



SILENT SACRIFICES



5e

Silent Sacrifices is a Mini Quest of blind violence, grotesque worship, and moral dilemmas designed for 3-5 players.

lvl
3



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INTERACTIVE VERSION!**

If you're viewing this as a PDF, be sure to check out the free, interactive version of this adventure [HERE](#) where you can access additional features that will help you unlock adventure like a normal PDF never could! However, if you chose to view this as a PDF, be sure to use Adobe Acrobat and have both "Two Page View" and "Show Cover Page in Two Page View" selected for optimal viewing.

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WHO WE ARE

If you'll indulge us...

The sounds of silverware clinking against plates and students loathing their classwork create a constant drone throughout the university dining hall. The line for chicken alfredo is moving slowly like usual, and the grill area is advertising their new "Hawaiian island sandwich," which, based off a quick glance of the hall, shows very few takers. However, while scanning the room, you notice two students sitting in a corner booth cluttered with papers, laptops, and half-empty glasses of Diet Mountain Dew. Though you can't hear what they're talking about from this distance, they seem rather excited about something.

That is how we got started, and if you'll indulge us, it's as close to your typical "you meet in a tavern" adventure hook as you can get in Utah, where taverns are... uncommon. The two students sitting at the corner booth were my good friend, Edward Borenstein, and me, Landon Guss. It was our senior year attending Utah State University's business school and I had just finished pitching my new business idea to Ed.

The idea was simple- I enjoyed playing Dungeons and Dragons®, but I was too busy to prepare my own adventures. The modules available at the local game store were exciting, but sitting around 200 pages each; they were intimidating and overwhelming to run. I aspired to start a business that published 5e adventures in monthly installments that maintained a consistent narrative, but were also easy to digest and didn't throw an archmage's personal library worth

of pages at you all at once.

When we sat down for lunch, I had no intention of recruiting a Chief Marketing Officer. I simply wanted to get Ed's input, but Edward believed so strongly in the idea that he offered to join the team right then and there. Together we created Quest Chests and began working on it in our spare time, going so far as to compete in a Human Resource Case Study competition and win \$500 to put towards our initial capital funds. Those were desperate times.

You smell the eggs and bacon before even arriving at the reception hall where the rest of the business school's honors program students are gathering to celebrate their upcoming graduation. Halfway through your meal, the dean stands and asks each student to share what they will be doing after graduation. The answers are inspiring. It seems that everyone is heading off for some incredible opportunity in San Francisco, New York City, or Washington D.C. This continues for some time until you see two familiar faces stand up. One of them says with a big smile on his face, "We'll be moving into my parent's basement so that we can continue working on our startup business." Some uncomfortable laughter followed by a handful of nervous claps fill the room, before the next student is up and talking about their job opportunity in South Korea. As the two young men sit back down, they appear entirely unphased by what has occurred.

This breakfast took place a few months after our mess hall meeting. By that point, nearly everyone in our program was aware of what kind of business we were aiming to start. Now quite frankly, we get it. Living in your parents' basement spending countless hours starting a tabletop role-playing business is, in the eyes of most people, literally one step up from living in your parents' basement spending countless hours playing Dungeons and Dragons. It's crazy and nerdy, but we love the game and we know that there are millions of people out there all over the world who love it as well.

For those of us who've had the wonderful experience of playing Dungeons and Dragons, we know it's a lot more than a simple game. It's a community that encourages people to express themselves however they'd like without being judged or criticized. It's a support group that helps many people deal with mental health issues or get through challenging times in their lives. It's a social experience that allows one to have genuine connections with others in a world of screens and anonymous profiles. But yes, it's also a game that plays well when paired with snacks, goofy voices, and close friends.

Because of that, Ed and I aren't bothered when people

question or doubt what we're trying to create. We see how Dungeons and Dragons is becoming socially recognized as more than a board game played by weird people in basements. People everywhere are seeing what this game has to offer and want to be a part of it. That's why Quest Chests works to help everyone do one simple thing: unlock adventure.



LANDON GUSS



EDWARD BORENSTEIN

Follow Quest Chests as we continue to release new adventures on our website and follow us on social media!



OATH OF THE QUEST MASTER

Here do I swear upon my dying saving throw to uphold the values of a Quest Master.

BRAVERY

To be a Quest Master is to embrace the fears and uncertainty that accompany all leaders, but I will not falter in my role. I will not allow my self-doubts to discourage me from the path of adventure. Instead, I will face my fears head on and stride forward alongside my players into the unknown where legends are created and heroes forged.

HONOR

As a Quest Master, I will hold my personal honor dearer than all things. Every action I take will be just in its ruling and intended to enrich my players' gaming experience. I will not allow anger, impatience, or spite to enter my mind or dictate my decisions, and I will respect all who sit at my table.

MENTORSHIP

I lend my hand to those in need, and never pass on an opportunity to teach. By aiding in a challenge and passing my knowledge forward, I ensure the success of my Quest Party. I will never turn a blind eye to a problem nor pass my problems onto others. Instead, I will take it upon myself as a Quest Master to bring in council to better prepare me for the task at hand and be better prepared for the next encounter.

HUMILITY

I will acknowledge my imperfections as opportunities for growth and improvement. When I stumble, I will make amends to all those affected and move forward with the intent of never making the same mistake. In doing so I demonstrate an understanding that my status as Quest Master does not place me above anyone at my table.

FUN

I will seek to understand those elements of a tabletop role-playing game which my players value most. Once discovered, I will do everything in my power to create an engaging, rewarding, and entertaining experience for my players based upon those elements. Additionally, I will ensure that every player at my table has the opportunity to become the hero they set out to be.

This is my oath, and I arise a Quest Master.

UNLOCK ADVENTURE

Silent Sacrifices is a Mini Quest of blind violence, grotesque worship, and moral dilemmas which can be played in a single sitting or used as the foundation of an entire adventure! It is designed for use with the 5th edition of the world's greatest roleplaying game and its core rulebooks, but with some modest alterations it can be used with other versions of the same system or with other game systems entirely. The combat encounters have been designed for a party of three to five level 1 characters, but encounter difficulties can easily be raised or lowered to meet your party's needs.

Last night, these very grimlocks crept into the adventurers' camp and attacked without warning, bludgeoning them into unconsciousness as they slept. The adventurers were then dragged back to the grimlocks' caves, stripped of their gear, and tossed into cages. Now, trapped with no recollection of what happened, they must navigate the dark caverns riddled with dead-ends, bottomless pits, and helpless prisoners if they hope to survive. However, they will quickly learn that each breath, whisper, and footstep attracts the wretched creatures which lurk around every corner.

ABBREVIATIONS

The following abbreviations are used throughout this adventure:

- QM = Quest Master
- PC = Player Character
- gp = Gold Piece
- sp = Silver Piece
- cp = Copper Piece

MUSIC AND SOUND EFFECTS

While every Quest Master runs their sessions differently, we find that sounds can be one of the easiest ways to build immersion for your players. That's why we've built a playlist specifically tailored for this Mini Quest at our Spotify® page which you can access [here!](#)

In addition to a pre-built playlist, we have embedded sound effects within this adventure that you can use to create an even more immersive experience for your players! Just click on any of the horn icons at the bottom of every right page

to play the associated sound effect.

