

5TH EDITION
ADVENTURE

**QUICK THREATS &
SIDE TREKS**



DAVIS CHENAULT

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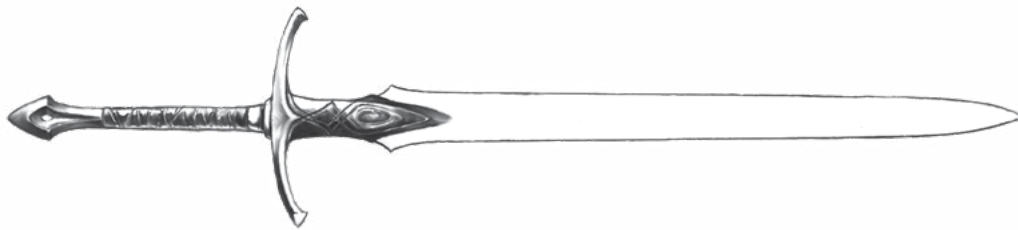
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A DELIGHTFUL EVENING

There is a tavern famed for its delightful food, happy customers, tasty brews and hospitality. It is situated by a fast flowing creek on a well-traveled road. Merchants, peasant, knights, and others stop at the Bottomless Mug regularly. Almost every evening at the tavern there is delightful music or humorous entertainments of some sort for the customers. The food is delicious, the drink on par with the best in the kingdom and the rooms well made and clean. The proprietor of the tavern, Weldon Shacklesbeard, a gnome of unusually small size, is a gracious and uncannily funny host.

The characters find themselves at the tavern in the late winter or during that time of year when travel is much reduced such as long after harvest, planting season, or other times when seasonal activities decrease travel. The Bottomless Mug is open. However, there are only a few patrons at the tavern, and these are peasants or peddlers moving from one place to another. When the characters arrive, they are greeted by Weldon with fresh warm mead and heaps of food. He offers discounts and rooms for all. Later in the evening, the entertainment, for which the Bottomless Mug is famous, begins. Several men and women come out and begin singing humorous and bawdy songs combined with readings from various famous comedies.

Weldon has a problem. Although he is not an evil person, he has been driven to evil or nefarious ends to solve a problem. Weldon is under the daily threat of a boggart and has been for years. The boggart keeps Welson in a constant of fear because it threatens to kill the gnome on a weekly and sometimes daily occurrence. It also occasionally wanders around the tavern causing problems for those staying here. These are small prank-like problems because the boggart lives off the proceeds of the tavern and does not want the source of its easy sustenance to disappear. It takes both food and gold from Weldon.

The boggart also gave Weldon a korred as a prisoner. The korred is in the basement and in magical shackles keeping it in place. The korred is an instrumental part of the boggart's control over the tavern. The korred knows how to play a flute of charming. The korred does so when the entertainment comes out. The music of the flute is mingled with the entertainer's music and is nearly imperceptible to most people. The patrons all must roll a charisma check CL5 to determine if one of the characters notices the new notes and likewise for a save. A fail indicates the listener is charmed. Once the charm is enacted, the performers go around to the patrons asking for donations. The whole point of the of the charming is to gather more tips. That's it. Nothing more is ever done.

To encourage the players to have their characters tip more without giving away the charm is to explain that the music is extraordinary, perhaps puts them in a better mood, relaxes them or adds greatly to their night. If these encouragements do not work, have the performers come around twice for tips or even have one or more of the performers offer that 'look' of disapproval for the amount tipped. However, the characters should never be forced or required to tip.



If a character noted the extra tune in the music, the other sound, the origin of which was not apparent, they have to do some exploring to find the korred. The korred is kept in the basement of the tavern, underneath the common room where the performers play. It is chained to a wall with manacles on both feet and legs. The door to the basement is found in the personal chamber of Weldon.

While the korred plays, the boggart is there. After the korred is finished, the bogart places a gag over the korreds mouth and leaves to find Weldon. It then takes some money and leaves. The boggart comes back occasionally in the form of a guest just to check up on Weldon and threaten him. If the korred is found, Weldon explains his situation and hopes the characters can free him from the boggart menace without causing himself or his establishment much damage. The korred is very grateful if it is freed and helps the characters exact revenge on the boggart if it can and offers all the help it can to capture the boggart.

BOGGART (CE medium fey). HP 39 (HD 6d8+12), AC 13, Spd. 30ft. Str 12 Dex 16 Con 15 Int 11 Wis 14 Cha 7. Perception 14 (+4), Stealth +5. Bite +4 (2d6+1). SA: Magic resistance, Languages: Sylvan.

A DEVIL OF A TIME

A quasit is in the town of Harrisburg and has made life very difficult for those in town. It has been in Harrisburg for nearly a whole month. The quasit comes out every few days to cause problems and strike terror in the populace. Its screeching has caused many problems in town as it brings all communication to a halt for as long as it shrieks. The quasit has also flown around town biting people and stabbing them with its tail. Though it has not killed anyone to date, the quasit has injured quite a few people, and the town leaders have offered 500gp or more for the capture or killing of the quasit.

The reason the quasit is in Harrisburg is that a wizard attempted to summon a familiar before he was capable of controlling it. The quasit managed to kill the wizard. The quasit, once summoned to the world, had no choice but to stay and is doing what all quasits do; causing problems. The quasit is moving from place to place in Harrisburg trying to remain hidden from those who are searching for it. It then comes out late at night, in the afternoon or some other random time and flies up and down streets or alleys screaming. It occasionally attacks people but generally just weaves in and out of the surrounding buildings and all the various obstructions around town wreaking havoc, knocking things over, breaking things and occasionally even stealing stuff.

The quasit moves from place to place every night. It has no lair or places it consistently goes to for rest. It, in fact, never needs to rest. The quasit is always awake and alert to what is happening around it. The only reason it stops moving around causing problems is that it has to recuperate its voice to scream. It takes the quasit 12 hours to recover its voice. Most of the time it just sits and waits. Time has no meaning to the quasit so what may seem like a long time to a human is absolutely nothing to a quasit.

