmless little black spiders.
10. You see a villager drown in quicksand in the center of the road. If you dig for them, you find nothing. (DM: make it a villager the party has already met; the next day that person is fine and has no idea what you’re talking about.)

OUTSIDE THE TEMPLE

Curving white towers nestle on a lovely green lawn. Soaring stained glass **windows** and bronze doors gleam behind a wavering **veil** of golden light. Several **people** stand near the doors, arguing.

- **Windows.** Images of angels teaching, ancient scrolls, arcane books. Vague shadowy figures move about inside.
- **Veil.** A murky golden dome encloses the temple and gardens. No sounds escape. It pushes back like a magnetic field. **Nothing** can break it.
- **People.** Villagers batter on the veil using axes and poles, to no avail. They are desperate to rescue their children and friends trapped inside. If asked about the **acolyte**, they saw Justin going to the **Lost Ox Inn**.
- **Bell tower.** In the northern corner. 50 feet tall, just barely poking above the magic veil. Nearest house or tree is 80 feet away. This is the only entrance to the **Temple**.

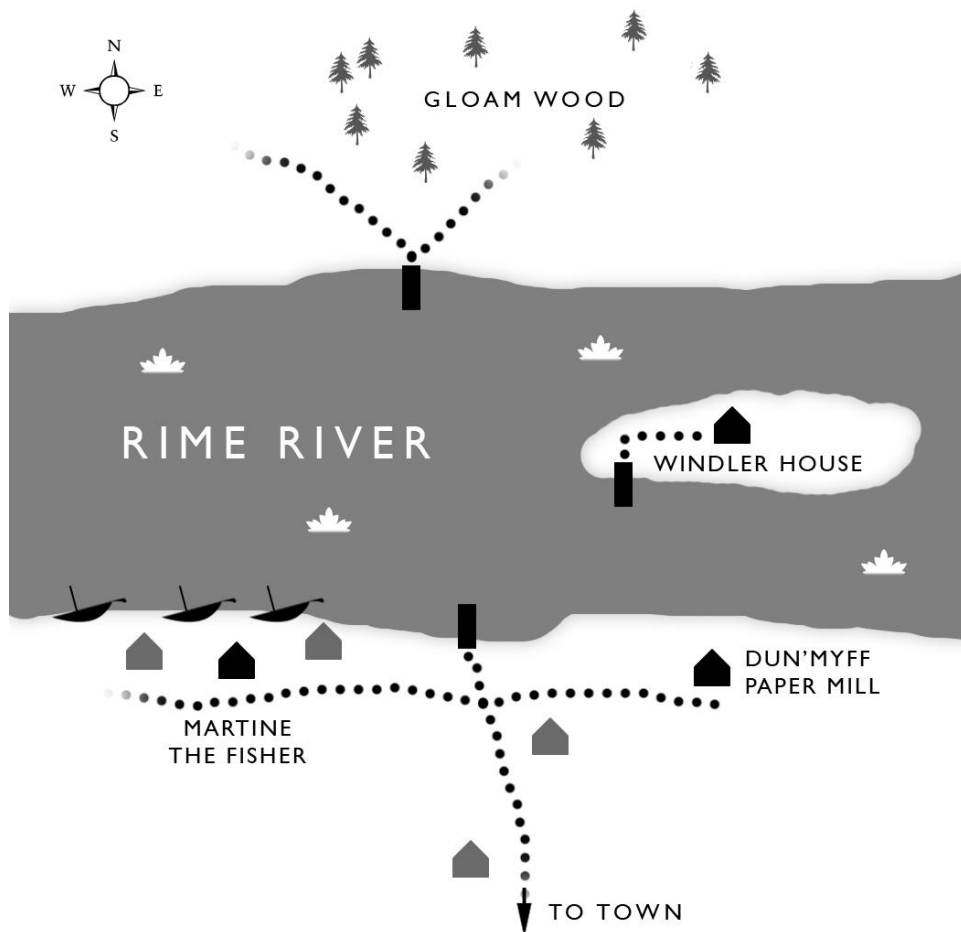
DM Note: There are no tall ladders or climbing gear in town. Three items can help:
(1) Orla’s Chain
(2) Windler Boots
(3) Arvid’s Claw



RIME RIVER

High grassy banks overlook this sluggish brown river. Chunks of white ice float by. Small fishing boats sit lashed to stumps and rocks. A decrepit gray house hunches on the small wooded island in the center of the current.

- **River.** 100 feet wide, 20 feet deep. Safe to swim but will cause 1d4 cold damage for every round of movement.
- **Boats.** *Day:* Fishermen are nearby, willing to row you across (1 GP). *Night:* No one is here to see you steal a boat.
- **House.** The old Windler House. Abandoned for 20 years. Folk believe there are treasures, traps, and ghosts!
- **Island.** Regardless of the weather, there is always a howling wind whipping through the willows on the island, flattening the grass. The entire island was once landscaped with neat hedges, flowerbeds, and gravel paths, now overgrown and weedy. A decaying dock squats in the reeds by a footpath leading up to the house.



WINDLER HOUSE

The mossy gray house sits alone, surrounded by overgrown gardens and untended paths. From inside you hear glass tinkling and metallic ticking.

- **Windows.** Look in at dusty furniture, spiderwebs.
- **Exterior doors.** Front (locked), back (unlocked).
- **Enter anywhere.** The ghost butler Andrew appears, a polite floating skeleton in a tidy gray suit. Bad memory, can't answer any questions, but follows the party around, trying to help and failing.

Use these room descriptions with the map on the next page.

1. CLUTTERED STUDY

Green upholstered chairs are surrounded by piles of books about alchemy, physics, biology, and metallurgy.

2. TINKLING DINING ROOM

A polished walnut table and chairs lie in splinters on the plush white carpet, mingled with squirrel bones. Dozens of crystal shards stand impaled in the floor. The chandelier tinkles like crystal clockwork.

- **Chandelier.** Shoots crystal shards at anything that moves inside the room (2 piercing).

3. WIRED KITCHEN

Hundreds of shrimp forks lie heaped on the counters and floor, each with a silver wire attached. The wires criss-cross the room in a dense web. A red silk purse sits on the floor.

- **Wires.** Touch one and a fork flies at you. For each 5 feet of movement, roll 1d8 and subtract your Dex modifier for triggered flying-fork piercing damage.
- **Purse.** Contains 33 rubies.

4. PERILOUS PANTRY

As you open the door, the old shelves collapse and 27 cans of beans crash onto the floor. One can is ticking.

- **Can.** In 10 seconds, *boom* (3d6 fire). Half of the cans are destroyed, and half go flying.
- One can is light and rattles. Contains 119 GP.

5. COMFY MASTER BEDRM.

The four-poster bed is covered in soft quilts and pillows. Rustic paintings of laughing children hang on the walls. Four heaps of laundry sit in the corners.

Heaps. Roll 1d4:

- (1) Nothing.
- (2) Green silk purse, empty.
- (3) Blue silk purse, 297 GP.
- (4) A small silver rat trap does 1d6 piercing.

6. MESSY CHILD BEDRM.

Tiny metal animal figurines lie tangled in the green shag carpet. An elegant silver clock ticks on the far windowsill.

- **Figurines.** Will pierce any boot-sole (1d4 piercing).
- **Clock.** Very nice alarm clock, still works (50 GP).

7. STEAMY BATHROOM

As you enter, a cloud of hot steam billows out, obscuring the small tiled room.

- **Steam.** The shower is still (somehow) blasting hot water across the tiles.
- There are 13 bog vipers sleeping in the bathtub. Best not to wake them.

8. INVENTOR'S WORKSHOP

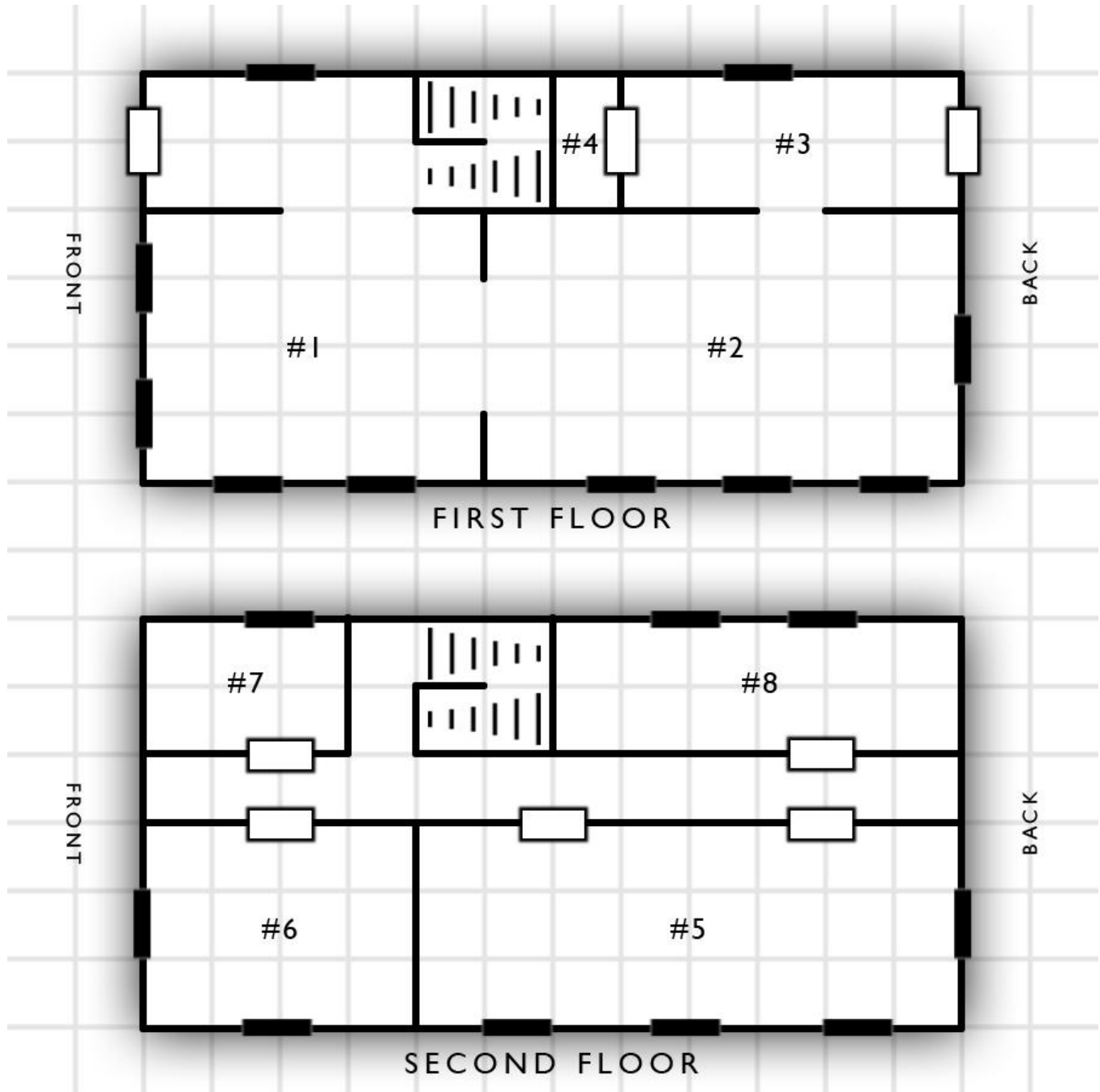
Tinker tools, smith tools, and woodworker tools gleam in perfect rows and racks. A pair of clockwork boots sits on the center table, on a dark wooden square with a silvery trim.

- **Square.** Pressure plate fires needles from under the table, paralyzing all targets in the room for 1 hour. Use 3 cans of beans to balance the plate.