The Map

For your convenience, we have included the following methods of viewing this adventure's map:

- The map can be viewed at any time by clicking on the "QM Map" icon located at the bottom of every left page.
- A "player safe" image of each location can be viewed by clicking on the location's heading.
- This adventure's map can be downloaded [here](#).

RANDOM TABLES

The random table, arguably one of a QM's most valuable and coveted tools, offers guidance and salvation when all seems lost. That's why we've included random tables designed specifically for this Mini Quest! Click the "Random Tables" icon located at the bottom of every left page to view fun mini encounters and random treasure tables that will entertain your players without sidetracking the entire adventure or eating up your session's precious time.

TEXT CUES

When reading through this adventure:

- Click **bold teal text** to view the stat block for the given creature.
- Click **bold orange text** to view details about specific rules, items, spells, and other adventure content.

Any text that appears like this is to be read aloud to your players. However, due to certain conditions changing as the PCs progress through the adventure, such as monsters no longer being in their original locations, certain portions of read aloud text can be omitted. [Omittable text is set apart from the rest of the text by brackets.]

QUEST MASTER TIPS

The following three icons appear throughout the adventure guide and can be clicked to read valuable and timely advice pertaining to the three core elements of any tabletop roleplaying game: combat, exploration, and roleplaying.



INTRODUCTION

Though his human eyes could see nothing, Yellin clung to the wooden poles above him and glared blindly across the darkness at the elderly dwarven woman.

"Are you okay dearie?" Barbran asked as she glanced over at him. Despite her deteriorating eyesight, her dwarvish eyes could still just make out his figure. "You're shaking."

"Shut up," Yellin shot back. "You just shut up."

A few moments of tense silence ensued as Yellin contemplated why he ever agreed to take this dwarf anywhere and what he was going to do. Below the surface of the water, his legs kicked silently in a desperate attempt to keep him warm.

"I'm not going to die here," Yellin finally mumbled. "Not like this."

"What are you doing?" Barbran asked as Yellin began pulling himself along the poles towards her, the water quietly rippling in his wake.

Yellin didn't respond until his fingers brushed against Barbran's trembling head. "I'd hold my breath if I were you," he whispered coldly.

"I don't understand," but before Barbran could say more, Yellin had brought both hands down on top of her head and forced her under the water. She resisted and fought back as best she could, but the old dwarf was no match for Yellin who clung back onto the poles, positioned his feet on both of Barbran's shoulders, and pressed her down to the bottom of the flooded pit. Just as he'd hoped, Barbran provided him with the extra height he needed in order to lift the gate, and with what little strength he had left, Yellin scrambled out from the pit. He then quickly moved to put as much distance as possible between himself and Barbran who came to the surface coughing and gasping for air.

"Aye! Wha's goin' on ova there?" Hecter called out from across the dark passageway.

"Quiet!" Yellin snapped. "That dolt is going to get me killed," he thought to himself as he blindly moved forward, the panic

already beginning to set in.

Yellin stumbled forward another hundred paces before crumpling to his knees.

"Oh gods," Yellin thought to himself as he stifled a sob. "I'm never going to get out of here. I can't see a damn thing."

A faint croak a few feet behind Yellin sent him sprawling up against the nearest wall. Several of his heavy breaths filled the silence before he even realized and brought a hand up to cover his mouth, but it was too late.

They had heard him.

Yellin held his breath within his throbbing chest and opened his eyes as wide as he could, but it didn't help. He was entirely blind down here. As Yellin sat paralyzed with fear, sweat began to bead along his forehead. Somewhere to his right, one of them sniffed the air.

They had smelled him.

Seconds passed before Yellin heard another croak to his left, this one much closer than the first, then a clicking sound off to his right. His heart boomed in his ears like a giant's footsteps.

They were getting closer.

Yellin closed his eyes and silently prayed to whatever gods might be listening. Then, from out of the darkness, Yellin felt a warm, gurgling breath just inches from his face.

They had found him.

Back in the flooded pit, Barbran clung to the gate which had fallen and trapped her once more, weeping as Yellin's screams of agony and unanswered cries for help echoed throughout the tunnels.

BACKSTORY

A blind evil scrambles just beneath the surface. Grimlocks, a twisted, cannibalistic race of humanoids, have emerged from deep within the earth to collect sacrifices for their mind-controlling masters. Under cover of darkness, these degenerates clamber out of their cave to steal unsuspecting travelers and nearby townsfolk. After being beaten



Clanging Metal



Dripping Water



Falling Rocks

unconscious with fists and clubs, the victims are dragged back to the grimlocks' lair where they are kept in simple but very effective cages. For days the prisoners are left without food until the grimlocks are ordered by their masters to conduct a gruesome, ritualistic offering. When the call is made, the grimlocks pull their captives from their pits and devour every bit of flesh and organ save for the heads. Once nothing but a skeleton remains, the head is pried off and hurled down a massive pit leading directly to the lair of the grimlocks' tyrants who gorge themselves upon the freshly offered brains.

Last night, these very grimlocks crept into your adventurers camp and attacked without warning, bludgeoning everyone into unconsciousness before they even knew what was happening. The adventurers were then dragged back to the grimlocks' caves, stripped of their gear, and tossed into the frigid waters which fill their cages. Now, trapped with no recollection of what happened or how they got here, the adventurers must escape, find their weapons, and navigate the dark caverns and tunnels riddled with dead-ends, bottomless pits, and helpless prisoners if they hope to survive. However, they will quickly learn that each breath, whisper, and footstep attracts the wretched creatures which are lurking around every corner of these dark, winding caves.

THE CAST

A story is only as good as the characters within it, and while this may only be a Mini Quest, we want to ensure that it is one of the greatest stories you ever tell. That's why we've included three engaging, exciting, and entirely original NPCs for you to use throughout the adventure. In addition to the essential backstory and physical descriptions, each NPC's profile includes the following elements:

1. A brief narrative piece which brings the NPC to life and depicts them only moments prior to the beginning of this very adventure! Click on each NPC's portrait to read and enjoy.
2. A "Roleplaying" section describing how each NPC speaks, acts, and moves so you will know exactly how to portray them to your players. Of course, we encourage you to incorporate your own ideas into the characters or drop our ideas entirely and do what makes your session

the most enjoyable!

3. A "Goal" section which clearly states what each NPC is trying to achieve so you have no question as to how you can incorporate them into your adventure.
4. A "Creator's Notes" section which includes our own ideas on how to make each character unique and stand out.

With all this information, you will feel completely comfortable jumping out of one role and into another at any point during your adventure!



Barbran Paperweight

BACKSTORY

Coming up on her three-hundredth-and-sixtieth birthday, Barbran has lived a full and respectable life by any dwarf's standards. In her youth, she married a charming dwarf named Johnklin, and after his time in service to the king, the two started a small paper and writing supplies store in the nearby city. The people cherished the young Paperweights for their high spirits, and in time their business grew large enough to support a family. For many years Barbran and Johnklin watched their three little dwarfs grow into respectable adults and set out on their own across the land. Unfortunately, as time passed, the business declined along with Johnklin's health. It was a tragedy felt by more than just Barbran when Johnklin died, and the people showed their love and respect for her by visiting her almost every day to hear how she was doing and help around the shop.