The quasit prefers to go to high places to recuperate. It stays in attics, right inside chimneys, under eaves on roofs, tower tops or similar. It always has an avenue to escape wherever it decides to rest. Though found inside, it is always near at least one window it can escape from. It has no desire to engage in combat and tries to escape before doing anything else. It does move to the other burgs around Harrisburg.

Catching the quasit or killing it should be an onerous task. Just finding the quasit is a problem because it is constantly on the move. Once the quasit senses there is a worthy foe coming after it, it changes its tactics and actively avoids those persons while increasing its number of attacks and the type of attacks around Harrisburg. It begins to kill people and perhaps even kidnap smaller children.



This is a walled town, though small, with only 900 inhabitants living inside the walls. Another 1000 people live nearby and just outside the walls in three small burgs, Burlston, Applectart and Rendering on Valleybreak (a creek). Rendering is the furthest burg from Harrisburg and is located some half a mile away on a creek. All are under the leadership of Harrisburg's current baron, Laird Niven. Laird Niven has called out all the city guard and militia to deal with the quasit but it has proven very difficult for them to catch the beast.

The wizard's body can be found near the Rendering. He has a small house near the creek and a little outside of town. None in the area knew he was a wizard. He rented the house from a local farmer, coming and going as he pleased. Often he was gone for months at a time. His death has not been discovered. The farmer thinks he is away on one of his trips. Sometime after the characters arrive in Harrisburg, the body is discovered. The remains of the ritual to summon a familiar are also discovered and much talk is spread around town about that. The characters should hear of this eventually.

QUASITS (CE Tiny Fiend) HP 7 (HD 3d4), AC 13, Spd 40ft. Str 5 Dex 17 Con 10 Int 7 Wis 10 Cha 10. Perception 10. Stealth +5. Claws +4 (1d4+3 plus 2d4 poison and poisoned/1 minute (DC 10 Con neg.)). SA Resist cold, fire, lightning, nonmagical weapons; Immune poison; Darkvision 120ft; 1/day: Scare (Target frightened/1 minute (DC 10 Wis neg.)); Invisibility at will.

A TERRIBLE SWIFT DEATH

A call has gone out and salvation is needed for a remote region. Peasants, farmers, merchants and, craftsmen are streaming out of the area and headed to safer confines further into the kingdom. A great beast, a terrible calamity, a scourge, and horrible monster has descended upon the land and is destroying everything and killing all it can find. The land is strewn with the dead. The castles and forts have either been abandoned or are filled with those fearful of leaving the safety of the stone walls. A dragon or even worse is said to be scouring the region and none are brave enough to face the mighty creature and save the people of that land.

A young iahneal dragon has moved into the area and laid a clutch of 86 eggs. It's planning on killing everything nearby to make the area safe for its young. The eggs are laid in 11 different locations throughout the area. Each nest contains at least five eggs and are separated by a half dozen miles. The iahneal dragon is making its way from one clutch to the next in a fairly regular pattern. With each passage from nest to nest, the iahneal dragon ranges out a little further to attack and kill any potential threats to its young.

The iahneal dragon actively hunts and kills any predators in the area. In this regard, it has been successful in killing bears, wolves, or any of the other larger predators. It has also driven off most large game in the area. Once it found a village, the iahneal dragon went on a very aggressive attack against all the humans and demi-humans in the area which it instinctively knows are the direst threats to its young.

The villages and habitations in the area are small, usually numbering a few dozen people or more. Some small keeps have been constructed in the area as well. These are square towers, built of stone or wood and meant to hold a handful of people or a family and are fortified manor houses more than keeps. In its initial sweep of the communities, the iahneal dragon killed dozens of villagers and attacked one keep destroying both.

The Iahneal dragon's range is about 100 square miles at this point. It has not cleared the whole area of threats, but it has caused enough devastation to cause many animals to leave. This is easily noted by any ranger or druid who travels through the forest. The iahneal dragon is also easy to track. It is quite large and leaves signs for other animals to indicate its presence. It rips up trees, leaves scratch marks and a strong marking stench easily smelled for a hundred yards. It travels quickly and rests only for a few hours during the day until it arrives at a nest. The iahneal dragon lingers at each nest for one or two days before moving to the next nest.

If the iahneal dragon is attacked, it fights back ferociously, but once it takes 50% damage, it attempts to retreat to heal its wounds. If this is not possible, it attempts to break contacts, again and again, to lead the characters away from any nest and into the forest. If the iahneal dragon escapes fights, it attempts to hide in any of the various overhangs and holes in the forest.



It does not go to any of its nests, at least not initially; the iahneal dragon is trying to keep the others from finding its nest. Once healed, the better, recognizing the scent of those who attacked it, attempts to track them down and kill them.

If not killed, the better continues this process for about a month before it moves to a different territory leaving the eggs hidden in the mounds of dirt placed on top of them. If the characters do not locate all of the eggs and destroy them, there is the possibility for several young iahneal dragon to hatch. There is only a 10% chance that an egg contains a viable iahneal dragon and of that, there is only a 10% chance it survives long enough to hatch. The eggs are worth about 5000gp each. However, each egg only has a 10% of producing a viable iahneal dragon and some purchasers may just want their money back. Years from now, if one of the iahneal dragon young survive, the local community may put out a call for help again.

Note: Iahneal dragons are considered lesser dragons.

DRAGON, IAHNEAL, YOUNG (LE Large Dragon) HP 90(HD 12d10+24), AC 14, Spd 40 ft Fly 60 ft. Str 18 Dex 11 Con 15 Int 13 Wis 11 Cha 12. Perception 10(+0). Deception +3, Intimidation +3. Claws +6 (2d4+4) slashing, Bite +6 (2d10+4) piercing, Tail +6 (2d6+4) Bludgeoning, Breath Weapon recharge 6 5 foot cloud, one target, target must make a dexterity save (DC 14) if they fail by more than 5 they are petrified, if they fail but by less than 5 they are restrained and turning to stone. On the next round, they save again, becoming petrified on a failure and ending the effect on a success. SA Bewilder. The dragon opens its wings, displaying a dazzling variety of scintillating colors. All creatures within 30 feet of the dragon must make a Wisdom Save (DC14) or be incapacitated. Any creature so incapacitated can repeat the save at the end of their turn, ending the effect on a success. Any creature who successfully saves against the bewilderment is immune from this effect for 24 hours. Note that the dragon cannot use this power while flying, as it needs to hold its wings open in a way that would keep it from flying. Multiattack. The Dragon attacks twice with its claws, once with its bite, and once with its tail. The dragon can make these attacks in the same round it uses its Bewilder power.