WINDLER BOOTS

Once per day, click the heels of these self-winding clockwork boots to jump 60 feet up or 60 feet forward.
Value: 250 GP.

WINDLER HOUSE MAP



GLOAM WOOD

Ashen beards of moss hang from crooked branches. Crows cry out in the distance. Thick spongy lichen carpets the uneven forest floor, forming a narrow twisting path forking to the east and the west.

- **East path.** After one hour of walking, the trail ends at a small stone cottage.
- **West path.** After six hours of walking, the trail ends at a dark barrow mound.

ENCOUNTERS

For each hour of travel, roll 1d8 for a random encounter.

1. It's quiet. Too quiet.
2. An owl hoots mournfully.
3. A tortoise lies on its back, wobbling and flailing slowly.
4. A dead branch crashes to the ground right behind you.
5. An awakened shrub shuffles past and plants itself nearby.
6. A will-o-wisp leads you back to the banks of the Rime River in sight of the town.
7. A stirge swoops down on the person in the rear and attaches to their neck!
8. An oily puddle lies across the path. If you step in it, an iridescent ooze attacks!

COTTAGE

A tidy log house leans against a massive oak tree surrounded by a fence of thorns. The smell of freshly baked cookies wafts on the breeze. A woman's voice mutters quietly inside.

- **Thorns.** A small goblin "Rask" is caught in the fence, trying to quietly escape. "She's a crazy old witch! And her cookies are poison!" If freed, he runs away north. He has a wooden ring (worthless).
- **Woman.** A frail, bent, unsteady granny named Beatrix. Mostly blind, very forgetful. Kind, but scatter-brained. She wears a large Ruby Ring.
- **Healing.** For 1 GP, Beatrix can cure blindness, deafness, poison, and disease.
- **Broom.** An animated broom "Swiffy" with little wooden arms bustles around the room, cleaning and helping.
- **Temple?** She only knows that the clerics use the Golden Veil to keep evil from getting in...or out.
- **Tobias?** He came to Beatrix for advice about opening the Old Dwarf Tomb on Mount Mourn. She told him not to, because Dwarves tend to dig up things they shouldn't. Tobias said he wasn't afraid.

- **Danger?** Beatrix defends the village from a **gray hag** that lives in a **barrow** far to the west. The hag eats lost people.
- **Goblins?** "They're always trying to steal my cookies! Naughty things! I'd give my precious Swiffy to anyone who could make them leave me alone."
- **Opportunity?** At night, in the glen due north is the goblin market. "Be careful! They have clever magics, but they like to play games."

BEATRIX'S RUBY RING

Allows the wearer to cast *Lesser Restoration* once per day. It smells of moth balls and ointment. **Value: 300 GP.**

SWIFFY THE BROOM

This Small magical servant can clean and do simple chores, including cooking. Does not speak but knows Common. Always has a peppy professional attitude. Hates dirt! Fears fire! **Value: 200 GP.**

BARROW

A mound of malodorous muck rises like a cyst from the forest floor. A dark tunnel gapes on one side where gnawed bones litter the ground. Raggedy scrolls are nailed to the nearby trees, rustling in the wind. A small goblin sits snoring by the tunnel mouth.

DM Note: This is the home of the people-eating hag “Orla Graylocks”.

- **Tunnel.** Narrow and pitch black. Silent. Smells of decaying vegetation.
- **Bones.** Deer, rabbits, and small humanoids (goblins).
- **Scrolls.** Scrawled in blood: “Welcome! Come inside! Food and silver for all! PLEASE!!! NOW!!!”
- **Goblin.** Little “Flik” wakes up, wipes his drool, and desperately invites you to go into the tunnel. He promises food and riches, free for the taking! On closer inspection, he is starvingly thin...and there’s a chain around his ankle. He needs to trick someone into going inside soon or he’ll be eaten next!

- **If you go in:** The narrow tunnel angles down to a black cave carpeted in crushed bones. The hag is waiting disguised as a sweet old woman. She claims to have treats and invites you to come closer. And then she attacks!
- **If you wait:** At night, the hag emerges (not in disguise) to nail a fresh scroll to a tree. She is easily surprised!
- **If you call out:** The hag calls back in a sad voice, “Please come in! I have meats and breads and tasty treats for you! Very nice! Very sweet!”

Loot down in the barrow:

- 348 GP
- 1 garnet ring (50 GP)
- 1 pearl-handled dagger
- 1 vial of snake venom (2d6 poison damage)
- 2 broken eyeglasses
- 8 cast-off snake skins
- 13 rabbit skeletons

Hag, “Orla Graylocks”: HD 4, HP 20, AC leather, 2 attacks, Claws (+5, 2d6 + 3), Spellcasting (Minor Illusion, Vicious Mockery), Voice Mimicry, Disguise Self, Horrific Appearance (**Save vs Spells** or be frightened for 1 round), saves as magic-user 4.

Orla’s Loot:

- A tattered green scarf spattered with old blood
- A scratched wooden bracelet
- A long rusty chain

ORLA’S SCARF

Allows the wearer to imitate any voice they have heard before. It is covered in dried blood stains. **Value:** 150 GP.

ORLA’S BANGLE

This crude wooden bracelet resembles a snake eating its tail. When worn, this cursed item constricts the wearer's wrist so tightly that they cannot hold any item in their trembling purple hand. **Value:** 50 GP.

ORLA’S CHAIN

A 60-foot magical chain that can move, tie, and untie itself on command. **Value:** 200 GP.

GOBLIN MARKET

Four hours' walk north from Beatrix, day or night:

The trees part to reveal a perfect circle of soft green grass ringed in tall gray **stones**, with a silvery brook babbling along one side.

And only at night:

Six crooked carts sit in the ring, where twenty-odd **goblins** are selling their **wares**. Leaning against a tall stone, strumming a lute, is a **satyr**.

- **Stones.** Over 10 feet tall, centuries old, covered in weathered pictographs in Goblin, all graffiti telling fart jokes about humans.
- **Goblins.** Dapper little lads and lasses in vests and corsets, garishly rattling with rings, bracelets, and glasses. No weapons, all business.

Wares

The vendors are all similarly shrewd, eager to sell and willing to haggle. They will do anything to make a sale, and tell ridiculous and contradictory lies.

Goblin names: Brik, Crok, Derk, Lenk, Nisk, Pyrk, Senk

- **Dolls.** 19 GP each. Strangely life-like, woven from grass, occasionally giggle at you.

- **Socks.** 42 GP per pair. Fuzzy, striped, woolen. Grants resistance to cold. If the wearer ever sings, then the socks make them dance.
- **Apples.** 7 GP each. Take a bite and roll 1d6:
 - (1) Heal 3 HP.
 - (2) Fall asleep.
 - (3) Belch green fire.
 - (4) Hair turns green.
 - (5) 9 GP fills your pocket.
 - (6) Learn Goblin language.
- **Gambling!** DM rolls 1d10 to get the target number. The player rolls 3d6 and must add or subtract their 3 numbers in any order to try to equal the target number.

If you can't do it, lose 20 GP.
If you use 1 die, win nothing.
If you use 2 dice, win 20 GP.
If you use 3 dice, win 40 GP.
- **Bowls.** 151 GP each. Garishly painted wooden bowls. Once per day, place any tiny lifeless thing in the bowl and it turns into delicious (random) food.
- **Potions.** 27 GP each. Smell of burnt cabbage and rotting berries. Drink one and roll 1d6 for an effect:
 - (1) Gain 10 temporary HP.
 - (2) Haste, 10 minutes.
 - (3) Slow, 10 minutes.
 - (4) Gain darkvision, 1 hour.
 - (5) Shrink one size, 1 hour.
 - (6) Grow one size, 1 hour.

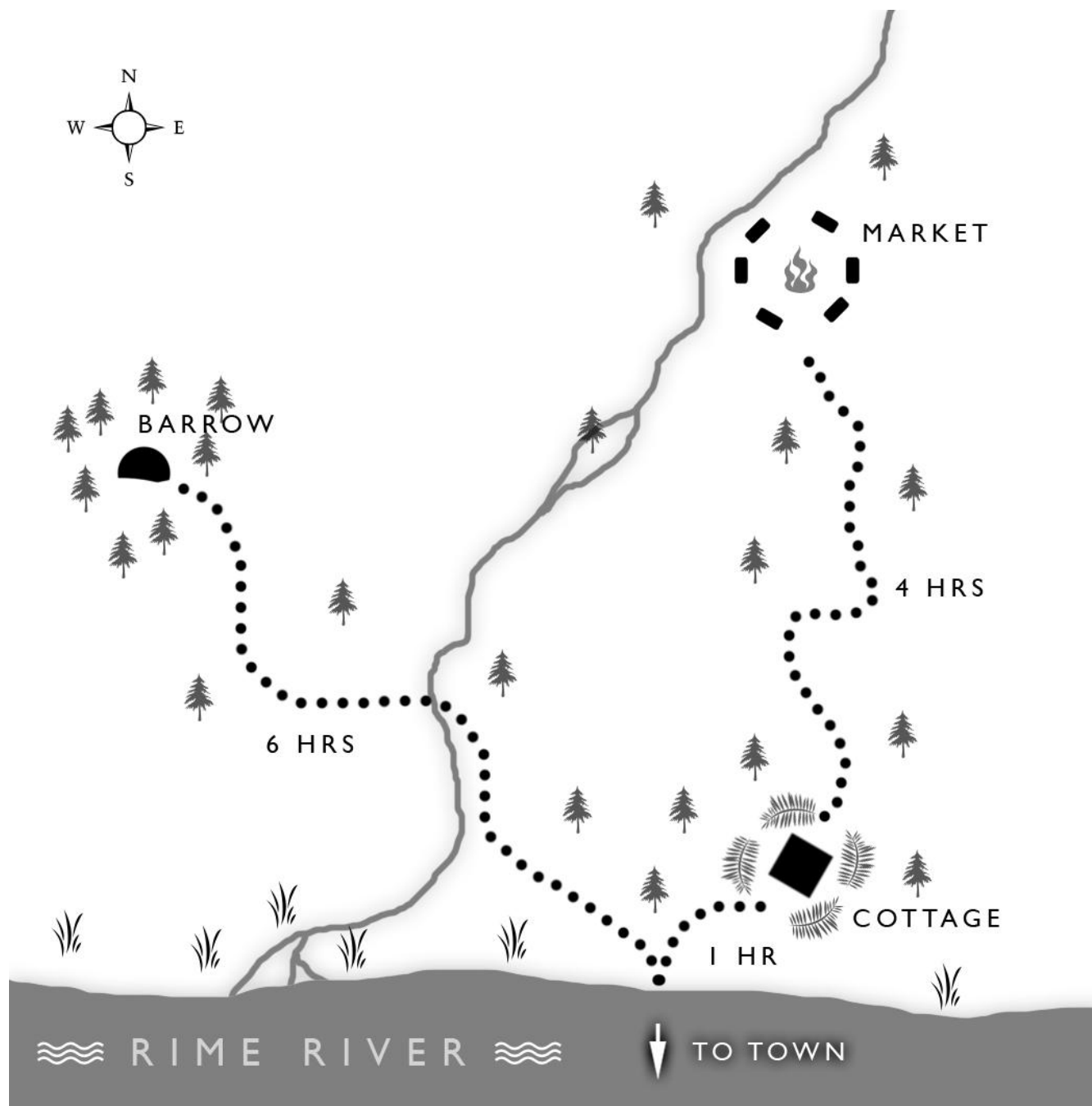
Satyr, "Master Neven"

With a twinkle in his eye and a mere wisp of silver hair on his bald pate, the cloaked little goat-man smiles and strums his lute dreamily.

