



Everyone Plows the Graveyard Farm

What rotting harvest beckons to be reaped
in this wilting economic adventure?



Everyone Plows the Graveyard Farm

WRITTEN BY REMLEY FARR ♦ COVER ART BY SHAWN DALEY ♦ INTERIOR ART & CARTOGRAPHY BY REMLEY FARR

Giant bugs have ravaged the farming town of Castillo, and as society crumbles, warring factions rise from the rubble. Can the PC's navigate this new society well enough to find an altruistic solution, or will they choose a side and determine who will rule the dead-littered town?

“Everyone Plows the Graveyard Farm” is a 6-12 hour long, sandbox style **Dungeons and Dragons 5th Edition** adventure designed for 3-5 players at levels 1-3. Players will meet several warring factions within a rural town that has been obliterated by an onslaught of giant bugs. Dungeon Masters will play the role of these friendly and hostile factions, which may change their political stance based on the party's interactions. Discovering Castillo's history will greatly aid the party in finding a solution.

Available for download at the DM's Guild www.dmsguild.com

For questions, concerns, or tales about your adventure, please email remleyfarr@gmail.com


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Adventure Synopsis

“Everyone Plows the Graveyard Farm” is an adventure module featuring **CASTILLO**, a once-bustling farming community that is now devastated by massive, invasive insects. A gnome carpthagger, **DON DIEGO**, has bought up most of the cheap property and employed mercenaries to ensure his newly-acquired estate survives. Various remnants of outlying families plot to overthrow him, though their resources are limited.

The source of the giant insects can be traced to the burial plot of the town hero, **AGUILITO DEL BARCO**, who died ten years ago after returning from an adventure in Chult. While in Chult, he ate the fruit of a dangerous **BILE SEED TREE**, which grew a sapling in his belly. The fruit of the bile seed kills humanoids, taking over their dead corpses and using them as sentient fertilizer conduits to grow new trees.

After dangerous encounters and political scandals with the warring local factions, the party can descend into Aguilito’s ancestral tomb and discover the Del Barco family secrets that led to Castillo’s damnation: a genealogy steeped in dark magic and evil gods that the bile seed tree unlocked once it took root.



Adventure Backstory

The adventurers will stumble into a series of events years in the making.

Aguilito Returns

Aguilito Del Barco is the local human hero of Castillo, a quiet farming town roughly 50 miles inland of the nearest coast. He sets off on yearly adventures to foreign lands in search of treasure and knowledge. Ten years ago, on an island near Chult, Aguilito ate the fruit of a bile seed tree, a plant revered by lizardfolk shamans. The seed from the fruit stayed in his stomach, releasing poison until he died. He was buried in his family tomb, but the seed in his stomach began to grow, eventually sprouting out of the tomb. The new tree sits there today.

Bile Seed Tree Morphology

The bile seed tree is a Chult-based, parasitic, fruit-bearing tree. It propagates by having humanoids eat its deadly fruit, which kills the consumer. The eaten seeds then use the decomposed body as fertilizer to sprout a new tree. Various Lizardfolk near Chult worship the tree, feeding its fruit to their elder shamans in funereal rites so that the shamans may “die and live on.” The trees maintain some of the host shaman’s magic, making bile seed trees a keystone relic in Lizardfolk culture.

Giant Bugs Attack

A couple of years ago, the bile seed tree growing from Aguilito’s grave sprouted fruit, which several local bugs ate. Within weeks, Castillo’s citizens fell victim to giant ants, spiders, and even a massive scorpion. These behemoth pests devoured the crops, forcing many citizens to pack up and leave town, selling their property to anyone who would buy their depreciating assets.

Factions Galore

With the rampant bugs having infested the locale for the past two years, Castillo has fractured from quiet, farming utopia into a gang-ruled chaos. With the bugs as top predator, the people have adopted a kill-or-be-killed mentality, and the sudden loss of property and food has made even the most genteel families more ruthless. Old properties have exchanged hands by force, and now Castillo is a mild confederate of unincorporated territory vying for control of their neighbors—if the bugs don’t wipe everyone out first!

Adventure Hooks

Roll 1d6 or choose from the chart below to find a reason for your party to visit Castillo:

1	You hear that the great Aguilito’s home is full of wondrous treasures—the PC’s can gleam an idea for their next adventure or steal a priceless artifact.
2	A member of the Molino family wants to hire the adventurers to dispatch Don Diego.
3	The nearest nobles have heard whispers of giant bugs attacking a town loyal to them—but local militia and armies are tied up. A privateer adventuring party would cost less anyways.
4	The party stumbles across the town while en route to another adventure.
5	One of Don Diego’s salesmen at a market tells the PC’s that his boss could use more hired muscle back at his estate.
6	Refugee citizens from Castillo town proper are willing to sell their household for a small price of 50 gp. The PC’s receive the deed and directions to Castillo.

Factions Within Castillo

Don Diego Estate



A conniving gnome, Don Diego owned a modest estate in Castillo before the bugs attacked. To gain an edge, Don Diego imported a pair of giant deerlizards from a mage colleague. With the deerlizards guarding his property, Don Diego was able to sell his crops, eventually earning enough money to buy more property from destitute families. Don Diego soon made enough money to buy Aguilito Del Barco's mansion, which is his current base of operations in his local empire. Castillo city proper is under his control. He also hires out Ayder's Raiders for protection when possible. He has claimed Verdita Molino as his betrothed and keeps her locked in the Del Barco mansion.

- **Hates:** Molino Family, Old Man Kurk, Hive 32018
- **Tolerates:** Guerra & Vestaryx, The Mascoculti
- **Likes:** Ayder's Raiders, Del Barco Ancestors
- **Oblivious:** Chapiro Expedition

Molino Family



A conglomeration of families all under the rule of halfling "Mama" Molino. Most of the Molino family fled town, but Mama and her children allowed several desperate families into their windmill homestead on the outskirts of town. They've established a modest farm with enough militia to keep invading insects and renegades from stealing their crops. Mama knows that Don Diego's deerlizards help keep his estate free of the giant bugs so that his enforcers are free to terrorize the locals, and she promises her twin children's hands in marriage to anyone who can kill the deerlizards. Her daughter, Verdita, is spying on Don Diego by pretending to be a clueless damsel in love with him.

- **Hates:** Don Diego Estate, The Mascoculti, Hive 32018
- **Tolerates:** Ayder's Raiders, Old Man Kurk
- **Likes:** Guerra & Vestaryx
- **Oblivious:** Chapiro Expedition, Del Barco Ancestors

The Masoculti



Hate, carnage, and domination—the chaos in Castillo requires direction! Father Jubilio is an elderly human who once prayed to the goddess of agriculture, Chauntea, for protection. But now his allegiance is to Loviatar, the Maiden of Pain. Since the bugs' appearance has caused so much destruction, Father Jubilio sees mayhem as the only true law still remaining. Why fight the insanity? Why not embrace it? Father Jubilio is an anarchist seeking to peel away any of Castillo's scabs so that the warring factions still smell blood. His sadist followers, the Masoculti, obey every dangerous command he delivers as he stokes the ire of everyone nearby. May Loviatar be praised!

- **Hates:** Don Diego Estate, Molino Family, Ayder's Raiders, Guerra & Vestaryx
- **Tolerates:** Old Man Kurk
- **Likes:** Hive 32018
- **Oblivious:** Chapiro Expedition, Del Barco Ancestors

Factions Within Castillo

Ayder's Raiders



Big bugs mean big game, and big game attracts peculiar folks from outside the region. Nevri Ayder leads a big game hunting club from her wood elf homeland farther north, and her team of kinfolk and friends are looking for the biggest, baddest, most dangerous foe to take down. Within the last year, Ayder's Raiders have set up residence in an abandoned community outside the town proper and allowed the nearby forests to be infected by their guardian spirit, Oag Roa. Always seeking the biggest kill, Nevri isn't above exploiting others to bag "The Big Bastard," a massive scorpion that wreaks havoc everywhere it goes. Some of her raiders have found sporadic employment with Don Diego in hopes that defending his holdings can land them larger kills.

- **Hates:** The Masoculti, Old Man Kurk, Guerra & Vestaryx
- **Tolerates:** Molino Family
- **Likes:** Don Diego Estate, Hive 32018
- **Oblivious:** Chapiro Expedition, Del Barco Ancestors

Old Man Kurk



An elderly, cantankerous, and xenophobic orog, Kurk is the last member of the Kurk'kakutt tribe. Kurk used to go on adventures with Aguilito Del Barco, mentoring the young man in the art of wilderness survival. After Aguilito died, Kurk went into self-exile on a little island in the middle of the Dandy River. After the bugs arrived and everyone turned on each other, Kurk barricaded his island and surrounded it with traps and armed weapon stations. Depressed and hateful, Kurk's only contact with the outside world is by intermediary through his adopted niece, a violently territorial sahuagin youth named Li'l Assripper.

- **Hates:** Don Diego Estate, The Masoculti, Ayder's Raiders, Hive 32018
- **Tolerates:** Molino Family
- **Likes:** Guerra & Vestaryx
- **Oblivious:** Chapiro Expedition, Del Barco Ancestors

Chapiro Expedition



Crumbling economic catastrophes and giant invasive bugs don't always attract outsiders who add to the chaos. Some interlopers merely wish to observe. Chapiro the dwarf is a wizarding researcher who wishes to use his science and a dab of magic to deduce the troubles within Castillo, as well as collect data for his own experiments. Having brought along his pet/bodyguard/garage, a toter-toad named Bucketmouth, Chapiro has set up a quiet research station near an abandoned, fetid pond. Preferring to be discreet, he may reveal himself to others at the prospect of more research. Not many people know his motives—just that he's a strange dwarf with some strange requests and even stranger rewards.

- **Hates:** —
- **Tolerates:** Don Diego Estate, Molino Family, The Masoculti, Ayders Raiders, Old Man Kurk
- **Likes:** Hive 32018, Guerra & Vestaryx
- **Oblivious:** Del Barco Ancestors

Factions Within Castillo

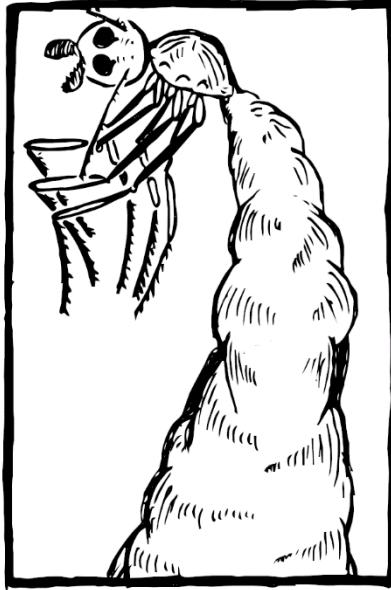
Guerra & Vestaryx



The bane of the Del Barco household staff when Aguilito still owned the property, these little dragons were two of Aguilito's favorite companions. Guerra is a sneaky and alert pseudodragon that Aguilito raised since she was a baby. Vestaryx is a mischievous and petty blue faerie dragon that followed Aguilito home one day. Together, they're a playful mated pair. After Aguilito died, they became whimsical and apathetic—but when Castillo fell, the dragons began acting as spies for those they deemed of good nature. Chances are one of these two dragons has already spied on the party and reported the results to an advisor. Vestaryx is usually babysitting children for Mama Molino, and Guerra is helping Verdita Molino keep tabs on Don Diego's schemes.

- **Hates:** Don Diego Estate, Ayders Raiders, The Masoculti
- **Tolerates:** Hive 32018, Chapiro Expedition
- **Likes:** Old Man Kurk, Molino Family
- **Oblivious:** Del Barco Ancestors

Hive 32018



Queen 32018 is a giant ant queen who has hundreds of children and more than enough mouths to feed. Ever since her workers brought her some fruit from the bile seed tree, this ant queen has grown to massive size. As the primary leader of giant ants within Castillo, Queen 32018 is primitive in her desires: eat everything she can find and increase her swarm. She doesn't realize that the fruit from the bile seed tree is what caused her swarms to grow. Since she now lays giant eggs, she no longer needs the bile seed tree's fruit to make her workers grow. Knows that a dwarf (Chapiro) stole some of her eggs, so she is looking for him. If left unchecked, she may cover Castillo in giant ants.

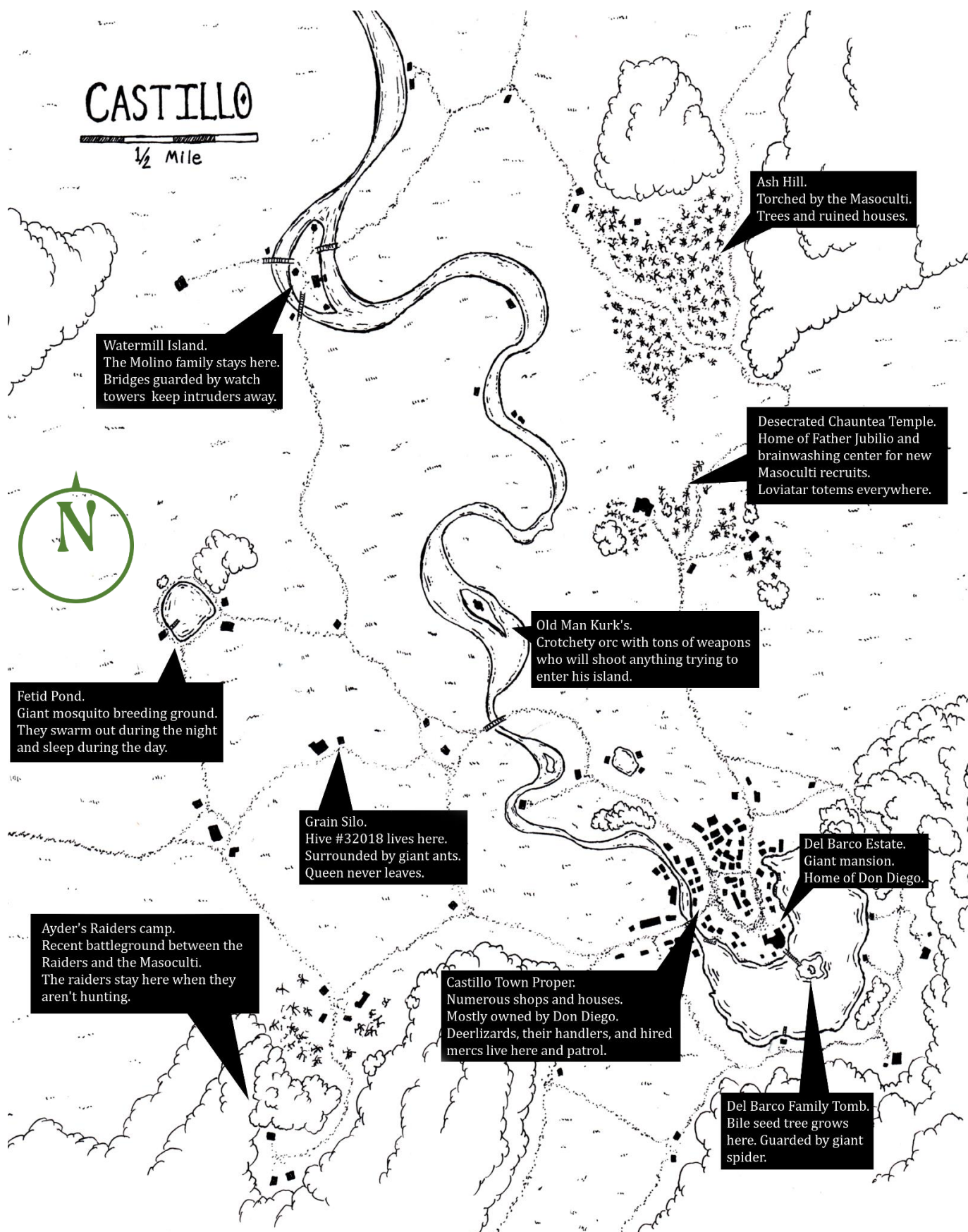
- **Hates:** Chapiro Expedition
- **Tolerates:** Don Diego Estate, Molino Family, The Masoculti, Ayders Raiders, Old Man Kurk, Guerra & Vestaryx, Del Barco Ancestors
- **Likes:** —
- **Oblivious:** —

Del Barco Ancestors



Aguilito's aged uncle, Marco Del Barco, was a gaunt sorcerer. Almost 40 years ago, Marco's attempt to magically resurrect his ancestors went awry, killing himself and every living Del Barco family member except for Aguilito, who was away on an adventure. The Del Barco magic still lingers, even in death, and when the bile seed tree growing from Aguilito's corpse spread its roots within the Del Barco family tomb, it consumed the Del Barco magic and reanimated several corpses within the tomb. But for Marco, this is a curse. He and his kin should be at rest, but the dark magic of his ancestors seems to keep punishing him. The reanimated cadavers never leave the tomb, so very few people know they exist.