CUPID'S ARROW

Prince Albert Innacan has offered a job to those willing to undertake it. The prince relates the following tale. Ten years ago, his wife, Princess Fatazz Oonfafeful, accompanied the prince and his retinue on a hunt. While away chasing boar, a band of the satyr's snuck up on the encampment where the princess rested and ensorcelled her. The satyr's escaped into the forest with the princess. Years of hunting or her produced nothing. The prince gave up searching for her several years ago. Now, suddenly, word has come from several of his rangers that the princess and a satyr have been located. The princess and the satyr are in an area of that vast forest most fear to tread, the Dreadful Forest. The prince has asked the characters to enter the Dreadful Forest, find his wife and bring her back to the palace.

Much of the story the prince relates is true. Prince Albert does not include essential elements of his tale. The princess and the satyr knew each other from her youth. The princess is of low birth, but her beauty was so great that elites from near and far sought her hand. After she grew up, she married the prince. This coupling was disapproved above by the prince's mother and, later, by the prince himself. Prince Albert became involved with another princess of noble lineage whom he planned to marry.

Princess Fatazz, knowing that she would ultimately be cast aside and left in penury, contacted her friend and youthful companion, the satyr Xenephon. Xenephon devised an escape for the princess during the aforementioned hunt. The two disappeared into the forest for the past decade and have fallen madly in love with one another. Though one may think this a boon for the prince, this was not the case. The prince's inability to defend his bride and honor left a smirch on his character and no princess would agree to marry him.

The prince spent the past decade seeking the satyr and his wife to enact both revenge and regain his honor, and perhaps even a wife. Recently, the two were spied by a group of rangers. A fight ensued in which all but one of the rangers were killed and the satyr wounded by a poisoned arrow. The satyr, the princess, and now the satyr's companions have no cure for the poison. If the characters come in search of the satyr and the princess, they are easily located near the place where the last battle occurred.

The satyr and the princess are accompanied by three other satyrs. One of the satyrs is keeping watch for more hunters.



Once spied, the satyrs inform Xenephon, and the princess informs the others, and three satyrs move to hinder the party in their efforts to find Xenephon and the princess. If the characters are wise enough to engage the satyrs in conversation, the truth of the situation may out before the characters locate the princess. Otherwise, the satyrs fight or do what they can to confuse the party before resorting to mortal blows.

In case that an actual fight breaks out with the possibility of the death of one of the satyrs, the princess makes an appearance. She implores the characters to leave the satyrs in peace and explains what happened in the past. She further explains that she does not want to return to the prince or civilization and asks the characters to help her remain free rather than live as a slave to a cruel master.

Xenephon is struck with a type IV poison. Once the party locates the satyr and princess, the satyr has 4+6 days to live. During this time, if the characters find a cure or cure the satyr, they receive double experience for a kill, a lifetime friend, and a satyr eternally indebted to the party.

The prince has also sent one of his rangers to follow the party an insure they do what they are being paid to do. If not, the princess is even more angered and starts the process of seeking mercenaries to kill the party, the satyr and the princess.

PRINCESS (CG Medium Human): HD2d8 (HP 10), AC 11, Mv 30ft. Str 15 (+3) Dex 10 Con 10 Int 10 Wis 10 Cha 15. Perception 10. She wears a cloak of hiding and carries a +1 baculus.

XENEPHON (NG tiny fey): HP 1 (HD 1d4-1), AC 15, Spd 10ft/30ft (fly). Str 2, Dex 20, Con 8, Int 10, Wis 14, Cha 15. Perception 14 (+4), Stealth +7. Attack by spell. SA: druid craft, magic resistance, innate spell casting (1/day: confusion, dancing lights, detect evil and good, detect thoughts, dispel magic, entangle, fly, phantasmal force, polymorph, sleep.) It carries a +2 short bow, 24 arrows and a +2 short sword. It wears 3000gp worth of jewelry.

SATYR (NE medium fey). HP 31 HD (7d8), AC 14, Spd 40 ft. Str 12 Dex 16 Con 11 Int 11 Wis 10 Cha 14. Perception 12 (+2), Performance +6, Stealth +5. Magic resistance. Languages: Common, Elvish, Sylvan. Panpipes. (60 ft. (Wis neg). Victims charmed or frightened for 1 minute). Ram. +3 2d4+1. Shortsword. +5 1d6+3. Shortbow. +5, 80/320 ft. 1d6+3.

DANCE PARTY

A family of sixteen grigs is making their way through the woods to a new home. They are in a very good mood having much drink and food in tow and having had no ill encounters on their travels so far. The grigs encounter the party on their trip and, being a bit tipsy, decide to engage the party in a little fun.

The grigs first try to determine the nature of the characters. This can be one by observing the characters actions, the clothes they wear and the symbols they carry. They begin their interaction with the party by playing a few practical jokes on them. Using their invisibility, the grigs might make their way into camp and tie shoelaces together, empty food pouches, places bugs in food pouches, place rocks in backpacks (to add weight), cut holes in shoes, etc. The grigs do not intend harm with their practical jokes thought the characters might see this a little differently.

After a day or two of these jokes, the grigs attempt to spike the drink of the characters. This would be done at night or some advantageous time, especially if the characters leave their equipment unattended for some time. The brew they place in the water pouches of the characters is tasteless but quite strong. Each character who drinks of it must make a constitution check or they come under the effects of the drink. Primarily the drink causes one to sing or laugh a lot. The drink places the imbiber in a good mood but cause a -1 to all dexterity checks. If the character continues to drink from the spiked water, they must make a constitution check CL 3 or become even more inebriated. Most everything, at that point, becomes funny. The character also suffers a -3 to dexterity checks and -1 to all other checks and attack related rolls.