Despite her age, Barbran continued to visit her children as

often as she could, paying a handsome fee to travel by carriage to their homes. When her eldest son wrote to inform her that she would soon be a grandmother, Barbran wasted no time. She hired a carriage driver named Yellin Flouste and quickly set out to see her newborn grandchild. Tragedy struck when they were attacked by the grimlocks in the middle of the night and brought back to their lair where they remained for the next two days. On the third day they were joined by Hecter Vallenburr who was tossed into the pit opposite theirs. On the fourth day, Yellin managed to escape using Barbran as leverage to climb out of the pit, abandoning her in the process. He didn't make it far before he was caught and devoured by the grimlocks. Since then, Barbran and Hecter have grown quite close, relying on each other for emotional support.

PHYSICAL DESCRIPTION

A gentle, soft, and fragile dwarven woman coming up on the age of 360, Barbran's face is a collection of wrinkles and smile lines several centuries in the making. Short, silvery hair falls neatly across her forehead, and time has worked away at this adorable, little dwarf causing her to hunch over and shuffle along at an endearingly slow pace. Barbran still wears the modest, teal dress she wore to work every day along with her workshop apron, though both are completely ruined as a result of her capture.

ROLEPLAYING

Despite her current predicament, Barbran remains the same thoughtful, kind, and sweet dwarven woman cherished by everyone who has had the pleasure to make her acquaintance. She loves to bring joy to others and showers even the smallest of accomplishments with genuine praise.

Whether deep in thought or simply walking idly, one will never catch Barbran without a smile on her face. However, the occasional muffled groan of pain due to her back problems does slip from her lips, though even these are soft and accompanied by a smile. There are few things she dislikes more than being a burden to others, so she often starts conversations with, "I'm sorry to bother you," or, "If it isn't too much trouble."

GOAL

Barbran's only wish is to escape the caves and hold her grandchild for the first time. However, she would never con-

sider intentionally endangering others, sacrificing the lives of strangers, or leaving Hecter Vallenburr behind to ensure her own survival.

Creator's Notes

While creating Barbran, we thought up the following ways to make her memorable and truly stand out:

- Have Barbran sacrifice herself. If the party is being chased down by grimlocks, simply have Barbran sit down and beg the others to go on without her, because when it comes down to it, Barbran would rather see the heroes who saved her and the young Vallenburr brothers survive than herself.
- Have Barbran require constant aid from the PCs. Due to her age and high level of exhaustion, it is very possible that Barbran would be unable to move about on her own. This could mean that at least one PC needs to stand in an adjacent space to hold her upright and steady as they move through the caves.
- Have Barbran build a strong relationship with a vulnerable PC. If there is a player whose character is emotionally vulnerable or has gone through a traumatic experience, have Barbran naturally gravitate towards this character and offer genuine love and support. This will provide that character an opportunity to develop their character further and possibly lead to a long term friendship. (They could even send letters back and forth if they both survive!)

You can access Barbran's full profile at any point by clicking on the "B" icon located at the bottom of every left page.



Hecter Vallenburr



Clanging Metal



Dripping Water



Falling Rocks

BACKSTORY

The oldest of the two Vallenburr brothers, Hecter has always relied on his impressive strength to solve problems. This led to Hecter becoming somewhat of a local hero in his village as he was often the only one capable of repelling goblin attacks or hunting down the powerful beasts which terrorized the livestock. Unfortunately, Hecter has suffered numerous head injuries as a result of his heroics. The young man's intellect, which was limited to begin with, never recovered.

When Hecter's village began experiencing strange disappearances in the middle of the night, the responsibility to keep the people safe fell upon his strong shoulders. He began taking watch all throughout the night in order to discover what was causing the disappearances. For three nights he patrolled the village with his younger brother, Toth, but to no avail. It wasn't until the fourth night that the cause of the disappearances was discovered, though not in the way that Hecter or Toth had hoped. On the verge of collapse due to not sleeping, Toth sat Hecter down against a large tree at the village's edge and ran to fetch him water. In his younger brother's absence, Hecter was attacked by grimlocks, beaten unconscious, and carried away to their underground lair where he has remained for the past two days. It didn't take Hecter long to discover that Toth had also been captured or that Barbran and Yellin were in the cage opposite his. Despite all his strength, Hecter has been unable to escape and save any of them, a failure he is both deeply ashamed of and infuriated by.

PHYSICAL DESCRIPTION

Hecter is a twenty-six-year-old male whose broken nose, courtesy of a savage fight with a hobgoblin several years back, defines his rough and grizzled features. Several scars line his jaw and left brow while a messy mop of red hair sits atop his square head. His blue eyes are partially covered by an enormous and unruly unibrow. His arms and legs are as thick as tree trunks, and his neck is a singular mass of muscle rising up to his ears. Hecter wears a thick shirt of sheep's hide with the sleeves removed. He keeps his shirt tucked into a pair of brown trousers which sag in deep folds at his feet due to inaccurate measurements taken by his mother while hemming them. Thankfully, a pair of massive leather boots keeps him from tripping over the excess fabric, though one is missing as a result of his capture.

ROLEPLAYING

Hecter's voice is deep, steady, and confident, even in the face of danger. However, his lack of proper schooling has limited him to an elementary vocabulary, and even these words tend to have a syllable or two removed when spoken. Hecter's unibrow hangs low over his eyes in a permanent furrow, though he is rarely ever angry as many might assume. That's simply what he does when he has to think hard, and Hecter has to think hard about most things.

Once he escapes, Hecter looks forward to killing every Grimlock he comes across and has taken a key interest in starting with their heads. He likes to punch a closed fist into an open palm while saying things like "I'm gonna stomp each of their little heads," "Let's crack some heads," or "Just wait until I get my hands on one of their heads."

GOAL

Hecter is aware that his younger brother, Toth, has also been taken prisoner and is somewhere in the caves. Because of this, Hecter's goal is to escape from his cell, kill every last Grimlock hiding in the caves, then return to free Barbran and Toth once it's safe.

CREATOR'S NOTES

While creating Hecter, we thought up the following ways to make him memorable and truly stand out:

- Have Hecter be a liability for the PCs. For the past two days, all Hecter has thought about is smashing in the skulls of the grimlocks who captured him. If the PCs aren't keeping an eye on him or if Toth isn't there to keep him in check, Hecter might just charge towards the first grimlock he sees and try to stomp its head in!
- Have Hecter propose terrible plans. Hecter's only strategy (if you can call it that) is to kill every grimlock he comes across. If the party is taking a moment to discuss their next move, Hecter could pipe in with ideas like "Why don't we just charge in and kill them all?" or "How about we make a loud noise and kill all of them at once?" He may even make comments like "That doesn't sound like we kill all of them," or pose questions like, "I like that plan, but where's the part where we smash all their heads?"

