

NERDICTED PRESENTS

20 Chillingly Creepy Encounters



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Twenty fun, creepy and horrible encounters you can throw at your party

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INTRODUCTION

Welcome traveller to the darkest and cruelest corners of the realms. Where your worst nightmares hide just beyond your sight. Where all is not as it seems and evil lurks in shady corners. Where you are lucky to get out alive and with your sanity intact. Welcome to **Twenty Chillingly Creepy Encounters**.

In this module you, the **Dungeon Master**, will find **20 new encounters to throw at your party**. **Dark, scary and sinister encounters to give your players a scare or make them feel uncomfortable**. Some encounters

will give you an idea to go from and build on. Other encounters will indicate how you can adjust them for players of different levels. We hope you give your players a good fright and have a fun and scary encounter.

We offer you the building blocks for an encounter. Everything mentioned here is to give you an idea to work from. To make your life as a DM easier. Naturally you are free to change any monster and names to better suit your setting and campaign.

ENCOUNTER 1

You are on the road between the towns of Ebongate and Autumnbury. It is a cloudy and grey but dry day and so far your travel has been uneventful. As you make your way from a small forest path onto the main packed dirt road, one of the PCs stumbles over a rock and falls to the ground. The PC angrily kicks the stone to the side... revealing a hand with a golden ring (worth 25 gp) still on its finger.

Digging some more reveals the body of...

Roll a D6 or pick one at the DM's discretion:

1. A richly dressed fat human merchant, his privates have been cut off.
2. A young girl (age 10 or 11) dressed in dirty rags no wounds or other cause of death are visible.
3. A headless halfling man dressed in a simple woolen robe. The wound was made with a very sharp blade or axe and has no ragged edges.
4. A man missing the lower half of his body. His upper body still dressed in the bronze and green livery of an Autumnbury city guard.
5. A middle aged plainly dressed human woman with her eyes pried out.
6. A half-elf male, naked except for the ring. Fiendish arcane markings and scars cover his body.

ENCOUNTER 2

You walk along a muddy path on a rainy day when a sweet but sickly smell reaches your nose. The last couple of days you have been making your way to the city of Ravenmire. Under the constant downpour, you mostly have been hiding in your robes, keeping your head down.

As one your party stops when you come to find a wooden stake beside the road. On the stake is a

corpse. The body is fresh, but the human man upon it is dead. After you walk a bit further along the road, which curves slowly up a steep hill, you find another one. This has a half-elf woman on it. You walk some more, another one, this time a tiefling man. Horrified you press on until you reach the top of the hill. From this vantage point you discover the stakes go on as far as the eye can see.

Investigating some of the bodies indicates they died on the stakes, non-lethal (or slow but deadly) cuts cover their naked bodies. There are men, women and even children of all the common races (human, halfling, gnome and so on).

A DC 20 (INT) investigation check reveals that all the staked corpses miss their tongues.

Examples of what could possibly have caused this:

1. An Orc (hobgoblin or lizardmen) warband took revenge upon a town after the local watch destroyed their camp killing men, women and children.
2. A collective vision from forgotten times. Somehow the veil of time shows you an event that happened many hundreds of years ago. But why?
3. As #2. It is not the past, it is the near future. What will cause this?
4. A deadly disease struck town. The people tried to scare any travellers away from Ravenmire.
5. Ravenmire is famed for its slave trade. A recent revolt was struck down. The revolting slaves have all been put up for display and discouragement.
6. The Gathering of the Damned cult have done this. These cultists believe that their own sacrifice will bring them into the fold of Odarr, the God of Judgement. They will live in silent happiness from now on in his realm after their sacrifice (also called the Judgement ritual).
7. Other...

ENCOUNTER 3

You are on your way through a dense, dark green forest towards the town of Duskcross. A small girl dressed in rags approaches the group. She is skipping happily along the dirt road holding a sack and singing a simple children's lullaby. As she finally stops in front of you she is seemingly a cute little girl with some smears of dirt on her face. She is maybe seven years old. Her dress used to be a colorful pretty thing but it is smeared and torn. Her brown curls are unkempt and twigs and leaves have caught in it. She looks at you with unsettling eyes staring deep into your soul. She holds up a faded brown sack: "My marbles. But I do not want you to see them."

A deep urge overcomes you to try to persuade her, make a DC 12 CHA (Persuasion) to get her to show her marbles.

When she opens the sack, to your horror, you find it filled with eyes. It is then that you notice a stream of stumbling and moaning forms behind her. Eyeless husks that once were men. She closes the sack and coldly says: "Now you give me YOUR eyes".

SOURCE

The girl is Dimme-Kur. A maddened Night Hag stuck in girl form - *Monster Manual*, p. 178 (CR 5)
(Cover illustration)

ENCOUNTER 4

You walk through open farmland and are making your way through a field of corn. At the end of the field, you come across an abandoned farm. The weather is changing very rapidly as a storm is gliding in on the horizon. The nearest town of Ironvault is still a day's walk away as the skies open up and a downpour starts. Seeking shelter from the cold wet rain, the party quickly enters the abandoned farm.

