



HEART HUNT

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STILL STEALING HEARTS. WILL HE
HAVE YOURS?**



*A spooky murder mystery designed for 3rd level
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THE LEGEND OF VICK VALENTINE

Thirteen years ago, a number of grisly murders occurred on Oak Street, starting with a young barmaid named Susan Lamb. In total, six victims were found dead on Oak Street, their chests sliced open, rib cages splayed, and hearts missing. Reports state that the alleged serial killer - a beautiful and charming noble named **Vick Valentine** - wore a disturbing mask when he conducted his dark deeds. As he hunted his prey down foggy cobblestone alleyways, his victims saw only the head of a goat with twisting horns staring back at them in silence.

In truth, the real murderer was not one man but five. The responsible party was a cult of Baphomet operating under the guise of **The Oak Street Laborers' Guild**, led by the judge that sentenced Valentine to death, **The Honorable Harry Sidwell**. Tonight, the gruesome murders have resumed, and the local watch has asked the party to capture the criminal(s) responsible. Can the adventurers follow the clues and stop the Judge before the night is over, or will they let the Oak Street Laborer's Guild continue their dark rituals in secrecy for years to come?

NOT SO NOBLE AFTER ALL

Since the real story is known only to the members of *The Oak Street Laborers' Guild*, the common story goes something like this:

"Oak Street was a quiet little stretch in the dock ward, up until about 13 years ago. Since then, the street has gained a haunting mascot that its older residents have tried desperately to forget: Vick Valentine.

Vick Valentine was a handsome noble who resided at the top floor of what is now the tenement house, where he would throw elaborate parties. People from all over dock ward came to Vick's parties. He was known for his good looks and charm. There wasn't much that Vick couldn't obtain with a flash of his smile or the jingle of his coin purse. That is until he met The Juicy Stone's new barmaid, Susan Lamb...

Susan was [insert description of one of the characters]. She quickly saw through Valentine's façade and spurned each of his advances, citing his arrogance and selfish tendencies. She also found his personality to be quite dull.

Valentine had never known rejection such as this. He was both excited and shocked. He became enamored by "the hunt." When Susan stopped coming to his parties, Vick quit throwing them. He couldn't sleep; she had stolen his heart and he would have hers. He began to follow Susan everywhere, day and night. Valentine blamed his looks for her rejection, and took to wearing a mask.

Susan filed multiple reports with the City Watch that she had been followed by a figure on her walks home from the tavern. She pleaded for protection from a man with the twisted head of a goat lurking in the shadows. Guards accompanied her for a time, but eventually they could not be there. Yet the horned figure remained still in the late night fog, only moving its head to watch Susan quicken her step.

The City Watch found Susan's body in an alleyway near the local baker. It seems that Valentine got what he was after in the end. Her head was caved in by a club, her torso dissected with surgical precision. But Valentine had grown addicted to "the hunt" and could not stop. His streak continued with five other murders, all with one common theme: a missing heart.

Vick was sentenced to hang by the neck until dead in 1461. A crowd of people came from all over to watch the event. While dozens saw Vick's body go limp, some say such an evil man doesn't leave this world that easily. Some of the more superstitious folk swear that his evil spirit still haunts Oak Street, waiting to strike again on some cold, dreary night...

THE OAK STREET LABORERS' GUILD

The local laborer's guild is headed by The Honorable **Judge Sidwell**. The guild is as old as Oak Street itself, originally composed of the local Tanner, Tailor, Butcher, and the Oak Street Press. All of these businesses reside on Oak Street.

The laborer's guild is a front for a cult of Baphomet. While each business is legitimate, The Judge uses the guild for dark purposes, such as conducting demonic rituals, recruiting new members from local businesses, and seeking out sacrifices to Baphomet. The Judge entices his followers with power, promising primal abilities to those who join the guild.

Each businesses that comprised the Oak Street Laborers' Guild represented an important part of the organization, and their individual operations were uniquely-positioned for Baphomet's will. The Judge and Press used their positions for local influence, while the Butcher and Tailor provided practical assistance in the form of clean cuts, chemicals, and discrepancy. Together, they framed Vick Valentine for the original series of murders 13 years ago.

While their operation is small, Baphomet has been pleased with the Oak Street Laborer's Guild. He has rewarded them with servants, abilities, or demonic traits (represented in their descriptions later in the chapter). Unfortunately, their abilities require the occasional sacrifice to sustain, leading to the resurgence in this adventure.



RUNNING THE ADVENTURE

Using the map of Oak Street, players investigate the murders, attempting to catch the responsible party. The clues throughout will lead the PCs to various locations.

Before you begin, I recommend reading [Ash Law's Trajectory of Fear](#) to convey horror effectively at your table. In addition, remember that *it is immensely important to respect player boundaries, especially with horror-themed material*

KEEPING TRACK OF TIME

The adventure begins at 10:45pm in the alleyway where Susan Lamb was originally found dead (red X on **Map A**). The local watchmen hands one of the players his night stick and informs the party that there is a strict curfew in place after a murder last week. The victim was found with the rib cage splayed open and heart missing - a Vick Valentine calling card, likely the result of a derranged copycat.

At the start of each hour, the bells of the courthouse will tome, signaling an event (see "Scheduled Events" box to the right). The courthouse not technically on Oak Street, but players will naturally be drawn to it as they discover clues.