At the point any of the characters become inebriated and if the party is not acting aggressively or otherwise angrily, several of the grigs, using their change-self ability, make themselves appear as poor gnomish beggars and approach the party during the day. As gnomes, they create a humorous tale of woe and poor tidings to garner some sympathy from the party. They also complain of odd occurrences while traveling in the area as well. The water tastes funny, their stuff keeps disappearing, and there appears to be some beetle infestation eating up their food stuff and silver bugs destroying their woolen blankets.

If this encounter goes well, the grigs (as gnomes), ask to camp with the party, "for safety sake." Once camped, the gnomes offer to cook. If allowed they create a staggeringly good meal that gives everyone a temporary +2 boost to their constitution. This boost lasts 1d6 hours. All accompanying extra hit points and saving throw adjustment should be tracked for that period. This key ingredient to this meal are several area herbs the grigs has collected. The grigs use the meal to boost their energy level before a dance party. They are giving it to the character to increase their stamina for the upcoming dance party.

Later in the evening, after the meal, the rest of the grigs gather in the nearby tress. There are two fiddle players in the midst. One begins playing the fiddle. Every character has to make a saving throw or start dancing. If any succeeding in the saving throw, they do not have to dance. Once that is noticed by the other grigs the second fiddler begins playing. This grig is very good so all save are at an additional -2 to their rolls.

At some point, the grigs come out and dance with the party as well. If the part is friendly they remain all night offering drink and food to the characters. They do explain, if asked, that they are headed to their new home and invite the party to travel with them. They also offer the meal ingredients if asked.

Meal: The ingredients to the meal the grigs cooked earlier are given to the characters should the ask. The only important ingredient in the meal is four herbs. Each is exceedingly rare. Each has to be collected in a different season. So it takes a whole year to collect the herbs. In any given square mile, there is a 10% chance of finding one measure of the herb in question. This is increased by 20% for a ranger and 30% for a druid. It takes a whole day to search a square mile. The meal can only be eaten once a week or it wears the system out and begins to poison the person overeating it. For each meal over the first, a saving throw versus poison must be made. Failure indicates a type I poisoning. To continue eating it requires more saving throws. Failure the second time causes a type Ii poisoning, third type III etc.

PIXIE (NG tiny fey): HP 1 (HD 1d4-1), AC 15, Spd 10ft/30ft (fly). Str 2, Dex 20, Con 8, Int 10, Wis 14, Cha 15. Perception 14 (+4), Stealth +7. Attack by spell. SA: druid craft, magic resistance, innate spell casting (1/day: confusion, dancing lights, detect evil and good, detect thoughts, dispel magic, entangle, fly, phantasmal force, telekinesis, etc.)



DUTY CALLS

A goodall, a fey of some power, has been watching over the village of Silent Green for a decade or more. It has kept the village safe from harm all that time. The goodall has chased off goblins, orcs, a giant, and many other creatures of malevolent nature. It is very proud of its accomplishments. The goodall has made itself known to several of the villagers but, as is its' nature, generally prefers to remain incognito and its acts go unrewarded.

Recently, a shelkerow has moved into the region. The goodall has managed to keep the shelkerow confused and distant from the village for several weeks. However, in an encounter with the creature a short time ago, the shelkerow wounded the goodall so badly, the goodall had to lie low for a week to heal itself. During this time, the shelkerow moved in close to the village and killed a few cows. This was followed by a villager being killed.

Those few who the goodall had informed of its presence left the village to find the goodall. These too were killed before finding the goodall. The goodall has just discovered the death of the villagers. The goodall is planning to return to the village and protect it as best it can. Because it disappears during the daylight, it is seeking out others to aid it in saving the village from more slaughter.

The characters are traveling along the road to the village while this is occurring. Before the characters reach the village and while camped at night, the characters are approached by the goodall. The goodall has an innate ability to communicate with other good-aligned creatures. It appears as a crow and, using its telepathic ability, attempts to contact one of the characters whose alignment is lawful good or good. Once in touch, the goodall can only give impressions and general warnings but can convey that evil afoot and that a great danger is posed to the characters and all those nearby. The intent is to encourage the characters to go to the village and protect it.

Once at the village. The characters quickly discover that something has killed several of the villagers and livestock. All this has occurred within the past week. The villagers are terrified and do not know what has happened. They ask the characters for help in ending the threat or discovering what has killed the villagers.

This village of 400 people has a hedge wall surrounding most of the houses and barns. Those who lived outside the walls have moved inside the hedge for safety. In the center of the village is a large wooden statue of a horse. It is crudely made but has been taken care of very well. There are numerous offerings at the feet of the statue. The villagers explain that a local deity, they name *Buvine*, has protected them for many years. The villagers fear they have done something to offend the deity and that it has abandoned them. To rectify this, some are making more offerings while others are beginning to curse the deity

and others still looking for the person or persons who offended the deity. The village is in dire need of spiritual leadership and protection.

The tracks of the shelkerow are easily found outside the village. It stalks just outside the hedge just after sunrise and before sunset. During the evening, the nefuel wanders off into the nearby forest to hole up and hide from the goodall. It now hunts only during the day. If the tracks are followed into forest, there is one area where there are some tracks, it appears that a whole pack of the creatures gathered. This is the place where the goodall fought the shelkerow and its blood cloned 6 other shelkerows. The goodall comes to the characters aid during the evening and uses its telepathic ability to 'speak' with the character it spoke with earlier.

GOODALL *This creature has the ability to speak telepathically.*

SHELKEROW (NE Large Undead). HP 65 (HD 8d10+16) AC 17 Spd 30ft (fly). Str 10 Dex 16 Con 15 Int 12 Wis 16 Cha 15. Perception 12(+2). Life Drain +6 (2d10, plus reduce max. HP (DC 15 Con neg) until long rest. SA Improved grapple (on successful hit; escape DC 15/round; automatic life drain); Resist acid, cold, fire, lightning, thunder, nonmagical weapons; Immune necrotic, poison, charm, exhaustion, grapple, paralysis, petrify, prone, restrain; Darkvision 60ft; Incorporeal, Sunlight disadvantage.



