

**FOR 2ND LEVEL PLAYER
CHARACTERS**



RUMBLE IN THE HENHOUSE

**A 5E WARLOCK ADVENTURE
BY KELLY PAWLIK**

RUMBLE IN THE HENHOUSE

ADVENTURE BACKGROUND

Following her misadventures in Belcassel, Yvette Bell set off toward Maillon with Vincenze, her newly-hatched owlbear. Along the way, the curious but selfish young woman continued to use the tome she discovered in her father's library to create hybrid animals, often to destructive results. All the while, Vincenze has been growing at a speed that is only outpaced by his appetite, leading to frustratingly messy encounters with hapless farmers and travelers. Attempting to find a place of respite, Yvette detoured to the convent of the Sisterhood of the Blessed Vine, a shrine to Freyr and Freyja. She decided to reward the nuns for their kindness by using her misbegotten knowledge to create an august rooster (see page 6), which quickly charmed most of the nuns as well as Yvette herself. Shaking free of the august rooster's influence with the assistance of Sister Agata, a nun who had become infatuated with her, Yvette has once again moved on, taking Vincenze and her new partner with her, leaving chaos in her wake.

ADVENTURE SUMMARY

Having solved the mystery of slaughtered livestock in Belcassel and ended the threat posed by the mutated beasts of Belcassel House in *Fowl Play* (Warlock Lair #33), the PCs follow Yvette's trail northwest toward Maillon. On their way, they hear news of travelers being attacked by unnatural animal hybrids and of a young woman traveling alone with a small, deformed child wearing ill-fitting robes.

After a few days travel, and perhaps a chance encounter or two with obviously-magical beasts, the PCs are set upon by a pack of savage rodents. The rodents are pets of a satyr who can inform them of Yvette's bearing and of the location of the convent of the Sisterhood of the Blessed Vine, a nearby nunnery dedicated to Freyr and Freyja.

When the PCs arrive at the convent, the remaining nuns behave oddly, having been charmed by an august rooster which they believe is a representative of their deities. The PCs can explore the compromised shrine, discover the creature which has taken roost there, and end its threat on the region.

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As for Yvette, having outstayed her welcome, she has moved on, joined by a young sister, and continues toward Maillon.

THE WAYWARD DAUGHTER'S TRAIL

The trade road from Belcassel is narrow and rutted, barely wide enough for two carts to pass each other. The road runs 183 miles from the center of Belcassel to the outskirts of Maillon, a journey of approximately seven and a half days at normal speed. The countryside alternates between farmland and gently rolling hills with small stands of trees dotting the scenery here and there.

Before the PCs leave Belcassel, they are given ten days provisions and a small cask of ale by Ronaldo and Gretchen Cayune, the proprietors of the Toasted Stoat Tavern and Rooming House.

To make the trip exciting or to show the effect Yvette's experiments have had on the area, you can roll on the Random Encounters on the Road to Maillon table or choose an appropriate encounter.

RANDOM ENCOUNTERS ON THE ROAD TO MAILLON

D8	ENCOUNTER
1	1d3 death dogs
2	2 giant vultures
3	1 giant boar
4	1d8 disfigured, giant farm chickens (use the statistics of an axe beak)
5	A hunting party of 1d6 sprites and 1d6 pixies who will trade information on the region for any fresh meat the PCs have.
6	1d4 peaceful blink dogs
7	A trade caravan beset by 8 bandits led by a thug
8	1 manticore

In addition to any random encounters, the PCs encounter other travelers on the road and farmers working their fields nearby. Some of these people can tell the PCs of a young woman traveling with a growling, robed figure who passed by a few days ago.

ASSAULTED BY TINY FURRY THINGS!

While the PCs are preparing to make camp on their third day of travel out of Belcassel, they are set upon by 10 flying wolpertingers (*Creature Codex*, p. 382). The antlered rabbits are the mischievous pets of Timmin, a **satyr**, who arrives on the scene at the end of the third round of combat. Once he arrives, he attempts to gain control of his pets by making a Charisma (Performance) check each round, calling them to him with a song. If Timmin beats a DC of

10, the monstrosities break off their attack and return to his side. The satyr apologises and calls for a truce. He is happy to exchange information for his life and the lives of his remaining pets. If all the wolpertingers are slain, Timmin is visibly upset but still grudgingly gives up information to the PCs. Timmin explains that he watched a young human woman create the wolpertingers with a ritual she read from a book.