Particularly-astute players may discover the twist more quickly than others, realizing that Vick Valentine was framed by the Local Laborer's Guild. These players may want to go the courthouse early. This is fine! You can reward them by having some of the traps not set, or the Judge being caught off guard mid-ritual in the main hall.

Similarly, if your players do not catch all of the members of the Oak Street Laborers' Guild before the beginning of Judge Sidwell's demonic ritual, they may run into any number of them at the courthouse, making for some deadly encounters!

Exploration. Since the adventure takes place over the course of one night, the bells can add both suspense and tension to the adventure. However, keeping track of time can be difficult. Here are some suggested actions and their times.

1. **Rove (15 minutes)**, The characters make perception checks and proceed down Oak Street, looking for signs of trouble. They may see an event or find a clue.
2. **Explore a Location (30 minutes)**, The characters may want to investigate an area, such as the Tannery or the Butcher's shop.

OAK STREET LOCATIONS

1. THE JUICY STONE

The Juicy Stone isn't the liveliest tavern in the city, but it isn't without charm. Tonight, however, the taproom has some unfamiliar faces, as visitors gather around its green-flamed hearth to hear the tale of Vick Valentine. A nearby wall is dedicated to Valentine's history, including an "authentic replica" of the dagger he used to dissect his victims.

The dwarven owner, Hagahilda Brewmantle, has made a performance of the tale that regular patrons can recite by heart. While Susan's death was an inconvenience, Hagahilda isn't exactly the sentimental type. It doesn't help that she makes a sizable profit on merchandise this time of year.

There is a **+1 sword** on the wall. It is rumored to have been blessed by Lathander in a time of great need. If the wielder falls below half hit points, the sword casts *bless* on the wielder and up to 2 additional allies.

SCHEDULED EVENTS

In addition to the ringing of the courthouse bells on each hour, the following events occur on Oak Street:

10:45pm - Local guard trades shifts with the party.

11:00pm - A bonfire is lit at the homeless camp bordering Suede Way. The unfortunate souls begin rummaging through the trash, hoping for leftovers from the Smiling Starling.

12:00am - Laughter is heard near the tannery as the tickle monster claims a poor soul from the homeless camp and drags him into a sewer grate with his gangly fingers.

12:30am - Tenant finds a body. DC 20 Nature check to identify a patch of dark blood at the scene as belonging to a hog. DC 16 Survival Check to trace the body back to Suede Way, where the trail disappears due to the chemical runoff.

1:00am - Oak Street fog becomes extremely thick. From this point onward, all outside areas of Oak Street are lightly-obscured.

- If near Suede Way, characters can make a DC 12 Perception Check to hear the chopping of the butcher at work on the victims and/or the occasional giggle from the tickle monster in Area 9B.
- Judge Sidwell begins setting traps in the courthouse in case his ritual is interrupted.

2:00am - Depending on how their night went, remaining members of the Oak Street Laborer's Guild will do one of the following (DM's choice):

- Walk down to the courthouse under the cover of shadow and fog to meet up with Judge Sidwell
- Continue to seek prey on Oak Street.

2:30am - Judge Sidwell begins a demonic ritual in the courthouse, asking Baphomet for strength to hunt the weak. There is a 30% chance of success. Baphomet could reward him in a number of ways, such as granting him another boon, sending additional fiends to assist, or opening a small portal to the Abyss.

2. THE TENEMENT HOUSE

At just over four stories, the tenement house is one of the tallest buildings on Oak Street. From afar, its mostly-brick exterior appears rather plain. Upon closer inspection, however, you note the multiple coats of paint peeling away from thick support beams.

Standing on the stoop, the dreary edifice looms over you. A private balcony extends from the top-floor suite; moss clings to its underside, while vines dangle a foot or two below.

The door in front of you bears a pointed overhang much like that of a mausoleum.

The tenement house is the oldest building on Oak Street. The fourth floor once was bustling with life thanks to Vick Valentine's luxurious parties, but since the murders it has gone downhill. DC 12 Nature Check to notice the overgrowth is unnatural and foreign.

2A. APARTMENTS

The Tenement house appropriately features a number of apartments, but only the 4th floor matters for this story, as it is the former residence of Vick Valentine.

Naturally, characters may grow suspicious of the tenements living in the apartments below. You may want to give tenants minor information about Vick Valentine, his parties, or even his demeanor. However, they all are steeped in doubt and gossip, as no one knows the true story. Some possible tenants:

- 1st Floor - A halfling who loves to gossip tells them of the juicy story released by the press, though he confesses that the paper was always a bit sensational. After all, it's what drove them out of business.
- 2nd Floor - A former attendee of Vick's parties. She is a black-haired half elf with extremely pale skin, nearly translucent like that of a vampire.
- 3rd Floor - Someone new that has moved in. They just needed the cheap rent.

2B. 4TH FLOOR

The hallway leading into Valentine's suite has been roped off, but this boundary has obviously been ignored. Graffiti is plastered on the walls about "Vick Valentine: The Goat Man," and old, worn party decorations hang from the ceiling around the doorway.

Doorway. Laying at the floor of the door to Vick's former home are several bouquets of dead flowers, with penned letters. One reads, "We will miss you, Vick," and another states, "I know you didn't do it." There are a few gifts from lovers in denial, though scoundrels have already torn them open and picked them clean.

There is a sign on the door and yellow tape, reading "CONDEMNED. KEEP OUT. TRESPASSERS WILL BE FINED IN EXCESS OF 30GP. - Waterdeep City Watch" The door is locked, requiring a DC 15 Thieves' Tools Check.