HORDE

This adventure takes place in and around the small village of Big Rock in a region that has been at peace for a century or more. The area is so safe that there are no walls nor barriers of any sort protecting the village. The nearest fortification is over twenty miles away. Big Rock is a farming community of approximately 300 inhabitants. There are 30 houses spread out on the road bordering a sluggish and deep creek.

Big Rock had a sister village, Little Rock, located some ten miles up the road and on the same side of the creek. Until seven months ago, Little Rock enjoyed much the same benefits as Big Rock. Little Rock was a peaceful, productive and uneventful place. This peace was disrupted by a virulent infection that swept through the village in a matter of days, killing most of the inhabitants. Believing the infection to be of unholy origin, the only person of any power in the area, a cleric named Millicent, left on a mission to discover the infection's source. She has not been seen nor heard from since she left. This is because she is dead.

In the months after the infection ravaged Little Rock, the village was abandoned, and the surviving inhabitants moved to Big Rock or even as far away as the town of Boulder. Only a few people dared return to Little Rock to gather the dead. A few of the dead were buried. Then the infection spread to those who returned. They were either killed or died. All the others were left to rot in the fields or houses where they died. None have entered nor even been near the village in months.

The contagion was not of natural origin. A necromancer, Baleful One Eye, caused the contagion to spread through Little Rock. In the months since that time, Baleful has been raising the dead in Little Rock and created a horde of zombies. The necromancer is planning to use the zombies to overrun Big Rock.

Baleful is doing this because of the slights and abuses he received as a child in these self-same villages. The necromancer is from Big Rock. Born a gimp, the necromancer was constantly ridiculed for his infirmity. After his parents died, the ridicule became abuse. The child, who had become an indescribably angry person by his early teen years, was 'rescued' by a cruel and malicious sorcerer and made a servant and, quite by accident, an understudy. Years of study and travel with his grim master did not dim the anger of his youth and he has returned to kill everyone in both Little Rock and Big Rock.

The characters walk into this situation. None of the past events should be made known to the characters until well after the adventure is underway – if ever. For all the characters know, Big Rock is a completely forgettable village, not unlike hundreds of others the characters have passed through on their adventures.

The first sign of trouble should occur a little over a mile from Big Rock, after the characters have left the village. They see a shambling humanoid wandering down the road. This is a zombie. It should be easy to dispatch. A few minutes later, a few more zombies are seen shambling through the fields off of



the road. Then a few more to the left of the road. After killing a dozen or more, the number of zombies should increase and, the characters should note the zombies have moved around them and are walking in the general direction of Big Rock.

The zombies are indeed headed toward Big Rock. The necromancer is using an ancient spell to control the zombies and make them nominally do what he desires and is sending the zombies to Little Rock to kill everyone. The zombies travel in small packs of 1-20. There are 246 zombies making their way to Little Rock. They are spread out along the road and in the woods or fields to the left and right of the road. The zombies have not crossed the creek.

It takes the zombies roughly four hours to move the mile to the Big Rock. Assuming everything is going as planned. Baleful has already left the region, area, and even plane. He did leave behind a small memento of his return to the villages. A note is found attached to a door in Little Rock. It reads, "To my friends and family of old, Die! Your beloved gimp."

WIGHT (NE Medium Undead) HP 45 (HD 6d8+18), AC 14, Spd 30ft. Str 15 Dex 14 Con 16 Int 10 Wis 13 Cha 15. Perception 13(+3), Stealth +4. Life Drain +4 (1d6+2 necrotic, plus DC 13 Con save or HP maximum reduced by damage taken until victim finishes long rest. Death if max HP = 0, and rises 24 hours later as a zombie); longsword +4 (1d8+2); longbow +4 (1d8+2, 150/600ft). SA Immune poison, exhaustion; resist necrotic and bludgeoning, piercing and slashing from nonmagical or non-silver attacks); Sunlight sensitivity (disadvantage on attacks and Wis (Perception) rolls based on sight in sunlight).

IN THE VALLEY OF EVIL

Some time ago, an evil lord summoned a pack of shadow mastiff's to do his bidding in the world. For years this lord kept the mastiffs under his control and let them loose only to hunt those he could not find or those he could not reach. These horrid canines have slunk through the forests, hills, and savannahs of the region for several decades dispensing death and fear amongst all the locals. The pelt, darker than midnight, is easy to recognize and their glowing yellow eyes are feared, for they portend nothing but death. This lord, a calamity akin to anything that nature could loose upon the lands, has died. The locals are grateful, and the shackles of his rule have been thrown off.

The mastiffs remained.

Since that time, some years ago, the shadow mastiffs have roamed the area killing and maiming travelers and others with little or no hinderance. There are few who would brave searching for these hounds and killing them. The locals have grown used to their presence, take what precautions they can and have a standing offer of 200gp per head of the mastiffs. Over the years, three of the mastiffs have been killed, and their skulls are proudly displayed on a town wall. None know exactly how many remain, but estimates range from four to ten.

The characters are traveling through the area where the mastiffs roam. The mastiffs have a range of 100 square miles. There are seven mastiffs remaining from a pack of twelve. The mastiffs split up and roam the entire region. When one finds a potential victim for their unusual appetite, it follows them for a time and then calls the other members of the pack together to hunt and kill that person. The forest is a haunting place during these calls as the howls and baying of the mastiffs frighten almost all who hear them. The mastiffs are drawn to good aligned people and are especially drawn to lawful good people.

It can take the mastiffs a day or two to gather. Once gathered the whole pack waits patiently for a chance to attack. These extraplanar creatures have a staggering amount of patience. They feel absolutely no sense of urgency on their quest to consume good only an insatiable appetite to do so.