- **Hates:** Don Diego Estate
- **Tolerates:** The Masoculti
- **Likes:** —
- **Oblivious:** Molino Family, Ayder's Raiders, Old Man Kurk, Chapiro Expedition, Guerra & Vestaryx, Hive 32018

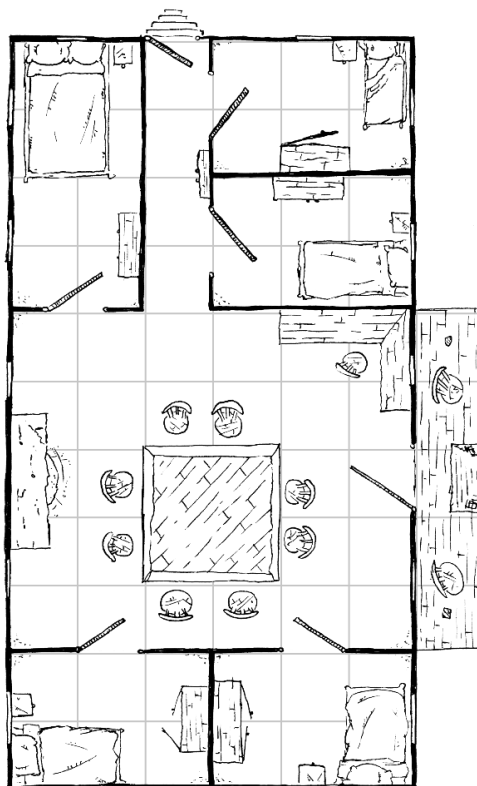
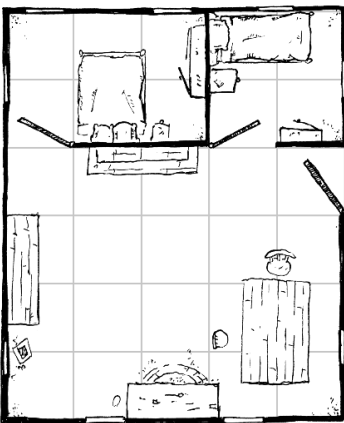
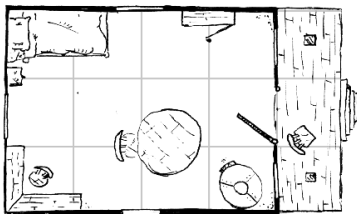


Castillo General Features

- **Terrain:** Hills and forests. Most hills covered in weed-infested farmland such as corn and tobacco. Considered rough terrain.
- **Roads:** Dirt, rocky, still in good shape. Allow movement without restriction.
- **Bridges:** Wood planks. Can be burned.
- **Dandy River:** Flows gently southward into Lake Rico. Cool and refreshing. Untainted.
- **Houses:** Log built. Most are abandoned and raided. Those away from Castillo Town Proper are adjacent to farmland.

Rural House Generator

Several houses exist on the outskirts of Castillo—too many to map out individually. Below are some generic house maps and charts to create a house on the fly should the PC's explore one.



Rural House Occupants

Roll 1d20 on the chart below to see who is in the house that the PC's enter.

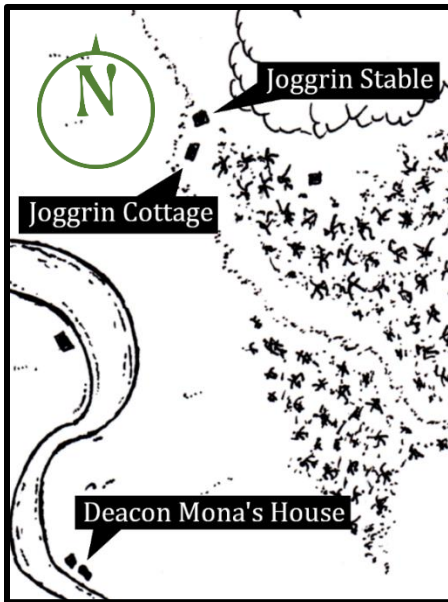
1-10	No occupants.
11	1d4 Masoculti cultists .
12	2d4 giant ants (appendix) .
13	2d4 commoner looters.
14	2 bandits employed by Don Diego on patrol.
15	1d4 giant mosquitos (stirges).
16	1 Ayder's Raiders scout .
17	1 child commoner living alone and making the best of its situation.
18	1 stray mastiff or cat .
19	Family of 1d4 commoners .
20	Bones and dead bodies.

PC's may stay in a rural house for an extended period. Roll 2d8 on the chart above every 4 hours to see if any monster or humanoids stumble across the house while the players are inside.

Random Encounters

These encounters will help introduce your PC's to the atmosphere within Castillo while they are exploring. Roll 1d10 or choose at your leisure.

1	A sick cow stumbles by, then explodes as a swarm of spiders hatch out of it.
2	A man and daughter on a horse and carriage are leaving Castillo. He sold his property to Don Diego and seeks a safer life elsewhere. Carries 200 gp.
3	1d4 roaming tribal warriors of Ayder's Raiders looking for The Big Bastard, a giant scorpion . They tell the PC's where their base is (page 13) in case the party finds the bug.
4	A deacon acolyte of the Massoculti. The deacon casts bless on the PC's and wishes them well.
5	A fire spreads through a field or forest. 2d4 Masoculti cultists caused it—some leap in and out of it, letting their flesh burn. In their fervor, they don't notice the PC's unless directly engaged.
6	A blackened field and house with burned skeletons of all ages huddled inside.
7	1d4 giant ants (appendix) harvesting crops and taking them back to the silo (page 11).
8	The Big Bastard, a giant scorpion , attacks. Make sure your PC's know to run. It will kill them if they have no help.
9	A scout for the Molino Family warning the PC's about Don Diego. Offers them refuge at Watermill Island (page 8) if they seem moral enough.
10	A fight between any member of the Don Diego Estate, the Molino Family, the Masoculti, Rayder's Raiders, or any giant insect.



Ash Hill

Highest point in all of Castillo, Home to a quiet human family and a grove of pecan trees before the Masoculti torched and killed everyone. Haunted by ghosts. Bugs rarely attack due to far proximity from bile seed tree.

- **Houses:** Joggrin Cottage, Joggrin Stable, Deacon Mona's House
- **Pecan Trees:** Blackened grove of 100 or so trees.
- **Notable Residents:** Desmond Joggrin, Carrot, and Deacon Mona.

Joggrin Cottage

Home to the Joggrin family—a wife, husband, and three children. Burned by the Masoculti. Their bones (except Desmond's) can be found inside.

Joggrin Stable

The stable was also burned by the Masoculti. Desmond Joggrin, a six-year-old boy, was in the stable with his pony, Carrot, when the Masoculti attacked.

Deacon Mona's House

Deacon Mona lives in a medium-sized house with two bedrooms and a living room. The living room is in shambles, reeking of old soot and sticky blood flakes. Whips, daggers, and branding irons mounted above the fireplace are an altar to Loviatar. No cookware is present because Deacon Mona eats her meat raw. A smaller bedroom contains Desmond's charred bones desecrated on the bed to keep his soul tethered to the Material plane. Burying the bones or consecrating the area allows his ghost to finally rest. A larger bedroom is where Deacon Mona sleeps. The bed reeks of filth and wet mold. A lockbox under the bed contains 14 gp, 27 sp, and 113 cp and a scroll of *speak with dead* written on human skin. Her wardrobe is full of old cloaks, blood-stained vestments, and a handmade cheap wedding dress worth 20 gp meant for Desmond's older sister.



Pecan Trees

Blackened and burned, these pecan trees will never regrow as long as the Masoculti influence stays in Castillo. Some pecans can be found in the soot.

Desmond Joggrin & Carrot

Desmond Joggrin is a **ghost** who wanders the pecan trees with his pony, Carrot, who is also a **ghost**. Desmond and Carrot don't know that they are dead. If encountered, Desmond will warn the party about Marco Del Barco, a "spellcaster who lives in the ground with his whole family" and that the Del Barco family "doesn't sleep anymore." Desmond and Carrot only appear at night. They hide from Deacon Mona when she comes.

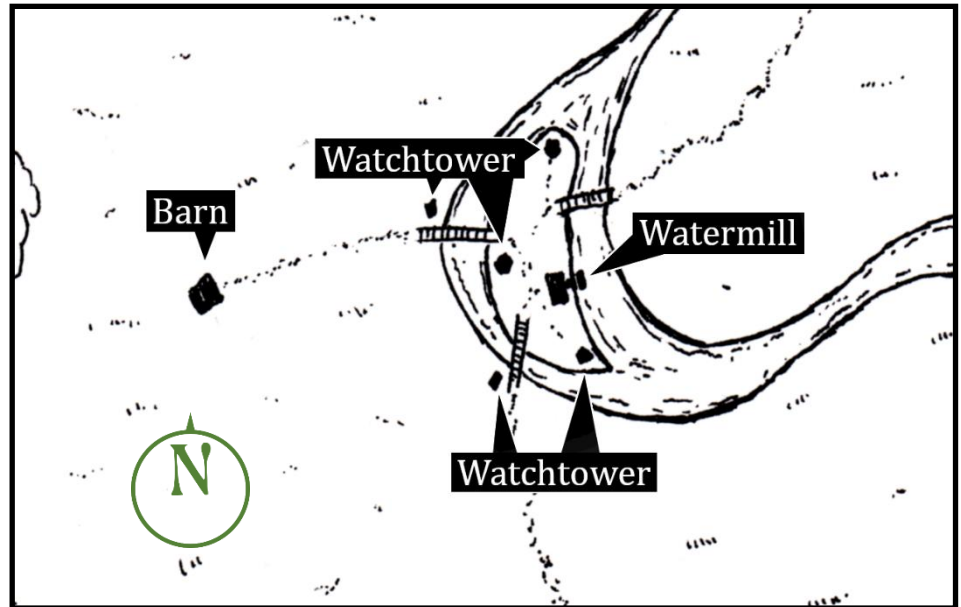
Deacon Mona

A former exorcist and parishioner of Chauntea under Father Jubilio, Mona is now a deacon **acolyte** under the sadistic influence of Loviatar. She lives in one of the houses near the Dandy River. Once beautiful and studious, she's now a scarred and burned freak. She seeks Desmond's ghost so that she may inflict more pain on him. Her magic keeps Desmond from joining his family in the afterlife, and Carrot's devotion to Desmond keeps him tethered as well.

Watermill Island

Home base of the Molino family. 20-acre island on the Dandy River. Kept under watchful eye by armed militia. Territorial residents. If you don't work or fight—then you don't eat.

- **Watermill:** Well-kept and functional. Main sleeping area.
- **Watch Towers:** 20 ft. tall single-tiered outposts with ladders and mesh netting around the canopy.
- **Barn:** Miniature fortress housing.
- **Bridges:** Wooden, not attached to posts. Can be retracted onto island during an attack.
- **Notable Residents:** Mama Molino, Aldo Molino, Tara Molino, Vestaryx.



Watermill

40 ft. by 40 ft. cobblestone structure. Second floor made of wood. Stinks of sweat, food, and smoke. Houses ten families (3d6+10 **commoners**) who all sleep on bedrolls. Some sleep outside.

Watch Towers

Five total. Two adult **scouts** in each one rotate every eight hours. Lit torches every 20 feet for 100 feet in a radius at night allow them to see encroaching enemies. Cache of 100 arrows and 20 stones in each one. Murderholes allow defenders to raise the ladders and drop stones on invaders below (1d6 bludgeoning damage).

Farms

Cabbages, carrots, corn, tomatoes, squash, etc. all grown on the island. Some grown near the barn. 3d20+20 **goats**. Heavily guarded. Each fruit and crop meticulously counted.

Barn

Ten adult **scouts** always live inside. Two tons of starch food buried under the ground inside to keep insects from smelling it. Surrounded by 10 ft. wide spike trenches that deal 1d4 piercing damage for every 5 feet crossed. Only accessible by a rope lowered from upper floor. Spyglass sentry on roof at all times. Lit torches every 20 feet for 100 feet in a radius at night allow sentries to see encroaching enemies.

Mama Molino

Elder halfling **noble**. Large, stern, unforgiving. Exiles those deemed unfit to carry their weight. Plots vengeance against Don Diego. Believes his estate may be the source of the giant bugs due to Vestaryx's and Guerra's observations, and that killing Don Diego's deerlizards will lead to his downfall. Sent Verdita, her daughter, on a mission to undermine Don Diego. Spends most time planning harvests and defenses while cooking and serving to other families. Willing to make deals with adventurers. Mother of Aldo, Tara, and Verdita.

Aldo and Tara Molino

Halfling **commoner** son and daughter of Mama. Twins. Verdita is their older sister. Offered themselves as bride or husband to whomever kills the deerlizards.

Vestaryx

Male blue **faerie dragon**. Cocksure smartass. Befriended Aguilito del Barco on a previous adventure and followed him home. Misses him dearly but thinks Aguilito's adventure to Chult islands as well as Don Diego might be cause for the giant bugs. Watches over children. In love with Guerra, a pseudodragon.



Fetid Pond

Once a beautiful place for fishing, this pond is now a breeding ground for giant mosquito larvae. Chapiro, a dwarf researcher, conducts experiments nearby.

- **Pond:** Stagnant, full of mosquito larvae.
- **Chapiro's Wood:** Pear orchard where Chapiro hides his lab.
- **Notable Residents:** Chapiro, Bucketmouth

Pond

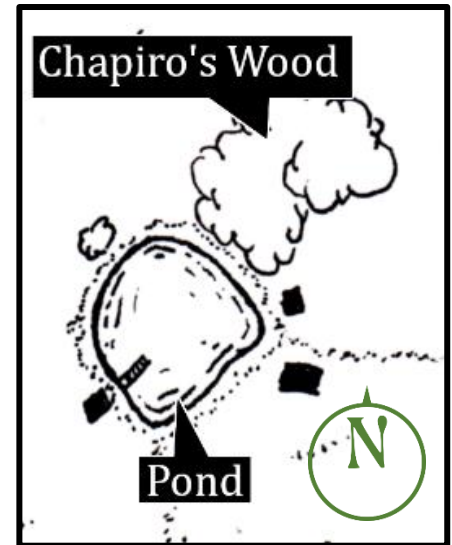
Foul, sickly, simmering with odor. Peaty mash. Once a prime location to fish with the family off the small dock. Toxic, Constitution save DC 12 when touching or drinking or else suffer 1 point of exhaustion. 3d6+3 giant mosquitos (**stirges**) sleep here during the day then leave at night. 10d6+10 larvae live under the surface waiting to hatch. If the larvae all die, then the giant mosquitos will die out soon until regular-sized mosquitos come into contact with bile seed tree fruit.