- Have Hecter sacrifice himself. Hecter has always looked out for the "little" and "weak" people who surround him, so if Hecter believes that staying behind to hold up the grimlocks will allow everyone else to escape to safety, he won't hesitate. This would be especially dramatic if Barbran is the first to volunteer to stay behind, and Hecter refuses to leave her side.

You can access Hecter's full profile at any point by clicking on the "H" icon located at the bottom of every left page.



BACKSTORY

Toth is the younger of the two Vallenburr siblings and inherited none of the physical strength Hecter possesses. However, Toth is a natural tactician who is exceptionally gifted at thinking his way out of difficult situations rather than fighting his way out. Together, the two brothers have always shared a near unbreakable bond and compliment each other quite well. In fact, by working together they have saved their village countless times by combining Toth's sharp mind and Hecter's immense strength. Hecter was always seen as the true hero despite their joint efforts. This never bothered Toth, because he enjoyed the privacy which came with living in the hulking shadow of his older brother.

When their village started experiencing strange disappearances late at night, Toth and Hecter began working together to discover who or what was causing such events. Toth knew his brother was exhausting himself and required

sleep, but Hecter always had to push himself to the breaking point before he would listen. Finally, after three full nights of watch, Toth convinced his brother to rest against a tree while he went to fetch water. Toth returned just in time to see Hecter being carried away by several terrifying, humanoid figures. As he turned around to call for help he fell to the ground unconscious, clubbed by a hidden grimlock that was awaiting his return. Toth awoke several hours later alone in his flooded prison, and after a few moments of crying out for help, learned that Hecter was alive somewhere in the same caves as well. For two days now, Toth has worked tirelessly to figure out a means of escape, but without someone else to help him lift the lid of his cage, he is beginning to lose hope that he will ever see his brother again.

PHYSICAL DESCRIPTION

Toth is a thin and lanky twenty-year-old male with a head of short, thin red hair and a patchy mustache. His eyes, blue just like his brothers, bulge out from his face. Unlike Hecter, who is defined by his broken nose and visible scars, Toth is defined by his acne and crooked teeth. Scrawny arms hang from slouched shoulders while wirey legs let Toth slip silently in and out of a room without being noticed. Toth wears the refitted shirts and pants of Hecter which, of course, means he is drowning in excess fabric due to Hecter's size and his mother's poor hemming skills. Toth's small leather boots fit him well but do little to improve his overall appearance.

ROLEPLAYING

The differences between Toth and Hecter don't stop with their physique or intellect. Where Hecter's voice is deep and thunderous, Toth's is nasally and hushed. While speaking, Toth rests one elbow in his palm and presses his raised hand against his mouth. This makes it difficult for most people to understand what he's saying, but if he's asked to move his hand Toth simply shifts it over to his cheek.

Beneath his weak and frail demeanor is a brilliant mind capable of finding solutions to nearly any problem. However, Toth is not one to boast or brag. The only indication towards his sharp intellect is seen in the way he closes his eyes and insatiably taps his index finger against his brow while contemplating an issue or thinking up a solution.



GOAL

Toth blames himself for the capture of his older brother. He plans to do whatever it takes to save him, even if this means sacrificing the lives of strangers. Toth will only consider this option if it's the last resort and would ensure that Hecter lived to escape the caves. Toth will not leave the caves without Hecter and will search every side tunnel until he finds him.

CREATOR'S NOTES

While creating Toth, we thought up the following ways to make him memorable and truly stand out:

- Have Toth betray the PCs. Toth is a smart and intelligent young man which means he knows when to cut his losses. If at any point Toth believes that the only way for him to escape and save his brother is by sacrificing the PCs, he just might do it. We offer this idea with a word of caution though as it could easily lead to a total party kill if the circumstances are so dire that Toth would leave behind the very people who saved him.
- Have Toth investigate everything. While it's true that Toth wants to save his brother, he would probably want to know as much about the creatures which captured him as possible so he can develop an effective escape plan. This means examining their dead bodies, rummaging through the piles of bones, and inspecting the blood murals. A bonus here is that if your PCs are missing big clues, Toth can naturally reveal them.
- Make him useless in combat. Toth is physically weak and has never truly had to fight for his life. This could mean that if faced with a grimlock, he may freeze in fear. Not only does this create a challenge for the PCs to overcome in combat, but it also poses a roleplaying challenge for them to address once the combat has concluded if they choose to confront Toth about his apparent cowardice.

You can access Toth's full profile at any point by clicking on the "T" icon located at the bottom of every left page.

THE QUEST

THE FULL EXPERIENCE

To truly get the most out of this adventure, we encourage



you to play in a dark room with only a handful of candles set about the table. Make the room as quiet as possible, and encourage the players to whisper all of your dialogue. Be conscious of how loud the players are talking while in character, as those discussions can attract nearby grimlocks if they're too loud. This will completely immerse your players and create a sense of tension and terror that will make *Silent Sacrifices* an adventure you talk about long after its conclusion.

THE GRIMLOCKS

As opposed to most monsters, grimlocks pose a unique challenge for Quest Masters in that they don't rely on sight to track, see, or fight. To help you manage these unorthodox creatures, we have provided the following suggestions for running the grimlocks:

- People fear the unknown, so avoid revealing the true identity of the grimlocks for as long as possible. Refer to them as "the creatures" or "the things" rather than "the grimlocks," and have the PCs hear distant croaks and clicks or the scurrying of feet to keep them on edge.
- A sleeping grimlock suffering the **Unconscious** condition can still be woken by unfamiliar sounds or smells. If you want this adventure to be more realistic and challenging, consider not granting PCs **advantage** on Stealth checks when trying to sneak past sleeping grimlocks. Otherwise, grant them advantage.
- Due to the caves being absolutely silent, we encourage you to have the PCs roll **group Stealth checks** frequently. Compare their result against the passive Perception (13) of any conscious grimlocks within 100 feet. If the check fails by 5 or more, add 150 feet to the distance. If the check fails by 10 or more, add 300 feet to the distance and include both conscious and unconscious grimlocks.
- If any grimlock becomes aware of the PCs approaching but has not been seen itself, it will attempt to **hide** and surprise the party.
- Even though a grimlock is blind, it can still sense exactly where a PC is even if the PC is standing entirely motionless, behind total cover, or is invisible.
- A grimlock's low intelligence means it may not gather allies before going to investigate a sound or smell, but it would immediately call for aid if attacked.
- If the grimlocks defeat the PCs but you want to avoid a

total party kill, consider having the grimlocks lock the PCs up in the cages with heavier rocks or even split the PCs up into individual cages.

You can access all of this information at any point by clicking on the "G" icon located at the bottom of every left page.