He offers secrets, for a price:

- For a **weapon**, he tells you that Tobias went into the **Old Dwarf Tomb** and was infected with a dark evil.
- For a **delicious meal**, he tells you that the clerics raised the Golden Veil to trap inside hideous monsters born from actual nightmares.
- For **casting a funny spell** on each other, he tells you that the only way to save the temple is to "Remove the golden circle of dreams".
- For **physically attacking** each other, he tells you that there is a dangerous hag nearby with several useful magical items, and provides directions to the **barrow**.
- For a **freshly baked cookie**, he tells you that he no longer likes cookies and won't send the goblins to steal from Beatrix anymore.

GLOAM WOOD MAP



WAILING HILLS

Petrified shrubs, twisted and bone-white, dot these low bleak moors. The wind blows eerily through the cracks in the dead brambles. A wide dirt track meanders southward. A small gray **tower** stands on a distant hill to the south-east.

ENCOUNTERS

Roll 1d8 each hour.

1. A deep sad bellow echoes from the western moors.
2. You spot large foot prints in the dirt road. (Ogre, 3 days old, lead west to **Ogre Den**)
3. The wind shrieks through the petrified brambles. You hear your mother's voice calling.
4. You spot a vulture circling high overhead to the south.
5. Two large deer run across the road. One hits a random PC, causing 1d6 damage.
6. A grim swordsman steps onto the road from the east and passes you, heading toward town. He stares at you hard, but says nothing.
7. You find dozens of sheets of blank paper moldering in a muddy puddle.
8. An old deer skull lies in the road. A braided silver ring sits inside it. (10 GP)

AMBUSH

Four hours south of town:

In a narrow ravine, the road is **blocked** by a heap of branches, loose rocks, and deer bones.

- **Blocked.** Wagons, carts, and horses cannot pass. People can climb over. Takes 1 hour of work to **clear** it away.
- **Clear.** Try to clear the road, and five **bandits** attack!

OGRE DEN

One hour west of the ambush:

A ring of mossy boulders form a rude shelter in a muddy gully. A shadow moves inside it.

- An unfriendly ogre sits inside, eating a deer carcass.

Ogre: HD 4, HP 20, AC leather, 1 attack, Greatclub (+6, 4d6), Throw Rock (+6, 2d6), saves as fighter 4.

Ogre Loot: 113 GP

FROSTSHINE

Magic shortsword. +1 hit and +1 cold. Freezes water on contact for 1 minute, 5 ft.
Value: 500 GP.

BANDIT TOWER

One hour east of the ambush:

A lonely gray tower clings to a mossy hillock, its square walls choked with ivy, its interior echoing with the rising wind.

- 30 feet tall, 20x20 base, upper floors all rotted away, five bedrolls lie around a firepit.
- **Day:** No one here. Free loot!
- **Night:** Five unfriendly bandits inside. Leader: Fergus.

Bandit: HD 1, HP 7, AC leather, 1 attack, Scimitar (+3, 1d6), Crossbow (+2, 1d6), saves as fighter 2.

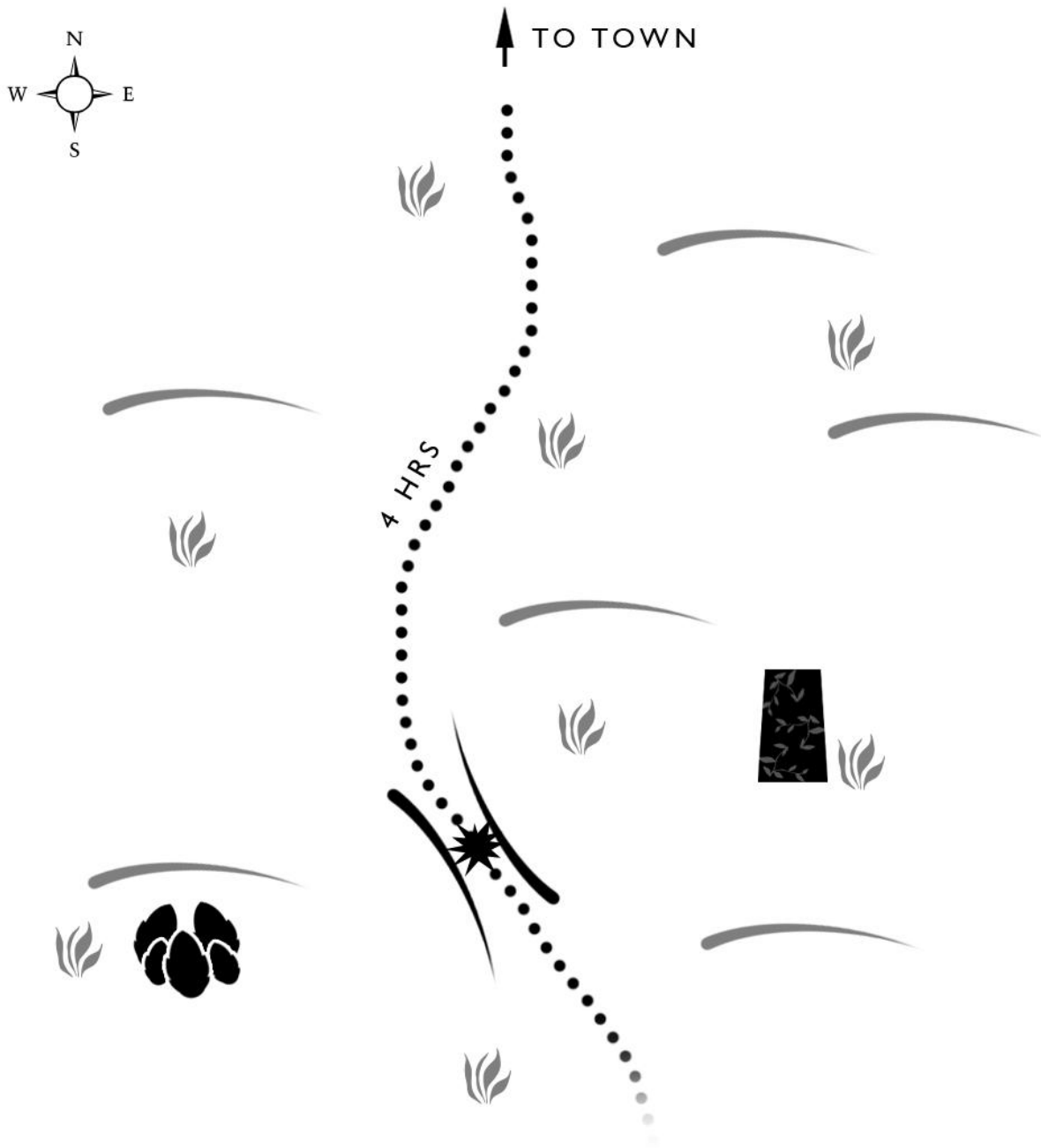
Bandit Loot:

- 212 GP
- 38 arrows
- 6 rations of venison
- 42 sheets of damp paper

GIANT FLUTE

This large antler flute plays soothing notes that put any Giant creature to sleep for one minute, once per day.
Value: 250 GP.

WAILING HILLS MAP



MOUNT MOURN

Ancient slopes of black rock rise in ragged tiers toward a distant icy peak. A third of the way from the base, a red **flame** dances in the wind.

ENCOUNTERS

Roll 1d8 each hour.

1. A (dead) skeleton lies crushed under a boulder.
2. A frigid wind blasts you off your feet.
3. A sudden sleet storm coats your clothing and the ground in treacherous blue ice.
4. A shaggy goat stares at you from atop a boulder. Just stares. Hard.
5. Two harpies circle high in the distance, taunting you because you cannot fly.
6. Anica Black (hunter) is cleaning a dead shaggy goat. Advises you to watch out for basilisks. She never goes to the Dwarf **Ruins** because “it smells unnatural up there”.
7. You stumble into a nest of crushed charcoal, and six **fire beetles** attack!
8. In a narrow gully you spot a worryingly life-like and half-broken statue of a scared woman. A **basilisk** attacks!

DWARVEN RUINS

Flame. Eight hours from town:

On a flat ledge, red flames burn on a rock **chimney**. To the right, a roof rests on four rock **pillars**. To the left, a **mound** of black rock stands with a jagged entrance covered in **runes**.

- **Runes.** Dwarven: “Here lies Arvid, master delver.”

1. CHIMNEY

This 10-foot rock tower smells of natural gas. Red flames dance at the top, and an opening on one side resembles a small stone stove. Blackened goat bones lie nearby.

2. PILLARS

This simple roofed structure protects a stone stair leading **underground**. Small reptilian foot **prints** cover the earth.

- **Prints.** Kobolds, 1 day old.

3. MOUND

Inside, a small skeleton lies in a pit, with iron-gray bones and three foot-long braids of copper wires near the skull. **Gold** glints under the bones in a shining black **puddle**.

- **Gold.** A fist-sized nugget, a Dwarven gallstone. (200 GP)
- **Puddle.** The **dolorous ichor**! When it or the gold is touched, this tiny black ooze screams and attacks!

UNDERGROUND

A straight stone stairway leads down to a large circular chamber. The walls and floor are elegantly etched with tessellating triangles. **Crystals** shine from the walls. A stone bed and **shelves** are carved into the walls, and a large **crack** gapes in the opposite wall.

- **Crystals.** Glow bright green for one hour after being exposed to any light.
- **Shelves.** Bare except for one chipped onyx figurine of a Dwarven child.
- **Crack.** Sounds of metal and stone clinking. Leads to a **cavern** (next page).

LORE! Arvid the Dwarf died over 100 years ago. He was an outcast from his clan, and had no contact with the people in Ragged Hollow.

Dolorous Ichor Blob: HD 1, HP 5, AC unarmored, Resistant to all but Acid, Vulnerable to Acid, Spider Climb, 1 attack, Foul Tendril (+5, 2d6), Dolorous Wail (10 ft radius, **Save vs Spells** or 1d6), saves as fighter 1.

CAVERN

Under the cold, black bones of the mountain, you hear hissing and scraping as you crawl out into a small network of caves.

1. CAVE ENTRANCE

Limestone spires glitter with **crystals**. Water echoes in chambers unseen. Four small reptilian **creatures** chisel at the walls with crude iron spikes.

- **Crystals.** Glow bright green when exposed to any light.
- **Creatures.** **Kobolds**. Red, scaled, horned. Unfriendly. If they scream, more come.
- **Loot:** 3 sapphires and 1 Dwarven onyx figurine.

2. CAVE OF POOLS

Four steaming **pools** cast an iridescent shimmer on the walls. Ripples move in the largest pool. Three kobolds sit in the smallest pool, snoring.

- **Pools.** Smell of copper and salt. Bathe for 1 hour to heal any wound or condition and restore half HP.
- **Ripples.** A swarm of eyeless flesh-eating **cavefish**. **Save vs Traps** or trip over hidden wires and fall into the pool.
- **In battle:** Kobolds push you into the tripwires to knock you into the **cavefish**.

3. CAVE OF SPIKES

Weeping spears of limestone stab up at the veined stalactites. Dark **cracks** lance across every spike. Two **dead** kobolds lie impaled on the floor.

- **Cracks.** Everything is fragile. Any large noise will drop spikes from the roof. **Save vs Traps** or suffer 1d6 piercing damage.
- **Dead.** Loot: 7 rubies and 3 Dwarven onyx figurines.
- **In battle:** Kobolds will scream from the doorway to drop spikes on you.

4. CAVE OF CRYSTALS

Enormous chunks of clear white crystal pierce the walls, casting a blinding **glare**. The air reeks of **sulfur**. Six kobolds dig in the center of the room.