Chapiro's Wood

Overripe pears. Smells of rotten sugar and fermented vegetation. Sickeningly sweet. Hidden among the bushes and trees is an alchemy lab that belongs to Chapiro.

Chapiro

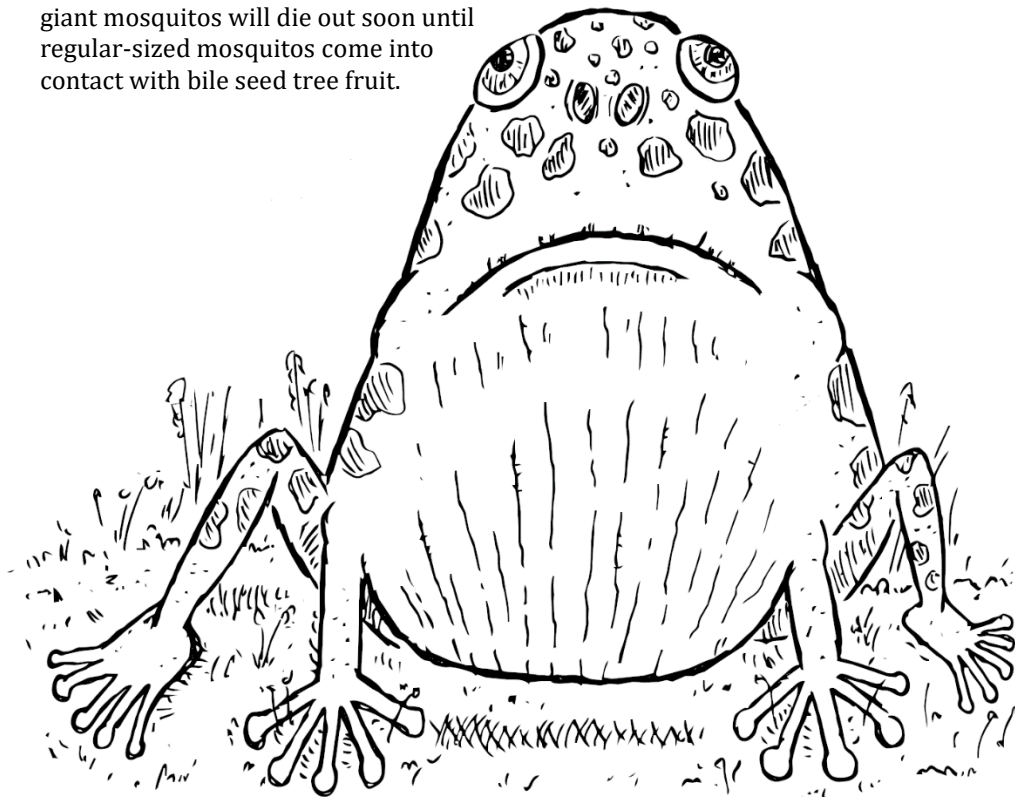
Dwarf male **mage** researcher. Chapiro is kooky, brash, dirty, and analytic. Uses convoluted words. Seeks to discover new scientific and magical breakthroughs. Doesn't want to interfere with anything happening in Castillo—simply observes. Overanalyzes anything and anyone. Doesn't understand basic social cues. Treats everyone like a book that can be read. Keeps detailed notes on everything he sees and hears. Check the "Chapiro Needs Something, Anything, but *This Thing in Particular*" table on page 37 for ideas on how to get Chapiro to interact with the party.

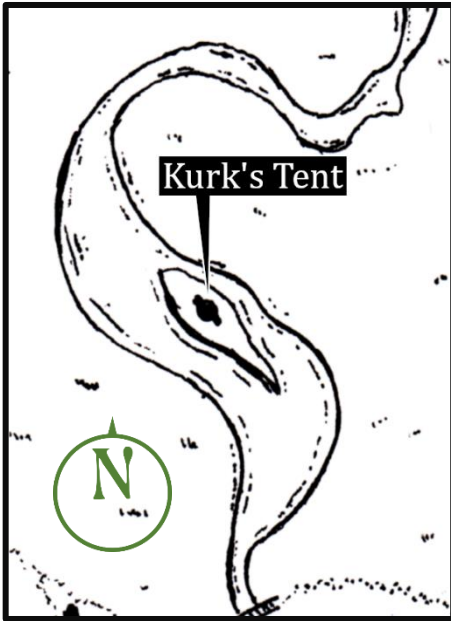


Bucketmouth

A toter-toad (use **giant toad** stats) bred specifically by Chapiro's college of mages to serve as a loyal beast of burden, bodyguard, and toolbox. Able to selectively digest its stomach contents. Keeps all of Chapiro's equipment stored in its stomach, which it will distend when Chapiro requests an item. Eats giant bugs to protect Chapiro. Stomach contains the following:

- An alchemy kit
- Chapiro's spellbook: 1st-level: *detect magic, grease, identify, unseen servant*, 2nd-level: *enlarge/reduce, locate object, spider climb*, 3rd-level: *clairvoyance, nondetection*, 4th-level: *arcane eye*.
- 10 **giant ant (appendix)** eggs.
- 1 Masoculti cultist that stumbled upon Chapiro's hiding spot. Chapiro finds the Masoculti interesting and keeps the cultist around for questioning. The cultist is not happy about being stored inside a giant toad.
- 1d6 randomly rolled magic potions.
- Several items from the Chapiro's Weird Shit and Weirder Shit table (page 38).
- 340 gp, 855 sp, and 2,450 cp all in one giant burlap sack.





Old Man Kurk's

A fortified island in the Dandy River.
Home to a reclusive orc.

- **Kurk's Tent:** Circular. Extremely "orcish." Spikes, war banners. Crude loaded crossbows stationed on it. Rests on an island in the river.
- **Traps:** Several traps arranged in a maze-like formation. Activate when people step on them.
- **Notable Residents:** Old Man Kurk, Li'l Assripper.

Kurk's Tent

Wooden spikes jutting out every side. Orange Kurk'kakutt tribal markings everywhere. Inside the tent is Aguilito's ceremonial breastplate and an underground armory with 4d6 of every simple weapon.

Traps

All 5-foot squares on the adjacent map except for the ones shaded are trapped. If someone steps on a trapped square, roll on the Li'l Assripper's Traps table to see what trap is triggered.

Old Man Kurk

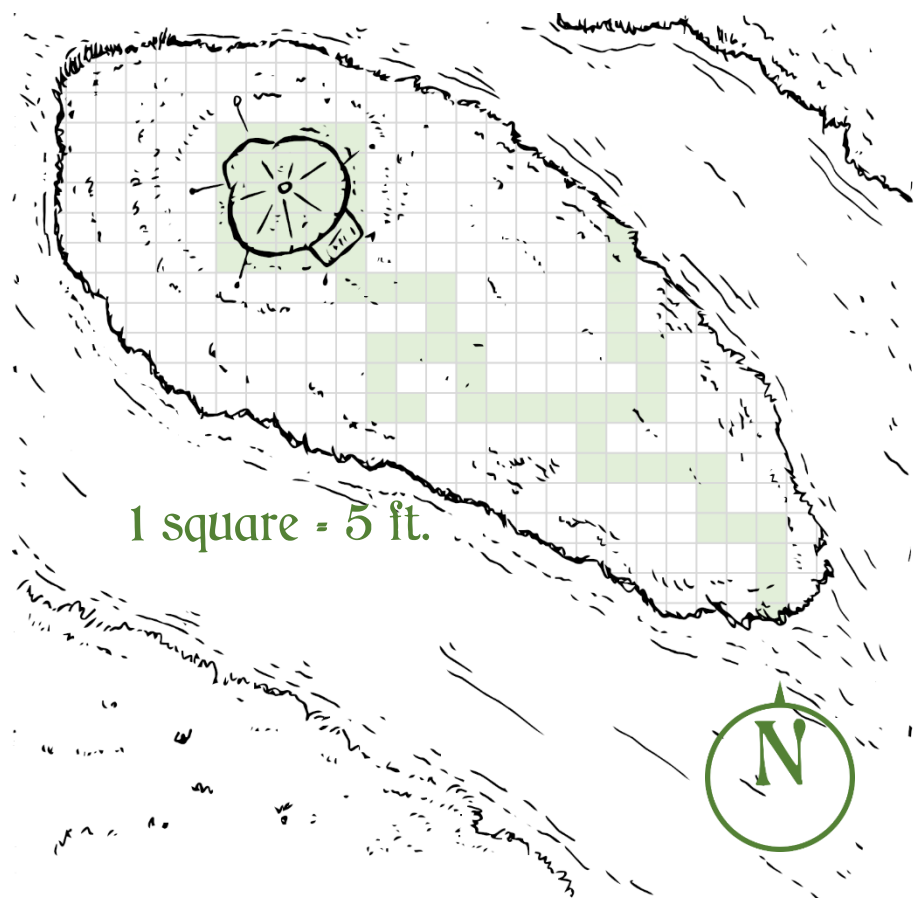
Angry, crotchety, elderly male **orog**. Last of his tribe. Kurk protected Aguilito on all of his adventures, but he sank into depression after Aguilito died. Kurk now embraces Castillo's chaos, fighting off Masoculti and giant insects. Drinks to kill the pain. Cares little for others' problems. Harbors suicidal thoughts but knows Li'l Assripper needs his guidance. Wanted by Don Diego—500 gp dead or alive. Can speak sahuagin.

Li'l Assripper

A female **sahuagin** associate of Kurk. Aguilito and Kurk found her exiled from her tribe and close to death on an adventure to the Moonsea. Foul-mouthed. Fetches food and supplies for the cabin. Defends Kurk with a passion. Primitive in nature but grows weary of Kurk's depression. Speaks a pidgin form of Common.

Li'l Assripper's Traps

- Pit Trap:** Dexterity save DC 14 or dirt beneath foot collapses and a hidden spike deals 1d6 piercing damage.
- Camouflaged Snake Cage:** A poisonous viper attacks.
- Spring Trap:** Dexterity save DC 12 or hidden spring catapults you 10 ft. in a random direction and you take 1d4 bludgeoning damage. If you land on a trap, also trigger that trap.
- Ballista Trap:** A crossbow mounted on Kurk's tent fires, +2 to hit, 1d6 piercing damage.
- Ant Trap:** Foot steps into an ant nest, releasing a **swarm of insects** that attacks.
- Gas Pot:** Clay pot filled with gas explodes. Everyone in a 10-foot radius must pass a Constitution save DC 12 or suffer 1 level of exhaustion.



Grain Silo

- **Silo:** Wood, old, surrounded by dirt.
- **Hive 32018:** Dirt ant colony built around and beneath the silo.
- **Notable Residents:** Queen 32018

Silo

70 feet high wood silo. 25 feet diameter. Bottom is full of dirt tunnels and 3d6+3 **giant ants (appendix)** that attack anyone who gets too close.

Hive 32018

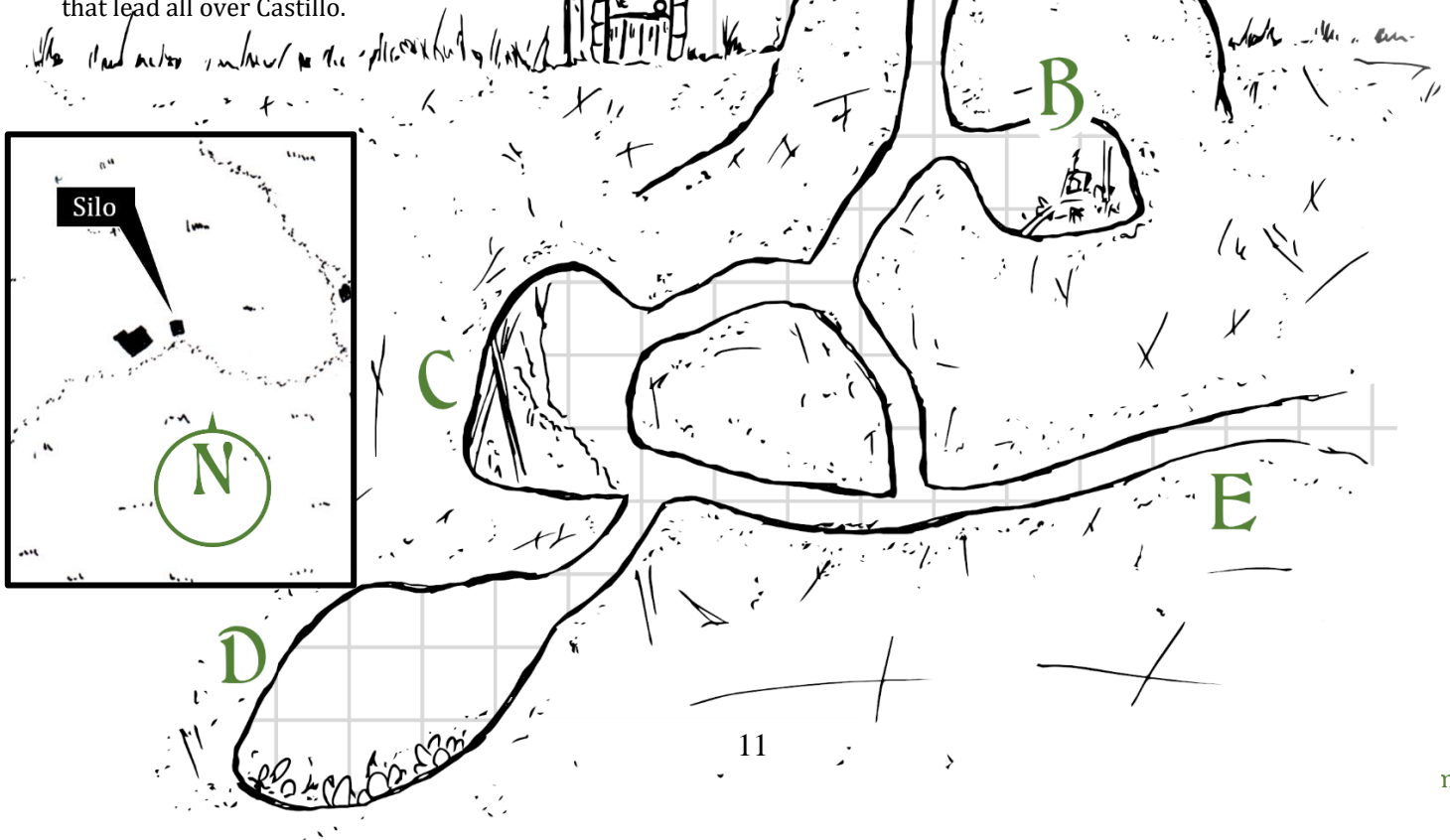
Dirt tunnels spilling out underneath the silo:

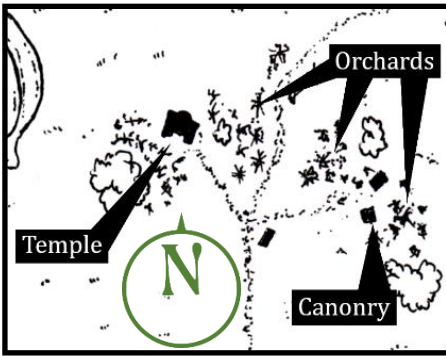
- **A) Queen's Chamber:** The queen lays eggs in this area. Workers tote them underground.
- **B) Loot Hole:** Mostly old farm tools. Copper scrap worth 35 gp.
- **C) Grain Hole:** 1 ton of various corn, wheat, and other grains that the ants eat from.
- **D) Egg Hole:** 4d6+6 giant ant eggs. Each one is watermelon-sized and can feed an adult human for a week.
- **E) Exit Tunnels:** Splits into tunnels that lead all over Castillo.