You find that everything inside the old wooden barn seems as though it has been left in a hurry. You count at least ten plates with rotten food on it. Dust covers all the surfaces and the air is stale. Outside the storm is raging, so you decide to take shelter for the night in what once was the living room. You settle in as the storm slows down and eventually passes. When all is silent you begin to hear the laughter of children coming from the fields — yet no children are in sight.

Investigating the sounds, the PCs find themselves being lured away from the safety of the homestead, deep into the cornfield. The PCs see a shimmering ball of energy hover a few feet above the ground. When they investigate a DC 16 (INT) Arcana check reveals to

them it's a small portal of some kind, through which 1d3+1 spirits came to haunt the farmers. The spirits are unable to venture far from the portal and by mimicking the sounds of children lure passersby into their reach.

MOANER'S SPIRIT

Tiny undead, chaotic evil

Armor Class 18

Hit Points 26 (10d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	26 (+8)	10 (+0)	10 (+0)	13 (+1)	15 (+2)

Damage Vulnerabilities Radiant

Damage Resistances acid, fire, force, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, cold

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

Source Based on Will-o'-Wisps | *Monster Manual*, p. 301 and Banshee | *Monster Manual*, p. 33

Consume Life As a bonus action, the moaner can target one creature it can see within 5 ft. of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the moaner's spirit regains 10 (3d6) hit points.

Ephemeral The Moaners Spirits can't wear or carry anything.

Incorporeal Movement The moaner's spirits can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) cold damage if it ends its turn inside an object.

Actions

Corrupting Touch Melee Spell Attack: +4 to hit, reach 5 ft., one target. Hit: 12 (3d6+2) necrotic damage.

Invisibility The moaner's spirit can become invisible until it attacks or uses its Consume Life trait, or until its concentration ends (as if concentrating on a spell).

Invisible:

- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.

- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

ENCOUNTER 5

It has been raining for hours now and you are glad to be out of the damp woods. You make your way out of the edges of the forest and approach an old abandoned estate. The large wooden building is

three stories high. It has lost none of its former glory although it is obviously in a state of disrepair. The doors hang askew off their hinges. Cobwebs cover most of the porch.

As you enter through a gap between the two large black wooden doors, you notice there are mirrors all over the estate. On the first floor, on the landing, and in all the rooms. Though all is covered in a fine layer of dust the mirrors have lost nothing of their shine.

As you pass the mirror you have the feeling something is wrong. As if your reflection is slightly off. You stand still in front of the mirror and can see yourself reflected.

Even though you did not move, your reflection is. It starts banging on the other side of the glass in a rage. Clawing at the smooth surface with a distorted grin. Although there is a lot of movement inside the mirror, you hear no sound.

DM'S OPTIONS:

1. This is just the former owner's idea of a joke and the mirrors are just enchanted with illusions. To disbelief make a DC 16 INT (investigation) check.
2. The mansion is a prison. The mirrors, cages to capture souls. Beware those guilty with sin. Staring into an empty mirror for longer than a few blinks make a DC 14 CHA save to resist imprisonment.
3. The mansion is a lair of an aberration, who uses the mirrors to spook the PCs and feeds on their fear. Deep inside the mansion he lives, a fat bloating putrid brain... growing ever more powerful. (Use: Elder Brain, *CR 14 - Volo's guide to Monsters*, p. 173/174).
4. The owner is a wizard. Deep in his experiments he/she opened a gate... and let something in. Optionally the wizard lives here still, totally mad now (Archmage, *CR 12 - Monster Manual*, p. 342).
5. The former owner collected souls. He imprisoned them inside the mirror. The ones he most treasured were his competitors and enemies.
6. The mirrors are enchanted to capture wandering souls. Long ago a great battle was fought here and many perished. Their souls are captured inside the mirrors. Breaking the mirror releases the spirits (Ghost, *CR 4 - Monster Manual*, p. 147).
7. Other...

ENCOUNTER 6

You cross open grassland early in the morning. There is fog on the wet grass. It is strangely chilly here. The fog is curling around you. Slowly but surely the fog starts taking humanoid form.

Everywhere you see these human-like forms arise. Then the fog curls in some places and takes the form of all kinds of creatures. They seem oddly familiar. You soon realize these are all the people and creatures you have ever slain. As one they raise one arm and point at you. That is when the wailing starts: Why? Why? Why? Why?

The area is affected by a tiny crack in reality and dark energy from the deepest and darkest voids has leaked into the world. The area covers a 5 by 5 mile stretch and is growing.

To resist the madness that emanates from this area the PCs must make a DC 18 WIS save.

Failing with 1-4 points difference:

A character afflicted with short-term madness is subjected to the effect for 1d10 minutes.