GENERAL FEATURES OF THE CAVE

- **Blood Murals:** Several areas of this cave complex are covered in disturbing murals which the grimlocks make using the blood of freshly devoured prisoners. Due to their incredible sense of smell, the grimlocks are able to mentally track and distinguish each bloodstroke they make, helping them to "see" the image they are painting in their mind. By doing so, they have managed to create gruesome and surprisingly realistic depictions of the cult-like rituals they conduct for their masters.
- **Bones:** The grimlocks have been capturing and sacrificing humanoids for several months now, and their lair is littered with the remains of these victims. A successful DC 5 Investigation or Nature check of the bones will reveal they are from various humanoid races but all of the skulls are missing. A successful DC 10 Investigation check will also reveal a random trinket (See "Random Tables" icon).
- **Cages:** When the grimlocks were led up to the surface by their masters, they were instructed on how to build simple cages to hold their prisoners in until they were to be sacrificed. Ten-foot deep pits were carved into the stone and filled with water from the stream in Location 8. Once filled, heavy wooden poles were lashed together, placed over the top of the pit, and weighed down with heavy boulders forming a gate which could be slid on and off. With no flat surface high enough to stand on, prisoners must hang from the wooden beams to keep their heads above the water. In order to lift and slide the gate from below, a creature must stand atop the shoulders of another creature resting at the bottom of the flooded pit and succeed on a DC 10 Strength check.
- **Grimlocks:** There are 15 grimlocks living within the cave complex.
- **Sight:** The entire cave complex is in **Darkness**.
- **Sound:** Unless stated otherwise, the caves are unsettlingly quiet with only the occasional drip of water or the clicking and croaking of a distant grimlock breaking the

silence.

- **Smell:** The entire cave system reeks of rotting flesh and grimlock filth.

ADVENTURE HOOKS

Mini Quests are perfect for filling an evening with a fun, no-pressure "one-shot" that doesn't require any prior setup or plot development. If you plan to run *Silent Sacrifices* in this fashion, then proceed to the "The Adventure Begins" section to get things started! However, if you plan to insert *Silent Sacrifices* into an existing campaign, we have created the following adventure hooks to help you weave this adventure into your narrative without sacrificing continuity. Click on any adventure hook for further instruction on how to use it for your campaign.

1. **While traveling to their next destination, locals warn the PCs to find another route as many travelers have gone missing along this particular road, never to be seen again...**
2. **While stopping for supplies in a nearby village, the PCs hear rumors of two young men who were the most recent victims of strange disappearances occurring late at night...**
3. **While exploring the nearby forest, the PCs discover Barbran and Yellin's abandoned camp. Tracks reveal that two bodies were dragged up into the foothills...**

THE ADVENTURE BEGINS

Read the following when you and your players are ready to begin the adventure:

The rush of cold water against your skin jars you out of your unconscious state, and you find yourself completely submerged in pitch black water. You thrash about desperately before bursting to the surface where your head slams against something hard only a few inches above the water. As you grasp above blindly, you discover a gate of thick, wooden poles blocks any escape. You kick your legs wildly beneath you, but there is nowhere to stand. As your head begins to sink beneath the water, you desperately cling to the gate above and think back to the last thing you can remember. You had been sleeping after a long day's march with



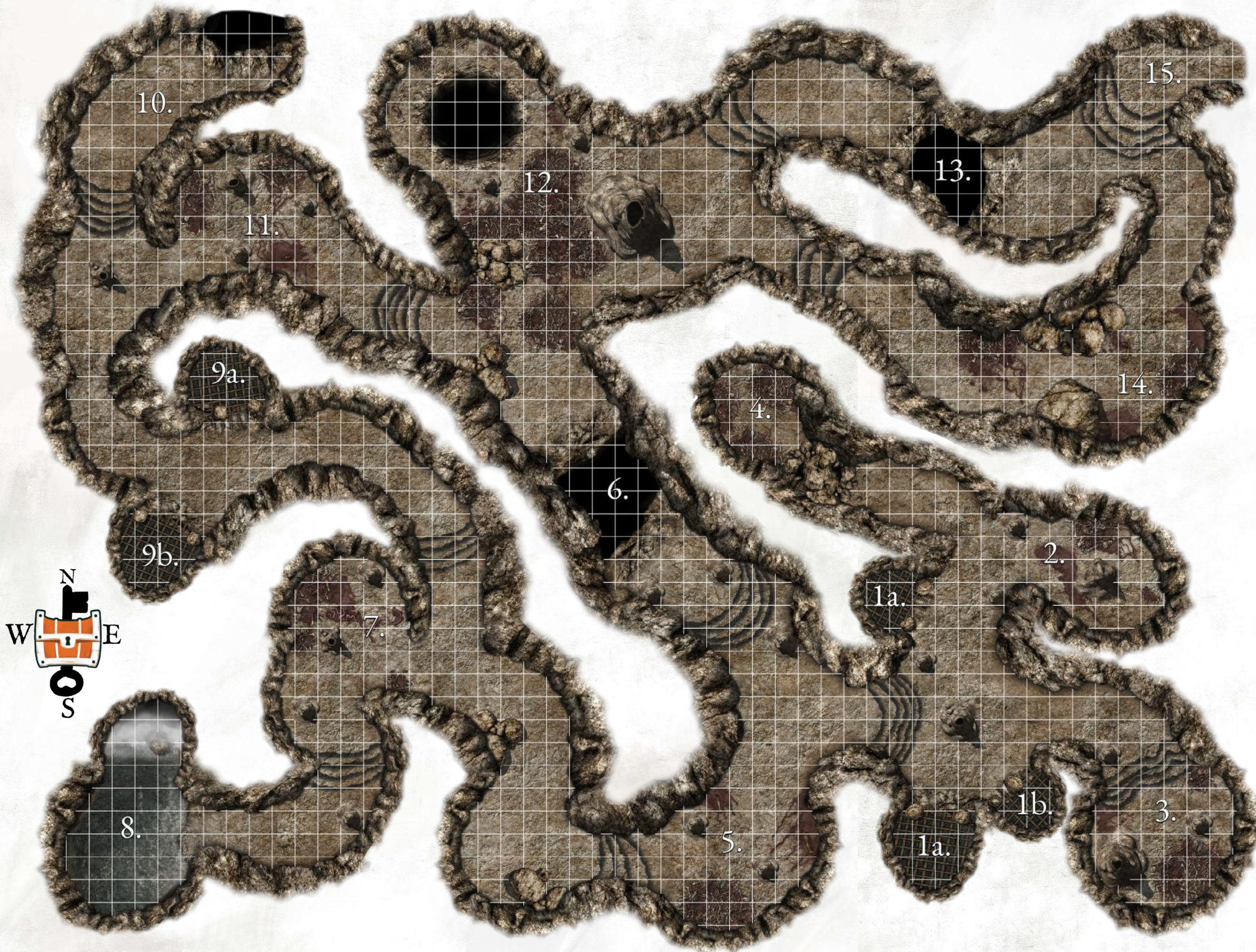
Clanging Metal



Dripping Water



Falling Rocks



your fellow adventurers when a muffled cry woke you. Instinctively you had reached for your weapon, but before you could grab it, or even discover what was happening, something smashed against the back of your head and everything went dark. How long has it been since then? Hours? Days? As the echoes of your splashes fade and the initial shock wears off, labored breathing nearby reveals you are not alone in your prison...