Queen 32018

Queen 32018 (appendix). Capable of higher thought. Can be bargained with, but only by those who can speak to animals. Wants food as well as a safer location to house her hive. Controls all other ants in her hive. Lives at the top of the silo in area A. Will trade eggs if given enough roughage to birth new ones (10 pounds of food for one egg). Will grant use of giant ants in exchange for massive amounts of food. Uses her perch on top of the silo to send out commands to the ants below. Knows of the Del Barco Ancestors, but only knows that they are "dead people that should not be moving."

1 square = 5 ft.





Desecrated Temple

Formerly temple to Chauntea, now an evil cabal for Loviatar. Home base for the Masoculti lead by Father Jubilio. Charred land, dead body totems, a stench of sticky blood haze.

- **Temple:** Wooden statues of Chauntea hacked and defaced. Busted windows. Corpses.
- **Orchards:** Dead pear orchards full of heads and skulls.
- **Canonry:** Wooden workhouse barracks.
- **Notable Residents:** Father Jubilio, Deacon Irma, Deacon Estevan

Temple

60 ft. long, 40 ft. wide. Jagged, hacked, sharp edges chopped from a once beautiful ode to agriculture. Decapitated bodies nailed to the outer walls. Barbed wire surrounds doorway. Bloody handprints from Masoculti flagellants. Crows and crow shit. 2d4 **cultists** praying inside at all times.

Orchards

Pear trees burned and rotten. Severed heads mounted on branches. Barbed wire nooses dangle like Christmas garland with occasional festive Masoculti members joyously seeing who can hang by the neck the longest. Ground slick with bloody dew.

Canonry

Two 30 ft. by 30 ft. open-floor cabins with beds. Once used by fieldworker missionaries. Now stocked with 2d4+2 **cultists** and a deacon **acolyte** in each one, usually Irma or Estevan.

Father Jubilio

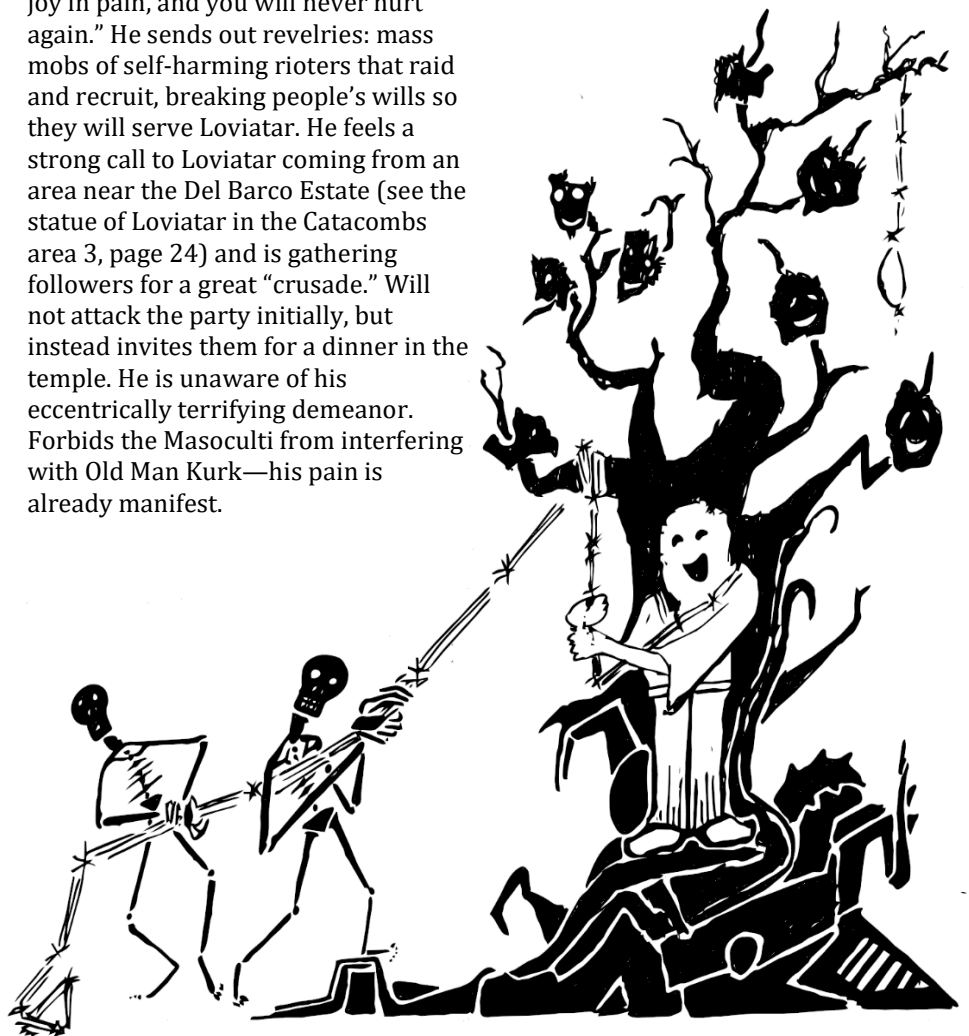
Elderly human male. Father Jubilio is a **cult fanatic** who was once head priest of the Chauntea Temple until he saw the carnage unleashed on Castillo from the giant bugs. He saw people panic, fight, loot, rob—and his tie with righteousness shattered. People, to him, are no worse than beasts, and embracing that beast is only natural. Loviatar's carnal teachings are the only truth. Pain above all else. "Find joy in pain, and you will never hurt again." He sends out revelries: mass mobs of self-harming rioters that raid and recruit, breaking people's wills so they will serve Loviatar. He feels a strong call to Loviatar coming from an area near the Del Barco Estate (see the statue of Loviatar in the Catacombs area 3, page 24) and is gathering followers for a great "crusade." Will not attack the party initially, but instead invites them for a dinner in the temple. He is unaware of his eccentrically terrifying demeanor. Forbids the Masoculti from interfering with Old Man Kurk—his pain is already manifest.

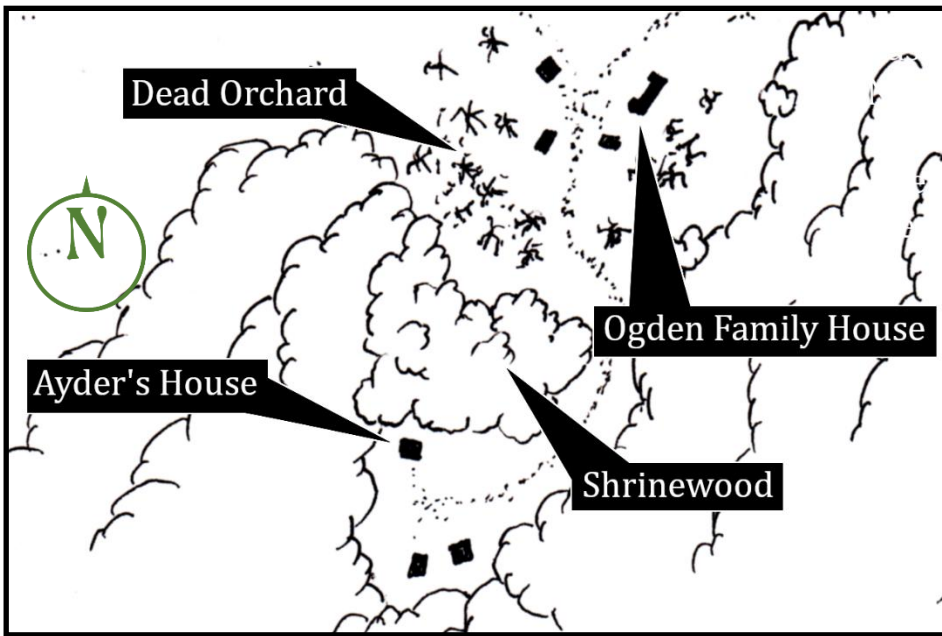
Deacon Irma

A human deacon **acolyte**. The Lady of Whispers. Roams Castillo. Brews *potions of invisibility* that she uses to spy on others. Whispers impulsive actions into others' ears, making people think they are going crazy. Has 3 *potions of invisibility* on her person.

Deacon Estevan

A halfling deacon **acolyte**. Believes Father Jubilio could be more impulsive. Seeks to overthrow him. If Deacon Estevan is in charge, he will send all Masoculti out on a vicious rampage so they will "rip the world to shreds!" If Father Jubilio is removed from power, Deacon Estevan will be the new leader.





Ayder's Raiders' Camp

- **Dead Orchard:** Burned remnants of the Shrinewood. Defiled.
- **Ogden Family House:** Home of halfling family buying protection from Ayder's Raiders.
- **Shrinewood:** Blessed site to Oag Roa, an evil fey monster.
- **Ayder's House:** Base for Nevri Ayder.
- **Notable Residents:** Nevri Ayder, Keemie Ogden, Kloe Ogden, Oag Roa.

Dead Orchard

The Masoculti burned this section of the Shrinewood during a raid. The Raiders are extremely unforgiving of this slight.

Ogden Family House.

A single halfling mother, Kloe Ogden pays protection fees to the Raiders. Has a conservative mindset. Brews beer in the basement. Her son, Keemie, has made a secret deal with one of the Raiders to take Keemie back to the wood elf lands when they leave, against Kloe's wishes.

Shrinewood

Enchanted grove and home of the tree spirit, Oag Roa. Ayder's Raiders rest within these sacred branches. The elves hold their "carnal" communions, palavers, and meals within these woods. Usually 2d6+4 wood elf **tribal warriors** stay here.

Ayder's House

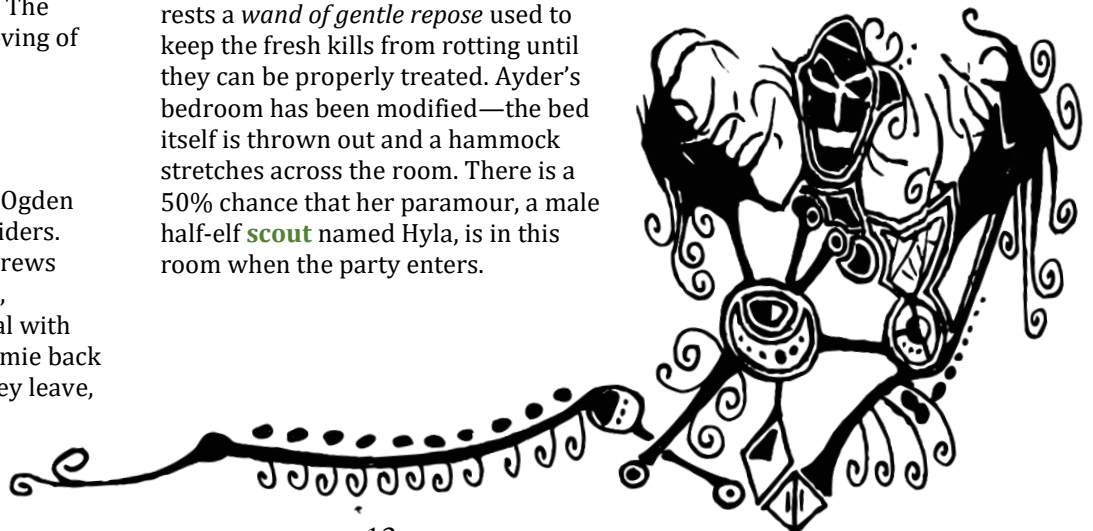
Well-kept, full of potted plants, this log cabin would fit a large family, but Nevri Ayder lives here alone. The dining room is full of maps and giant insect exoskeletons in various stages of taxidermy. Near the exoskeletons rests a *wand of gentle repose* used to keep the fresh kills from rotting until they can be properly treated. Ayder's bedroom has been modified—the bed itself is thrown out and a hammock stretches across the room. There is a 50% chance that her paramour, a male half-elf **scout** named Hyla, is in this room when the party enters.

Nevri Ayder

Slow talking but extremely crafty **spy**, Nevri Ayder has a personality and appearance that spit in the face of elven elegance. Scarred, pockmarked, and carrying a serpent's demeanor, Ayder takes what she wants. She secretly wishes to meet her demise during a hunt, especially against a dangerous foe. Wears a necklace of humanoid ears sliced from those who grieved her—she whispers secrets into them. One ear is her mother's, which she hacked away with an off-centered sword chop after her mother tried beating her with a shovel.

Oag Roa

An ancient fey monster and companion of Ayder's Raiders. **Oag Roa (appendix)** must always inhabit a blessed grove but can be transported as a seed. Usually assumes the form of a beautiful elf woman, but transforms into a bear when fighting. The fey creature advises the Raiders, giving due counsel. Has a nasty mindset. Was born 8,000 years ago when an incubus' blood was used to water a berry bush during a hag coven's ritual. A she-bear ate the berries when the bush bore fruit, and the incubus' hate corrupted the beast and transformed it into a dangerous fey spirit. Oag Roa is essentially the wisdom of an old teacher backed by a history of ravenous feasting and sexual vanity.



Castillo City Proper

- **Urban District:** Series of stores and houses owned by Don Diego.
- **Del Barco Mansion:** Headquarters of Don Diego's local empire.
- **Del Barco Family Tomb:** Location of bile seed tree and source of giant insects and Del Barco ancestors.

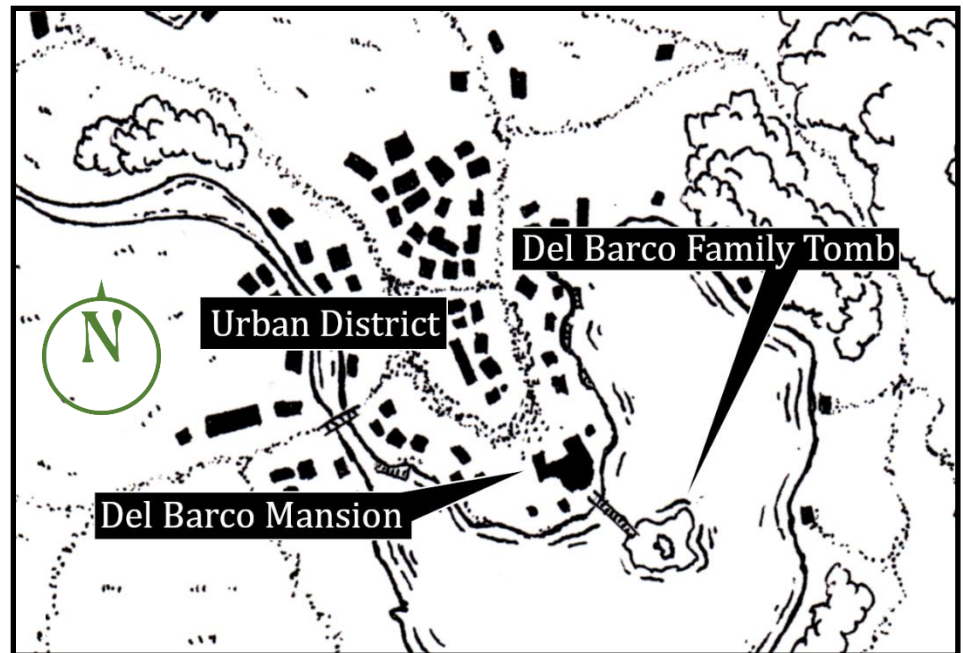
Urban House Generator

Giant insects are unlikely to appear in the Urban District, but hostile encounters are still possible. Don Diego's cronies control the racket for much of this area. House layouts from the Rural House Generator (page 6) can be found here, as well as more commercial-style dwellings: merchants, storehouses, etc.