2C. VICK VALENTINE'S SUITE

Vick's suite is in an abysmal state. Open food containers from past parties have given way to roaches, scurrying rats, and nests of birds in the vaulted ceilings. Chairs and tables are turned over, torn open, worn, chewed. Decorations still hang overhead coated in cobwebs. At some point, a pipe must have burst based on the moldy, rotten sections of what was once a dance floor, which is littered with leftover shoes, garments, and bits of broken glass from past excursions.

There are a number of clues in Vick's suite that will lead the characters to other locations on Oak Street. Refer to the table on the right for these clues.

3. OAK STREET PARK

The park usually looks inviting, but tonight the excess fog coming off the bay gives it a haunting presence. It's hard to see the ground, and the light from the street lamps only cast ghastly shadows from crooked branches on the trees.

EVENTS: CREATING A TRAJECTORY OF FEAR

The following events present a good way to introduce Unease, Dread, Terror, and Horror into your players as mentioned in [Ash Law's Trajectory of Fear](#). Feel free to add or spice up the events as you see fit.

- **Smashed Pumpkin.** You feel a squish as you step through the park. A chunk of something slides underneath your feet as you lose your balance (DC 12 Acrobatics Check or take 1 bludgeoning damage). A bit of smashed pumpkin. Likely a prank by local children.
- **Distant bleating.** The crisp air makes it hard to decipher whether it was 100 feet away, or just ahead of you.
- **Knocking.** As the butcher nails a pig's head to a tree, the characters hear a brief knocking sound from the hammer.

CLUES IN VICK VALENTINE'S SUITE

Kitchen: Rejection Letter. It appears that Susan was not the only one who rejected Victor on Oak Street. On the dining room table, next to a rotting ooze of what was once a small pot of stew, you notice a letter from the Local Laborer's Guild rejecting Victor's plans to turn the tenement house into a type of club.

The note from the judge states, "The parties you throw are rowdy enough; we cannot attract hordes of 'delinquents' who will threaten the peace of Oak Street and its existing business partners." It goes on about how the tenement house was once a great part of Oak Street's "rich history as one of the oldest streets in Dock Ward."

Study: Vick's Journal. On a desk is Vicks journal, open to an entry about Susan. He is describing the pain he feels from her rejection.

The following pages describe the places that he has "bumped into her" and his plans to woo her with gifts over the coming weeks. You eventually reach the pages where he describes her murder. There is a staunch change of tone, as if Victor had become a completely different person. With a successful DC 16 Investigation or Insight Check, a character can notice that later entries are penned in dark red ink, though there is no associated ink well anywhere on the desk. Perhaps it was confiscated for evidence.

Bedroom: Outfits. In Vick's closet are 10 different outfits, all finely fashioned and fitted for the noble. Looks like he shopped locally, judging by the Oak Street Tailor branding on the inside of the jacket.

Balcony: Railing. The tenement house does have a great view of the nearby alley. It would have been easy for Victor to watch Susan leave work each evening. With a successful DC 12 Perception Check, players can notice that one of the railings has a significant bend to it, and is missing some of the wood.

DC 15 Investigation Check: Something must have either climbed down from or up onto the balcony from below, though there are no windows below here. It likely wasn't another tenant.

- **Pig's Head.** The characters will notice something sticking out from the trunk of a nearby tree. It looks like a face is peering out at them from behind it, with something crooked protruding from the side of its head. Read the following box:

As you approach, you notice the protrusion is a rusty nail, hastily jammed into a pig's head, right above the right eye socket. Judging by the smell and blood running in between the grooves of the bark, it looks extremely fresh.

- Below the pig's head is a **bear trap**. DC 15 Dexterity Save. 3d6+3 dmg on failed save, half on a success.

CORPSE

Inside Oak Street park is yet another victim. The corpse smells like a freshly-hacked hunk of meat, and the rib cage is splayed open. The heart is clearly missing. Analyzing the body has yields a number of clues.

- DC 15 Perception - A faint chemical scent.
- DC 12 Investigation or Medicine - It looks like something else is missing as well. The blade marks are clean, but deep. The blade must have been particularly wide.
- DC 13 Medicine Check - The victim bears a mark of injection on the posterior section of the waist. Judging by the bruise, it was a sudden, traumatic stab.
- DC 17 Medicine Check - The muscles feel rigid, but it is too soon for rigor mortis to have set in. The victim must have been paralyzed.
- DC 15 History Check - The poison could have been acquired from anywhere, though the nearest place to get chemicals would be probably be either the tannery or the laundry. Luckily, they share a location on Oak Street.
- **Poison: Diluted Midnight Tears.** Anyone that makes contact with the body must make a DC 13 Constitution Save. 3d6 poison damage, half on a success. Poison does not take effect until the stroke of midnight.

4. OLD HOMES

This area is mostly filler, but can provide another festive opportunity. Feel free to create these homes with a number of classic spooky tropes in mind, such as creepy clowns, pumpkins, and ominous silhouettes. They serve mainly to get groups excited about the Halloween season. But be careful; if your homes are too interesting, you may have to create your own adventure on the spot!

5. SUEDE WAY

The alleyway between the Tailor and The Smiling Starling is commonly referred to as Suede Way. While a passerby will typically only notice the first two businesses, the alley is also home the laundry, the tannery, and a humble cobbler. Before the owner died, it was also home to the Oak Street Press.