- **Glare.** **Save vs Paralysis** or blinded for 1 minute.
- **Sulfur.** **Save vs Poison** or suffer 1d4 poison damage.
- **Traps.** Kobolds have used fragile crystals to plug four sulfur vents in the floor. If you step on crystals, then they break. **Save vs Poison** or suffer 2d4 poison damage.

Last Kobold Loot:

ARVID'S RING

At dawn, this magical golden ring drips forth an identical mundane golden ring, which disintegrates at sunset.

Value: 100 GP.

ARVID'S CLAW

This bronze grappling hook grants advantage on every throw, and it releases its grip when gently shaken.

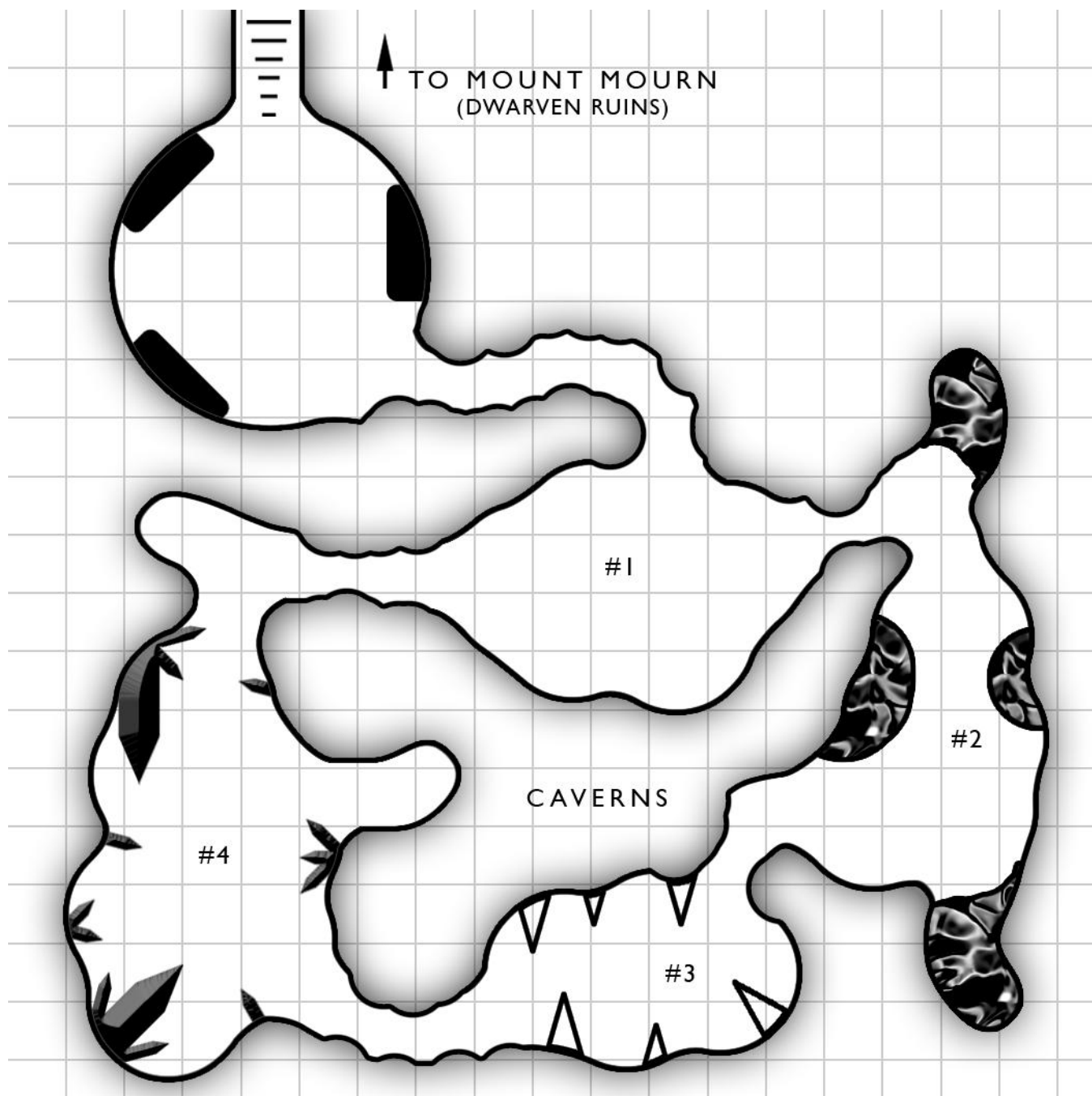
Value: 100 GP.

- 1 diamond (300 GP)
- 12 rubies
- 4 sapphires
- 2 geodes
- 19 Dwarven onyx figurines

Cavefish (swarm): HD 2, HP 10, AC unarmored, 1 attack, Bite (+3, 2d6), saves as fighter 1.

Kobold: HD 1, HP 5, AC leather, Pack Tactics (attack with advantage when an ally is next to the target), 1 attack, Dagger (+2, 1d6 + 1), Sling (+2, 1d6 + 1), saves as fighter 1.

UNDERGROUND MAP



TEMPLE

Glass domes and curving white towers gleam behind a wavering veil of pure golden light. As you enter the **bell tower**, you hear the occasional scream or roar below you.

DM Note: Every “strange” effect or creature in the temple is a nightmare-come-alive and will vanish when the **Crown of Dreams** is removed from **Tobias** (in the cellar).

GETTING INSIDE

The temple is protected by the Golden Veil, a divine force-field that cannot be dispelled or penetrated in any way. The only way to enter the temple is through the bell tower, which rises above the force-field.

You cannot climb the sides of the temple because the Golden Veil is smooth.

There are three items scattered around the area that can help: (1) the clockwork boots in the **Windler House**, (2) the magic chain in the hag barrow in the **Gloom Wood**, and (3) the Dwarven grappling hook in the caves on **Mount Mourn**.

Players may build some sort of scaffold or system of ladders to reach the bell tower. The structure will need to be 50 feet tall to enter the tower.

They can also try to throw or shoot a rope into the tower.

Be aware that the temple has 50 rooms and many difficult challenges, so the party may want to enter and retreat several times.

L5: BELL TOWER

A large bronze **bell** hangs above a spiral stair, its frayed rope dangling in the center. Violet **crystals** grow from the stone walls, pearlescent **snails** crawl up the steps, and pale blue **moths** flutter around you.

- **Bell.** Ringing the bell shatters the crystals (1d6 piercing).
- **Crystals.** Look close. You can see them slowly growing like glittering tumors.
- **Snails.** They are eating the crystals, making glistening trails of acid that deals 1d6 acid damage to any material except glass. (There are glass jars at the general store.)
- **Moths.** Glow softly. Put five in a glass jar to make a torch.
- **Bottom of the steps:** an open doorway onto Level 4 (next page).

L4: ROOFTOP

The smells of ripening fruits, blossoming flowers, and richly fertilized earth flood your nostrils. Leaves rustle loudly.

1. COOING GREENHOUSE

Exotic flowers and **herbs** fill these lush gardens. Trowels, rakes, and gloves sit in a bin. In the rafters, a red-eyed **pigeon** babbles quietly to itself.

- **Herbs** cure status effects.
- **Pigeon** says: “Can’t sleep, never sleep again, the monsters will eat me...”

2. RUSTLING GREENHOUSE

Four hulking **flytraps** grin at you, their muscular vines curling across the floor.

- **Flytraps** attack when near.

3. SILENT GREENHOUSE

A bloated, twisted tree bears bruised **apples**. The smell makes you woozy. Something slithers in the branches.

- **Apples** are throwable Sleep grenades (**Save vs Poison**).
- A tree-snake yells, “You’re all going to die downstairs!”

4. SUPPLY CLOSET

The shelves hold paper, ink wells, quills, tallow candles, and one overturned metal **bucket**.

- **Bucket**. Buzzing. A swarm of **paper wasps** inside.

5. GLEAMING OBSERVATORY

The observatory is filled with notebooks and tools. Under the sweeping skylight you see an ornate ivory **telescope**, a set of spiral **earhorns**, and three glowing **crystals balls**.

- **Telescope**. Look to see a big white moon, and a small red moon with fiendish horns and a fanged grin laughing in the silence of the void.
- **Earhorns**. Listen to hear a whispering voice: “Hunger and rage, teeth and tentacles, ever seeking, always forward, but never back...”
- **Crystal balls**. Touch to reveal three visions: the kobold **cavern**, the **ogre den**, and the **goblin market**. (Describe them in their current state.)

6. WORKSHOP

Paper cutters, lens polishers, and tinker tools are carefully arranged on scratched tables. Animated **hammers** toddle around the room drunkenly, breaking bits of glass and wood. A woman huddles in the corner, shaking. (**Sister Ruth**)

- **Hammers**. Three standard wood-and-steel claw hammers with tiny wooden legs and arms. No intelligence. They wander around trying to hammer things at random.

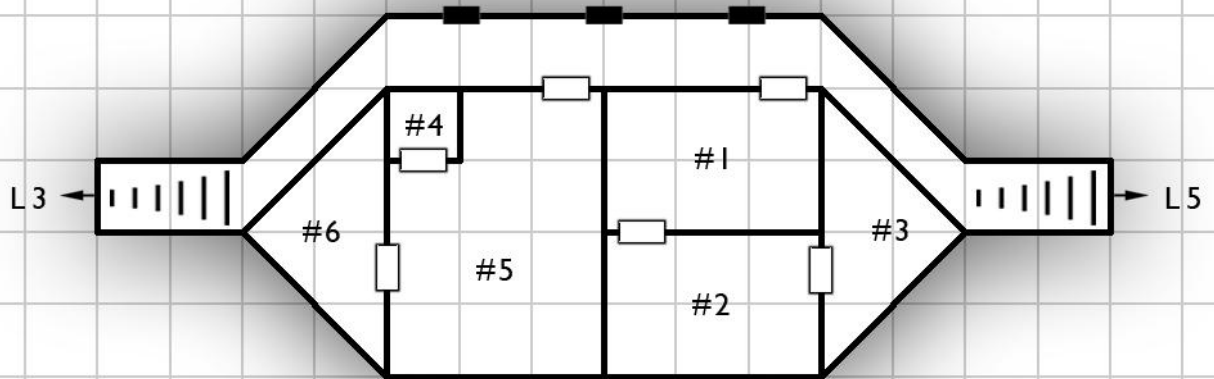
SISTER RUTH

An elderly woman in the orange robes of a cleric of Halcyon looks up in horror. “I don’t understand what’s happening! Why are those tools walking? Why is the Golden Veil up?”

What she knows:

- **Tobias?** Nothing.
- **Nightmare stuff?** Nothing.
- **People?** Paladin Constance and Squire Felicity should be somewhere in the temple downstairs, along with several clerics, schoolchildren, and various worshippers.
- **Cellar?** There is a secure ward in the cellar for plague victims... and the disturbed!
- **Vault?** The vault in the cellar contains dangerous (and valuable) ancient relics, they mustn’t be disturbed!
- **Shadow in the vault?** “Ah yes, that foul old thing. He was once Samson Windler! That crazy inventor tried to cheat death and ended up a living shadow. Scared his own family away, and then he attacked some folks in town. I caught him using a holy candle and locked him away in the vault. But that was all years ago. Why do you ask?”

L4: ROOFTOP MAP



L3: DORMITORY

Blood pours down the corridor walls in sheets. Faces emerge from the blood in grimaces of terror and pain. Behind the closed doors, bestial screams rise and fall.

DM Note: All doors are unlocked. All bedrooms are tidy cleric cells, plus insanity.

1. PRIVY

The seat overflows with rotting swamp mud and dead plants.

- If you touch the mud, one giant leech attacks!

2. BEDROOM, BLACK HEART

A horse's ribcage sits on the floor, with a giant black heart beating inside it.