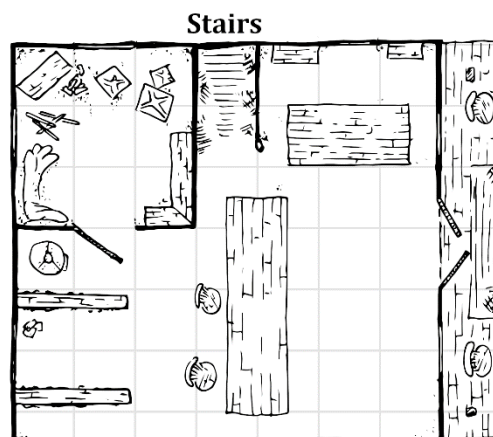
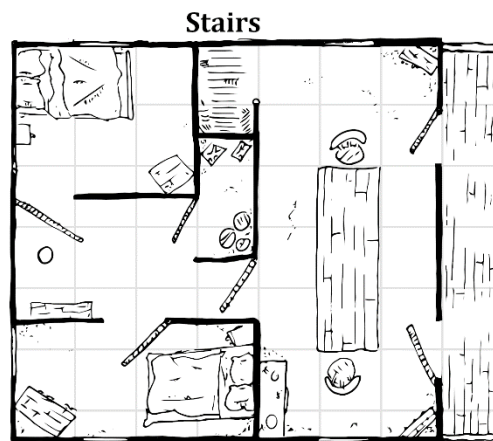
Urban House Occupants

Roll 1d20 or choose who is in the house that the PC's enter:

1-10	No occupants.
11	1d4 Don Diego bandits looting an abandoned house.
12	1 deerlizard (appendix) with a Don Diego scout .
13	2d4 commoner citizens selling their wares at ½ standard price.
14	1 deerlizard (appendix) sniffing for giant bugs.
15	1 old commoner .
16	2d4 orphaned commoner children with an older child guard in charge.
17	Dead bodies in a house burned by Don Diego's gang.
18	Over 1 ton of food goods still in good condition.
19	1d4+3 goats with a commoner attendant.
20	1 spy from either Ayder's Raiders, Molino Family, or the Masoculti pretending to be a merchant.



NOTE ON LAYOUT MAPS: The lower left layout is the bottom floor for the upper left layout.



Del Barco Family Tomb

A 300-foot-wide island in a large lake southeast of the Del Barco mansion, the tomb is where all Del Barco family members have been buried. The catacombs below are full of danger.

- **Bile Seed Tree:** Tree from Chult which bears fruit that make bugs grow in size.
- **Ojocha's Web:** A mess of spiderwebs that surround the bile tree.
- **Catacombs:** Series of burial chambers beneath the island.
- **Lake Rico:** Primary body of water in Castillo
- **Notable Residents:** Ojocha, Boca-Boca

Bile Seed Tree

A tall tropical tree covered in bulbous, orange fruit with a peach's texture. Any humanoid eating the seed within the fruit must succeed on a DC 15 Constitution saving throw or else lose 1 point of Constitution each day. Casting *lesser restoration* removes the disease and restores Constitution points at a rate of 1 point per day. A bug eating fruit from the tree will grow in size over a 3-day period as though *giant insect* has been cast on it. The roots of the bile seed tree sink deep into the catacombs, so even chopping it down or burning it up top won't kill it permanently.

Ojocha's Web

A 50-foot radius spider web around the bile tree treated as though affected by the *web* spell. The web covers the ground and several branches on the bile tree. Several giant insect carcasses drained of blood are wrapped in it.

Catacombs

The entry to these tombs is a pair of 5ft. by 10ft. stone doors carved with ornate harps on the front. They are covered in webbing from Ojocha. A combined Strength of 20 is needed to pull them open. Inside, a series of stairs also covered in webs leads into the Catacombs (area 1, page 24).

Lake Rico

A freshwater lake fed by the Dandy River. Roughly 1000 feet across. The water is crisp and cool with hardly any chance of bacteria. The houses and docks bordering the lake used to be prime real estate until the giant bugs appeared. Now they are abandoned. Boca-Boca will investigate anyone who paddles onto the lake, but he won't attack unless provoked.

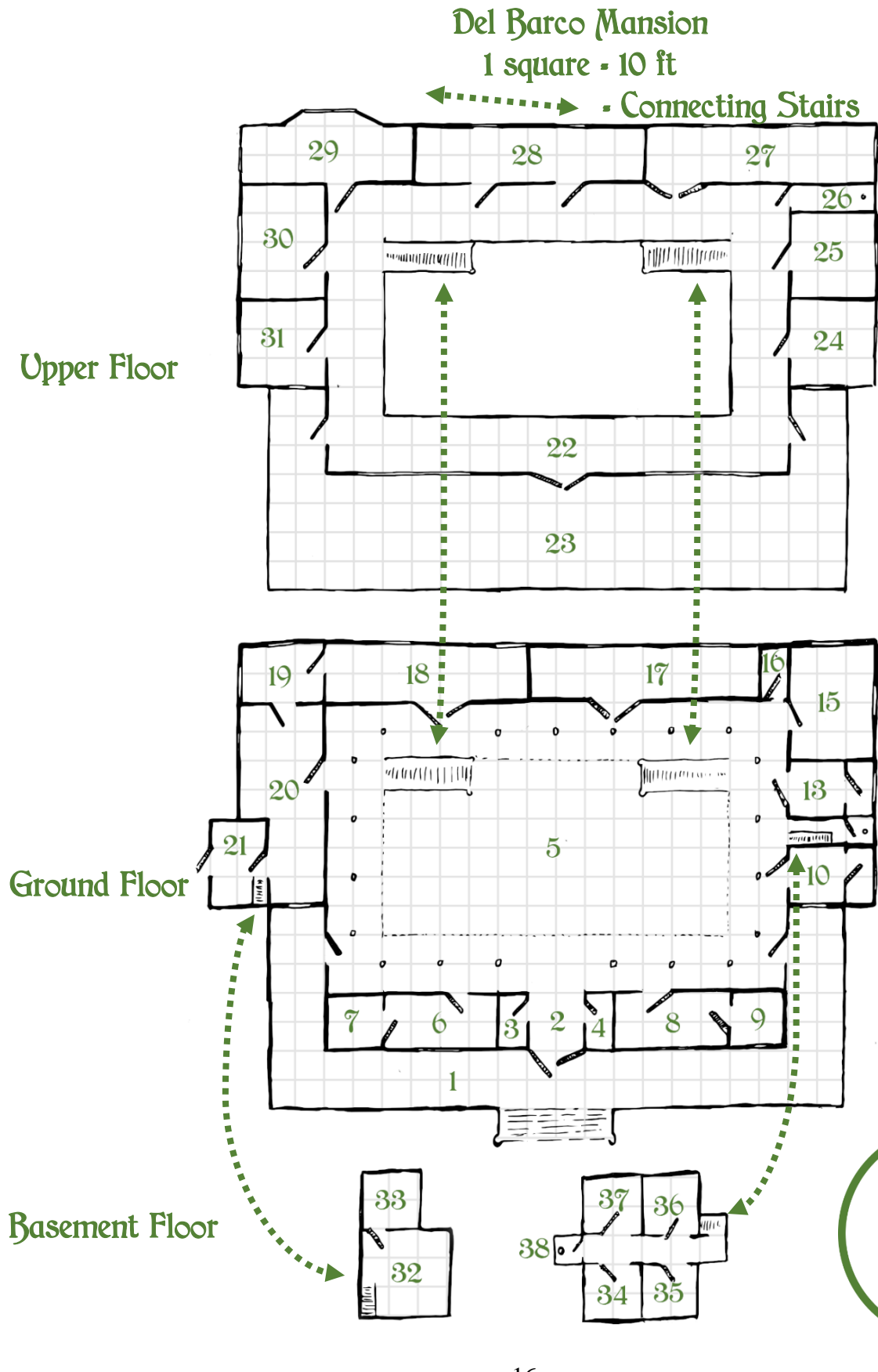
Ojocha

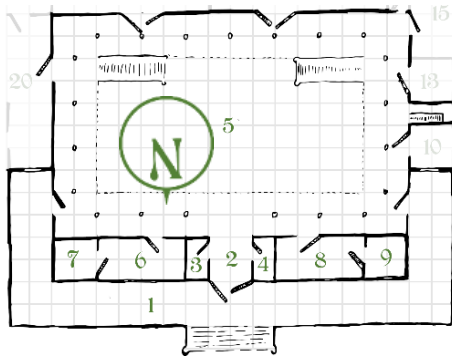
A **giant spider** that appeared a few months ago. Don Diego would have killed her, but Ojocha helps kill giant insects near his house and would make a good "first line of defense" if the undead in the catacombs decided to riot. Ojocha will attack anyone who gets too close to her web.

Boca-Boca

A massive fish (use the **hunter shark** stats) that arrived not long after the giant bugs appeared. Boca-Boca is naturally large—the bile tree has no effect on him. Boca-Boca won't eat humanoids unless provoked, but he will eat Ojocha quickly if she were to end up in the water.







Del Barco Mansion

Large plantation style house with two floors and basement. Main base for Don Diego, a gnome **noble**.

- **Structure:** Wood foundation, painted, lightly dilapidated.
- **Exterior:** A **deerlizard** patrols outside. Patches of unkept grass and shrubbery provide cover.
- **Lighting:** Rooms unlit during day. Candles and fireplaces provide light during night unless otherwise noted.

1) Front Porch

Steps lead up to a large porch. Four rocking chairs on either side of double doors which are locked at night. Dexterity (Sleight of Hand) check DC 20 with thieves' tools opens doors. Key to doors carried by Don Diego, Javier, and Verdita Molino.

2) Front Entry

Doors on either side lead to closets. Javier, an elderly halfling butler **commoner**, answers the front door and attends to visitors.

3) Coat Closet

Contains cloaks, coats, boots, and other outer wear.

4) Broom Closet

Contains cleaning supplies, brooms, mops, buckets, and extra linens.

5) Ballroom

This massive room has a wraparound balcony 20 feet above supported by marble pillars. A pair of grand staircases leads to the balcony, and a small set of service stairs in the western end between areas 10 and 13 leads to areas 34-38. Since Don Diego hasn't had much need for large social affairs, this room has crates and barrels of trade goods being sorted by 1d4 servant **commoners** during the day. 2 relaxed **guards** patrol the area. Trade goods tend to be locally grown food and items looted from nearby shops. Roughly 5,000 gp mix of

- **Corn:** 100-pound sacks of corn worth 1 gp each. 2,500 sacks total.
- **Silk:** 100 square-yard bolt. 500 gp.
- **Perfume:** 10 bottles. 50 gp each.
- **Spices:** 10 lbs. of cinnamon, 20 lbs. of salt, 5 lbs. of turmeric, 10 lbs. of ginger, 10 lbs. of basil, 30 lbs. of chili powder. Worth 2 gp per pound. (170 gp total)
- **Tobacco:** Six bales of tobacco weighing 75 pounds each. 1 gp per pound locally; 3 gp per pound outside the region. Primary export crop for Castillo.

6) Smoking Room

Four chairs and a fireplace. Reeks of old tobacco. Walls stained with tar.

7) Humidor

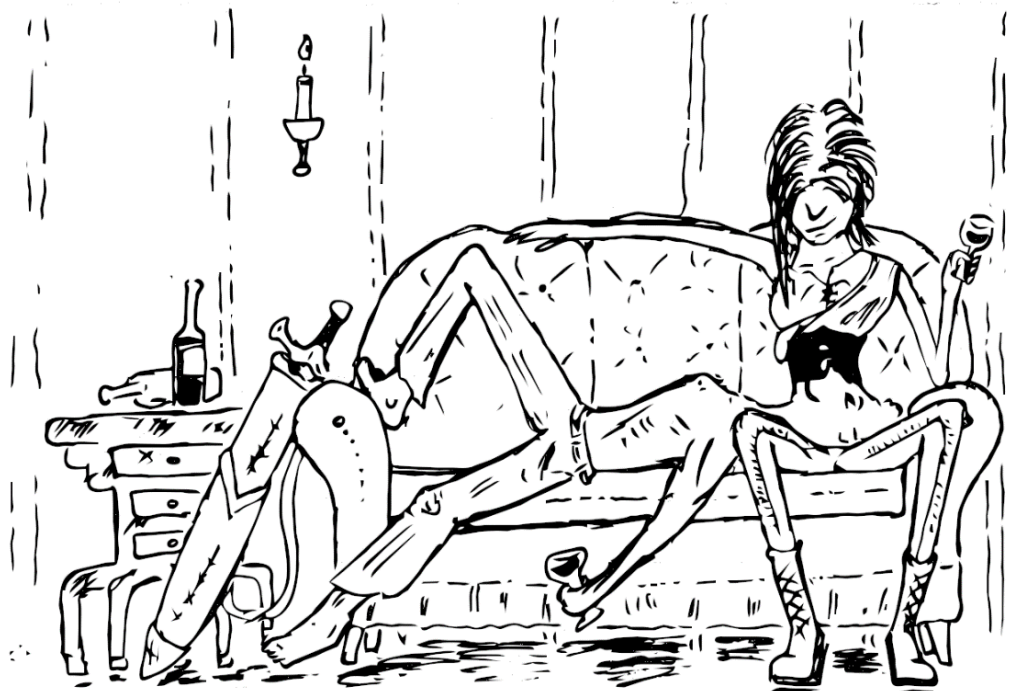
Empty racks that used to hold cigars. A secret compartment can be found with an Intelligence (Investigation) check DC 15 that contains a cigarette case holding 8 cigarettes. The cigarettes are enchanted, each working like a *scroll of charm person*. To use them, the "caster" must light the cigarette and the "target" must smoke it. Spell save DC 13.

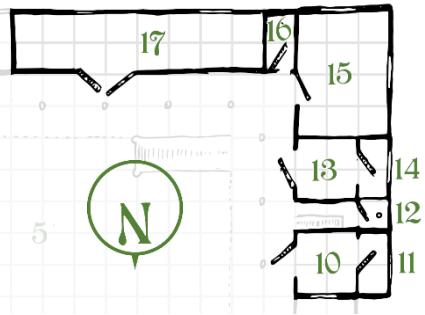
8) Sitting Room

Two sofas, four chairs, coffee tables and end tables, fireplace. There's a 50% chance that 1d2 **guards** and 1d2 **commoners** will be in here flirting.

9) Sitting Room Closet

Coal buckets, tea sets, linens. If there are NPC's in area 8, then there is a 50% chance that any duo of **guard** or **commoner** will be in here making out.