During the day, the mastiffs hide in deep holes in the ground or any location they can find where there is no sunlight. They remain in these dark places until well after the sun sets. They rarely rest together except when they are hunting a specific individual. The shadow mastiffs leave no trace when they travel. They are completely invisible unless they move into some type of light or they growl, howl or make other noise. The only time that a shadow mastiff leaves tracks is when it is in the light such as from a lantern, fire or some magical source of light. It is important to note that in sunlight or magic that mimics sunlight, the shadow mastiff is instantly destroyed.



As the mastiffs gather closer to their prey, the howling and baying increase in tempo and pitch until they have all gathered. After this the mastiffs hunt in near silence until they have located their prey and launch an attack.

If there is a good-aligned character in the party, one of the mastiff's crosses thee party's path and it decides to hunt that person. After locating them, the mastiff begins its howling. It should take several days or more for the other mastiffs to find one another. The initial mastiff follows the party wherever they go. It lingers outside a town or city if necessary and sneaks in at night. Eventually, the whole pack gathers and then they patiently wait for an opportune time to attack.

The entire adventure hinges on the creation of tension and impending doom. One or more of the characters should become aware they are being followed or, preferably, they should figure it out by the howling and baying of the creatures. The lack of tracks should indicate something of supernatural origin and a late night glance revealing glowing red or yellow eyes and teeth should add a degree of fear to the party.

SHADOW MASTIFFS (NE M Fiend) HP 28 (HD 5d8), AC 15, Spd 50. Str 15 Dex 16 Con 15 Int 4 Wis 4 Cha 2. Perception 10. Bite +5 (2d4 plus Trip (DC 13 Con neg.)). SA Bay (Flee in panic 1d6 rounds; DC13 Wis save = frightened instead); Blend (Invisible in darkness); Incorporeal (Attackers disadvantage), Damage Resistance (nonmagical); Sunlight vulnerability (Daylight destroys it). CR: 2, XP Value: 450

ONE PUDDLE TOO FAR

The town of Belfort is beset. Someone or something is killing the people of Belfort, and none have any idea who or what it might be. This fortified town sits on a rise above a river overlooking a broad expanse of farmland. The well-tended fields, lush with fresh, spring, growth spread out from the hill upon which the town sits, like a flower in bloom. Fences and hedges demarcate fields and enclose cows, sheep, and pigs. Barns, granaries, storehouse, work sheds, and a few houses dot the land before it gives way to a dark forest of oak and beech.

Belfort has a population of roughly 600 people. Most of those who live in Belfort are farmers or herdsman. Additionally, there is a blacksmith, a bowyer, several families involved in the production of leather, the knight who rules Belfort and his few personal attendants. Belfort is on top of a hill. A thirty-foot tall wooden wall wraps the entirety of the village. A small gatehouse guards the only entry to Belfort. In addition to the manor house (the only stone structure in Belfort), there are about thirty other houses and buildings.

Estry Holdinhous, the knight and owner of Belfort, is young and an inexperienced warrior and leader only having been given this hold as a favor to Estry's father. His chief aide, Valry Purse, is just as ill-equipped to rule as Estry and the few men-at-arms in Belfort add little of value to the whole. The recent turn of events has caught Estry off-guard, and he is at a loss as to what to do. He has taken as many precautions that he could think of, even allowing the vassals to carry arms for protection openly. Extra guards have not stopped the killings, and his best huntsman is at a complete loss as to what is happening.

Six people have been killed in Belfort in as few weeks. Four of the people killed were working in the fields when they were murdered. One person was killed on the road between the fields and Belfort, and the last person was murdered inside Belfort only a few days before the arrival of the characters. The victims were either smothered, suffocated, beaten to death or just, "broken." There were no cut marks other signs of violence. None were robbed. There is no connection between those killed, and all were considered upstanding members of the community. Those in the town are in a panic, and they fear something supernatural might be hunting them. Estry is not convinced and believes there is a murderer in his midst.

Two events have led to the current state of affairs. A cleric, traveling the region, happened to spend the night outside Belfort underneath a tree in the fields. While packing up to leave, he accidentally dropped a clay charm of elemental summoning. The charm needed only to have become immersed in water to dissolve and activate. It is the rainy season in Belfort. A few days after the cleric left, the charm was immersed in enough water to dissolve. A mud elemental was summoned. The elemental is doing what mud elementals do, kill things. It does this about once a week or after enough rain has fallen that can arise from the ground. It usually does in mud puddles. The mud elemental has moved from the fields to Belfort because the people quit going to the fields after the four were murdered.

The mud elemental is too stupid to do anything other than kill. When the ground is dry, it has to remain in the earth. The mud elemental can only form in puddles or very muddy ground. This also has to be where the mud elemental went to ground. So, for example, if the mud elemental were to go to ground on the ground floor of a house and the area never became muddy or puddles formed, it could never form again. The mud elemental is currently in Belfort in the ground beside a house. It remains there until a heavy rain inundates the dirt roads. This should occur within 1-12 days. Once it materializes, the mud elemental waits until night or another opportune moment to attack and kill some lone person. It can move around to do this.

In the investigation of what is going on, the characters should learn that the people were killed after a rainstorm, they were each alone when it happened, the victims were not cut but beaten to death and exhibited broken bones or they were suffocated. They were always found in mud puddles or muddy ground. The latter information is not generally given because it is assumed. It's the rainy season; there's always mud everywhere.

ELEMENTAL, EARTH (Lesser) (Neutral M Elemental) HP 102 (HD 12d8+48), AC 15, Spd 30ft, 30ft (burrow). Str 20 Dex 8 Con 18 Int 5 Wis 10 Cha 5. Perception 10(0). Slam +8 (1d8+5). SA multiattack (2 slam), earth glide (doesn't disturb earth moving through), siege monster (2x dmg to objects), vulnerable thunder, resist bludgeoning, piercing, slashing from nonmagical attacks, immune poison, exhaustion, paralyzed, petrified, poisoned, unconscious, darkvision 60ft, tremorsense 60ft.

ROCKY FOUNDATIONS

A small castle sits atop a steep-sided hill and overlooks a valley with scattered farmsteads. Durbin's Keep has been occupied for hundreds of years by a dozen generations of the Durbin family. Loyal to the crown, they have always sent their best to serve at the king's request. Their lands have known peace for generations. The region is not known for its productivity nor resources and does not produce much income for the Durbin family.