- Cut open the heart to find a **gold key**. (goes to #8)

3. BEDROOM, SCREAMS

Severed chicken heads scream wildly from the walls.

4. BEDROOM, BLOOD WAVE

When you open the door, a wave of hot blood floods into the corridor, along with countless dead eels and crabs.

5. BEDROOM, PIG GORE

An exploded pig lies screaming on the floor. A **silver key** glints in its mouth. (goes to #12)

6. BEDROOM, GOAT HEAD

A hovering demon goat head flies out and attacks!

7. BEDROOM, SHEEP BOOM

A fluffy white sheep stands before you. Its ribs throb loudly, bigger and bigger...

- On the third throb, the goat explodes, painting the room in blood. Metal clangs ring out. A **copper key** lies in the viscera. (goes to #10)

8. BURNING LIBRARY

Red flames cover the shelves packed with tomes and scrolls. Black smoke fills the air. On the far wall sits an iron **chest** with a gold padlock.

- In the room, **Save vs Breath** or suffer 1d6 fire damage each round.
- **Chest**. Locked (**key in #2**). A golden **kingfisher pendant**.

KINGFISHER PENDANT

Each day at dawn, this holy talisman gives the wearer 3 temporary HP per level.
Value: 2,000 GP.

9. LAUNDRY

Three tall wicker baskets sit full of shining bloody sheets.

- **Baskets**. All contain dead rabbits. One contains a ruby shaped like a heart (50 GP).

10. PANTRY

Covering the bread is a green mold shaped like wings, hooves, and fins that move slowly and painfully. A **copper box** sits among them.

- **Box**. Locked (**key in #7**). Pearl earring (25 GP).

11. DINING HALL

The table is set for six. Lying on the plates, severed animal heads (sheep, goat, dog, cat, rabbit, rooster) chat politely about the weather.

- A zombie dire wolf lurks under the table (it attacks if you look under the table).

12. CHAPEL (SAFE)

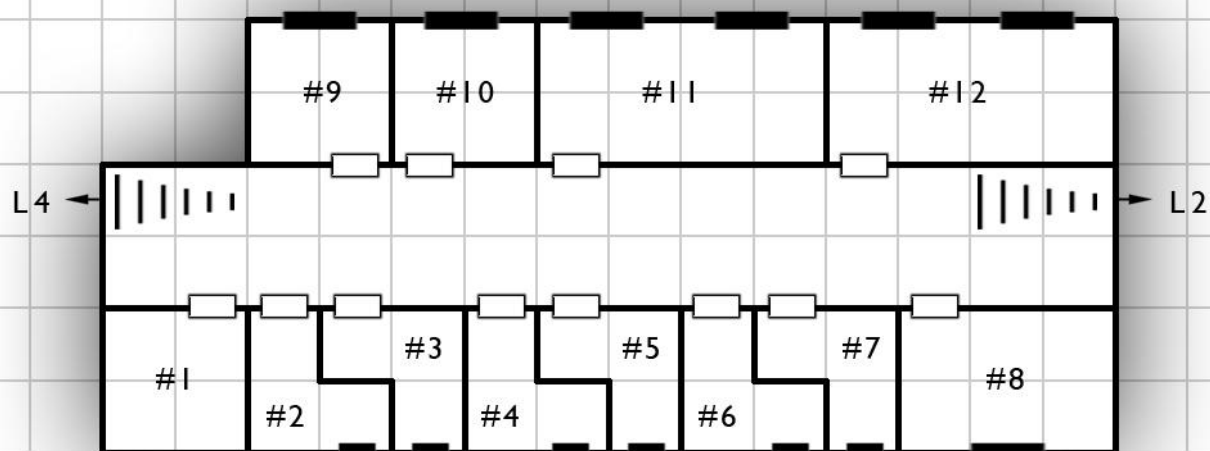
Pristine oak pews face a marble altar, as light streams through stained glass windows depicting saints and clerics of Halcyon reading and teaching children. A silver **box** sits on the altar.

- Safety! No evil may enter.
- **Box**. Locked. (**key in #5**). A tattered old **map**.

CELLAR MAP

This ancient scrap of vellum shows the cellars below the temple, revealing a broken wall near the door of the vault, and a narrow passageway beyond it.

L3: DORMITORY MAP



L2: SCHOOL

Entering the school, you see large wall murals of slaving wolves and cackling witches devouring screaming children. A chill fog obscures the floor. Clumsy bangs and clatters echo from the closed doors ahead.

1. CLASSROOM, HUNGRY

Desks and chairs lie broken in disarray. In the far corner, a teacher (**Adam**) is protecting 8 little children from a giant biting **witch-face** protruding from the warped ceiling.

- **Note:** Alchemist Omar's sons Will and Tam are here.

2. CLASSROOM, PORTAL

Empty desks and chairs sit in perfect neat rows. Across the room, a bright **golden apple** glows on the teacher's desk.

- In the center is an invisible portal connected to the ceiling directly above. Anything that falls into the portal will fall continuously from ceiling to floor, accelerating.

GOLDEN APPLE

Crafted of papier mache and acrylic paint, this hollow apple is light as a feather but incredibly life-like. Casts a halo of dim light for 5 feet.

3. CLASSROOM, DUEL

A teacher (**Debra**) and a teenager (**Hannah**) are covered in bruises and cuts, squared off like boxers with fists raised.

- Each claims the other is a deadly clay golem and asks you to kill it. They are **cursed** to see each other as golems.

4. CLASSROOM, FROG

A teacher (**Paul**) and four pimply teenagers are cowering under a table. On the floor sits an angry 7-foot-tall **Partially Dissected Frog** holding a giant bloody scalpel.

5. PRIVY (SAFE)

The small space appears freshly scrubbed. It smells of pine.

6. CHILDREN'S LIBRARY

Thin books sit on short shelves, with a few small stools. A few colorful books lie scattered on the checkered carpet.

If you open a book, a drawn creature attacks. Roll 1d4:

- (1) the **Big Bad Wolf**
- (2) the **Cat with a Fiddle**
- (3) **Little Piggy** (x3)
- (4) **Humpty the Egg Man**

7. LECTURE HALL (SAFE)

Rows of stone benches face a polished stone lectern.

- Safety! No evil may enter.

8. DINING HALL

Long trestle tables and benches stand clean and bare. A young **woman** in chainmail is struggling to bind a nasty **wound** on her arm. A short sword and shield lie near her.

- **Woman.** Felicity, squire to Lady Constance (paladin).
- **Wound.** From fighting the giant frog in #4.

She knows:

- **Lady Constance** (paladin) is downstairs protecting people.
- **Nightmares?** May be caused by the **Crown of Dreams** artifact, location unknown.
- **Tobias?** He arrived covered in a foul black ooze. Brother Seth took him to the cellar. Then the nightmares started.
- **Golden Veil?** No idea.
- **Recruit her?** No, she'll stay here to protect the children.
- **Help:** Kill the frog in #4 and she gives you a **ring**.

RING OF PROTECTION

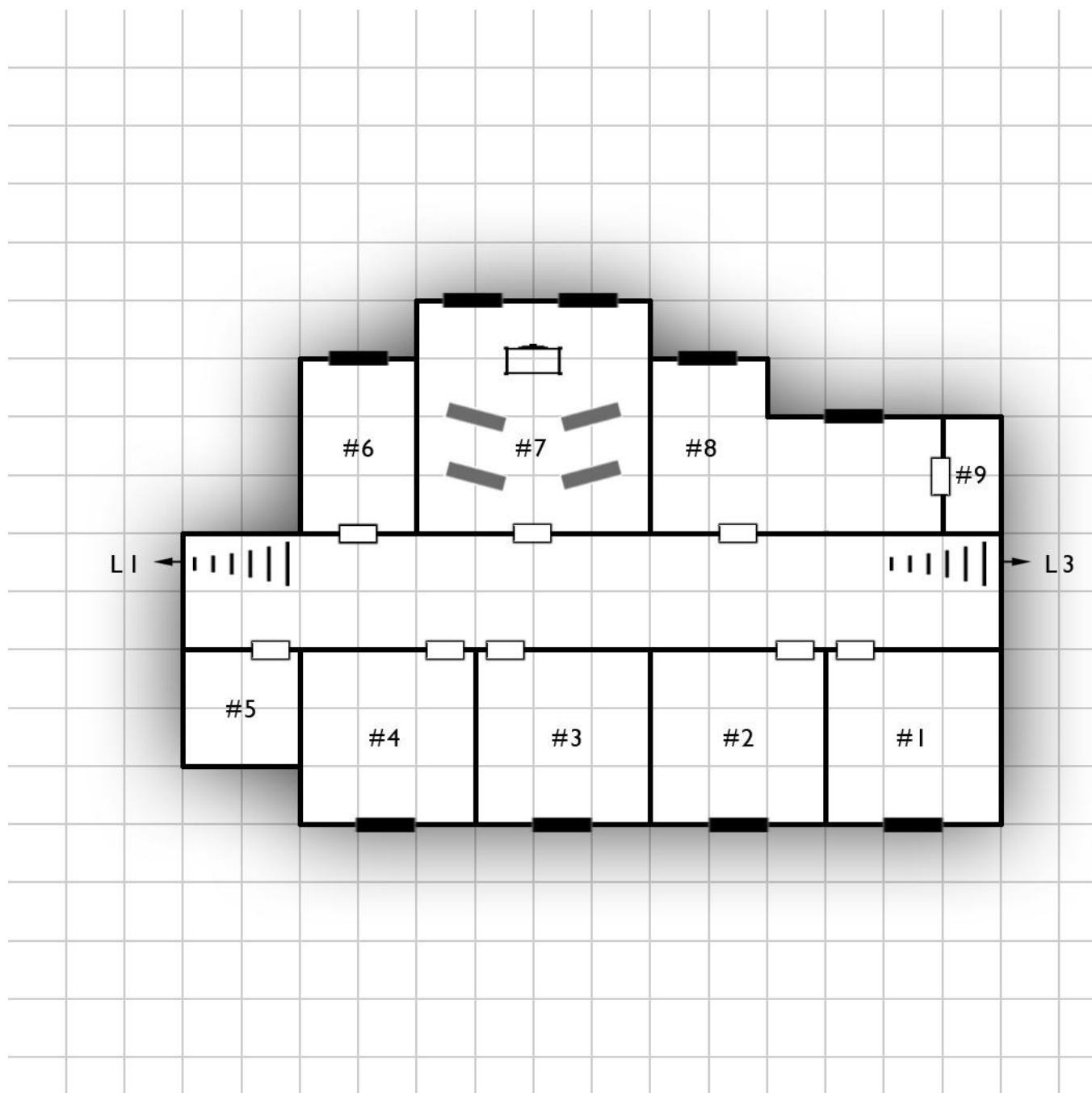
+1 to AC and saving throws

9. CLOSET

The narrow shelves hold paper, pencils, candles, a broom, a mop, a bucket, and towels. The items rattle softly in place.

- If you touch anything, all items fly outward at you, causing 1d6 bludgeoning damage.

L2: SCHOOL MAP



L1: COMMONS

Veined marble floors swirl and ripple. Stained glass saints scream in horror. Red candles gutter in the wind, and wings flap in the darkness above.

1. NAVE: PEW FORT

Nine villagers and three clerics hide in a makeshift fort of pews piled in the nave. A masked woman in armor defends the fort from two swooping gargoyles and three towering Stained Glass Angels.

- **Gargoyles.** Grunting little stone brutes with stunted wings and crooked horns.
- **Stained Glass Angels.** Ten-foot tall and one inch thick. Demon-faced angels with razor-sharp wings.
- **Woman.** Lady Constance.