Due to the businesses operating in Suede Way, the alleyway has a distinct chemical odor that causes the nostrils to flair, while the eyes dry out and sting. Footsteps in Suede Way have a wet, sticky echo from the steady stream of runoff trickling into the sewer grates.

6. TAILOR

Suede Way gets its name partially from the business run by a middle-aged human couple, **Sabrina** and her husband **Demarcus** (the street's tailor and tanner, respectively).

When demand arises, they run a small laundry mat for nearby officials and those who can afford the luxury of someone else washing their clothing; a small port in the southern wall marks the drop-off bin (D). They are both members of the Oak Street Laborer's Guild and thus cultists of Baphomet.

Sabrina is a **cult fanatic** often accompanied by **1-2 imps** who assist her with both dark rituals and routine daily tasks. After working with Sabrina for so long, these small fiends have taken a liking to fashion. The pet imps often crouch under the welcome counter if Sabrina is disturbed during the night. If trouble arises, these fiend(s) will come to her aid.

TAILOR CLUES

Suits. If the characters are particularly nosy, they can find that the judge gets his suits tailored and pressed here. They are in the closet (C) towards the north of the room.

Oak Street Laborer's Guild. A small plaque notes that Sabrina and Demarcus are "proud members of the Oak Street Laborer's Guild," and have been serving Oak Street for over 15 years!

7. LAUNDRY

The air in this room is moist and lightly obscures vision, and most of the dirty clothing is in a pile to the southwest of the room. If the characters have not disturbed anyone else in Suede Way, Demarcus (human **cultist**) is here working hard on finger grafts for his tickle monster, after a member of city watch slammed the monstrosity's fingers in a sewer grate during a previous encounter.

To the north of the room is a long wooden table. Draped across the length of the table lie two tubes of flesh, roughly 8' in length with dozens of small suture marks. They are reminiscent of fingers that might fit on a pair of gangly, nightmarish gloves.

LAUNDRY CLUES

Chemicals. DC 15 Medicine or Investigation Check to notice that a section of the jars is not used in cleaning, but rather contains dangerous poisons and paralytics.

Sewing Area. Towards the north of the room is a long wooden table underneath a pair of crudely-sewn goat masks mounted on the wall; each glorifies Baphomet with its horrifying visage.

8. TANNERY

The Tannery is operated by Sabrina's husband, Demarcus. While Baphomet granted his wife spellcasting and the company of an imp, Demarcus is but a simple cultist who uses the leftovers from his tannery to craft the hideous goat masks used by the Oak Street Laborer's Guild.

8A. TANNING ROOM

The tanning room reeks of chemicals, much like that of the laundry. Here, Demarcus (human **cultist** of Baphomet) is working hard sewing fingers for the **tickle monster** (see Appendix B for stats) who lives in the shed out back.

If fighting breaks out in the tailor's shop, Demarcus will hide in the bath to the south; he holds his dagger tightly underneath some partially-tanned hides, waiting to ambush the party if they go poking around or encounter his tickle monster in Area 8B.

The small washroom (W) towards the north contains a cabinet with a **potion of healing** inside.

TANNERY CLUES

Black Candle. There is a storage trunk containing sewing supplies and spare cloth characters will notice a small, locked wooden chest. It is locked (DC 13 Thieves' Tools).

Inside the box is a black candle and a flesh-bound book containing Abyssal writing and a strange symbol on the cover. DC 15 Religion Check to recognize it is a ritual book for the Demon Lord Baphomet.

8B. DRYING RACKS

Several hides hang behind the tannery on four long rows of poles. At night, the hides sway along their creaking frames, giving the impression that the empty, dead animals are shuffling about in the moonlight.

A shed to the south of the walled, outdoor area is home to the **tickle monster**, a hideous humanoid creature with a horse-like face, a tiny yet sinister grin, and hands for feet. Because Baphomet deems the cultist a weak physical specimen, Demarcus was granted the company of this beast for his demonic boon rather than some inherent ability.

Each of the tickle monster's four hands bear 10-foot long fingers that it uses to probe the nervous system of its victims, causing painful fits of uncontrollable, maniacal laughter. If the tickle monster anticipates the characters' approach, it will hide amongst the tanning racks and attempt to catch them off guard, though it cannot keep from giggling.

Inside the shed, you can see a makeshift sewer grate that the monster uses to travel throughout the dock ward unseen, as well as a wooden box containing some **dust of dryness**. The outer gate (G) is locked with a large padlock (DC 12 Thieves' Tools), though you can vault the somewhat slimy brick wall with a successful DC 15 Athletics or Acrobatics Check.

9. COBBLER

The cobbler is a twitchy gnome **commoner** named **Ventra**. She refuses to open the door for anyone after curfew, unless compelled or persuaded. Ventra's business is only a few years old. She has been struggling to make a profit since moving to the city and longs for the simplicity of the forest. She wishes that the City Watch would do something about the homeless men on her street corner. Her sleep has been disturbed more than once by their cackling laughter late at night.

10. OAK STREET PRESS

The sign to the right of the door reads in dignified crimson lettering, "Oak Street Press: Where Truth is *Red*," but the broken windows and planks nailed to the front door tell a different story of an abandoned business.

The Oak Street Press was pivotal in branding Vick Valentine as a derranged serial killer. Due to Susan's rejection, Valentine had no venue to speak out against the mounting accusations, while Judge Sidwell had press and the laborers' guild to seed his claims.