1a. PC CAGES

The PCs have been randomly paired up and thrown into either of these two cages. If the party has five PCs, the fifth player is thrown in Location 1b with Toth Vallenburr. The PCs have been stripped of their weapons and equipment which can be found in Location 3.



1b. TOTH VALLENBURR

Staring up from below the bars of this cage is a thin and lanky human male perhaps 20 years of age. Short red hair shoots out from atop his head and a thin, patchy mustache sits just above his lip. Enormous blue eyes bulge out from his face which is riddled with severe acne, and his scrawny arms shake as they struggle to keep his head above the water.

The cage is occupied by **Toth Vallenburr**.

For Toth:

- Toth has been held captive for the past two days.
- Toth only caught a glimpse of the grimlocks as they carried away his brother and has been completely **Blind** since he woke up in his cage.
- Toth does not know what the grimlocks are or what they are doing with their prisoners.
- Toth heard the grimlocks toss the PCs' supplies into Location 3 and will offer to show them where that is if they free him.



- Toth's handful of interactions with the grimlocks since his capture has led him to believe that they possess exceptional hearing and heightened senses of smell.
- From what he's been able to hear, Toth believes that at least 3 grimlocks sleep and eat very close to Toth's cage.
- Toth saw at least 8 grimlocks when he and his older brother were captured, but he is confident that there are more within the caves.
- His older brother, Hecter Vallenburr, was captured as well and is being held somewhere in the caves (Location 9a).

2. GRIMLOCK CHAMBERS

Turning right at the fork, you abruptly reach a dead end. A single, massive stalagmite has formed in the center of the small chamber up ahead and looks to be covered in red markings. [A grimlock skulks about the stalagmite, smearing its blood stained hands across the rock, and pauses constantly to sniff where its hands had just touched. A second grimlock lies prone and tucked back in the furthest corner of the chamber breathing heavily.]

The room is occupied by 2 **grimlocks**, one of which is currently working on a **blood mural** while the other sleeps against the southern wall and suffers the **Unconscious** condition.

Read the following if any of the PCs investigate the stalagmite further:

A closer inspection of the red markings reveals that they are, in fact, crudely done paintings made using blood and other bodily fluids which tell a gruesome tale. Along the top of the stalagmite, creatures resembling the monsters you have encountered within this cave are depicted devouring humans, elves, and dwarves. Below this, the creatures tear and hold aloft the untouched heads of their victims before performing some sort of twisted ritual. Lower on the stalagmite is the start of another scene, but it is unfinished and reveals nothing further.

3. GRIMLOCK CHAMBERS

The path veers right and down a set of natural steps into an open chamber supported by a thick column of rock. A small stalagmite has begun forming opposite the column, and behind both lies a grizzly collection of bones and gore [where three grimlocks are currently sleeping]. Strewn about the chamber are packs, weapons, and miscellaneous gear you recognize as belonging to you and your party.

- The room is occupied by 3 **grimlocks** all of which are sleeping and suffer the **Unconscious** condition.

Treasure:

- On a successful DC 5 Investigation check of the area, any PC can recover all of the gear they otherwise would have had at the start of the adventure. On a failed check, the PC is unable to locate a single, randomly determined piece of equipment.
- On a successful DC 10 Investigation check of the area, a pack can be found amongst the bones containing 45 gp, 24 sp, 55 cp, 1 bottle of ink, 1 ink pen, 15 sheets of paper, and a small **music box** carved to resemble a sleeping dragon turtle. The pack belongs to Barbran Paperweight.



4. COLLAPSED CHAMBER

This chamber used to be another sleeping and feeding area for the grimlocks, but it was abandoned after the ceiling collapsed.

Turning left at the fork, you quickly discover the path is blocked by a wall of rock and gravel which has collapsed from the ceiling. The mangled limbs of several grimlocks, whose flesh has either begun to rot or been eaten away, pokes out from amongst the rubble. A tiny opening, perhaps a foot wide and a few inches tall, is visible near the top of the debris.

If the PCs look through the opening, read the following:

The passageway continues for another fifteen or so feet to what may have been one of the creatures' feeding or resting areas. The floor is covered in bones and skeletons, and leaning against the far wall is a shriveled half-elf corpse dressed in wizards robes.

The corpse is that of a half-elf wizard who was captured several weeks ago but managed to escape her cage. Sadly, the half-elf sustained serious injuries at the hands of the grimlocks while fleeing and found herself trapped in this side passage. With no way out, the half-elf collapsed the ceiling on top of the encroaching grimlocks, thus preventing them from feasting upon her flesh, but also trapped herself here where she eventually died from her wounds.

A DC 10 Strength check can clear enough rock and debris to allow access into the chamber.



Treasure:

- On the half-elf's person is 15 gp, a **Ring of Jumping**, and a small jar containing a two-headed newt suspended in an orange liquid.

5. GRIMLOCK CHAMBER

A set of natural stairs ascends on the opposite side of this widened section of passageway. Two stalagmites nearly touch the ceiling, and a steady stream of water drips and runs down both needle-like formations. Piles of bones clutter a corner of this corridor and pools of dry blood stain the floor. A humanoid corpse, more bones than flesh, lies in the center of the room with its head missing. [Two humanoid creatures are curled up against the base of either stalagmite taking slow, steady breaths.]

The room is occupied by 2 **grimlocks** both of which are sleeping and suffer the **Unconscious** condition.

For the corpse:

- The corpse is that of Barbran Paperweight's carriage driver, Yellin Flouste.

- Yellin was caught and devoured by the grimlocks two days ago after a failed attempt to escape the caves.
- Yellin's head was ripped off and taken to Location 12 where it was sacrificed to the grimlocks' masters.

Treasure:

- A silver, moon-shaped locket is tucked into Yellin's vest pocket. The locket contains two illustrations; one of two chubby and smiling baby girls, the other of a beautiful, curly haired woman. The locket is worth 10 gp.

6. GAP IN THE PATH

Up ahead, the cavern floor ends abruptly at a large, gaping hole.

For the gap:

- This collapsed section of pathway is 20 feet wide and **several hundred feet deep**.
- A successful DC 20 Athletics check is required to reach the opposite side by climbing around the edges of the hole.



7. GRIMLOCK CHAMBER

Here the tunnel breaks off into an open chamber supported by a single column of rock. Two stalagmites have formed on opposite ends of the chamber, and the floor is littered with bones and blood stains. [Two creatures are crouched down feasting on the remains of some horrific, squid-like creature.] The chamber continues down a winding tunnel where a draft of air, noticeably colder than the air in the rest of the caves, can be felt blowing towards you.

The room is occupied by 2 **grimlocks** which are devouring a darkmantle they managed to capture in Location 6.

8. UNDERGROUND WATERFALL

The Grimlocks drink from this small pool as well as use it to



refill the cages. The pool is formed by an underground river which has worked its way through a fissure in the rock near the bottom of the chamber.

The water which makes up this underground pool is nearly inaudible as it slowly glides from one side of the chamber to the other and quietly tumbles over the edge of an unseen cliff.