Lady Constance knows:

- **Tobias** is infected with the dolorous ichor, but she doesn't know how to kill it.
- **Tobias** is in the hospital downstairs. Somewhere!
- **Brother Seth** took the **Crown of Dreams** to Tobias.
- She raised the **Golden Veil** when the gargoyles attacked; will lower it when all is safe.
- **Her mask?** A plain iron face plate hides an ugly red scar and bulging milk-white eye, wounded by her patron angel Gideon for being too lenient.

2. NAVE: ALTAR / ORGAN

Three golden chalices sit on a bright white marble altar. Behind it, a forest of bronze pipes rise from a black organ.

- **Chalices.** Mere illusions. Touch them and a gargoyle attacks from above!
- **Altar.** Hidden shelf full of broken glass. Take 1 damage.
- **Organ.** Blares hideously loud music. **Save vs Traps** or take 2d6 damage. Shatters all Stained Glass Angels in the room (from #1).

3. EMPTY CLOSET

The deep shelves are bare. Tiny yellow lights glint at the back, in the darkness.

- **Lights.** Poke the darkness with an object, nothing happens. Poke the darkness with a living hand, a swarm of blood rats spill out on you!

4. OOZING PRIVY

The floor and walls are coated in a bubbling green ooze full of struggling rat skeletons. A metal circlet floats in the ooze against the far wall.

- **Ooze.** Things (or creatures) stick fast on contact, and 20 points of damage destroys it. Creatures stuck in the ooze take half of that damage.
- **Circlet.** A corroded iron ring, part of the toilet seat.

5. SMASHED LIBRARY

A ten-foot flaming globe rolls wildly about the room, crushing shelves and tables. A swarm of tiny imps cackles overhead. Three villagers cling to the rafters, sweaty and desperate.

- **Globe.** Deals 1d6 fire and 1d6 bludgeoning on contact. Takes 20 damage to smash it.
- **Swarm of tiny imps.** Attack the tallest creature standing.
- **Villagers.** Burnt, bitten, and bloody. Weak and helpless.

6. MOANING GALLERY

Saintly portraits and pastoral landscapes cover the walls. Angelic bronze sculptures stand in the aisles. Each venerable image moans softly. A man and woman huddle in the center, calling for help.

- **Portraits.** Arms of paint grasp and smother any within 5 feet. **Save vs Traps** to avoid. Take 1d6 damage for each round of smothering.
- **Man and woman.** Visiting artists Doran and Alba. If freed, they run up the stairs, dropping a bag behind them.

BAG OF HOLDING

Holds up to 500 pounds.

Note: Tailor Laban's missing wife Doris is in #1.

7. PRAYER GARDEN

In a circle of rosebushes, three **bodies** lie still on the grass, surrounded by trampled flowers, a white veil, and two silver **cups**. Close by, a grim face scowls at you from the black bark of a withered **tree**.

- **Bodies.** Dead. A male cleric, and a young couple in a brown suit and yellow dress. Riddled with stab wounds from a rough wooden object.
- **Cups.** Etched with hearts and flowers and doves. Contain traces of spilled wine. (10 GP)
- **Tree.** Bloody branches and leaves. Raspy voice. Answers all questions with outrageous lies. Stabs anyone who prays within 10 feet of it (2d6).

8. VEGETABLE GARDEN

A red-eyed, black-winged **rabbit** hunches in the neat rows of carrots and cabbages, gnawing vegetables and **giggling** madly. Five stone **figurines** mark the ends of each of the garden beds.

- **Rabbit.** Flees on foot or wing to avoid being touched.
- **Giggling.** **Save vs Spells** or become frightened of the rabbit for 1 minute.
- **Figurines.** Mouse. Cat. Fox. Rooster. **Fish.** In the fish's mouth is a vial of acid.

9. CEMETERY

Crooked illegible markers fill the ancient burial plot. Two skeletal **ravens** perch on a tombstone, staring at you. A **woman** sobs on her knees.

- **Ravens.** "Our stone friend knows how to kill black ichor! Ask him! Ask him!" **Who?**
Riddle: "I am alive without breath and cold as death. I am never thirsty but always drinking. What am I?"
Answer: **Fish.** (see #8)
- **Woman.** Crying into her hands, not responsive. When you touch her, she is revealed as a skeleton. Seven more **skeletons** burst from the ground to attack!

Skeleton: HD 1, HP 5, AC leather, 1 attack, Filthy Femur (+4, 1d6 + 3), Spare Skull Toss (+4, 1d6 + 1), saves as fighter 1.

10. CELLAR DOOR

At the foot of this reinforced ironwood **door** snores a black **hound** covered in red flames.

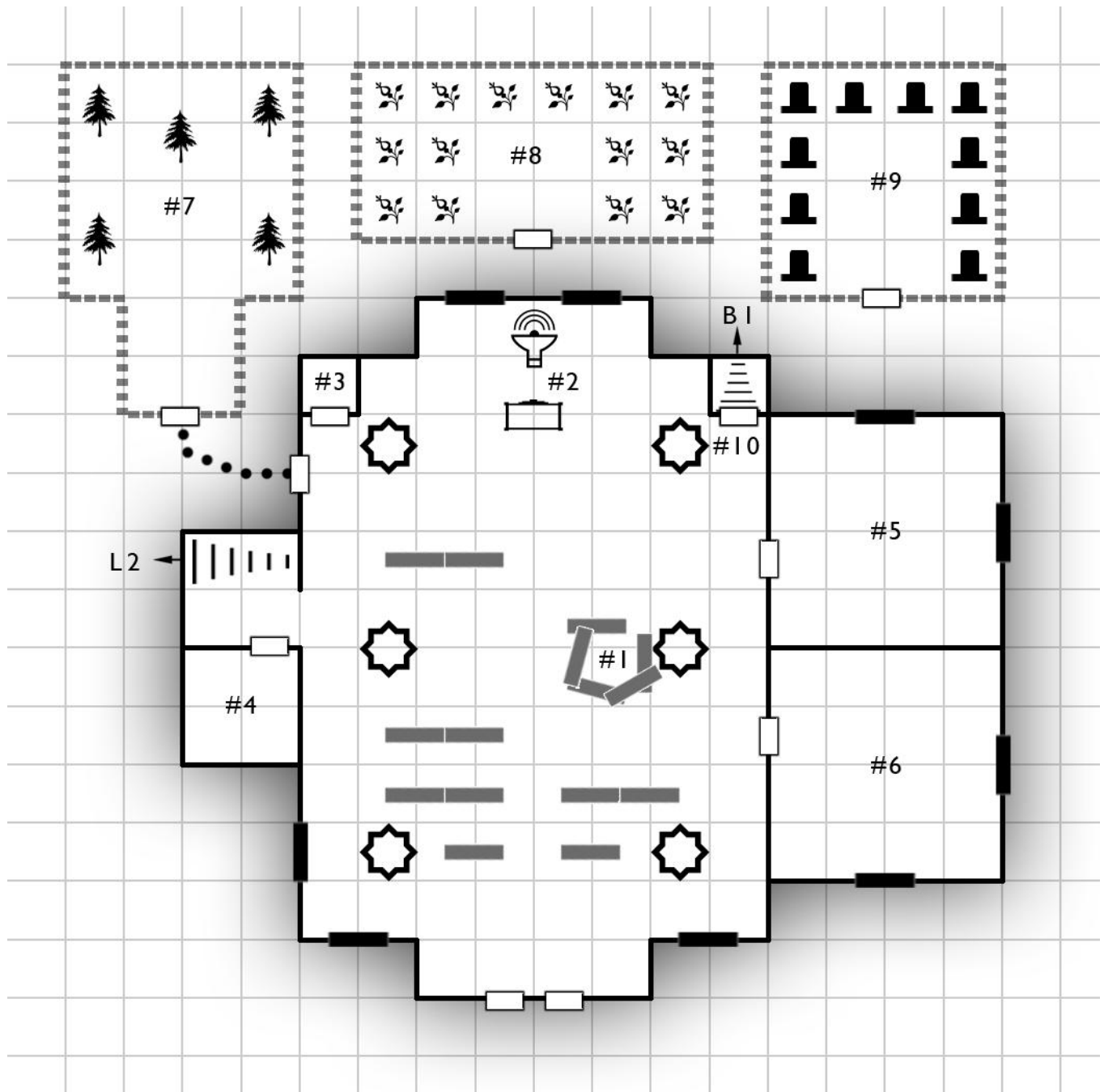
- **Door.** Unlocked, squeals loudly when opened.
- **Hound.** Four golden eyes, two red horns, black spikes down its spine, and black flesh dancing with red flames.

If the door squeals, then the **hellhound** wakes to attack.

Toss some meat to the hellhound to distract it for 1d4 minutes.

Hellhound: HD 4, HP 20, AC chain, 1 attack, Bite (+4, 2d6 and ignite), Fire Breath (Recharge 5-6, 15 ft cone, **Save vs Breath** or take 4d6 fire damage), saves as fighter 4.

L1: COMMONS MAP



B1: CELLARS

This subterranean area is walled entirely with moldering bones and rotting flesh, the floors hidden under several inches of cold, sticky blood. Huge yellow eyes stare down from the ceiling, and gaping mouths moan piteously from all sides. Slow shuffling footsteps echo faintly in the darkness.

- **Infested Seth** wanders the halls (see next page)

1. COLD STORAGE

Frost glitters on rows of **crates** and **barrels**. Two glinting **creatures** hiss from the corner.

- **Crates.** Packed tight with salted venison, pork, and fish.
- **Barrels.** Packed tight with apples and pears.
- **Creatures.** Two **frost frights** defend their chilly crates.

2. DUSTY WINE CELLAR

Hundreds of dusty **wine bottles** sit on dusty racks. A thick cloud of **dust** hangs unmoving in the sultry air.

- **Wine.** All red, very sweet.
- **Bottles.** Fragile. Each time one is touched, roll 1d4 and on a 4 it shatters harmlessly.
- **Dust.** Enter the room and the dust flows into your nostrils and mouth. After 30 seconds, you start suffocating. Leave the room to end the effect.

3. VAULT (RELICS)

A solid iron **door** lies mangled on the floor. Silver candlesticks and neatly folded vestments line the clean **shelves**. A single **purple candle** burns on a golden stand in the center of the room. A humanoid **shadow** wavers on the far wall.

- **Door.** Smashed inward by something large and strong.
- **Shelves.** Empty places clear of dust with light scratches, several boxes are missing.
- **Purple candle.** No heat or smoke, never burns down. Clearly magical. If snuffed out or obstructed, the Shadow escapes to kill **Sister Ruth**.
- **Shadow.** There is nothing casting it. It looks like a man frozen while running.

Talk to Shadow:

- This is **Samson Windler**, inventor, whose experiments into immortality accidentally turned him into a living shadow many years ago.
- **His family** fled in fear and the town turned against him.
- **Sister Ruth** (much younger then) captured him with the candle and locked him away.
- He begs and bargains and promises anything to be freed, but will then go kill **Sister Ruth** and escape.

4. CLOSET (MEDICAL)

The sturdy shelves hold 10 vials of oil, 10 vials of acid, 10 vials of anti-toxin, 10 candles, cloth masks, rubber gloves, and leather aprons.

HOLDING CELLS

Each stone cell is pitch black beyond its narrow view-slot. Each iron door is deadbolted from the outside.

5. CELL: SCARED THIEF

- Will, thief, stole a love potion from alchemist Omar.
- Begs to be let out, terrified of the flesh and bone walls.
- **Open it:** he runs away.

6. CELL: INSANE HERETIC

- Heather, anti-angel heretic.
- Babbles madness about the lovely eyes in the ceiling.
- **Open it:** she refuses to leave.