Failing with 5-9 points difference:

A character afflicted with long-term madness is subjected to the effect for 1d10 × 10 hours.

Failing with 10+ points difference:

A character is afflicted with indefinite madness that lasts until cured.

A Calm Emotions spell can suppress the effects of madness, while a Lesser Restoration spell can rid a character of a short-term or long-term madness. Depending on the source of the madness, Remove Curse or Dispel Evil might also prove effective (DM's discretion). A Greater Restoration spell or more powerful magic is required to rid a character of indefinite madness.

DM'S NOTE:

This encounter can easily be adapted into a side quest to close the rift. Perhaps a corrupted priest has opened it or a wizard with malicious intent tried to summon a demon. Or a powerful warlock died here, causing the rift with its patron's plane to open up.

ENCOUNTER 7

You come across the small settlement of Lakemire as the moon is almost full. The villagers welcome you with open arms. At the local inn - The Marked Troll Tavern - you hear rumors of a rat infestation that has been plaguing the lands.

Rats are no problem for seasoned adventurers as yourself. And you are paid handsomely if you agree to rid the countryside of rats.

They do have one strange request. Please do not kill the rats, but subdue them. After some time you begin to notice something strange. There are absolutely no children in the entire village. When you question the villagers they do not give you any straight answers. That night the moon is full and it all becomes clear as the hordes of wererats attack.

DM'S OPTIONS:

1. The teacher at the local school is a wererat and has infected all the kids (the townsfolk are unaware).
2. Rat-bite-fever came to town by means of a foreign merchant ship, oddly it affected only the kids.
3. A meteor fell from the sky into the lake where the kids play and swim in the summer. Its first contact was with a muskrat. It absorbed the rat and now it spreads its radiance that transforms the kids into wererats
Variant: the meteor is all that remains of a cast-out fiend. It needs the rat kids (easy targets) to regenerate into his full form again.
4. A recent storm uncovered an ancient evil temple worshipping a rat-like god. The kids of the town play in that area and took 'treasure from the temple'. Now cursed, they transform into wererats at a full moon.
5. An ancient curse has hit the town (which it does every 111 years). That year the kids turn into wererats, eventually killing their parents, but this time the PCs have arrived to hopefully stop them.
6. The curse is made by a vengeful Hag who loved a man of the village once. Their kid was burned as a monstrosity, the man was killed, the hag survived. She is bent upon destroying all the kids and their kin. (option: combine with #5)

ENCOUNTER 8

You walk the trail through the dense forest and start noticing something strange. The usual noises you are accustomed to hearing when in this terrain are gone. No birds. No scuttling through the undergrowth. No animals. You move along anyway.

That is when you start finding the corpses of dead birds, foxes, rodents and insects. They all just lie there and you can find no signs of a struggle. As you walk on you catch a strange metallic scent on the air. It makes you nauseous.

As you move along the smell becomes stronger and the nausea becomes worse. That is when you notice a woman on the road. She is crying, holding her tattered clothes, moving backwards. "Please do not come near me. Please!"

The Purple Rot has hit the area, affecting all the living. The lady in the road is the source of the disease.

If you come closer you have to make a DC 15 constitution saving throw or become infected.

Once infected the PCs organs start to be affected:

- 1-2 hrs after infection - the PC starts feeling cramps in his stomach area - *exhaustion lvl 1*.
- 3-6 hrs after infection - the PC starts to cough up small amounts of blood - *exhaustion lvl 2*.
- 9-10 hrs after infection - The PC is nauseous, has severe cramps and coughs up lots of blood, blood pours from eyes, nose and ears as well - *exhaustion lvl 3*.
- 20-24 hrs after infection - The PC is seriously ill and has high fever and all earlier effects - *exhaustion lvl 4*.
- 2nd day (any time DM's discretion) - Increase to *exhaustion lvl 5*. If untended the PC dies (2d12 hrs time left).
- 3rd day (if still alive) - The PCs organs start failing and the PC will die within 2d6 hrs - *exhaustion lvl 6*.

POSSIBLE CURES

1. Cure Disease spell
2. Ritual at a local temple
3. Kill the lady on the road
4. No Cure
5. Divine intervention
6. Wish or similar spell(s) - Hero's Feast, Greater Restoration, Heal
7. Side Quest (DM's Discretion)
8. Acquiring a special potion from a shady merchant, witch, wizard...
9. A Night Hag's Heartstone
10. Blood donation by a Cleric or Paladin

DM'S NOTE:

This encounter, although possibly deadly, wasn't meant to be lethal for the PCs. To reach the latter stages of the disease, a crafty DM could have a dear friend (NPC) travel with the party and he/she might contract the disease instead.

ENCOUNTER 9

As you come over the hill you can already see the black smoke rising. Below you, you see the burned down remnants of what once was the rural village of Bellgate. All the farms and houses have been sacked and put to the torch.