For the waterfall:

- Though the water looks calm, a swift and powerful current flows just below the surface as the water rushes in from the fissure near the bottom of the pool.
- A successful DC 10 Strength saving throw is required to resist being pulled by the current if a PC enters the water. On a successful save, the PC can move normally. On a failed save, the PC is pulled 15 feet toward the waterfall's edge and loses the rest of its movement.
- To avoid falling over the edge, a PC may make a DC 10 Strength or Dexterity saving throw to grab the large rock at the waterfall's edge. While gripping the rock, a PC has **advantage** on any Strength or Dexterity saving throw they make to resist the current.
- The waterfall is several hundred feet tall and crashes down on jagged rock and stone.



9a. HECTER VALLENBURR

A brute of a man, whose face is defined by a broken, crooked nose, stares up at you from below the bars of his cage. Several scars line his jaw and left brow while a messy mop of wet, red hair is plastered to his square head. His blue eyes are partially covered by an enormous and unruly unibrow, and though his body rests in the water from the neck down, what can be seen of his muscular neck and forearms implies this is a man who possesses tremendous strength.

The pit is occupied by **Hector Vallenburr**.

For Hecter:

- Hecter has been held captive for the past two days.
- Hecter did not see the creatures which attacked him and has been completely **Blind** since he woke up in his cage.
- Hecter does not know what the grimlocks are or what they are doing with their prisoners.
- His younger brother, Toth Vallenburr, was captured as well and is being held somewhere in the caves (Location 1b).
- A kind, elderly dwarven woman named Barbran Paperweight (Location 9b) is being held in the pit across from his.
- Hecter will not leave the caves without Toth and Barbran.

9b. BARBRAN PAPERWEIGHT

An ancient, frail looking dwarven woman, her face a collection of wrinkles and smile lines several centuries in the making, gazes up at you from her flooded cell. Short, silvery hair clings to her damp, pale forehead, and her hands shake as they struggle to maintain a grip on the wooden beams above her.

The pit is occupied by **Barbran Paperweight**.

For Barbran:

- Barbran has been held captive for the past five days.
- Barbran's pack was taken by the grimlocks and contains a **music box** which was a gift for her newly born grandson.
- Barbran is currently suffering from **3 levels of Exhaustion**.
- Barbran knows that a kind and gentle young man named Hector Vallenburr is being held in the pit across from hers (Location 9a).
- Up until two days ago, Barbran shared this cage with Yellin Flouste who managed to escape, leaving Barbran behind in the process. However, Yellin was caught and killed by the grimlocks somewhere in the caves.

10. WOLF SPIDER'S LAIR

A giant wolf spider lives within this side passage, feasting

upon grimlocks and small, curious creatures which climb up from deep within the earth.

Up ahead, the floor ends abruptly at the edge of a chasm which spans the entire corridor. The passageway is littered with the shriveled corpses of grimlocks and other strange beasts which dwell beneath the surface. Near the edge of the chasm you see the remains of a tiny, grey gnome with a small satchel pulled close to its chest.

This passage is occupied by 1 **giant wolf spider** hiding in a crack in the ceiling requiring a passive Perception 15 to spot.

For the giant wolf spider:

- The giant wolf spider will attempt to surprise and kill any PC which enters the area.
- Instinctively, the giant wolf spider will not leave Location 9 to avoid running into other predators.



Treasure:

- The gnome lying on the floor is a Svirfneblin who was caught by the giant wolf spider while fleeing from a band of Drow. His satchel contains 25 topaz gemstones valued at 10 gp each.

11. GRIMLOCK CHAMBER

Gnarled skeletons and half eaten limbs are piled high in the corners of this rounded section of passageway. Two stalagmites and a single rock column come up from the ground which is coated in dried blood. [Against either wall rest two grimlocks whose ears and nose twitch ever so slightly though their breaths are steady and calm.]

This chamber is occupied by 2 **grimlocks**, both of which are sleeping and suffer the **Unconscious** condition.

12. SACRIFICIAL CHAMBER

When the grimlocks prepare to sacrifice a prisoner to their mind enslaving overlords, they bring them to this chamber.



Here they gorge themselves upon the creature's flesh, being careful to leave the skull untouched. Once the grimlocks have finished feasting, they throw the creature's head into the hole where it tumbles down directly to the lair of their masters who savour the fresh, tender brain.

This chamber, far larger than any you have come across so far, is supported by a massive pillar and covered in a layer of bones which rises up to your knees at some points. Tucked into a recess is a 20 foot wide pit which seems bottomless. The walls surrounding the pit are covered in a bloody mural though it is difficult to tell of what without further inspection.

Any further investigation of the mural reveals the following:

Dried blood and other foul smelling fluids make up the figures and images of this complex and multi-level mural. On the first row, creatures resembling those you've seen within the caves are depicted prowling through hamlets and forests, overwhelming unsuspecting victims, and dragging them back to their lair where they are thrown into the caged pits. Below this, the creatures are shown



dragging prisoners from their cages, tearing limbs from torsos, and ripping flesh from bone with their razor sharp teeth. However, the creatures leave the heads of each victim untouched. Below this, the creatures proceed to tear their victims' heads from their shoulders and hold them aloft, worshipping them in some barbaric fashion before throwing each head down a massive hole. The heads then tumble down into the mouths of three terrifying humanoid creatures whose gaping jaws are surrounded by four octopus-like tentacles.

13. GAP IN THE PATH

A fifteen foot long chasm spans the entire width of this passageway. On the opposite side, the passageway continues around a wide bend.

For the gap:

- This collapsed section of pathway is 20 feet wide and **several hundred feet deep**.
- A successful DC 20 Athletics check is required to reach the opposite side by climbing around the edges of the hole.



14. GRIMLOCK CHAMBER

You ascend a small set of natural stairs and follow the winding tunnel where large stones and boulders bulge out from the walls on either side. Heaps of sticky, red bones are scattered all along the blood stained passageway. [Two grimlocks rummage through them while two more rest against the boulders.]

This location is occupied by 4 **grimlocks**, 2 of which are rummaging through the bones looking for something to eat, while the other two are sleeping and suffer the **Unconscious** condition.

15. EXIT

Naturally formed stairs lead you around a sharp bend where faint sunlight can be seen shining in at the top of a steep and narrow passageway.

This sloped passage runs for an additional 100 feet before opening up on the side of a small cliff face set into some low foothills.

WHAT HAPPENS NEXT?

If you and your players enjoyed Silent Sacrifices, keep the story going! There are plenty of other adventures to be had and mysteries to be solved. Consider the following hooks to keep your players engaged and fill future sessions:

- Is this the only cave complex the grimlocks are working out of? How many others are there?
- Who will escort Barbran Paperweight to see her grandson? Is she willing to pay the party?
- What untold treasures lie abandoned in empty, road-side camps left behind by the grimlocks?
- Hecter quite enjoyed killing monsters with the party. Will they accept him into their number? How will Toth respond?
- What foul plans do the grimlocks' masters have planned? How can they be stopped?

DON'T MISS OUT!!!

We hope you enjoyed running this Mini Quest with your players, because we enjoyed making it! We'd love to hear your feedback and thoughts [here](#) on this adventure as well as how we can improve the content and structure of future products.