7. CELL: INFESTED JANITOR

- Martin, the temple janitor.
- Infected with dolorous ichor, his monstrous black hand attacks out of control.
- Tells you to leave him there to die so no one else is hurt.
- One vial of acid on his hand kills the ichor and saves him.
- **Open it:** he runs away.

8. CELL: EMPTY

- Yep, empty.

9. CELL: EMPTY

- Completely empty.

10. CELL: TROUBLED TEEN

- Gavin, 16, pale, black hair.
- Violent and suicidal since he saw his father Renton killed by bandits on the south road.
- **Open it:** he refuses to go.

11. CELL: INFESTED TOBIAS

A huge pulsating mass of black and violet flesh fills the the cell. Long bent arms beat bloody talons against the walls.

Tobias's red face screams from the fleshy mass, his yellow eyes bulging, a golden crown knotted to his head in a tangle of bloody thorns.

- Tobias, unfortunate young adventurer, heavily infested with ichor, monstrously deformed, fused to the walls.
- **To remove the Crown:**
 - (1) Deal 50 points of damage to the thorns on his head to free it, and then...
 - (2) Snatch the crown away.
- **When the Crown is removed,** all non-ichor creatures and effects vanish from the temple. Only Infested Tobias, Infested Seth, and Martin's hand remain the same.

12. CELL: EMPTY

- Whew! Empty.

INFESTED SETH

A bloated red-and-black mockery of kindly Brother Seth lumbers through the narrow passages, his throbbing bulk completely blocking the hall. Fleshy tendrils writhe from his sleeves and melted face as he shuffles in an endless loop around the dark cellars, groaning and lashing out at all in his way.

- Always moves forward, never backward, in a loop (see map on next page)
- Starts near #12, and moves whichever way you want
- One vial of acid does 10 damage to his ichor-flesh
- See statistics in the Appendix
- Players must invent a way to "save" him if they wish to do so, it should be difficult

INFESTED TOBIAS

The mutated youth shakes and screams, his shapeless body rooted into the stones of his cell. His clawing hands thrash wildly as his wails deafen you to all other sounds.

- Cannot move
- One vial of acid does 10 damage to his ichor-flesh
- See statistics in the Appendix
- Players must invent a way to "save" him if they wish to do so, it should be difficult

13. REPAIRED WALL

The mortar here is brighter, and the stones are a slightly darker shade of gray.

- It takes 10 minutes to physically bludgeon the wall open to reveal the tunnel down to the **crypts**.
- Or one Shatter-type spell.

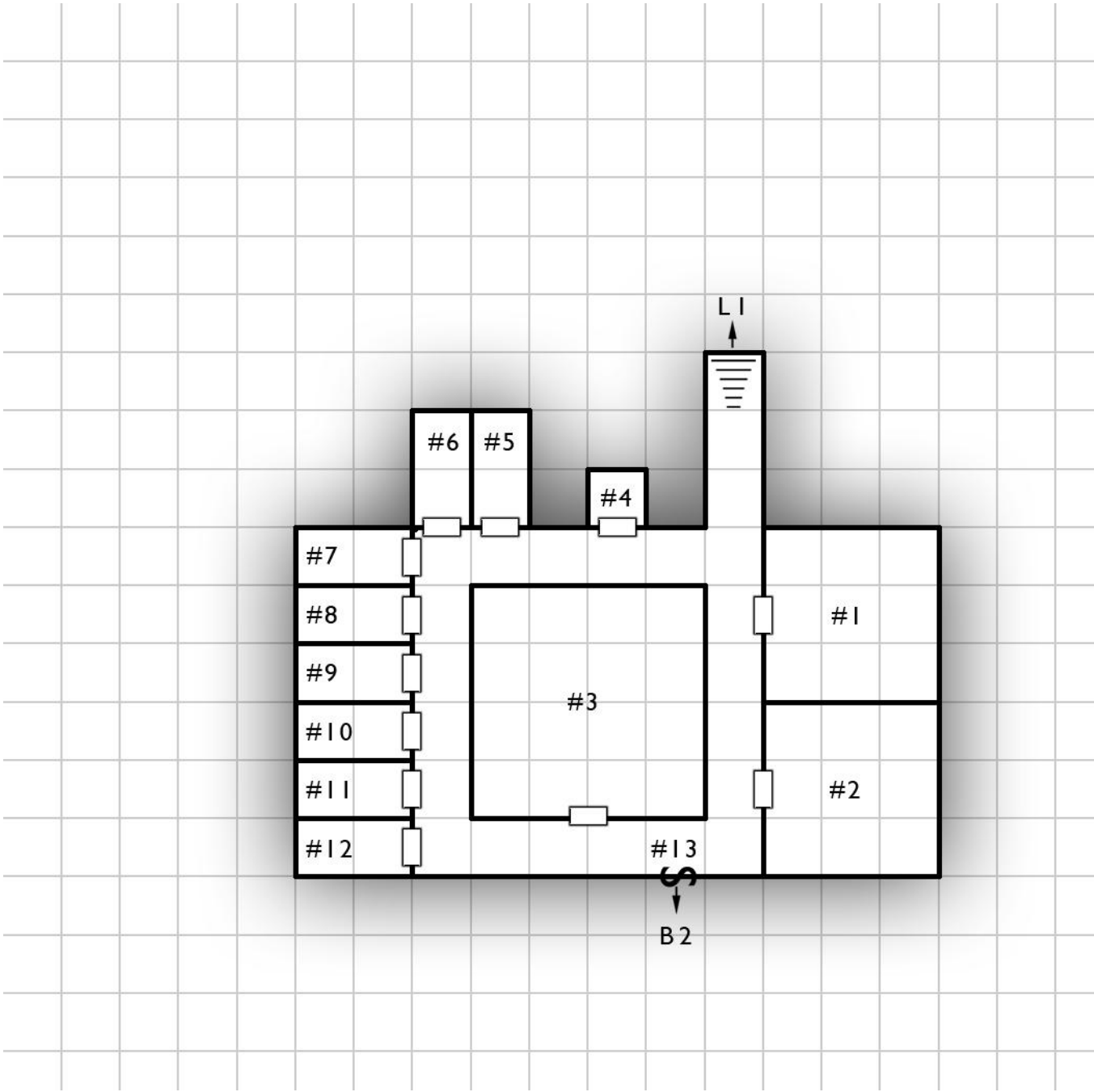
DM Note: The repaired spot cannot be seen until the **Crown of Dreams** is removed from Tobias (because everything looks like bones and flesh), but then the repaired spot is very obvious to anyone looking.

CROWN OF DREAMS

This simple golden circlet makes the wearer resistant to psychic damage. Also, the wearer is immune to being frightened or charmed.

Value: 1,000 GP.

B1: CELLARS MAP



B2: CRYPTS

Across the plain dirt floor, between the simple gray pillars, lie three white granite crypts and one blue marble crypt, all covered in dust.

DM Note: This area is safe for now, but (1) dust trickles steadily from the earthen roof, (2) the stone pillars groan each time a crypt is opened, and (3) when they take all the loot, the ceiling slowly and loudly collapses!

1. WHITE CRYPT #1

A dull white skeleton in faded orange robes wears a bronze ring featuring an etched hand.

SCRIBE'S RING

This bronze ring features an engraved hand. The wearer can create (forge) any official document of a type they have seen before.

Attunement.

Value: 1,000 GP.

2. WHITE CRYPT #2

Dusty gray robes lie crumpled over a low mound of dull sand. Atop the robes sits a bronze ring featuring an etched eye.

LIBRARIAN'S RING

This bronze ring features an engraved eye. The wearer can read any written language.

Attunement.

Value: 1,000 GP.

3. WHITE CRYPT #3

A twisted brown corpse with enormous white eyebrows in filthy white robes displays on a gnarled finger a bronze ring featuring an etched shield.

PROFESSOR'S RING

This bronze ring features an engraved shield. The wearer cannot be frightened or poisoned by any creature smaller than the wearer.

Attunement.

Value: 1,000 GP.

4. BLUE CRYPT

A dark gray skeleton of a one-armed woman lies in dull orange robes. In her skeletal fingers sits a simple bronze staff etched all over with eyes, bells, and wings.

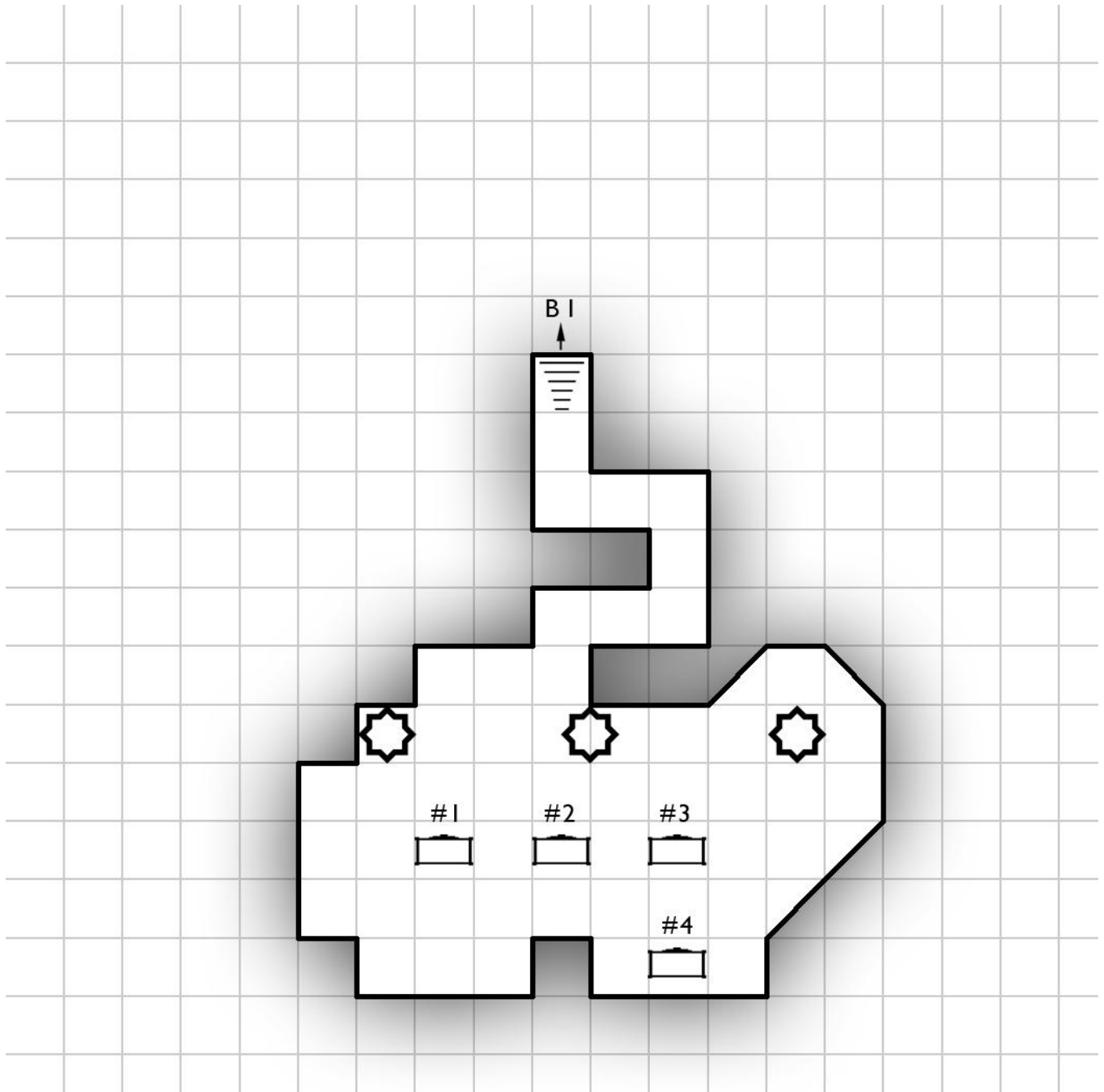
STAFF OF HALCYON

This bronze staff has three charges, which it regains each day at dawn. Burn one charge to create 30 feet of torchlight for 1 minute, which causes magic objects and effects within its radius to glow. Burn three charges to create 60 feet of sunlight for 1 minute, which causes invisible creatures within its radius to glow.