You make your way to town. As you walk down the main street to the village square you see black ravens sitting on round boulders in the distance. The smell of burned wood mixes with the sickly sweet smell of death.

Upon further inspection you find that all of the boulders are actually heads sticking out of the ground. All of the villagers have been buried, standing up in a circle. The only parts of their bodies sticking out are their heads. Most villagers are dead. Others are moaning or screaming as the ravens feast on their eyes.

You find one of the villagers still alive and able to talk. It is the local halfling baker Theudebald Burrowes. He tells you a hobgoblin raiding party has struck again.

DM'S OPTIONS:

1. The raiders have moved back to their base.
2. The Raiders are moving in on another village.
3. The Raiders lurk and are waiting for the travellers to ambush them
4. The Raiders are zealots spreading death and destruction in the name of their god Maglubiyet the Mighty One, the greater god of goblinoids.
5. The Raiders blamed the villagers for the death of their children and came to take out revenge (source: pollution due to work in the village).
6. A larger more evil entity incited the hobgoblins to attack (*Oni MM, p 239, (CR 7)*).
7. The Raiders have occupied the town preparing for a ritual.
8. DM's choice, different enemy and or monsters.

SOURCE:

Hobgoblin - *Monster Manual, p. 186 (CR 1/2)*
Hobgoblin Iron Shadow - *Volo's guide to monsters, p. 162 (CR 2)*
Hobgoblin Captain - *Monster Manual, p. 187 (CR 3)*
Hobgoblin Devastator - *Volo's guide to monsters, p. 161 (CR 4)*
Hobgoblin Warlord - *Monster Manual, p. 187 (CR 6)*

ENCOUNTER 10

You walk through a dark eerie forest between the two towns of Lakeward and Grassbarrow. Ahead you spot a round lake surrounded by large weeping willows. You have been walking for some time now and you need to fill up on your water supply.

Besides, it seems like a quiet place to sit and have a rest. The water is fresh, cold and clear. You can wash yourself and freshen up. You might lie down in the cool grass and unwind for a couple of minutes.

As you lie down under the weeping willow, you notice a pair of boots hanging from the long branches of the tree. Looking around you spot more boots, a backpack, even arms dangling higher up.

That is when you see the green long vines coming towards you from above as an alluring voice tauntingly tells you to relax and just let nature embrace you. The undergrowth starts to entangle you.

SOURCE:

You are under attack by (2D6) Vine Blights - *Monster Manual, p. 32 (CR 1/2)*

ENCOUNTER 11

Arriving at the rural village of Greenpeak the party sees the whole village is out in the main square. When they get closer they see it is a funeral wake. An important lord has passed away.

Respectfully the party keeps to the back, then the wife and kids step forward all dressed in a white robe, and when the family stands around the body of the deceased 4 man step forward dressed in red priestly robes. They cut the throats of all 4 (wife and kids). They catch them gently and put their dying bodies next to the dead man. Then a large number of village men lift the gurney and move to the outside where they put the bodies on the funeralpire and burn them.

Perception Check (DC 12) reveals that the mother and kids were not coming along willingly but are forced by the red clad cultists. The town is being harassed and is under the control of these cultists who need the sacrifices to still the hunger of their resurrecting god-like-being.

SPICE IT UP

Make the cult worship a Slaad. The Slaad is coming to Greenpeak to wreak some havoc. The PCs are arriving just in time to try and stop this or even defeat the Slaad.

Capable level parties (lvl 3-5):

Red Slaad - *Monster Manual, p. 276 (CR 5)*

Expert level parties (lvl 6-9):

Gray Slaad - *Monster Manual, p. 277 (CR 9)*

SOURCE

Cultist - *Monster Manual, p. 345 (CR 1/8)*
Cult Fanatic - *Monster Manual, p. 345 (CR 2)*
(Cult) Priest - *Monster Manual, p. 348 (CR 2)*

ENCOUNTER 12

All the baby girls in the village of Blackmeadow are stolen from their parents in their first week on earth. Within a week they are returned to the grieving parents and all appears to be in order. This has been going on for some time now.

What the villagers do not know is that a coven of hags lives nearby. They steal the babies during the night and eat them. A week later the hags give birth to a daughter themselves and the baby is returned, seemingly unhurt. The way for hags to propagate.

Roundabout the time the adventurers arrive at Blackmeadow the hags are completing a ritual that will show the true nature of these girls.

SOURCE:

Expert level parties (lvl 6-9):

Green Hag - *Monster Manual*, p. 177 (CR 3)

Night Hag - *Monster Manual*, p. 178 (CR 5)

The Girl's will shed their skin at the witching hour revealing mere shadows:

Shadow - *Monster Manual*, p. 269 (CR ½)

For stronger party's replace the shadows for Wraiths - *Monster Manual*, p. 302 (CR 5)

ENCOUNTER 13

The party is hired by one of the local nobles: Duke Symonet. They are to search down one Guibert the Giant. A beast of a man, a barbarian, accused of many horrid crimes, according to the noble. The reward is a bag of gold each. Guibert is said to hide out in a log cabin in the woods near the town of Icewick.