After the hanging, the halfling owner **Artran** began to have regrets. Formerly a victim of bullying due to his stature, Artran had turned to the press to gain influence through pen and ink, and in the process he ironically cowered under the influence of Judge Sidwell and Baphomet.

Artran's feelings grew, and eventually he decided that Oak Street deserved to know the truth. When he was prepared to print the story, Judge Sidwell showed up at his doorstep. Now his restless spirit is forced to haunt Oak Street Press.

10A. FRONT ROOM

The front room contains stacks of old newspapers, collection bills, and rubbish. If there has been a stir in Suede Way, Artran's ghost appears in the window.

10B. PRINT ROOM

Artran, a halfling **ghost**, resides here. Around this time of year, he is particularly irritable and likely to attack intruders who tamper with his things. However, Artran is not entirely lost. He can be persuaded by those who seek to reveal the truth or get revenge on Judge Sidwell. Players can make relevant Insight, Investigation, Persuasion and/or Deception checks to diffuse the situation.

OAK STREET PRESS CLUES

11A. Front Room:

Newspaper. A clipping is in a cracked frame nearby. The headline reads "Vick Valentine's Heartless Plea: Judge Sidwell Gives Him the Noose."

Oak Street Laborer's Guild. A small, worn plaque on the wall notes that Oak Street Press is a "proud member of the Oak Street Laborer's Guild."

11B. Print Room:

Red Ink. You notice a few large, dried-out pots of ink in the corner of the room. They are covered in cobwebs.

11. THE SMILING STARLING

The Smiling Starling is the newest restaurant in town. It is a popular spot for stews, soups, and biscuits. Right now, it is decorated for the fall season. It has beige and brown exterior. You can see inside of the front windows. It's empty inside, and the lights are out, save for a small candle on a front table. Upstairs, you can see the chef and owner, a middle-aged human named **Jeremiah**, getting dressed for bed.

ALLEYWAY #2 - HOMELESS CAMP

In the alleyway behind the restaurant, there is a small homeless camp that convenes most nights to tell stories and keep each other company. They rummage through the trash from the Smiling Starling in hopes to find some delicious leftovers from a slow night in the Starling's kitchen.

The campers speak willingly to the characters if engaged, though they understandably keep their guard up to strangers. They have not heard of the murders, and will grow worried if the characters mention it. One of them, a man named **Joe** has left to "take a leak," though he falls prey to the tickle monster at midnight.

12. BUTCHER

To the south of the restaurant, the air is thick with the scent of meat and blood. You can hear the occasional knock of a heavy cleaver cutting deep into a slab of muscle and fat. **Ugatir**, a snorting heavyweight half-orc, is the local butcher. He also carries out Judge Sidwell's dirty work if requested.

12A. FRONT ROOM

The front room contains an L-shaped desk where Ugatir packages the final cuts for his customers. When the characters enter, it is empty.

12.B MEAT LOCKER

The meat locker is haunting and warm. It smells of thick, granular salt, waste, and open body cavities. Currently, the only light in the room comes from a small shrine to Baphomet near the north side of the room.

Ugatir attacks any intruders in this room, immediately rushing towards them with his rusty cleaver. Ugatir uses the **butcher** stats found in Appendix B of this adventure. Unlike the rest of the cultists who prefer to pay tribute to Baphomet's goat-like appearance, Ugatir prefers to wear the head of a freshly-butchered pig as a mask during his sacrifices, and the half-orc snorts and squeals as he fights.

Ugatir is accompanied by **1-2 dretches**. They have taken the form of meat, stitched together from an amalgam of bones and flesh in the locker.

Meat Hooks. If Ugatir is standing next to an unoccupied meat hook (denoted by an H), he can use a bonus action to attempt to impale them with a hook. Make a Strength (Athletics) contest against the player's Acrobatics or Athletics check. On a failure, the character takes 3 (1d6) piercing damage. The affected character must use their action to remove the hook, but if they move before doing so, they take another 3 (1d6) piercing damage as the hook tears deeply into their flesh.

Meat. If any of the characters eat any of the meat in this room, they must make a DC 15 Intelligence or gain a temporary madness as detailed on page 258 of the DMG. If the character is successful, they gain temporary hit points equal to 1d4 + their Constitution modifier.

12C. UGATIR'S BEDROOM

Ugatir's bedroom is littered with trash and bits of scrap from the butchery. A pair of blood-covered boots have been haphazardly thrown towards the bed post hundreds of times, leaving a brown substance caked to its exterior.

CLUES IN THE BUTCHERY

Front Room (12A):

Oak Street Laborer's Guild. A blood-spattered plaque beside the meat-packaging table notes that Ugatir's Butchery is a "proud member of the Oak Street Laborer's Guild."

Meat Locker (12B):

Ritual. Behind a few of the animal carcasses, you notice not all of the hooks bear the remains of livestock; they look like freshly harvested organs of tonight's murders. There are other victims laying on the floor of this room, with symbols carved into their flesh. (Religion DC 16) Judging from the symbols in blood and black candles, it looks like Ugatir was preparing for ritualistic hunting sacrifice to the Demon Lord Baphomet.

Ugatir's Bedroom (12C):

Newspaper. A newspaper clipping is in a spotted frame in Ugatir's bedroom. The headline reads "Vick Valentine's Heartless Plea: Judge Sidwell Gives Him the Noose."

13. MISS ANABELLE'S BAKERY

The local bakery contains nothing from interest to the characters, other than a sweet old widow who is shaken by the news. Miss Anabelle has been on Oak Street for decades, though she was rejected by Judge Sidwell when she applied to be a part of the local guild.