10) Men's Barracks

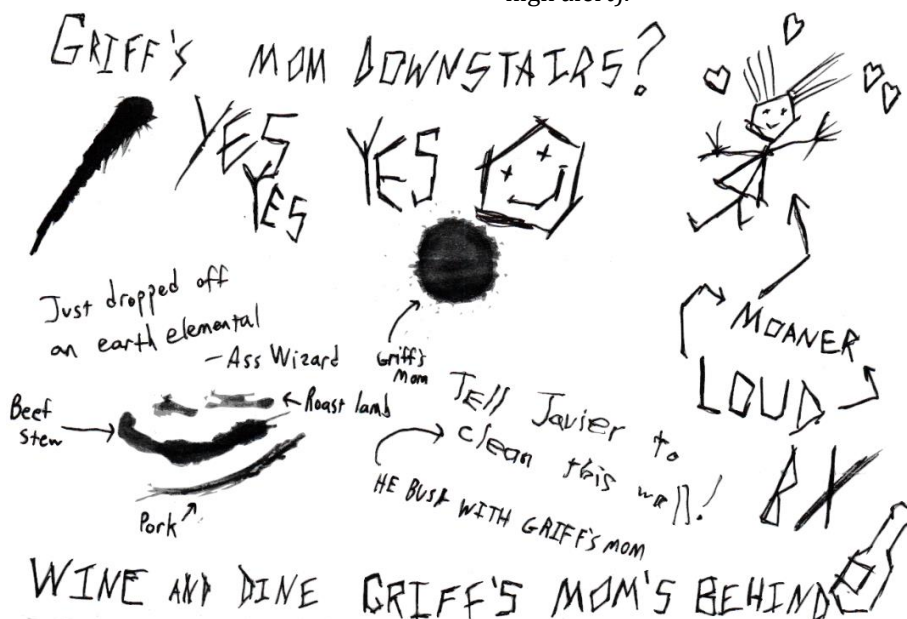
Musky, dirty, unkept. Four bunkbeds sleep eight adults. Usually two unarmored/unshielded **guards** (AC 11) are in here sleeping in shift.

11) Men's Closet

Weapons and armor of men sleeping in area 10 stored in here (2 chain shirts, 2 shields, 2 spears) as well as 4d10+40 total gp wages.

12) Barracks Privy

Ammonia, soap, wet floor, flies. Typical hole-in-the-floor privy. Graffiti drawn with daggers, charcoal, and excrement includes several statements with responses (area 21 explains what the graffiti is referring to). See graphic below:



13) Women's Barracks

Musky, dirty, ukept. Four bunkbeds sleep eight adults. Usually two unarmored/unshielded **guards** (AC 11) are in here sleeping in shift.

14) Women's Closet

Weapons and armor of women sleeping in area 13 stored in here (2 chain shirts, 2 shields, 2 spears) as well as 4d10+40 total gp wages. Hiding under a loose floorboard are sacks full of loot pilfered from the ballroom storage: 1 bottle of perfume (50 gp), 5 lbs of cinnamon (10 gp total), 35 lbs of tobacco divided into 1 lb rolls (1 gp per pound locally; 3 gp per pound outside the region), and an orcish dagger with a citrine-studded hilt (250 gp) that belonged to Kurk. A Don Diego **guard** named Ymelda has been stealing these items over the last couple of months. If she discovers that her loot is missing (the party took it), she is convinced another Don Diego **guard** named Griff (see area 21) stole it due to her disclosing the location to him during a romantic tryst. She will kill him quietly in his sleep as vengeance (decide as a DM when Griff sleeps—use this event to cause confusion and put the mansion on high alert).

15) Training Room

Pommel horse, makeshift bench press using buckets of water and a broomstick, melee dummy, 2 battered shields that break when hit with a martial weapon, and a complete medium-sized full plate suit so battered that the wearer moves at half speed and only gains an AC of 16.

16) Guest Privvy

Clean, soapy, typical hole-in-the-floor privy but with a mirror. Servants and guards aren't allowed to use it.

17) Trophy Room

A display room of Aguilito Del Barco's conquests. Much of it is sold/stolen. Remaining items of interest include:

- **Beholder Head:** Taxidermized beholder head hangs from the ceiling like a chandelier. Its eyes have been replaced with *driftglobes*, but only 2 remain. The other 8 are scattered around the mansion. The central eye, though dead, still casts an *antimagic field* effect that only affects this room. Years ago, Marco Del Barco used this dead beholder's eyes to conduct experiments that ultimately killed most of the Del Barco family.
- **Kurk'kakutt Banner:** a 10 ft. by 10 ft. orange-patterned banner of the Kurk'kakutt tribe. Kurk kept it in here along with his dagger. His dagger was stolen by Ymelda (see area 14).
- **Murciélago's Stake:** Long wooden stake used by Aguilito Del Barco to kill Murciélago, a **vampire** he encountered in a distant land. Part of Murciélago's soul lives within the stake, but the nearby beholder head's *antimagic field* keeps the soul from reforming. If the stake is removed from the *antimagic field* and stabbed into a virgin male's heart, the victim will transform into Murciélago in 7 days.

18) Dining Room

Long dining table, fancy chairs. Fireplace mantle along the wall shared with trophy room (area 17) has the Del Barco coat of arms over it: a golden harp on a green field. Portraits with brass nameplates of human Del Barco ancestors hang on wall:

- **Aguilito:** male, 40's. Charming explorer, conquistador hat, pointed beard, ruff, rapier. Maps, globes, and relics surround him. Flanked by Guerra, Li'l Assripper, Kurk, and Vestaryx (who is yellow at this age).
- **Catarina:** female, 25. Blonde, curly hair. Frilly dress. Playing a lyre on the balcony. Face of longing.
- **Osito:** male, 60's. Bristly, snide, contempt, bearded, jet black hair. Hunting furs. Hoists a greataxe.
- **Rita and her children, Guillermo, Julius, Catarina, and Aguilito:** Rita is female, early 40's, cold, stern, conservative, long sleeves and skirt. Guillermo and Julius are male twins, 7-years-old, dressed in shorts, tunics, and stockings. Catarina is female, 15-years-old, holding the same lyre in her previously mentioned painting. Aguilito is a newborn, held by Rita.
- **Polina:** Female human, 70's. Elegant dress, corset, earrings, billowy sleeves. Decorative saber at her side. Displacer beast head mounted behind her. Several medals adorn the walls. Examining the picture reveals she is missing an arm.
- **Missing Frame:** A picture used to hang here, but is now in storage (area 19).

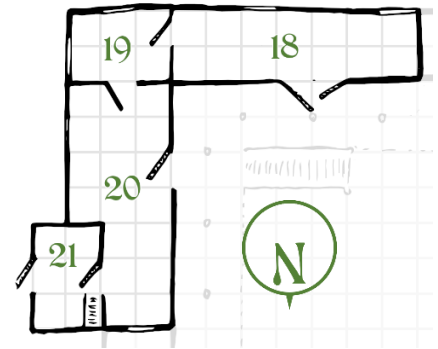
Don Diego usually has his meals upstairs, but he uses this room for discourse with his employees. Overall state of room is disarray—custodial staff clean whenever possible, but Don Diego's militia causes too much mess. Table and tablecloth are large enough for characters to hide underneath.

19) Storage

Extra chairs, tablecloths, tableware, tools. Formerly used by household staff as a buffer room between the kitchen (area 20) and the dining room (area 18). Behind one of the tablecloths is the family portrait that was removed from the dining room:

Marco's Portrait

Male, over 100-years-old. White beard down to his waist. Surrounded by alchemical equipment and a brass telescope. Holds a skull etched with runes. Sly smile. Gnarled fingernails. Robes like ancient mildewed parchment. An antique pedal harp sits next to him. Flipping the painting over and examining the back canvas reveals a series of music notes scrawled in charcoal with the caption, "I WILL ALWAYS GUIDE YOU, LITTLE CAT." Give the players Handout 1 (page 34). If anyone plays the music notes in the treble clef by passing a Charisma (Performance) check DC 15, then Marco's image will magically animate and accompany the music by playing the bass clef section, using the pedal harp in the painting. Marco's image will then answer one question as though *speak with dead* were cast, using Marco's knowledge (see the Marco sidebar in the Catacombs, area 3, page 24). This can be done only once per character.



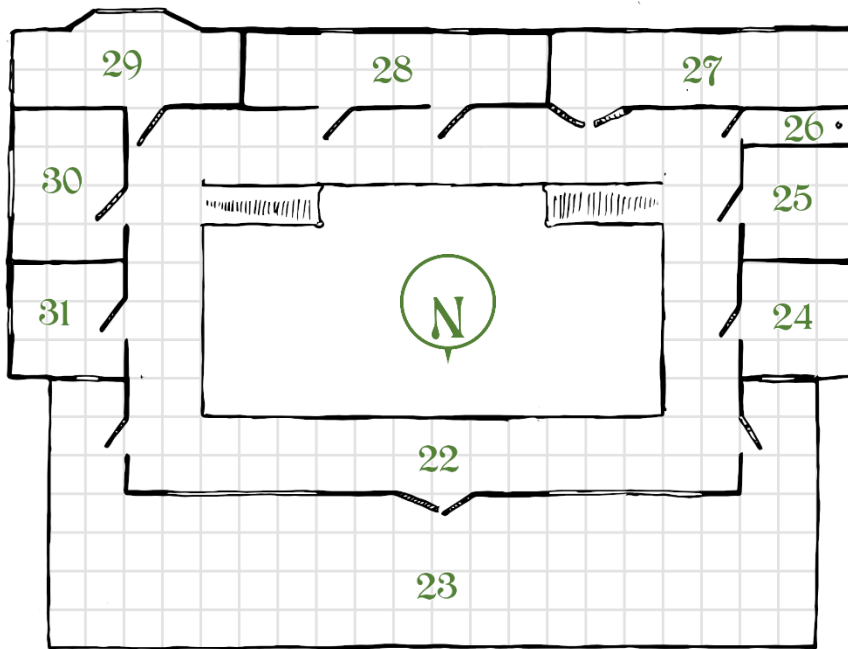
20) Kitchen

Pots, pans, scent of old vegetables. Fireplace and oven. Usually 2 **commoners** cooking during the day.

21) Service Entrance

Small door for the servants to enter and exit. Coat hooks and hat rack in a corner. Stairs lead down to the pantry (area 32). 50% chance that Griff, a human Don Diego **guard**, stands near the stairs and forbids anyone to pass. Griff doesn't know why nobody is allowed downstairs—"Just following orders." He's upset about his recent breakup with another guard, Ymelda (see area 14). Several guards tease him, claiming that he's keeping other guards from "hookin' up with yer mother down there!" (see area 12) since they hear strange moaning sounds below (actually hearing Catarina wailing in area 33).





22) Balcony

3-foot tall rail surrounds this carpeted-floor observation area. Paintings of various landscapes line the walls. Seems like the perfect place to sip wine while escaping a party downstairs.

23) Deck

Open, airy, overlooks most of Castillo city proper. Tables with umbrellas and chairs. 3-foot railing. Two patrolling **scouts** keep watch. 50% chance they will be playing cards instead of paying attention.

24) Guest Bedroom

Large wardrobe empty except for general-sized overcoats and robes, neatly made queen-size bed, vanity. A lit *driftglobe* hangs from the ceiling. The taxidermized head of a displacer beast is mounted on the wall shared with Verdita's bedroom (area 25). Well-to-do PC's and other important characters may be given this place to sleep.

25) Verdita's Bedroom

Wardrobe full of aristocratic dresses. Vanity covered in expensive perfumes and makeup. Queen-sized bed. A lit *driftglobe* hangs from the ceiling. A **pseudodragon** named Guerra sleeps in here when not out with her mistress, Verdita Molino. Guerra was a baby when Aguilito Del Barco found her on an adventure and brought her home to raise. Don Diego "gave" Guerra to Verdita as a gift. Verdita, a halfling **noble**, is in here 50% of the time, but is usually elsewhere in the upper floor. She pretends to be a ditsy damsel, but she's actually a conniving agent of the Molino Family trying to pry into Don Diego's estate. The more she learns, the more she can help her family against Don Diego. She likes to keep tabs on everything, so she will try striking up conversation with the party if possible—maintaining her dopey demeanor. She will only drop her ruse if she truly believes the PC's will help her undermine Don Diego. Verdita uses Guerra to relay messages back and forth to Vestaryx so that the Molino family can stay one step ahead of Don Diego.

26) Upstairs Privy

Clean, refreshing, scented, potpourri. A *driftglobe* hangs from the ceiling. Used only by Don Diego and those who live/sleep on the upper floor.

27) Master Bedroom

Three wardrobes: one for sportwear, one for casualwear, and one for formalwear. A king-sized bed dominates the back of the room. A mahogany writing desk rests against the window. The furniture is suited for a Medium-sized humanoid, but pillows and stepstools adapt everything for use by a Small-sized humanoid. A *driftglobe* hangs from the ceiling. Don Diego, a gnome **noble**, sleeps here at night, but wanders the mansion and conducts business during the day. Searching the listed items reveals the following:

- **Wardrobes:** Fancy, dapper clothes appear like they were made for Medium-sized creatures but tailored to fit Small-sized creatures. Don Diego had Aguilito's clothes altered to fit him.
- **Writing Desk:** Several of the letters are from Aguilito to his family. Some letters gleam into the Del Barco history. Aguilito wrote them on his adventures. Examining the letters for 1 hour reveals that the Del Barco family was very close, but the family suspected Marco Del Barco was devolving into madness in his later years. A letter from Marco to his nephew, "NEPHEW, WITH GREAT GRANDMOTHER GAMELIA'S BOOKS AND AUNTIE HALOBERA'S BRASS MACHINES, I HAVE TEMPERED THE VEIL BETWEEN LIFE AND DEATH—OUR ANCESTORS SHALL SOON SPEAK TO US AGAIN. THOUGH I WILL WITHER SOON, SO TOO WILL I PEER BACK THROUGH THE MORTAL POOLS AND SMILE WITH MY FAMILY ONCE MORE."

28) Library

Shelves of books. Multiple desks. A large table to seat several people. Ladders to reach the higher shelves. A massive 20ft. by 40ft. map of the Sword Coast mounted on the wall. *Driftglobe* hangs from the ceiling. Inside the library, PC's can find several books relating to current issues in Castillo:

- **My Lady of Pain:** Details about Loviatar, the goddess of agony. She caters to sadistic cultists. Pain and torture are her ideals.
- **Drums of Kurk'kakutt:** Left pages are written in Orcish. Right pages are written in Common. A collection of poems penned and translated by Kurk so that his tribe may be remembered. Kurk will want the book reclaimed, but he will allow a PC of orc-ancestry to keep the book.
- **Empire Ash:** An economic book about how to judge the real estate market, specifically on buying "fixer-uppers" to sell.
- **The Damsel of Duels:** A collection of fliers for Polina Del Barco that reveal she was a skilled fencer who entered several contests. The images on the fliers reveal she has both arms during this era of her life. The most recent one advertises an arena fight between Polina and a displacer beast.
- **Field Prayers:** A hymn book for Chauntea, the agriculture goddess. Script on the front cover indicates it belonged to Father Jubilio.
- **Del Barco Ancestry:** A book detailing the Del Barco family tree, with notes that an experiment gone awry by Marco Del Barco resulted in all Del Barco members dying (Marco, Polina, Osito, Rita, and Catarina). Aguilito was the only one who survived since he was out on an adventure. Aguilito died of sudden illness ten years later. Let the party see Handout 3 for a copy of the family tree.