He says that he gathered the creatures up after she left, and he is quite fond of them—even if they are a bit aggressive and mischievous. Timmin then tells them the woman set out in the direction of the convent of the Sisterhood of the Blessed Vine with her companion, and he points north toward the shrine, describing the rough dirt track that leads to it. He initially thought the companion was her child, but he discovered it was a juvenile owlbear when its robes fell away while it was eating. He also explains the nuns who live at the shrine make wine from the convent's vineyard but otherwise keep to themselves. If the PCs enquire further, Timmin notes he saw several frightened nuns leaving the convent recently.

CONVENT OF THE SISTERHOOD OF THE BLESSED VINE

The dirt track leading from the trade road to the convent runs approximately 45 miles through lushly verdant hills. The convent of the Sisterhood of the Blessed Vine is located amidst the hills with orderly rows of grapes growing up the hills behind it.

A 15-foot-tall palisade wall surrounds a moderately-sized stone temple. The large, vibrant image of a gold and green goblet surrounded by grape leaves sits on the wall by the gate. A successful DC 12 Intelligence (Religion) check recognizes this as a shrine to the twin gods Freyr and Freyja. The gate leading into the complex opens on the east wall, and slate roof tiles can be seen covering structures built against the north and east walls. The ground inside the wall appears to be grassed.

When the PCs approach the convent, no nuns are apparent, and no one appears to greet them. A copper bell with a leather thong tied to the clapper hangs just inside the gate. If the PCs ring the bell, Sister Charlette, one of the nuns, heeds the call and appears within 1 minute. If the PCs do not ring the bell, none of the nuns leave the temple while the PCs explore the yard, exterior structures, or vineyard.

MEETING SISTER CHARLETTE

A fair-haired woman wearing an unflattering green robe heeds the bell. She is approaching her middle years, and she has a slight wobble to her gait as she walks. She introduces herself as Sister Charlette and asks how she may help the PCs. If the PCs request lodging, she allows them to set up camp in Area 2. Sister Charlette is vague with details if asked any questions about the convent or the resident nuns. She

sells bottles of last year's wine for 12 gp per bottle. If she sees the PCs exploring the grounds or the temple, she makes a feeble attempt to dissuade them, but otherwise doesn't get in their way. The PCs can determine that Sister Charlette is tipsy with a successful DC 10 Wisdom (Insight) check and that she is charmed with a successful DC 15 Wisdom (Insight) check. If the PCs move around her or otherwise ignore her, Sister Charlette returns to drinking her bottle of wine in Area 11.

1. THE YARD

The yard inside the wall is mildly overgrown and appears to have been recently neglected. A PC who succeeds on a DC 10 Intelligence (Nature) or Wisdom (Survival) check notices hardened goat droppings near the gates. The same Intelligence (Nature) check informs the PC that the goats haven't been in the yard for three or four days based on the length of the grass. Some spots of the inner walls are splashed with dried blood from the owlbear Vincenze feasting on the convent's goats, which can be determined with a successful DC 15 Wisdom (Survival) check. The fur and feathers shed by Vincenze in the yard can be determined to be from an owlbear with a successful DC 15 Intelligence (Nature) check.

1A. THE GROVE

A **dryad** named Winne has taken residence in the copse of trees surrounding a small shrine to Freyja in the convent's yard. Winne is fascinated with the effect the august rooster is having on the nuns of the convent and shares her observations with the PCs if they succeed on a DC 13 Charisma (Persuasion) check. A DC 15 Charisma (Intimidation) check also loosens her tongue, but Winne joins the defense of the august rooster if the PCs treat her in such a manner.