Be sure to have you and your players subscribe to our [newsletter](#) to receive valuable gaming advice as well as to stay up to date on future product releases such as our third Mini Quest, [The Rose's Spawn](#), which releases 10/29/2018!

APPENDIX A

BARBRAN PAPERWEIGHT

Medium humanoid (dwarf), lawful good

Armor Class: 10

Hit Points: 8 (2d8)

Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
7(-2)	7(-2)	10(+0)	13(+1)	13(+1)	14(+2)

Damage Resistances: poison

Senses: darkvision 60 ft., passive Perception 11

Languages: Common, Dwarvish

Challenge: 0 (10 XP)

ACTIONS

Dagger. *Melee Weapon Attack:* -2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

Unarmed Strike. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

GIANT WOLF SPIDER

Medium beast, unaligned

Armor Class: 13

Hit Points: 11 (2d8 + 2)

Speed: 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	16(+3)	13(+1)	3(-4)	12(+1)	4(-3)

Skills: Perception +3, Stealth +7

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages: -

Challenge: 1/4 (50 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.



Clanging Metal



Dripping Water



Falling Rocks

GRIMLOCK

Medium humanoid (grimlock), neutral evil

Armor Class: 11

Hit Points: 11 (2d8 + 2)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	12(+1)	9(-1)	8(-1)	6(-2)

Skills: Athletics +5, Perception +3, Stealth +3

Condition Immunities: Blinded

Senses: blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 13

Languages: Undercommon

Challenge: 1/4 (50 XP)

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

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

Stone Camouflage. The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Spiked Bone Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

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

TOTH VALLENBURR

Medium humanoid (human), neutral good

Armor Class: 10

Hit Points: 16 (3d8 + 3)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
7(-2)	10(+0)	9(-1)	16(+3)	15(+2)	10(+0)

Skills: Insight +4, Investigation +5, Stealth +2

Senses: passive Perception 10

Languages: Common

Challenge: 1/8 (25 XP)

ACTIONS

Dagger. *Melee Weapon Attack:* +0 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

Unarmed Strike. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

APPENDIX B

RING OF JUMPING

Ring, uncommon (requires attunement)

While wearing this ring, you can cast the jump spell from it as a bonus action at will, but can target only yourself when you do so.

MUSIC BOX

When opened, this magical music box plays a soothing, tropical song made up of drums, flutes, and bells which only stops when the box is closed. The music is audible up to 25 feet away.

HECTER VALLENBURR

Medium humanoid (human), lawful good

Armor Class: 11

Hit Points: 32 (5d8 + 10)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	14(+2)	5(-3)	8(-1)	10(+0)

Skills: Athletics +6, Intimidation +2

Senses: passive Perception 9

Languages: Common

Challenge: 1/2 (100 XP)

ACTIONS

Club. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 2) piercing damage or 3 (1d4 + 1) piercing damage if thrown.

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

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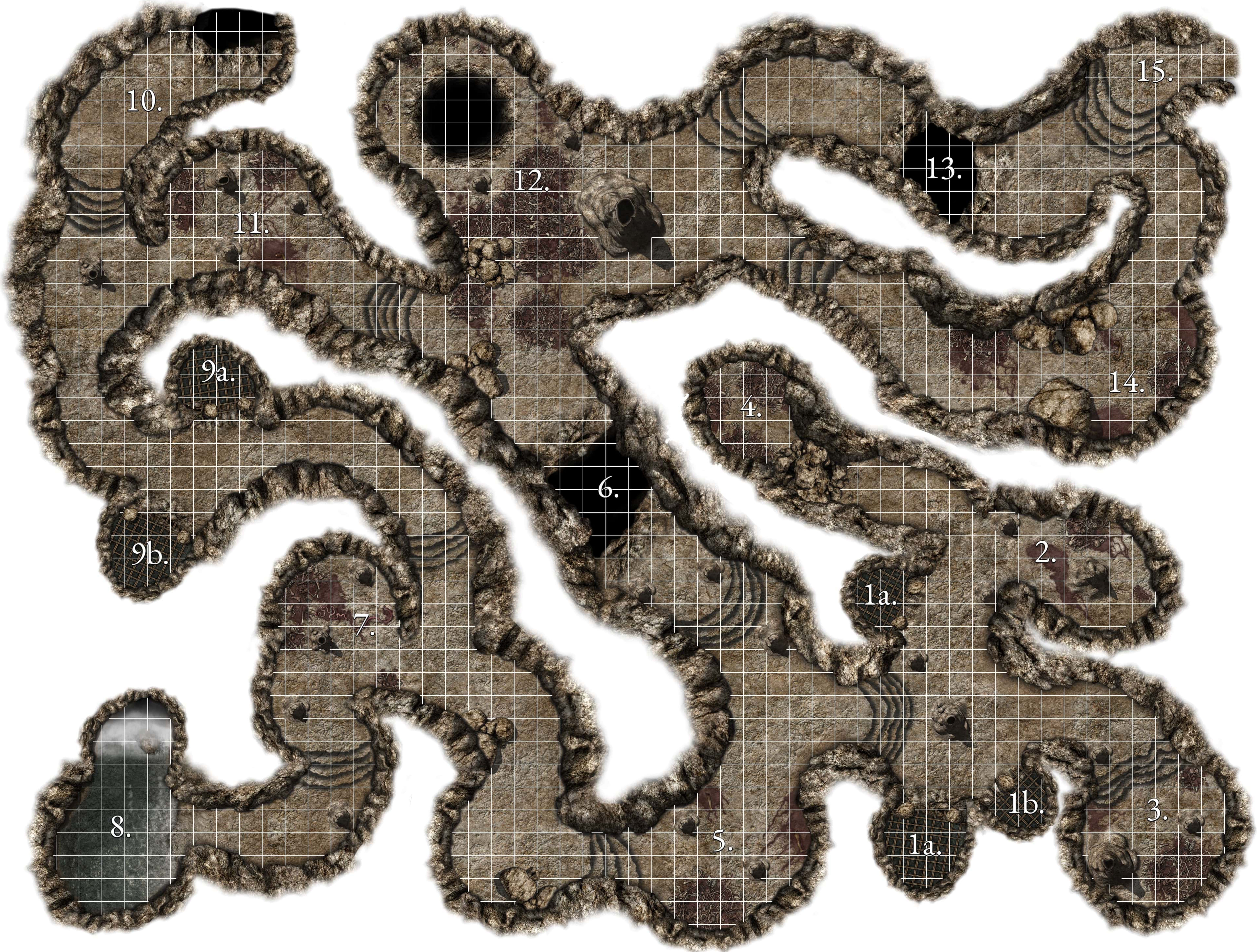
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To properly configure this map to your digital tabletop roleplaying game software, please ensure that your grid is set to a 58x43 (l x w) unit grid and that each unit is made up of 70 pixels. This will ensure the highest quality alignment of the map with your program's grid.



10.

15.

11.

12.

13.

9a.

14.

4.

6.

9b.

2.

1a.

7.

8.

5.

1a.

1b.

3.