If they appear stressed, Miss Annabelle offers the characters a freshly-baked pumpkin pie with a dollop of whipped cream. It isn't poisoned. She asks the characters to wash it down with a glass of milk. Realizing that she is short one glass, she offers a **potion of heroism** to the group.

14. WAREHOUSE

The warehouse is not important. It's honestly just filler on my map, so I wouldn't pay too much attention to it.

15. COURTHOUSE

The courthouse is the source of the tolling bells on Oak Street and home to **Judge Sidwell**, leader of the Oak Street Laborers' Guild and thus the area's cult of Baphomet. Sidwell is a tall, gaunt man who wears a powdered wig at all hours of the day. He has a shrill voice and a crooked, beak-like nose.

Since the original sacrifices 13 years ago, Judge Sidwell has undergone a transformation. Baphomet has granted him the primal powers of a **balgura**. In his demon form, Sidwell bears twisting goat horns, oversized hooves, and reddish-brown fur. During the day, he uses *disguise self* to fool the townsfolk.

Judge Sidwell is preparing another ritual with the aid of his fellow cultists. At 2:00AM (and at your discretion), members of the cult will walk to the courthouse with their freshly-obtained ingredients in hand.

Lair and Tactics. The Judge - much like Baphomet - lives for the thrill of the hunt. He has laid a number of traps throughout the courthouse in case there are any late-night disruptions or if Ugatir, Demarcus, or Sabrina are captured by the City Watch. If he hears the characters enter, he hides in the rafters and casts *phantasmal force* before the characters enter, in order to catch them off guard.

If he is wounded, he will retreat and use a mixture of stealth, *entangle*, and his traps to ambush the PCs. If he feels like he has the upper-hand, Judge Sidwell prefers to play with his food, using a combination of taunting and intimidation.

15A. WELCOME AREA

A short hallway is just inside the main double doors. Ahead are the doors to the courtroom (15B), but they are locked, requiring a DC 15 Thieves' Tools Check to open. Characters can hear Judge Sidwell chanting from the other side of the door.

15B. COURTROOM

The courtroom has been converted to a sort of temple for The Judge's demonic ritual. The two windows on either side of the pulpit at the north of the room have been painted over, depicting violent red and purple sigils on the stained glass. The pulpit - located on an elevated stage roughly 5 feet above the ground - has been converted into an altar that houses the hearts of tonight's victims.

The jury has been replaced by corpses from a nearby cemetery, giving way to the audible buzz of red flies. If the players did particularly well, you may want to convert a couple of these jurors to **zombies**.

Across from the jury are two desks (one for the prosecution and one for the defense). Two local citizens are tied to chairs here, awaiting their fate. One is sacrificed when the ritual begins at 2:30AM and another at 3:00AM.

Traps. If the characters enter from 15A, they will risk triggering the **trip-wire trap** (DC 14 Dexterity Save or take 1d6+2 piercing damage from an arrow) between the 3rd isle of audience seating (T).

In front of the pulpit is a short stairway. At the foot of this stairway is a 10-foot deep **pit trap**, which can be discovered with a DC 15 Perception Check. It is marked on the map by a 5 foot square of hatch marks.

15C. MEETING ROOM

This room is rather plain, consisting of a desk where council meets with their clients. On the floor near the door is a bear trap (B). It's rather easy to spot (DC 12 Perception Check or take 1d6+1 piercing damage and be restrained for 1 round), though not all characters will be looking.

15D. JUROR'S ROOM

This room is where the jury meets to discuss the case when on recess. In front of the door is a pressure plate (P), which can be spotted with a successful DC 15 Perception Check. Each dart makes a ranged Attack with a +4 bonus against a random target within 5 feet of the pressure plate (vision is irrelevant to this Attack roll). (If there are no Targets in the area, the darts don't hit anything.) A target that is hit takes 2 (1d4) piercing damage and must succeed on a DC 13 Constitution saving throw, taking 6 (1d10) poison damage on a failed save, or half as much damage on a successful one.

15F. JUDGE SIDWELL'S OFFICE

The Judge's personal office displays several trophies from exotic hunting trips. On his wall is a portrait depicting the five original members of the Oak Street Laborers' Guild, beside a plague talking about its duty to the historic Oak Street. The back of this frame contains a book that functions as a **scroll** of *summon lesser demon*.

Beside the picture in a frame is the same newspaper from the Oak Street Press, depicting the sentencing of Vick Valentine to death.

Inside Judge Sidwell's desk drawer is a **potion of healing**, along with a diary that details the truth about Vick Valentine, Judge Sidwell, and the Oak Street Laborer's Guild.

15E. LIBRARY

A small library is in the southwest corner of the courthouse. It mostly houses blueprints, copies of deeds, and other regulatory and judiciary documents. Players that take the time to examine the bookshelf will find that a local wizard has used a **scroll** of *protection from evil and good* as a bookmark in a diagram of Dock Ward's sewers.

ENDING THE ADVENTURE

The adventure ends when all four living members of the Oak Street Laborer's Guild have been killed, captured, or incapacitated. At this point, the City Watch will arrive with back up and congratulate players on a job well-done.

Alternatively, you may want to add some sort of spooky ending, such as a sixth member pictured in the portrait inside Judge Sidwell's office, or a hint towards a larger cult in the rest of the city.

I hope that you enjoyed reading this adventure. I certainly enjoyed writing it. If you run it at your table during this spooktacular season, let me know how it goes!