2. SHEDS

These small, dark, slate-roofed sheds smell of mildew. Farm tools and some carpentry materials lean against the southern walls. The sickles and scythes located within are ill-suited for combat, and a creature that uses them for combat has disadvantage on attack rolls with them. Sister Charlette allows the PCs to sleep in one or both sheds if they request lodging. If the PCs make camp in a shed and leave the door open, the giant rats from Area 3 or the weasels from Area 4 investigate and attack them in the night.

3. GOAT PENS

The packed dirt floor of these small pens is covered with dirty, matted straw, and each enclosure has a small pile of straw heaped at the west end. A family of seven **giant rats** has taken up residence in the straw and attacks if disturbed. A single boot of a pair of *boots of elvenkind* can be found buried in the straw with a successful DC 13 Wisdom (Perception) check. The boot's mate is in Area 7.

4. HENHOUSE

Bones and feathers litter the straw and mud floor of this chicken coop, and the partly-eaten corpse of a giant rat lies in front of the henhouse door. A boogle of nine **weasels** devoured the hens and moved into the henhouse when the nuns ceased to care for them. The weasels retaliate against any creature that harms them, but they flee humanoids if the option is available. Coinage totalling 2 gp, 5 sp, and 21 cp is scattered on the floor of the henhouse. A successful DC 10 Intelligence (Nature) check discerns the bones in the coop belonged to chickens and goats.

5. WINERY

This room is often filled with countless barrels and boxes of bottles of lovingly-made wine, but the Sisters' new resident has prevented the nuns from performing their normal duties. It is currently empty, save a few dusty tapestries on the wall depicting Freyr and Freyja.

6. FERMENTATION ROOM

The Sisters normally use this room to prepare their wine for fermentation, but it currently only houses several empty wooden barrels.

7. STORAGE ROOM

This dusty-smelling room is stuffed full of empty oak barrels and flats of bottles, all returned to the Sisters for their next batch of wine. A successful DC 13 Wisdom (Perception) check uncovers single boot of a pair of *boots of elvenkind* racked in a flat of empty bottles. The boot's mate is in Area 3.

8. CLARIFICATION ROOM

Dozens of oak barrels line the walls of this room. At the right time of the season, the air in this room is heavy and smells of yeast, but it is currently unused.