If the party decides to take the nobleman up on his offer they soon find the cabin of Guibert on the outskirts of town in the local forest. Upon arriving Guibert will step outside, a bulk of a man with a broad chest and huge arms. His mop of brown curls and big beard make him even more intimidating. "Be gone", he bellows, "I have no quarrel with ya."

He stands at ease with a two handed sword over his shoulder. Should the party attack they will have some trouble defeating this man. If Guibert is slain, his wife, two sons and one daughter will run from hiding and weep over the fallen Guibert.

Unbeknownst to the party Guibert used to serve in the Duke's army and he has information about the wicked tastes of the Duke. If the party leaves the scene, leaving the widow and children behind unattended, a

band of thugs will assault the grieving family and slay them.

BARBARIAN, BEAR TOTEM

Medium Human, chaotic good

Armor Class 13 (hide armor)

Hit Points 95 (10d12+40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	9 (-1)	15 (+2)	10 (+0)

Saving Throws Strength, Constitution

Skills Athletics +7

Damage Resistances Acid, cold, fire, force, lightning, necrotic, poison, radiant, thunder, bludgeoning, piercing, slashing from nonmagical weapons

Senses passive Perception 12

Languages Any one

Challenge 5 (1.800 XP)

Innate Spellcasting The barbarian's spellcasting ability is Wisdom (spell save DC 13). It can cast the following spells innately, but only as a ritual:

At will: beast sense, speak with animals

Totem of the Bear Hostile creatures within 5 feet of the barbarian that can see and hear it have disadvantage on attack rolls against creatures other than the barbarian.

Rage (4/times Long Rest) While raging:

- ◁> Advantage on STR checks
- ◁> +2 on damage rolls (using strength melee)
- ◁> Resistance to bludgeoning, piercing, slashing damage
- ◁> Can't cast spells while raging

Actions

Multiattack The barbarian can attack 2 times with his great axe.

Great Axe Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d12 +4) slashing damage.

SEVERAL WEEKS LATER

Let the party move along. After some sessions ask them to roll perception every now and then. On the horizon they can see a large man lumbering forward with a two handed sword. He is followed by a woman and several children.

At the DM's discretion the party is attacked by Guibert and his family who have all turned into Revenants.

SOURCE:

Revenant - *Monster Manual*, p. 259 (CR 5)

ENCOUNTER 14

As you walk up to the town of Beargate you meet a man on the road. His hood is up and it is hard to see his face, but it seems awfully white. You eventually meet on the road and strike up a conversation. The man keeps his hood up all the time and, upon closer inspection, you notice he is wearing a white wooden mask. If you ask about the mask he becomes agitated and tells you to "Bugger off!" and he continues walking.

You make your way into town and notice more people wearing these white masks. About half of the people on the street wear them. They look away if you look at them. Some people are seen without masks and they seem normal.

You make your way to the inn - The Smiling Snail - and, after ordering your drinks, you question the barkeep Thurgouk Stronghorn about the masks. Some of the patrons also wear these masks and only lift them shortly to take a sip. You see scarred flesh underneath the masks and even some bone here and there.

The barkeep bends over the counter and whispers. "They are diseased. Nobody knows what causes it. But it literally rots your flesh off. With some it is the lips, others the nose. Some people lose a hand or their feet. Your flesh is eaten away. To the bone."

He shivers and leans in closer: "With some, their private parts are completely rotted away." Then he leans back: "Even though you still get to live a couple of months. In pain. Screaming. As you rot. Eventually you just fall apart", he adds with a shrug.

There appears to be no connection to zombies or undead.

Disease - *The Flesh Rot* -

The creature's flesh decays. The creature has disadvantage on Charisma Checks and vulnerability to all damage.

POSSIBLE SIDE QUESTS

1. Someone has caused this disease? Who and why?
2. A player catches the disease. The party needs to find a way to cure it
3. The local healer pleads the PCs to help him take care of the townsfolk. It is getting too much to handle. He is convinced something unnatural is afoot.
4. Some townsfolk have decided they need a scapegoat. That sweet old lady at the edge of town looks like a nice target. But she is innocent or is she?

5. There is a strange green rock just outside the town. Has that always been there or is it new? Might it be the cause of this ugly disease?
6. A tribe of Xvart's - Volo's guide to Monsters, p. 200 (CR 1/8) have settled next to Beargate, they have spread this disease just out of malice.

ENCOUNTER 15

The usual dark smoke on the horizon does not bode well. As you come nearer, you see another village - the rural human town of Timberrest - has been raided. Most of the inhabitants have been killed. Their homes put to the torch.

In one of the houses you find a small boy named Sarmul. Crying and terrified he tells you this is the work of Kurgys the Usurper. An Eye of Gruumsh that wears a cloak made of the skin of his defeated enemies. He and his band of Orcs are getting bolder and bolder as they raid.