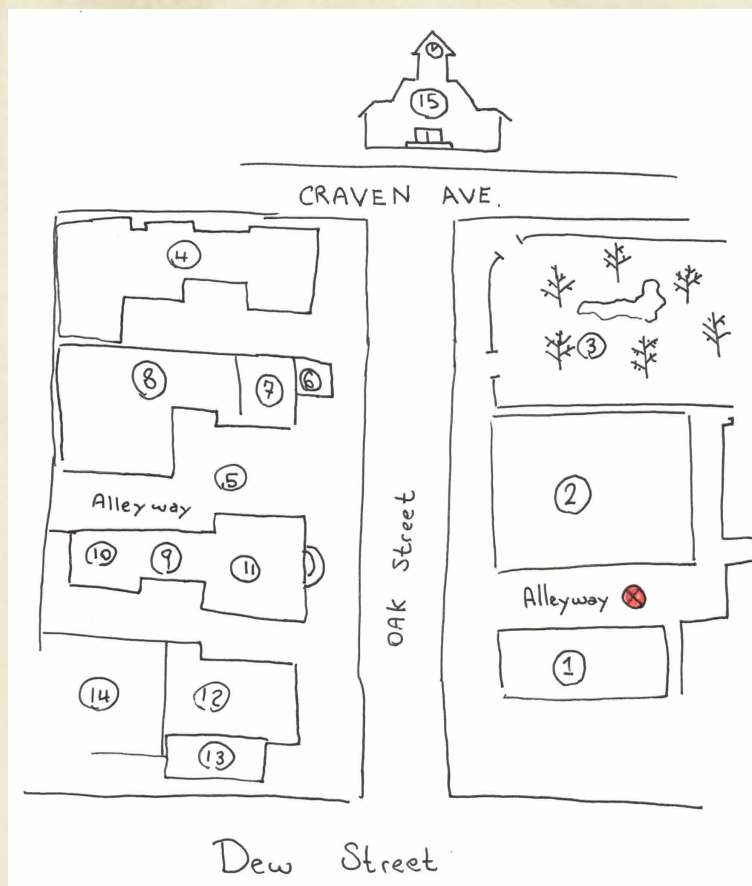
HAPPY HALLOWEEN!

- JUSTICE A.