Attunement.

Value: 3,000 GP.

B2: CRYPTS MAP



APPENDIX: TREASURE

WINDLER BOOTS

Once per day, click the heels of these self-winding clockwork boots to jump 60 feet up or 60 feet forward. **Value:** 250 GP.

BEATRIX'S RUBY RING

Allows the wearer to cast *Lesser Restoration* once per day. It smells of moth balls and ointment. **Value:** 300 GP.

SWIFFY THE BROOM

This Small magical servant can clean and do simple chores, including cooking. Does not speak but knows Common. Always has a peppy professional attitude. Hates dirt! Fears fire! **Value:** 200 GP.

ORLA'S SCARF

Allows the wearer to imitate any voice they have heard before. It is covered in dried blood stains. **Value:** 150 GP.

ORLA'S BANGLE

This crude wooden bracelet resembles a snake eating its tail. When worn, this cursed item constricts the wearer's wrist so tightly that they cannot hold any item in their trembling purple hand. **Value:** 50 GP.

ORLA'S CHAIN

A 60-foot magical chain that can move, tie, and untie itself on command. **Value:** 200 GP.

FROSTSHINE

Magic shortsword. +1 hit and +1 cold. Freezes water on contact for 1 minute, 5 ft. **Value:** 500 GP.

GIANT FLUTE

This large antler flute plays soothing notes that put any Giant creature to sleep for one minute, once per day. **Value:** 250 GP.

ARVID'S RING

At dawn, this magical golden ring drips forth an identical mundane golden ring, which disintegrates at sunset. **Value:** 100 GP.

ARVID'S CLAW

This bronze grappling hook grants advantage on every throw, and it releases its grip when gently shaken. **Value:** 100 GP.

KINGFISHER PENDANT

Each day at dawn, this holy talisman gives the wearer 3 temporary HP per level. **Value:** 2,000 GP.

GOLDEN APPLE

Crafted of papier mache and acrylic paint, this hollow apple is light as a feather but incredibly life-like. Casts a halo of dim light for 5 feet.

Value: 10 GP.

PROFESSOR'S RING

This bronze ring features an engraved shield. The wearer cannot be frightened or poisoned by any creature smaller than the wearer.

Attunement. Value: 1,000 GP.

RING OF PROTECTION

The wearer gains +1 to AC and saving throws.

Attunement. Value: 3,000 GP.

BAG OF HOLDING

Holds up to 500 pounds but only weighs 10. Holds up to 60 cubic feet of material, but only takes up 4. If turned inside out, all contents spill out.

Value: 3,000 GP.

STAFF OF HALCYON

This bronze staff has three charges, which it regains each day at dawn. Burn one charge to create 30 feet of torchlight for 1 minute, which causes magic objects and effects within its radius to glow. Burn three charges to create 60 feet of sunlight for 1 minute, which causes invisible creatures within its radius to glow.

Attunement. Value: 3,000 GP.

CROWN OF DREAMS

This simple golden circlet makes the wearer resistant to psychic damage. Also, the wearer is immune to being frightened or charmed.

Value: 1,000 GP.

SCRIBE'S RING

This bronze ring features an engraved hand. The wearer can create (forge) any official document of a type they have seen before.

Attunement. Value: 1,000 GP.

LIBRARIAN'S RING

This bronze ring features an engraved eye. The wearer can read any written language.

Attunement. Value: 1,000 GP.

APPENDIX: CREATURES

Bandit: HD 1, HP 7, AC leather, 1 attack, Scimitar (+3, 1d6), Crossbow (+2, 1d6), saves as fighter 2.

Basilisk: HD 5, HP 25, AC chain, 1 attack, Bite (+5, 2d6), Petrifying Gaze (**Save vs Stone** or one-third petrified), saves as fighter 4.

Big Bad Wolf: HD 3, HP 15, AC leather, 2 attacks, Bite (+3, 2d6), Huff and Puff (**Save vs Breath** or knocked prone and 1d6), saves as fighter 3.

Blood Rat Swarm: HD 3, HP 15, AC unarmored, 1 attack, Bite (+2, 2d6), Burst (**Save vs Breath** or blinded), saves as fighter 2.

Bog Viper: HD 1, HP 5, AC leather, 1 attack, Bite (+2, 1d6, **Save vs Poison** or 1d6 poison damage), saves as fighter 1.

Cat with a Fiddle: HD 3, HP 15, AC leather, 2 attacks, Rapier (+4, 2d6), Merry Jig (20 ft radius, **Save vs Spells** or spend their turn dancing to the Cat's fiddling and take 1d4 + 3 psychic damage), saves as fighter 2.

Cavefish (swarm): HD 2, HP 10, AC unarmored, 1 attack, Bite (+3, 2d6), saves as fighter 1.

Demon Goat Head: HD 2, HP 10, AC unarmored, 1 attack, Unholy Bleating (10 ft radius, **Save vs Spells** or 2d6 psychic damage), Vicious Bite (+4, 3d6), saves as fighter 2.

Dolorous Ichor Blob: HD 1, HP 5, AC unarmored, Resistant to all but Acid, Vulnerable to Acid, Spider Climb, 1 attack, Foul Tendril (+5, 2d6), Dolorous Wail (10 ft radius, **Save vs Spells** or 1d6), saves as fighter 1.

Felicity Quill (squire): HD 3, HP 15, AC leather, 2 attacks, Shortsword (+3, 1d6), Hand Crossbow (+3, 1d6), saves as fighter 3.

Fire Beetle: HD 1, HP 5, AC leather, 1 attack, Bite (+1, 1d4), Firespray (15 ft, +1, 1d4), saves as fighter 1.

Flytrap: HD 3, HP 15, AC leather, 2 attacks, Chomp (+4, 2d6), Vine Lash (15 ft, target is pulled 10 ft closer), saves as fighter 2.

Frost Fright: HD 2, HP 10, AC chain, Immune to Cold, Vulnerable to Fire, 1 attack, Frigid Aura (10 ft radius, **Save vs Breath** or 2d6), Death Shatter (5 ft radius, 1d4), Icicle Sneeze (15 ft, +4, 2d6), saves as fighter 2.

Humpty the Egg Man: HD 2, HP 10, AC plate, 1 attack, Devilish Pitchfork (+4, 2d6), Yolk Spray (15 ft cone, **Save vs Breath** or take 1d6 and fall prone), Great Fall (when defeated, egg man explodes, 15 ft radius, 1d6), saves as fighter 2.

Gargoyle: HD 3, HP 15, AC leather, 2 attacks, Bite (+4, 2d6), Claws (+4, 2d6 + 2), saves as fighter 3.

Infested Seth: HD 5, HP 25, AC chain, Resistant to all but Acid, Vulnerable to Acid, Blinded by bright light, 2 attacks, Eldritch Lash (+6, 4d6), Maddening Gaze (15 ft cone, **Save vs Spells** or take 2d6 and spend next turn kneeling and babbling), saves as fighter 5.

Giant Leech: HD 1, HP 5, AC leather, 1 attack, Bite (+3, 1d6, **Save vs Poison** or take 1d6 poison damage), saves as fighter 1.

Infested Tobias: HD 4, HP 20, AC leather, Resistant to all but Acid, Vulnerable to Acid, Blinded by bright light, 2 attacks, Flailing Arms (+5, 4d6), Desperate Scream (15 ft radius, **Save vs Spells** or take 2d6 and spend next turn moving randomly), saves as fighter 4.

Goblin: HD 1, HP 5, AC leather, 1 attack, Scimitar (+2, 1d6 + 2), Shortbow (+2, 1d6 + 2), saves as fighter 1.

Hag, "Orla Graylocks": HD 4, HP 20, AC leather, 2 attacks, Claws (+5, 2d6 + 3), Spellcasting (Minor Illusion, Vicious Mockery), Voice Mimicry, Disguise Self, Horrific Appearance (**Save vs Spells** or be frightened for 1 round), saves as magic-user 4.

Kobold: HD 1, HP 5, AC leather, Pack Tactics (attack with advantage when an ally is next to the target), 1 attack, Dagger (+2, 1d6 + 1), Sling (+2, 1d6 + 1), saves as fighter 1.

Hellhound: HD 4, HP 20, AC chain, 1 attack, Bite (+4, 2d6 and ignite), Fire Breath (Recharge 5-6, 15 ft cone, **Save vs Breath** or take 4d6 fire damage), saves as fighter 4.

Lady Constance (paladin): HD 5, HP 25, AC plate, Brave (cannot be frightened), Lay On Hands (heal 25 HP per day), 2 attacks, Greatsword (+5, 2d6 + 3), saves as fighter 5.

Little Piggy: HD 3, HP 15, AC leather, 1 attack, Hammer Time (+4, 1d6 + 2), Wee Wee Wee (piggy movement does not trigger attacks of opportunity), Brick Defense (when 2 piggies are within 10 feet, they both resist bludgeoning, slashing, and piercing), saves as fighter 3.

Ogre: HD 4, HP 20, AC leather, 1 attack, Greatclub (+6, 4d6), Throw Rock (+6, 2d6), saves as fighter 4.

Ooze, Iridescent: HD 2, HP 10, AC unarmored, Resistant to Acid and Fire, 1 attack, Rainbow Tendril (+3, 2d6, metal armor takes -1 AC), Lubricate Object (when a weapon hits the ooze, **Save vs Breath** or the weapon slips away 20 feet), saves as fighter 1.

Paper Wasps (swarm): HD 2, HP 10, AC leather, 1 attack, Paper Cut (+3, 2d6), saves as fighter 1.

Partially Dissected Frog: HD 4, HP 20, AC leather, 1 attack, Scalpel (+6, 3d6), Tongue Lashing (+4, 2d6, target is pulled to within 5 feet of the frog), saves as fighter 3.

Skeleton: HD 1, HP 5, AC leather, 1 attack, Filthy Femur (+4, 1d6 + 3), Spare Skull Toss (+4, 1d6 + 1), saves as fighter 1.

Spider-Rat: HD 1, HP 5, AC leather, Pack Tactics (attack with advantage when an ally is next to the target), Spider Climb, 1 attack, Bite (+2, 1d6), saves as fighter 1.

Stained Glass Angel: HD 3, HP 15, AC chain, 2 attacks, Wing Slash (+4, 2d6), Prismatic Glare (15 ft cone, **Save vs Spells** or stunned), saves as fighter 1.

Stirge: HD 1, HP 5, AC leather, 1 attack, Blood Drain (+3, 1d6), saves as fighter 1.

Tiny Imps (swarm): HD 3, HP 15, AC leather, 1 attack, Bite (+4, 2d6), saves as fighter 2.

Witch-Face: HD 4, HP 20, AC chain, 1 attack, Crooked Fangs (+5, 3d6), Putrid Blast (15 ft cone, **Save vs Breath** or 3d6 poison damage), Hideous Cackle (10 ft radius, **Save vs Spells** or 2d6 psychic damage and frightened for 1 round), saves as magic-user 4.

Zombie Dire Wolf: HD 4, HP 20, AC leather, 1 attack, Bite (+5, 2d6 and knocked prone), Uncanny Howl (10 ft radius, **Save vs Spells** or deafened for 1 round), saves as fighter 4.

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