29) Day Room

Large bay window overlooks Lake Rico. Several lounge chairs and sofas. Liquor cabinet with 10 bottles of various whiskeys (2d10 gp each) and serving paraphernalia. A large pedal harp sits in the corner with a small lyre next to it. A fencing sword and dagger with the initials P.D.B. (Polina Del Barco) mounted on the wall. A nook near the bay window for reading. Carpet floors. A *driftglobe* hangs from the ceiling. If not in her bedroom (area 25), Verdita may be found here during leisure time, typically gazing out the bay window, admiring Ojacha's web.

30) Nursery

Fireplace, sofas, chairs, desk, a pair of fencing swords, mantle clock. A *driftglobe* hangs from the ceiling. Once a playroom for the Del Barco children, this place has been converted into a private lounge for Don Diego. On display are a spyglass (1,000 gp) and a tripod-mounted brass telescope (5,000 gp).

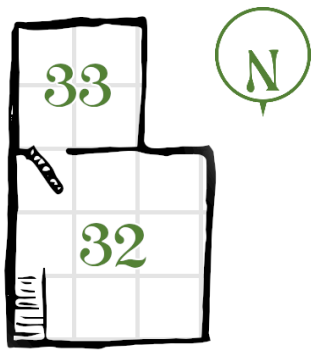
Brass Telescope and Spyglass

These devices were used by Marco Del Barco in conjunction with the dead beholder head in the trophy room (area 17). He discovered a way to arrange the two devices so that they could focus or defocus a beholder eye, destroying the eye in the process but amplifying or reversing the eye ray's effects. A DC 20 Intelligence (Arcana) check reveals how to use the devices with a beholder eye. Use your judgment to determine how the beholder eye can be amplified or reversed. Using a beholder eye with the machine destroys the eye, giving it only one use.

31) Study

Writing desk, bookshelves, coffee table, storage chests full of stationery, fireplace. A *driftglobe* hangs from the ceiling. Two **beholder** eyes labeled "CHARM" and "ENNERVATION" rest in jars of formaldehyde. Don Diego has been using this room to look over Marco Del Barco's notes, specifically to decipher how the Del Barco family died. Spending an hour perusing the materials reveals the following:

- **Letter from Aguilito to Marco:** "... KURK SAYS I FIGHT LIKE AN ORC! I FEAR NOTHING!—THE GLASS REVERSED THE EYE'S EFFECTS..." Marco used the spyglass and brass telescope to reverse a beholder's fear ray, giving Aguilito courage.
- **Notes on Polina's Arm:** "...THE DISINTEGRATION RAY COULD BE REVERSED—MY DEAR POLINA MAY DUEL YET AGAIN!" Marco used the spyglass and brass telescope to reverse the disintegration ray, restoring Polina's missing arm. The party will find out in area 11 of the Catacombs that Polina ended up regrowing three arms instead.
- **Notes on the Lenses:** "... COULD THEY AMPLIFY INSTEAD OF REVERSE? A SLEEP CURSE THAT HITS THE WHOLE OF CASTILLO? A CHARM SPELL THAT BENDS ALL MINDS TO OUR FAVOR?" Marco realized he could also magnify the eye rays' power.
- **Most Recent Note:** "... FATHER, GREAT-GRANDMOTHER, AND ALL BEFORE—YOU WILL RISE ONCE MORE TO BE WITH US. WE WILL BE THERE FOR YOU..." Marco planned on using the spyglass and brass telescope to reverse the beholder's death ray in hopes of resurrecting his ancestors in the catacombs. An addendum by Don Diego reads, "...TOOLS ALLIGNED INCORRECTLY ... DEATH RAY AMPLIFIED INSTEAD... CAN'T SAY MARCO WAS WRONG—THEY *DID* REUNITE."
- **Schematics:** See Handout 2.

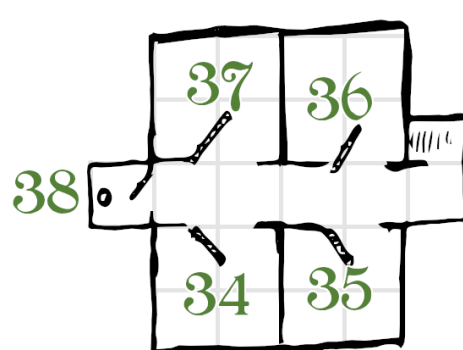


32) Wine Cellar

Shoved into one corner are empty wine racks. This space once housed expensive wine until Don Diego distributed the drinks to his workers. One wine rack barricades the door to the basement storage (area 33). One **guard** is always down here and refuses entry to the basement storage to anyone except Don Diego.

33) Basement Storage

Stone floor and walls. Chains hammered into the walls and floor keep **Catarina (appendix)** imprisoned. Don Diego's men found her wandering around the head housemaid's room (area 37) one month ago, but nobody knows how she got there. Catarina is undead, but she isn't a mindless zombie. Nobody knows why she was resurrected, but Don Diego suspects the rest of her family is reanimated as well. As much as Don Diego has tried to interrogate her, she doesn't respond because she is deaf (she can feel vibrations of music). If the pedal harp or lyre in the day room (area 29) are presented to her, she'll grasp it and play music, which will cause a storm to brew until she stops playing (she's casting *control weather*). She will believe a musician is Uncle Marco if someone successfully plays the bass clef part of Catarina's Lullaby from the painting in the storage (area 19).



34) Male Staff Dorm

Four bunkbeds sleep eight workers. A large mirror sits in one corner. Wardrobes containing various liveries line the walls. There is a 50% chance that 1d2 male domestic worker **commoners** will be in here.

35) Female Staff Dorm

Four bunkbeds sleep eight workers. A large mirror sits in one corner. Wardrobes containing various liveries line the walls. There is a 50% chance that 1d2 female domestic worker **commoners** will be in here.

36) Javier's Room

One large bed, dresser, mirror, nightstand, and several chests all suitable for a halfling. A cigar box with 6d10+20 gp is hidden under his bed.

Javier

An elderly halfling **commoner** butler and head of household for the Don Diego estate. Sleeps here at night. He is fiercely loyal to the Del Barco family's memory since he spent over sixty years tending to them, and he hates Don Diego. May be persuaded to help undermine Don Diego. Knows every secret on the I Need a Secret About the Del Barco Family table (page 30).

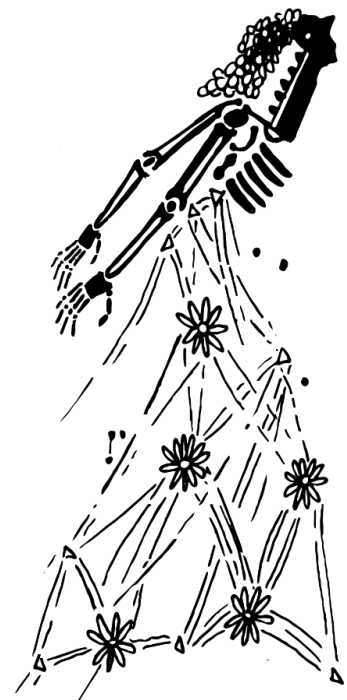
37) Head Housemaid Room

One large bed, dresser, mirror, and nightstand. The most recent head housemaid, Penelope, disappeared several months ago. Her open position hasn't been filled—the domestic staff thinks the room is haunted ever since Penelope disappeared and Catarina showed up.

Secret Passage. A secret switch in the back of the wardrobe triggers a hidden door, revealing a path that winds downward towards area 10 of the Catacombs (page 27). The former head housemaid, Penelope, discovered this secret passage and investigated. She met her doom at the hands of the reanimated Del Barco ancestors. Months later, Catarina Del Barco wandered up the path from the catacombs and triggered the magical switch, which is how she entered the mansion.

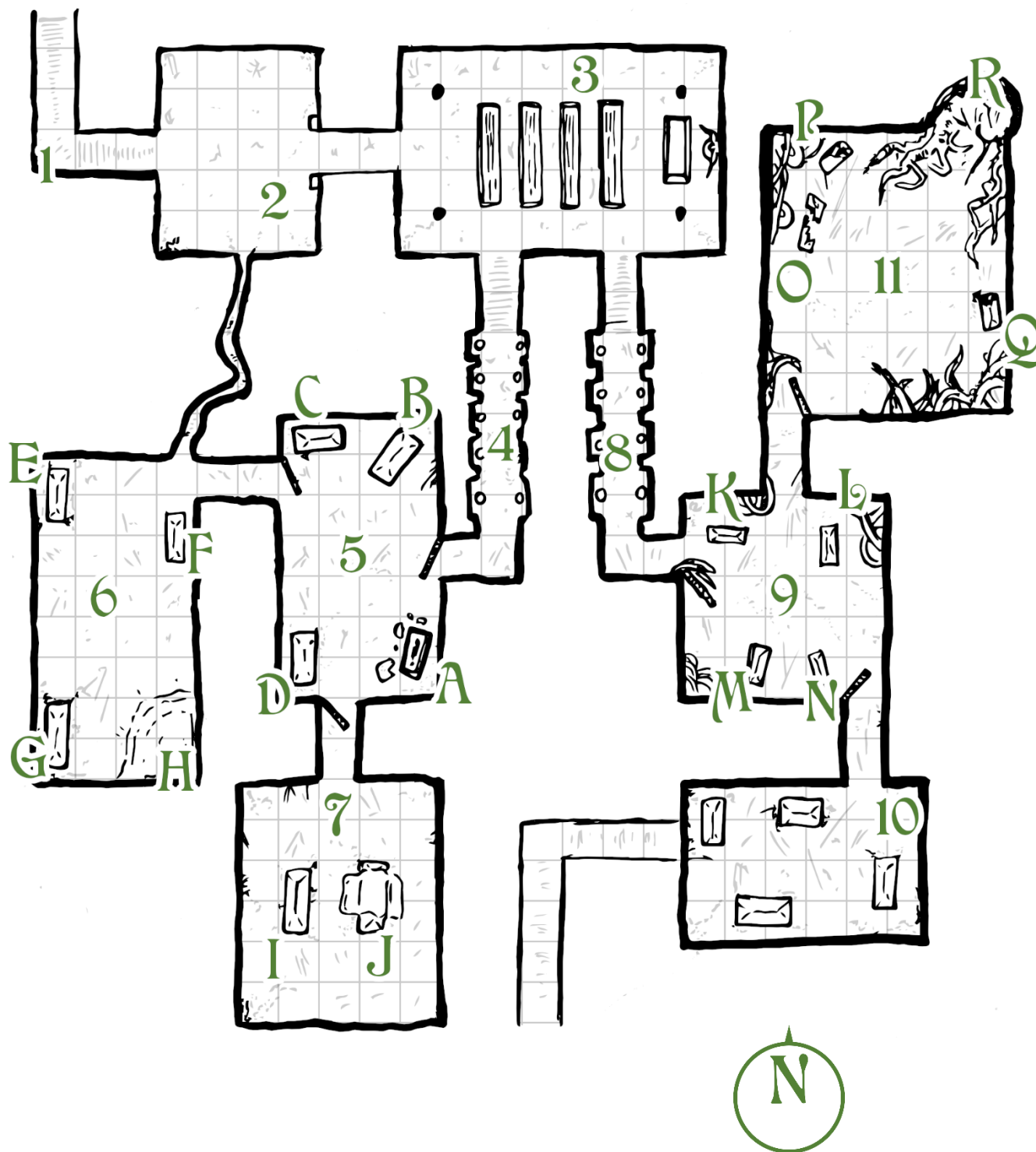
38) Domestic Privy

Clean, well-maintained, but usually occupied since even members of the house's barracks come downstairs to use it.



Catacombs

1 square = 5 ft.



Catacombs

The burial chambers for the Del Barco family. Overrun by reanimated Del Barco ancestors and home for the bile seed tree's root system.

- **Structure:** Carved stone and occasional water puddle. Bile tree roots as thick as a forearm lattice the floors, walls, and ceilings on areas 8-11. 10-foot ceilings unless otherwise noted.
- **Corpses:** Several dead bodies, skeletons, and reanimated dead roam the catacombs. They are all human unless otherwise noted.
- **Death Curse:** The beholder's amplified death ray lingers. Hit points cannot be magically restored in here.
- **Lighting:** No lights unless noted.
- **Stone Doors and Lids:** Several doors and sarcophagi are made of stone. Opening or closing these lids and doors requires a combined Strength total of 20 or passing a Strength (Athletics) check DC 20.

1) Stairway

A set of stone stairs 5 feet wide leads downward for 30 feet. Spiderwebs cover the stairs, so treat the stairs as though affected by the *web* spell.

2) Arch Entrance

A stone arch in this room leads into the chapel. An inscription on the arch reads, "WHERE NOW WE REST, SOON SHALL YOU." The area is covered in spider webs, treating the terrain as though affected by the *web* spell.

Spiderlings. A swarm of spiders in a tunnel to the south attacks anyone who enters the area. The tunnel is wide enough for a Small-sized character to squeeze through to the wet tomb (area 7).

3) Chapel

Twenty foot tall ceiling with four stone pillars. Four pews face an altar with two silver offering plates (10 gp each) and 34 gp in offerings. Two passages on the south side. A ten-foot tall marble carving of the goddess Loviatar with a leather whip stands behind the altar. This is where funerals and church rituals were held for the family. **Marco (appendix)** sits in the front row pew.

4) First Hall of Faces

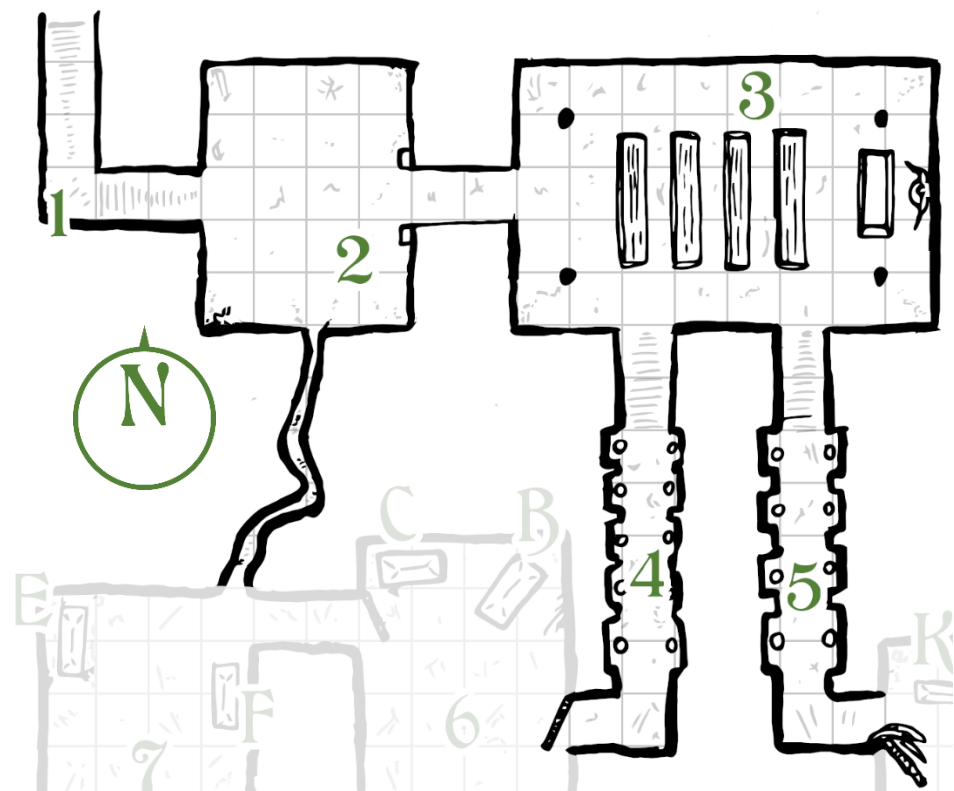
Ten marble mini-busts rest on three-foot tall pillars in alcoves—five per side—and represent Del Barco family members who died several decades ago. One of them is in the shape of a dog's head (see area 6D).