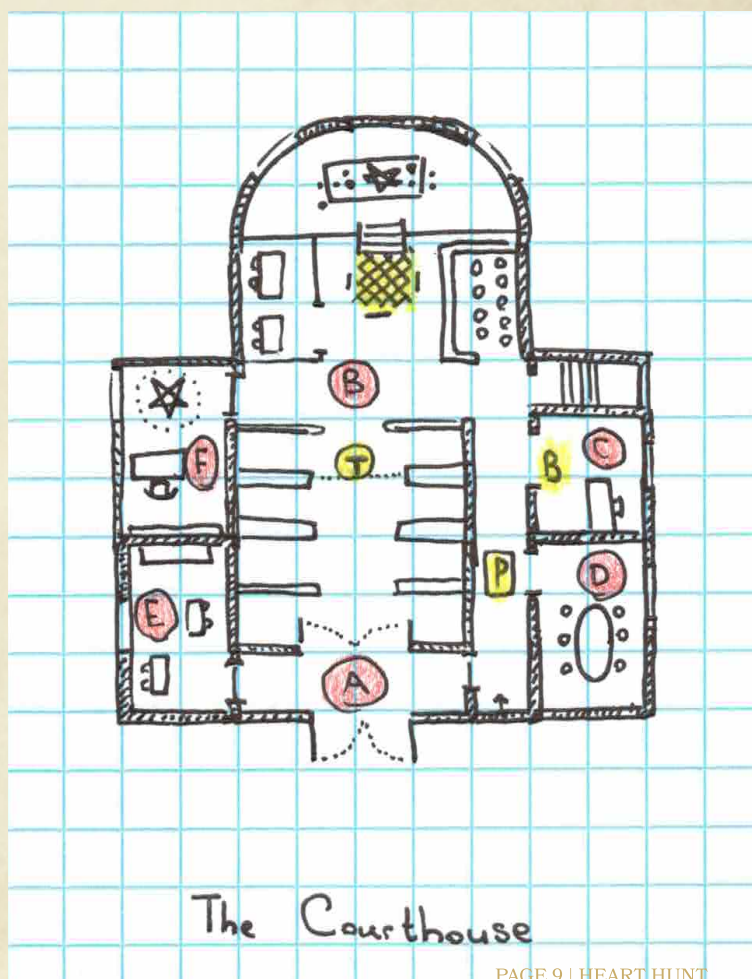
APPENDIX A: MAPS

MAP A: OAK STREET

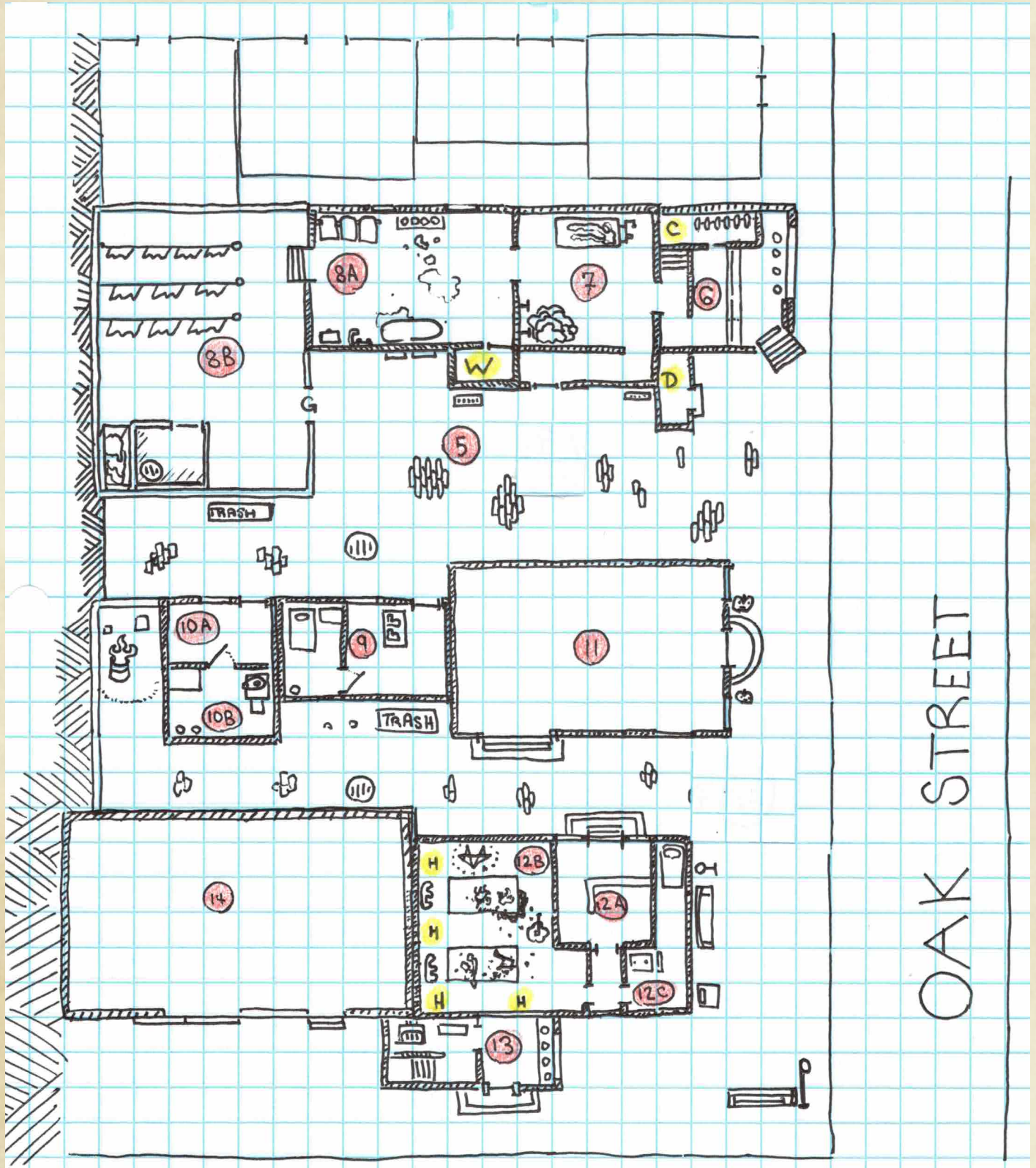
NOTE: I know that this map is not as pretty as the others.
In my defense, I was getting impatient.



MAP C: AREA 15 - THE COURTHOUSE



MAP B: OAK STREET LOCATION GRID



APPENDIX B: MONSTERS

TICKLE MONSTER

Medium monstrosity, chaotic evil

Armor Class 14 (natural armor)
Hit Points 52 (6d8+26)
Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	18 (+4)	10 (+0)	14 (+2)	6 (-2)

Saving Throws Dex +5, Str +3
Skills Stealth +5
Condition Immunities charmed, frightened
Senses darkvision 120ft, passive Perception 11
Languages understands Common and Abyssal but speaks none
Challenge 3 (700 XP)

Infectious Laughter. Any creature subjected to the tickle monster's tickle attack has a 10% chance of giggling at inappropriate moments. This effect subsides after 24 hours.

Vieled Hunter. The tickle monster can Hide as a bonus action.

Actions

Multiattack. The tickle monster makes two tickle attacks.

Tickle. *Melee Weapon Attack:* +5 to hit, reach 15ft., one target. *Hit* 7 (1d6+3) psychic damage, and the target must succeed on a DC 12 Wisdom saving throw or be incapacitated with painful fits of laughter for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Giggle (Recharges 5-6). The tickle monster targets one creature it can see within 30ft of it with a crooked grin. The target must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BUTCHER

Medium fiend, chaotic evil

Armor Class 15 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 28ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	8 (-1)	12 (+1)	8 (-1)

Damage Immunities cold, fire
Condition Immunities poison
Senses darkvision 60ft, passive Perception 11
Languages Abyssal, Common, Orcish
Challenge 3 (700 XP)

Rotting Presence. When any creature that isn't a demon starts its turn within 30ft of the Butcher, that creature must succeed on a DC 13 Constitution saving throw or take 1d6 necrotic damage.

Actions

Rusty Cleaver. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 8 (1d8 + 4) slashing damage. The target must succeed on a DC 13 Constitution saving throw against disease or be poisoned until the disease ends. While poisoned in this way, the target's skin begins to peel away from a demonic infection. The target must repeat the saving throw at the end of each hour. On 3 cumulative successes, the disease ends. After 3 cumulative failures (not counting the first), the target is blinded.