His preferred method of celebrating his victory is skinning the leaders of the village... alive. He points you towards the town hall. From the large dark wooden beams of the hall hang the skinned corpses of what used to be the city council.

SOURCE:

Orc - *Monster Manual*, p. 246 (CR 1/2)
Orc, Warchief - *Monster Manual*, p. 246 9 (CR 2)
Orc Eye of Gruumsh - *Monster Manual*, p. 247 (CR 2)
Orc Red Fang of Shargaas - *Volo's Guide to Monsters*, p. 185 (CR 3)

THE SKIN CLOAK

Wondrous item, rare (requires attunement)

AC 16 (as barkskin spell)

Assume Form. 1x/long rest you can become the victim you just killed by adding part of the victims skin to the cloak. Its form can be taken for 1d4+2 days.

Moral Decay. Shift your disposition towards the world: From Good to Neutral to Evil / Lawful to Chaotic. This occurs instantly, the effect will be permanent after attunement.

ENCOUNTER 16

A small earthquake hits the region the party is traveling through. Although the party is rocked about and some trees fall, nothing out of the ordinary has happened. They continue to the dwarven settlement of Dhimbihir still some days travel away.

As they arrive at Dhimbahr the party begins to hear rumors. People from the town keep disappearing as they go to fetch their daily water supply from the old well. They are seen bending over the well, nodding and then descending down into it. Then nothing is ever seen or heard of them. The party is asked to investigate. People are terrified to even touch the water let alone drink it and they are getting thirsty. The well is their only water supply.

As the party approaches the well black vapor tentacles start seeping from it. Wherever these tentacles touch a surface they seem to materialize and stick to it like rubbery black vines. They bubble and swirl black and green. It starts enveloping the area of the well.

Something ancient has been sleeping for decades in a cave at the bottom of the well. It has been awakened by the earthquake.

SOURCE:

Novice level parties (lvl 1-2):

Grey ooze - *Monster Manual*, p. 243 (CR ½)

Capable level parties (lvl 3-5):

Corrupting ooze - *Tome of Beast (Kobold Press)*, p. 311 (CR 5)

Expert level parties (lvl 6-9):

White Maw - *Tales from the Yawning Portal*, p. 248 (CR 10)

Legendary level parties (lvl 10+):

Spawn of the demon Lord Juiblex - *Mordenkainen's Tome of Foes*, p. 150. (CR 23)

DM'S NOTE:

Adjust the encounter to fit the monster. Encounter was made for legendary level parties. The others are suggestions to make it easier to adapt to lower level parties.

ENCOUNTER 17

The party arrives late at night at the town of Tunbury. It is dark and the tired party is in search of food and a room to spend the night. Suddenly they hear a series of loud explosions. Soon thereafter the sewer covers are blown off. Gouts of flames following them in a jet stream. As soon as it happens the flames die out again followed by the clanging and thuds of the iron covers. They hit the surrounding area, passersby, the streets and buildings, causing severe damage all around.

Small fires start all over town and soon the street is filled with townsfolk stunned and dazed by what happened. They recover quickly and start to put out

these fires. The PCs help, but more flames appear at a dozen other locations (sewer entrances).

These are living flames and they start attacking the bystanders.

EXPLOSIONS

Flammable Gasses in the sewers set off these explosions.

DM'S STORY OPTION:

1. A random portal to the elemental plane of fire opened underneath the town.
2. A bored Efreet made a portal and is watching and relishing in the mayhem it causes.
3. A summoning went awry and a rift formed in the sewers, allowing the fire elementals to emerge. This sets off the flammable gasses underneath the town.
4. The head of the Firewatch, after warning the rulers of town about the town's vulnerability, hired a wizard to summon a small fire elemental. The wizard was not strong enough to contain the elemental. Which led to these events.
5. Other...

SOURCE

Fire Elemental - *Monster Manual*, p. 125 (CR 5)

ALTERNATE VERSIONS:

1. Use Water elementals, and replace the explosions with torrents of water flooding the (lake/river) town

Water Elemental - *Monster Manual*, p. 125 (CR 5)

Drowning

After 1+(con bonus) minutes of holding your breath underwater you fall unconscious, your hit points fall to 0, and you begin making your death saving throws as per the standard rules. However, if you become stable there is a problem. If you are still under water you can't remain stable. So you must start making death saving throws again. This continues until you die. Unless you are saved in some way.

2. A quake deep underneath the town opened a pocket of poisonous gasses, that now slowly engulf the town. The PCs need to close this rift before the town is lost. It's very hard to breathe down there. Can they close the rift before they suffocate or succumb to the poison?

Poisoned

A poisoned creature has disadvantage on Attack rolls and Ability Checks.