Because of the lack of funds, the Durbin keep has not been well maintained and shows its age. The mortar is giving way; the roof needs repair, the wooden ramparts are old and rotted in many places. However, up until recently, it has remained intact and still delivers on its primary function of being a defensible fortification in case of attack. This changed about a month ago when one of the walls started to crack. The crack turned into numerous cracks, and that quickly spread. Within a week of the first appearance of a crack, the portion of the wall collapsed.

It is within days of this that the characters should arrive in the valley that Durbin's Keep protects. The village of Durbinshine is nestled at the bottom of the hill upon which the keep was built. Durbinshine consists of around thirty building and a dozen or more outbuildings such as barns and sheds. The valley floor is cultivated or turned to pasturage. Several larger houses are spread around the valley. There is no tavern or bar per se, but there is a large general store that has areas in its stall for people to stay. The merchant also serves brew but has to gather it from whoever it is in Durbinshine who most recently made some.

In any conversations at the merchants, the collapsed wall at the keep comes up as there is little else for anyone to talk about other than sheep, cattle, and grass. Should the characters choose not to engage in conversation with any of the locals, they overhear someone at the general store talking about the collapsed wall from one of the Durbin family retainers.

The lord of the Keep, Mac Hanon, has just received information from his retainers working on the collapsed wall that something is amiss. They discovered a tunnel beneath the wall, and it is not of natural make. Over the course of the day that the characters are in the town, Mac Hanon sends several workers down into the tunnels to figure out what it is that is digging the holes.

They do not return by nightfall, but as the sun sets, something else emerges from the tunnel and kills a few people. This causes panic in the keep. The retainers and Mac Hanon abandon the fort and head down the hill to the village. Once there, Mac Hanon engages the local seeking to lead some people into the keep and clear it of whatever it is that has moved in under the keep. Noone is sure what it is that has moved in under the keep. Several believe it to be a dragon. Others to be great lizards and a few say that the pets of those who dwell under the world are coming to the surface.

Should the characters appear capable or venture to volunteer themselves to discover what it is under the tower, Mac Hanon quickly agrees to allow them. He offers "great bounty" to those who discover and rid Durbin's Keep of that which lives underneath the hill.

The fort is ancient. Centuries ago, one of the Durbins was buried beneath the keep with all his mortal goods. In the trove of treasure that went into the tomb was a large blue vase. The vase was a magically enhanced and contained a dozen tavis worm babies. Eventually, the magic of the vase wore down and the tavis worms escaped. Since that time, the worms have been burrowing into the rock in the hill. They burrowed down for many years and then came back to the surface seeking whatever it is in the rock on the hill that they find so delightful and nourishing. The worms are scattered throughout dozens of tunnels spreading deep into the earth and around the hill. Although they do not normally congregate, they can hear if within 100 yards of each other. In a fight they call for aid from their companions.

TAVIS WYRM (*Unaligned Medium Dragon*) HP 43 (HD 5d8+15), AC 16, Spd 30ft., 20ft. (burrow). Str 17 Dex 12 Con 16 Int 7 Wis 10 Cha 7. Perception 10. Bite +5 (1d8+3). SA Heat (weapons save (d20, 10+); 4 failed = weapon melt; any who start turn 5' from wyrm suffer 1d6 fire (con DC 13 neg.)).



SCRAMBLED EGGS

This adventure should take place in a region that is unexplored or abandoned by men and other civilized people. The characters come across a dead silver dragon. The corpse is splayed out on the ground and has numerous large puncture wounds spread across its body. Blood is still seeping from the wounds, indicating the kill occurred only a short time before the arrival of the characters. While the characters are exploring the area or examining the corpse, they hear a horn blowing in the distance. It's almost a shrill sound and warbles slightly. The first note is long then followed by two shorter notes without warbling. The sound is enough to send shivers through everyone's body.

The direction of the sound is easy to determine, and the characters can move toward it with some accuracy. If a ranger is in the party and does a tracking check, the ranger notes the presence of some type of tracks in the ground. There are large indentions, the size of postholes, on the ground around the dragon's corpse. The tips of the indentions are pointed, indicating some type of claw at the end. These tracks lead off from the dragon and into the surrounding wilderness. The tracks are easy to follow. Not only are the tracks easy to see, the creature that made them is huge and is making no effort to conceal its movement (as if it could or even cared to).

After a day or so travel through the wilderness, the characters come upon a tall and broad white tower. The tower is wide, perhaps 100 feet in diameter and nearly 200 feet tall. It has been beautifully constructed with many wide windows in its upper portion. On top of the tower is a massive spider-like creature with eight legs. It is grasping onto the side of the tower using four of its legs to pound the walls. The top of the tower has been destroyed, and lies scattered on the ground or collapsed into the tower. Occasionally, a screeching sound can be heard from within.

The characters have stumbled into a conflict between a silver dragon and a demon. A demon who loathed the silver dragon the characters found earlier, sent a mummy to the world to kill both the dragon and its offspring. The tower is where the silver dragon resided and given birth to its only offspring. There was a retinue of five elven knights living in the tower who protected the dragon. They have all been killed trying to fight the mummy – having been taken by surprise. A very young silver dragon is inside the tower planning to fight the mummy as best it can.

The mummy is focused on the silver dragon in the tower at the moment of the characters' arrival and pays no heed to them. Only when the mummy is attacked does it respond. Once the mummy has noted the arrival of the characters, it commences solely attacking the party members knowing that the dragon is not very powerful and the least of its worries. The mummy is powerful and cunning for its kind. It focuses its attacks on clerics then wizards or those that seem to be able to do the most harm. The mummy fights to the death.

The silver dragon comes out to help the party when an advantageous moment arrives. It is unwounded at the beginning of the battle. Afterward, the silver dragon is immensely grateful to the characters. The dragon explains that its mother had been in a long war with a demon and the mummy was sent to kill both itself and its mother. The elves, whose bodies are found scattered around the tower and within, are members of an order who offer to protect those few dragons who are in the region.