9. CRUSH ROOM

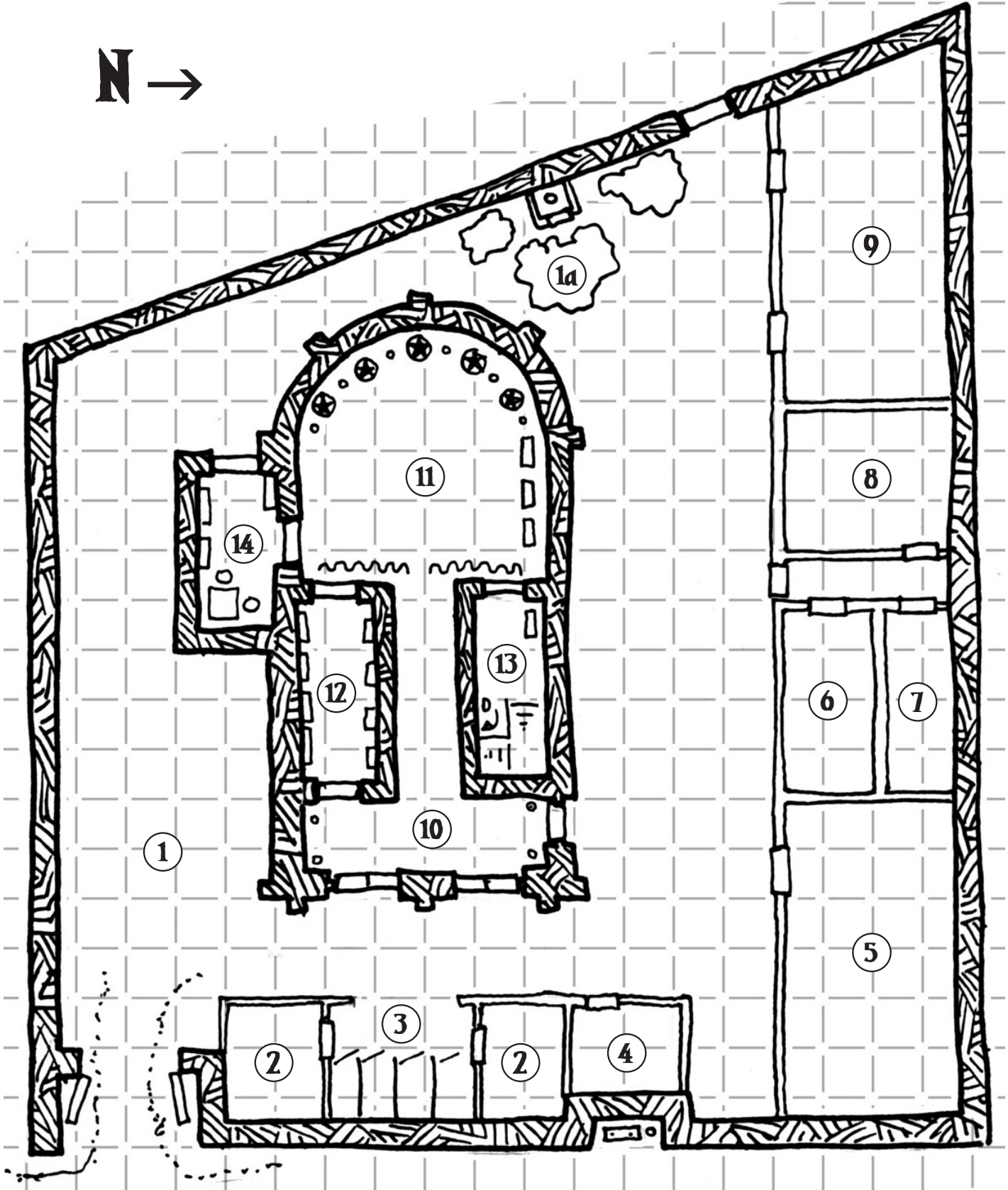
Large wooden tubs, well-made sacks, and a dozen poles hang from the walls of this room by hooks. Normally this room is used to extract the juices from the ripened grapes, but it is currently gathering dust.

A successful DC 12 Intelligence (Investigation) check reveals the sacks and poles were used to squeeze the remaining juices from the grapes after the initial stomping.

10. ENTRY

Unlit brass braziers stand in the corners of this T-junction. Dust puffs from the room's plush rugs as the PCs step through, and a thin layer of dust lies on the small, wooden tables near the doors. The sound of singing can be heard coming from Area 11.

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

11. SHRINE

Light streams through two large, stained-glass windows, each depicting one of the twin gods. Five statues of Freyr and Freyja stand on pedestals at the west end of the room. The southern statues show Freyr holding implements of planting and harvesting while the northern statues depict Freyja holding a large sword and a spear and shield. The central, western statue shows the twin gods side-by-side, jointly grasping a golden goblet in their outstretched hands. The rafters of the room are 20 feet above the floor and dimly lit, as the light from the windows is directed downward. The remaining three nuns kneel in this room, singing hymns. Sister Charlette drinks out of a bottle of wine in a pew along the northern wall if the PCs ignored her earlier or if the PCs didn't ring the gate's bell. If disturbed, the nuns seem confused and disinterested in any other activity.

The august rooster left here by Yvette has charmed the remaining nuns into believing it is a representative of Freyr and Freyja. When it detects the PCs, it directs the nuns to tend to their devotions and flies up to the rafters to hide. When the PCs detect it, it proclaims itself an avatar of the twin gods as it flies to the ground, allowing its aura to affect any PC who can see or hear it. The august rooster attempts to flee if reduced to 15 hit points or less. If the PCs offended Winne in Area 1a, she joins in the august rooster's defense.

12. DORMITORY

This room has several sets of bunks, each with their covers unmade. Small footlockers, each holding a change of robes, rest at the end of the bunks. The room feels untended, but used. The Sisters have been managing to spend a few hours here and there to sleep, but they currently spend most of their time tending to their new resident. A search through the remaining nuns' belongings uncovers 3 *potions of healing* and a gold holy symbol of Freyr and Freyja worth 200 gp.