Suffocating

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds). When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized, until it can breathe again. For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

ENCOUNTER 18

The town of Ledbury lies next to a large lake (Lake Pemu). The population is dependent on this lake for food. They also fish for export and trade. When the party arrives, the town at first seems empty, but soon they notice a large crowd gathered at the wharfs. The people are chatting nervously, some are crying, others stand dumbfounded watching the lake.

When the PCs look beyond the crowd they see the lake is oddly silvery in color. It is then they realise that all the fish and other water creatures are dead, floating in the water. The towns people are ruined or so it seems, but what has caused this event?

DM'S STORY OPTION:

1. In the past days rumbling has been heard. An underground volcano erupted. The sulfuric vapours destroyed Lake Pemu's aquatic life.
2. A malicious evil cleric named Malcore has, with the help of his cult 'The Shroud', poisoned the lake. They opened a portal to an outer plane and let the poison flow into the lake for weeks. The PCs must find Malcore's temple and stop the flow or the town won't recover.
3. A quake (in the past month) has made it so that salt water from the nearby sea flows into the lake now. The aquatic life can't survive in salt water and is slowly dying.
4. Underneath the lake is a cave, in which lives an Ancient Green Dragon. His breath is poisonous and he has been waking up blasting his poison up into the lake. Soon he wakes and will feast upon the dead aquatic life floating, but thereafter will notice the townsfolk...
5. A wild magic pocket left by a passing-by sorcerer named 'Wild Seamus' is infecting the lake with a constant flow of necrotic energy. The PCs must close this wild magic infused necrotic flow or the town is lost.
6. A local wizard named Silas the Hermit imprisoned a Huge Fire Elemental, who wreaked havoc a while

ago. He found it a fitting punishment to imprison the Elemental in the middle of the lake, the water is slowly killing it. Alas the Elemental (Elder) is slow in dying, he is heating the lake which is scalding hot now killing the aquatic life.

7. Other...

SOURCE:

Capable level parties (lvl 3-5):

Fire Elemental - *Monster Manual*, p. 125 (CR 5)

Expert level parties (lvl 6-9):

Adult Green Dragon - *Monster Manual*, p. 94 (CR 15)

Legendary level parties (lvl 10+):

Ancient Green Dragon - *Monster Manual*, p. 93 (CR 22)

FOR MALCORE USE THE FOLLOWING STATS

Capable level parties (lvl 3-5):

Priest - *Monster Manual*, p. 348

Expert level parties (lvl 6-9):

War Priest - *Volo's guide to Monsters*, p. 218 (CR 6)

DM'S NOTE:

Don't let Malcore fight the party alone, give him some cultist allies, use the cultist stats as referred to in encounter #11.

ENCOUNTER 19

You still have to deliver your charge, the merchant Raimund's niece Aillee, to her husband-to-be Georg Munsun, a wealthy shipowner, in the port town of Seaham. To make it in time for the wedding, the party need to brave the road through the bogs of Shar'da'rill. The bogs have an ill reputation and it is rumored to be a hazardous journey, but it shaves 5 days of your traveltime.

It is a two day trip through the bogs, and on the morning of the second day the party stumbles upon hundreds of stakes set in the road. The stakes have partly rotten remains of body parts: arms, legs, heads and bodies. Crows eagerly pluck at these remains, fighting and croaking loudly.

Recently a cannibalistic tribe of Blackscale Lizardfolk have settled here in the area. They have been following the party for a few hours and lie in wait to take them, preferably to their high priest to sacrifice them to their god Sess'innek.

All these lizardfolk wear grotesque face masks and their adornments are made of body parts such as fingers, toes and ears.

Blackscale lizardfolk are larger and more brutal Lizardfolk. They have a great affinity with acid and use acid as a weapon to defeat their prey or foes. They have prepared an ambush for the party buried beneath camouflaged reed mats ready to strike.

SOURCE:

Lizardfolk - *Monster Manual*, p. 204 (CR 1/2)

Lizardfolk Shaman - *Monster Manual*, p. 205 (CR 2)

ALTERNATE VERSIONS:

Make the Shaman a Yuan-ti Nightmare Speaker - *Volo's Guide to Monsters*, p.205 (CR 4)

Or

Yuan-ti Abomination - *Volo's Guide to Monsters*, p. 308 (CR 7) with the Variant Acid Slime.

ENCOUNTER 20

You are walking through a dense forest. The trees are large, dark-green and tower into the sky. Around you are green bushes and soft mosses. The shrubs are healthy and offer plenty of fruit.

As you look ahead you notice something odd. Up ahead is a brown, black patch in the forest. As you move forward you notice that the shrubs have all withered here, the trees have lost all their leaves. The mosses are black and no wildlife can be heard. Even the flies that have been buzzing around your head seem to have disappeared.

Where you first found plenty of fruit, you only find rotten and moldy apples, brambles and dried up blackened berries. It is as if the whole area has been contaminated.