There are some valuable pieces of treasure in the tower. The dragon offers these to the characters. However, the characters would be best to leave the treasure and thereby garner the trust of the dragon. The dragon will then, in the future, offer to aid the characters when possible. That is the greater treasure. The dragon also asks that the characters escort it to the nearest elven community for protection. Should the characters go so far as to bring the elven dead and treasure to the elven community, they should be granted a selection of powerful magical items, but more importantly, they have the undying friendship of the silver dragon as well as the elven community. The Castle Keeper should choose treasure appropriate to the characters.

MUMMY (LE Medium undead) HP 58 (HD 9d8+18)), AC 11, Spd 20ft. Str 16 Dex 5 Con 15 Int 6 Wis 10 Cha 12. Perception 10(0). Rotting Fist +5 (2d6+3 plus 3d6 necrotic and DC 12 Con save or mummy rot—can't regain hit points, and hp max decreases 10/24 hours; remove curse or magic to remove); dreadful glare (DC 11 Wisdom or frightened for 1 turn; if fail by 5, paralyzed; success = immunity for 24 hours). SA Multiattack (Dreadful glare and fist); darkvision 60ft, resist bludgeoning, piercing, slashing from nonmagical attacks; immune necrotic, poison, charmed, exhaustion, frightened, paralyzed, poisoned, vulnerable fire.



STRIPES AND ARROWS

This encounter takes place in a rainforest or jungle with old growth trees of great height. A tribe of tail-goblins has recently moved into the area through which the characters are traveling. The tail-goblins village is located about 5 miles from where the initial encounter occurs. There are 21 adult males, 11 females, and 9 young in the village. The village is located in the uppermost canopy of the forest amongst several dozen trees. Here, there are a dozen huts connected by rope bridges, wooden bridges, and ropes or vines. Hammocks, small landings, and other places of repose or use are scattered amongst the tangle of limbs in the canopy.

Having only recently moved into the territory, the tail-goblins are aggressively clearing their immediate vicinity of immediate threats and marking their territory. A patrol of 10 adult males ranges throughout their territory killing what animals they consider threats and placing marks and warning signs for others to see. There are other creatures in the area who are in dispute with the tail-goblins, though they do not know whom. Hence, the patrol and its members are highly agitated and on guard against any potential threat.

A member of the patrol spots the party moving through the jungle (this can either be on a road or traveling through the jungle). The tail-goblins are in the treetops when the party is spotted. The tail-goblins follow the party as they move through the forest. They are trying to determine the intent of the members before acting. They remain in the treetops for a full day, tracking the party the whole time.

It is impossible for all of them to move quietly while jumping from tree to tree, so the characters should quickly become aware they are being followed. The characters may see the tail-goblins, but usually, they appear as little more than large striped monkeys. When they talk, they even sound somewhat like howler monkeys. Close observation of the howler monkeys reveals that they are carrying long sticks and small bows.

Before attacking the party or any of its members, the tail-goblin patrol leader attempts to determine where the party is going. If the character's movement indicates they are moving out of tail-goblin territory, they follow the party for some time but do not attack. Eventually, they return to their village. However, should it appear the characters are going further into tail-goblin territory, the shaman in the group begins placing signs and symbols on the party's likeliest path of movement. These symbols are scratched into trees or small stick figures are placed in the trees. As a final warning before attacking the party, the shaman places a shrunken head inside a spherical ball of sticks and drops it into the party's encampment at night or their feet as the party is moving. If this last warning does not dissuade the party to leave the area, the tail-goblins commit to hit-and-run attacks until the party leaves or is killed.

The tail-goblins can move quite speedily through the tops of the trees. From the upper canopy, they can hurl spears and use

arrows to attack the party. They can do this for days on end. Making spears and arrows can be done fairly quickly and there is a ready supply at the village. They will only leave the canopy if they have to or if they feel that the party is nearly defeated. One of their strategies is to surround the party and attack it variously from place to place, essentially trying to corral the characters in one area as smaller groups forge off for resupply or to make more weapons.

All the males and females in the community eventually join this fight. The only manner to end the fighting is to leave the area, die, destroy the village, or kill 50% of the tribe's members. There are 9 young ones.

GOBLIN X 72 (CE Small humanoids (goblinoids)) HP 7 (HD 2d6), AC 14 (shield), Spd 30ft. Str 8 Dex 14 Con 10 Int 10 Wis 8 Cha 8. Perception 9(-1). Stealth +6. Shortsword +4 (1d6+2) or Shortbow +4 (1d6+2, range 80/320ft.). SA Darkvision 60ft., Nimble Escape (take Disengage or Hide action as bonus action). Challenge 1/4 (50 XP).

(NE Small humanoid (goblinoid)) HP 7 (HD 2d6), AC 13 (leather), Spd 30ft. Str 8 Dex 14 Con 10 Int 12 Wis 11 Cha 10. Perception 10(+0). Stealth +6. Dagger +4 (1d4+2, range 20/60ft.). SA Darkvision 60ft., Nimble Escape (take Disengage or Hide action as bonus action). Challenge 1/4 (50 XP). He carries clothing and a thick leather jerkin that acts as leather armor, a dagger, and 55gp worth of jewelry and coin.



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The logo features a golden dragon head on the left, with its mouth open as if holding a large, stylized number '5'. The '5' is white with a red outline and a small 'TH' in a red box above it. To the right of the '5' are the words 'EDITION' and 'ADVENTURE' in a bold, red, blocky font with a yellow outline and a slight 3D effect. The background is a dark, textured surface with a purple and red pattern, possibly representing a dragon's skin or a cave wall.


5TH EDITION ADVENTURE

Within Quick Threats & Side Treks you'll find several short encounters, each involving a monster both foul and fair. Each encounter is designed for rapid play, to be inserted in an ongoing game or adventure.

The level of the encounters varies between entries.

The logo for Troll Lord Games features the words 'TROLL' and 'LORD' in a large, green, stylized font with a yellow outline. The 'O' in 'LORD' is a large, golden ring. Below 'LORD' is the word 'GAMES' in a smaller, green, sans-serif font.

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