13. MOTHER YNGRID'S CHAMBER

This room contains a desk, an uncomfortable single bed, and a wardrobe containing several sets of green robes trimmed in gold. All the surfaces are dusty as the august rooster directed its thralls to drive Mother Yngrid and the other "unbelievers" from the convent several days ago.

14. KITCHEN

The kitchen is in good order, as it is one of the only rooms in the convent being used. The fire is lit, and there are several days' worth of fresh provisions. In addition, the kitchen contains enough preserved food to keep the original twelve nuns fed for a few months.

CONCLUDING THE ADVENTURE

When the august rooster is defeated or driven from the convent, the remaining nuns, Sisters Charlette, Suza, Etalle, and Nathalie, regain their faculties quickly and explain that the days since the august rooster arrived feel like a dream. They tell the PCs that they were forced to drive out the other eight nuns who wouldn't heed the august rooster's demands. Sister Etalle says that Sister Agata, the youngest of the nuns, left a few days ago with a guest named Yvette and her half-tamed owlbear.

For their service, the nuns award the PCs with twelve bottles of wine (worth 12 gp each) and the holy symbol described in Area 12.

The PCs can attempt to bring Yvette to justice when this series concludes in *Birds of a Feather!*

AUGUST ROOSTER

An august rooster is an amalgam of numerous bird species fused together by magic and granted a semblance of its creator's will and intellect.

Chimeric Avians. The body of an august rooster is nearly human-sized with the head of a pheasant, the body of a perching duck, the tail of a peacock, the legs of a heron, the beak of a parrot, and the wings of a swallow. There is wide variation among specimens of this hybrid, however, with different creators replacing portions of the creature depending on the material they have on hand during the creation process. Most august roosters are created entirely of avian material, though specimens evidencing snake necks, turtle shells, and stag bodies have been encountered. Once created, an august rooster can reproduce with any species of bird, which usually results in an exotic-looking example of the bird. Only three percent of eggs fertilized or laid by an august rooster hatch into another august rooster. An august rooster fused by magic is full grown at creation, while one that hatches naturally grows to adulthood over the span of six to eight months.

Selfish and Self-serving. August roosters display the basest instincts of their creators, and they have the mental faculties and temperament of a spoiled, malicious child. Their sole concern is their own comfort, and they use their natural gifts to force nearby humanoids to tend to their wants and needs. Young august roosters are brazen about their collections of servants, often working the servants to exhaustion with constant demands. More mature individuals have a strong sense of self preservation and have their servants see to their needs only when they know it will not raise suspicion.

AUGUST ROOSTER

Medium monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	8 (-1)	7 (-2)	18 (+4)

Damage Resistances psychic

Condition Immunities charmed

Senses passive Perception 8

Language Common

Challenge 4 (1,100 XP)

Aura of Subservience. A beast or humanoid that ends its turn within 30 feet of the august rooster and can see or hear it must succeed on a DC 14 Wisdom saving throw or be charmed for 1 day. A charmed creature that moves more than 100 feet away from the august rooster ceases to be charmed. If the august rooster requests that a charmed creature do more than tend to the creature's own needs, pay devotion to the august rooster, or bring the rooster food and gifts, the charmed creature can make a new saving throw with advantage. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the august rooster's Aura of Subservience for 24 hours.

Dive Bomb. If the august rooster is flying and moves at least 20 feet straight toward a target and then hits it with a talon attack on the same turn, the target takes an extra 7 (2d6) slashing damage.

Jumper. The august rooster can fly up to 40 feet each round, but it must start and end its movement on a solid surface such as a roof or the ground. If it is flying at the end of its turn, it falls to the ground and takes falling damage.

Innate Spellcasting. The august rooster's innate spellcasting ability is Charisma (spell save DC 14). The august rooster can innately cast the following spells, requiring no material components.

At will: *dancing lights, mage hand, message, vicious mockery*

3/day each: *bane, charm person, hideous laughter*

1/day each: *healing word, hold person*

ACTIONS

Multiattack. The august rooster makes two talon attacks.

Talon. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.



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