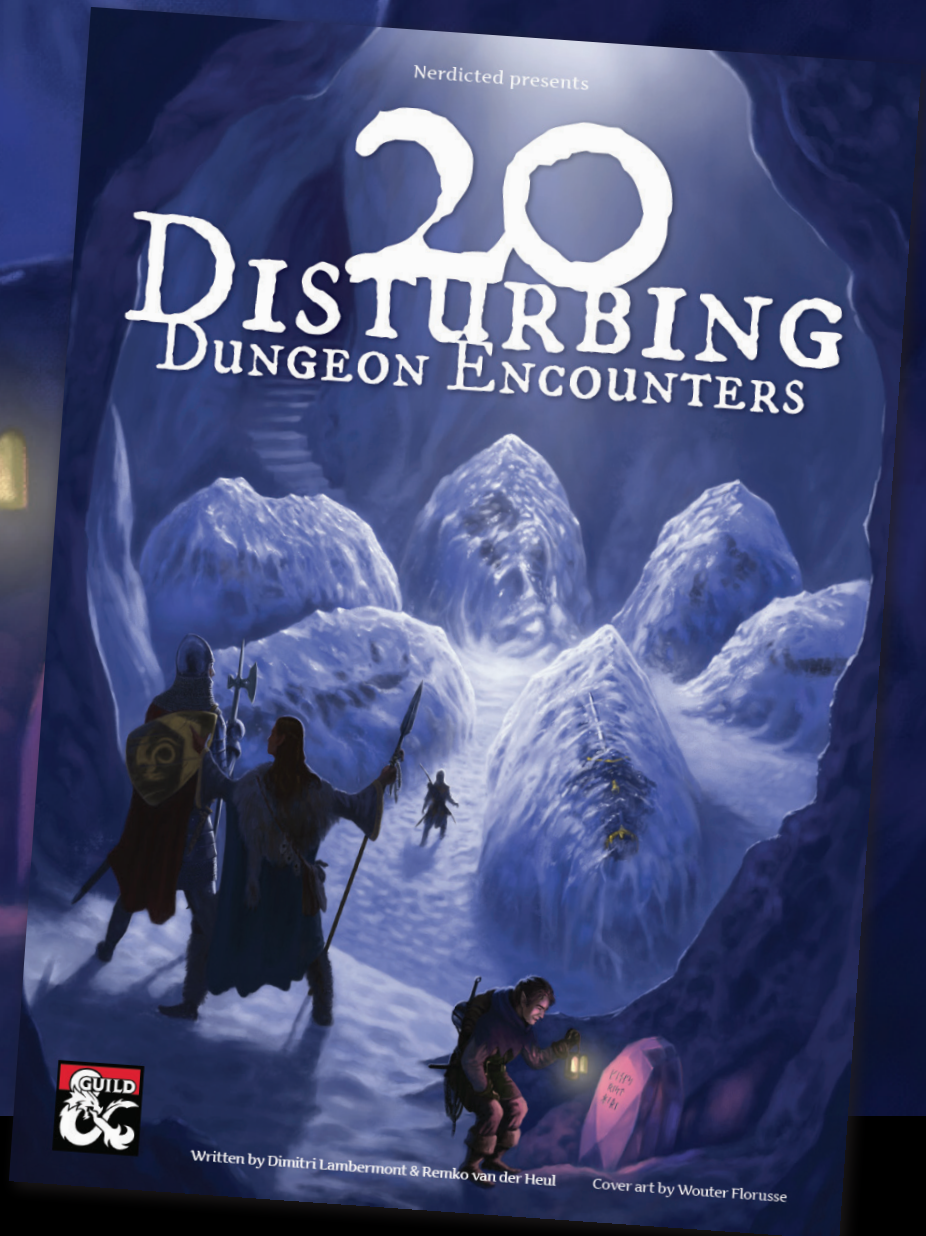
Looking further ahead you notice the decay seems to be following a straight line. Beyond it, the forest is fine and healthy, but in this line all is dying and withering. What could cause such destruction?

SOURCE:

Legendary level parties (lvl 10+):

Sibriex - *Mordenkainen's Tome of Foes*, p. 137 (CR 18)

MORE FROM NERDICTED



**What lurks in the deep and dark dungeons?
What horrors wait for you in the ancient temple?
Will you ever get out from under the mountain again?**

As you walk through the tunnels deep in the earth you hear a low rumble. The whole place around you shakes. Nothing comes down from the ceiling, only some dust. You do see cracks appearing here and there. But the structure appears to be safe. There is the faint smell of gas in the air... That is when you start seeing very strange things.

Investigate the disappearance of a large group of people from a mining town. Find out what is behind a dripping sound echoing through the tunnels. Look inside the ancient temple that was built inside a mountain. Look upon the burial grounds of Ice Giants.

WHAT'S INSIDE?

In this module, you will find 20 prompts you can use at any time your party ventures underground. We offer twenty fun, scary and disturbing encounters you can throw at your party. A seasoned DM should have no problem filling in these prompts.