5) Second Hall of Faces

Eight marble mini-busts rest on three-foot tall pillars in alcoves—four per side—and represent Del Barco family members who died more recently.

Marco

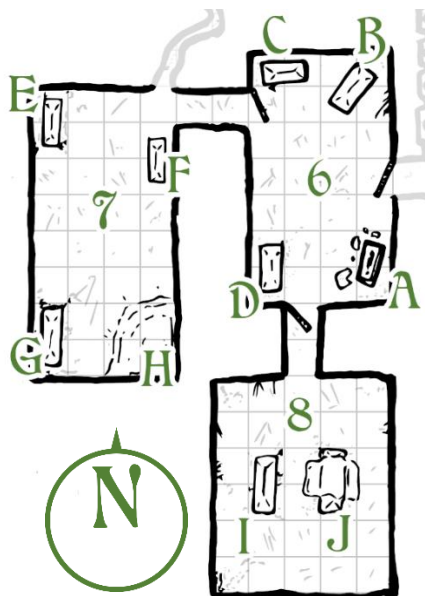
Though reanimated, Marco is nearly rotten beyond recognition. He offers no resistance, but asks that the PC's vanquish his reanimated kinfolk so that "they may join our ancestors in a better place—one that I never respected." He believes his family has been cursed for both his and his great-grandmother Gamelia's dabbling in witchcraft, so he and Catarina carved the marble statue of Loviatar while they were alive since "suffering is all that we seem good for." Marco is the epitome of the black sheep in the family who wants to do well but never does right. Towards the end of his life, he sank into a deep depression (especially after the twins, Guillermo and Julius, died of illness) and began worshipping Loviatar, slowly convincing Catarina to follow the same path. Now he wants to wither away alone as self-inflicted penance for all the trouble he has caused.



6) Ancient Tomb

Four stone sarcophagi rest in separate alcoves. Opening the old sarcophagi releases toxic, biological fumes, causing anyone standing within 5 feet to succeed on a DC 14 Constitution saving throw or else take 2d6 points of poison damage. The sarcophagi have brass nameplates for the occupants and have the following inside:

- **A) Gamelia:** Elder female skeleton clad in frayed silk dress. Brittle veil has five inlaid emeralds worth 25 gp each. Died of extremely old age. The lid to her sarcophagus has been pushed open by a bile seed tree root—no save against poison is needed since it has already been released.
- **B) Bettani:** Elder male skeleton clad in flower petal shirt that has rotted away. Has a solid gold false eye worth 120 gp. Died of old age.
- **C) Dandeno I:** Elder male skeleton clad in rusted breastplate, silk slacks, and conquistador helm. Clutching a silvered rapier worth 125 gp. Died of old age.
- **D) Yalo:** Dog skeleton. Gold collar around neck worth 25 gp. Euthanized due to rabies.



7) Wet Tomb

Four stone sarcophagi rest in separate alcoves. A tunnel in the north wall stretches to area 2. An influx of five-foot deep murky water has eroded the stone floor near sarcophagus H and submerged it. Opening the old sarcophagi releases toxic, biological fumes, causing anyone standing within 5 feet to succeed on a DC 14 Constitution saving throw or else take 2d6 points of poison damage (ignore this effect for sarcophagus H since it is under water). The sarcophagi have brass nameplates for the occupants and have the following inside:

- **E) Halobera:** Elder female skeleton clad in mildewed silk dress and coat. 12 Gold buttons worth 1 gp each. Clutches a brass microscope worth 250 gp. Died of old age.
- **F) Dandeno II:** Young male skeleton clad in full plate. His head is gone, so he instead has a marble skull with flower paintings and gemstone decorations worth 75 gp. Clutching a greatsword. Decapitated on the battlefield.
- **G) Ferrali:** Baby female skeleton. Died during birth.
- **H) Margo:** Removing this lid causes water to pour out, flooding the room and raising the water level at a rate of 1 foot per 10 minutes. Placing the lid back on top stops the flooding. Water will spill into other rooms unless stone doors are closed. There is no “tunnel” beneath this sarcophagus as the water seeps in through porous rock and dirt. Margo’s corpse was lost decades ago in Lake Rico. She died while giving birth to Ferrali.

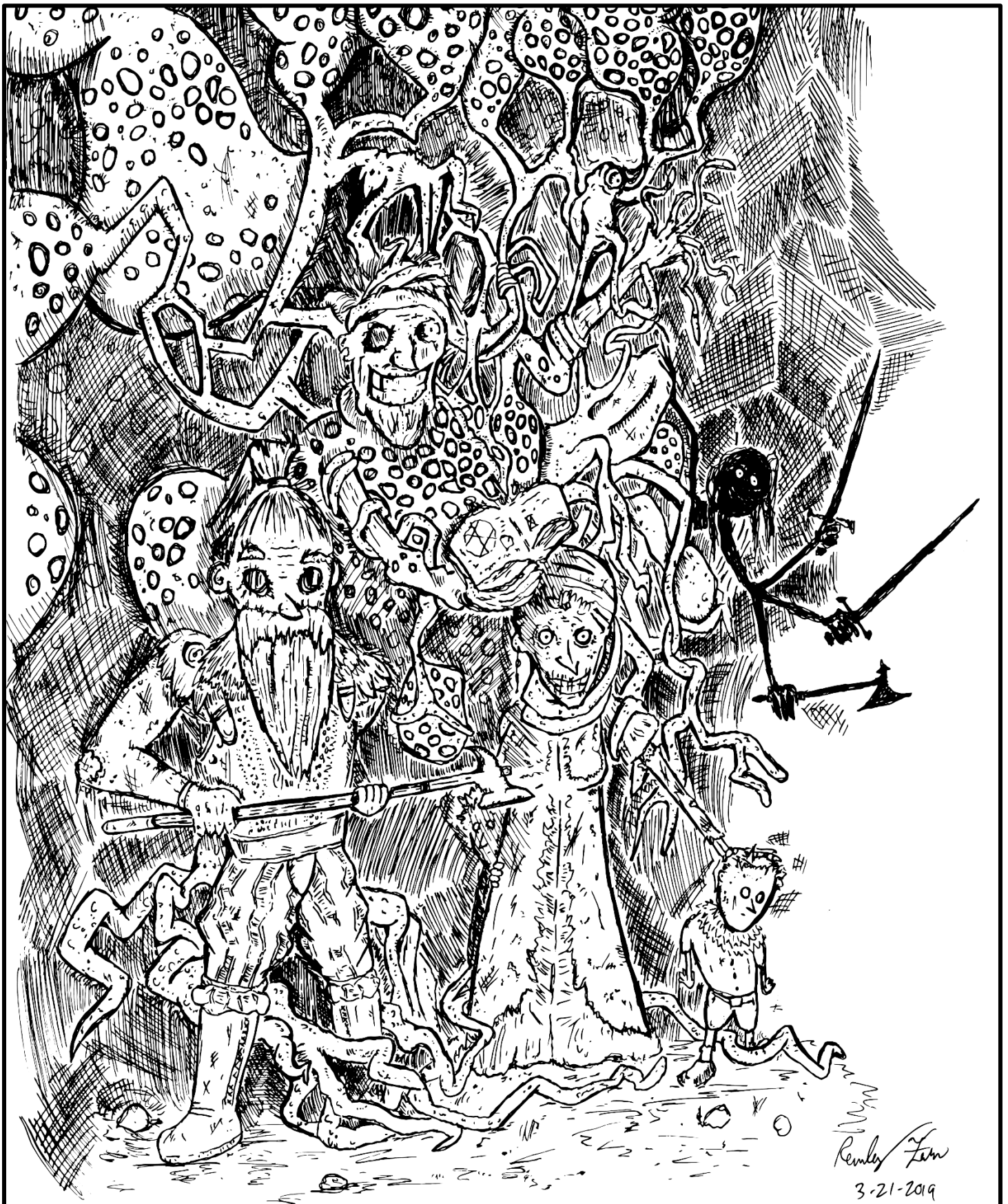
8) Vanity Tomb

Two stone sarcophagi rest in the center of the room. The door leading into this room is made of stone. Both sarcophagi are draped in a large, silky blanket. No toxic gas in either one. The sarcophagi have brass nameplates for the occupants:

- **I) Feila:** Inside is Feila’s corpse, a young skeleton clad in a wilted wedding dress and veil. She clutches a mahogany music box that opens to reveal a dancing couple (worth 50 gp). The music box plays the same music as in Catarina’s Lullaby (see storage area 19 of the Del Barco Mansion). Died of grief after her husband, Gustavo, drowned.
- **J) Gustavo:** Inside is Gustavo, who is surprisingly completely preserved and not decayed. Died of drowning. His grandmother, Gamelia (sarcophagus A), was a spellcaster who inscribed hundreds of *glyphs of warding* storing *gentle repose* spells. Anyone casting *detect magic* on the silky blanket covering his sarcophagus can see hundreds of glyphs and evidence that several of them have already been activated—when one *gentle repose* spell (has a 10 day duration) ends on Gustavo’s corpse, the next *glyph of warding* triggers and casts *gentle repose* again. Gamelia inlaid the sheet with 3,650 *glyphs of warding* (enough to last for 100 years). Based on the pattern, 83 years have passed (so about 620 glyphs remain). Gustavo is dressed in a chain shirt and holding a longsword. Feila’s **ghost** is curled up inside, embracing Gustavo’s corpse.

Feila’s Ghost

Feila’s ghost refuses to move onto the afterlife. She rests in Gustavo’s sarcophagus because she doesn’t know they’re both dead. If the PC’s convince her that both she and Gustavo are dead, she’ll pass onto the next life. Otherwise, she may use her possession ability on a female party member so she may “be more alive.”



9) Rooted Tomb

Four stone sarcophagi rest in separate alcoves. All doors connected to this room are already open. Bile tree roots jut from the ceiling and walls. The sarcophagi have brass nameplates for the occupants and have the following inside:

- **K) Guillermo:** Empty tomb. See the Guillermo and Julius sidebar.
- **L) Julius:** Empty tomb. See the Guillermo and Julius sidebar.
- **M) Catarina:** No corpse. Catarina wandered into the Del Barco Mansion through a secret passageway and is now in the Del Barco Mansion's basement storage (area 33). Died during Marco's resurrection experiment.
- **N) Rita:** No corpse. Rita is with Aguilito in area 11. Died during Marco's resurrection experiment.

10) Passage Tomb

Four stone sarcophagi rest in separate alcoves. They are all empty with no nameplates. The corpse of Penelope, a former head housemaid (see Del Barco Mansion area 37), lies in the corner. Killed by the Del Barcos.

Secret Passage. Inside one sarcophagus is a passage that leads to the Del Barco Mansion head housemaid room (area 37).

Guillermo and Julius

Guillermo and Julius usually stay with their mother, Rita, in area 11, but they may wander the catacombs and harass the PC's. They like to whisper, hide, throw water on torches, and scare intruders using their giggle ability. They won't attack unless a PC's guard is down. Use the **Del Barco Twin (appendix)** stats for each one.

11) Bile Seed Tree Tomb

This is the tomb where Aguilito Del Barco was placed, therefore the bile tree took root down here. Like the other tombs, there are four stone sarcophagi in separate alcoves, but all of them have burst open. The entire room is covered in a tangle of roots. The four sarcophagi have brass nameplates and are listed as follows:

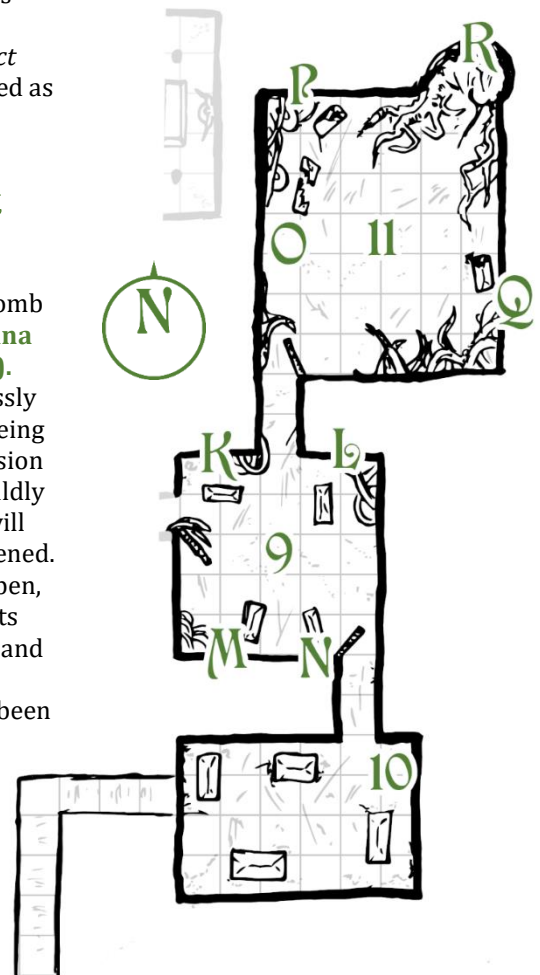
- **O) Osito:** Empty. Died during Marco's resurrection experiment.
- **P) Polina:** Empty. Died during Marco's resurrection experiment.
- **Q) Marco:** Empty. Marco is in the Chapel (area 3). Died during his own resurrection experiment.
- **R) Aguilito:** The former adventurer is now a mesh of body parts since the bile tree grew out of him. His sarcophagus is wrapped in roots, and his corpse has been absorbed into the root system. He clutches Gamelia's spellbook, the only readable pages being *giant insect* and *raise dead*, which can be used as magic scrolls.

Del Barco Triumphant

Three members of the Del Barco family are in the Bile Seed Tree Tomb (area 11): **Osito (appendix)**, **Polina (appendix)**, and **Rita (appendix)**. They have been wandering aimlessly in the catacombs for years after being resurrected by the bile tree's infusion with Gamelia's spells. They are mildly intelligent, but animalistic: they will choose self-preservation if threatened. Osito and Rita will be out in the open, but Polina is hiding under the roots (Passive Perception 15 finds her) and will attack at the end of the first combat round once initiative has been rolled.

Aguilito, the Bile Host

Though a mesh of corpse and plant, **Aguilito (appendix)** is still alive. He desires the root system of the bile seed tree to be destroyed so that he may finally die and be at peace. He will use his telepathic communication when he sees the party and ask them to end his life—which will kill the bile seed tree. His family won't let him die since they are "something different now... old souls stuck to Loviatar's true word." The bile seed tree uses Gamelia's spellbook and Aguilito's ancestral arcane affinity to cast the only remaining spells from Gamelia's spellbook: *giant insect* and *raise dead*. The *raise dead* spell seeps through the plant's roots, resurrecting the dead well-past the spell's 10-day limit. The *giant insect* spell seeps through the plant's fruit, affecting most bugs that eat it.



Concluding the Adventure

Given the sandboxy style of this module, there is no clear-cut way for the party to end their time. But here are some expected endings and the way Castillo might change based on the party's involvement. These endings are in no way the only ones—merely ideas to job your mind.

The Heroic Ending

Don Diego is dethroned, the bile seed tree is destroyed, the giant bugs are dead. Ayder's Raiders and the Masoculti are driven out, and the destitute citizens taken in by the Molino family can now flourish among their previously wrecked farms. Castillo can be rebuilt, and the PC's are local heroes for coming in and setting things right. Does the recently established governing body set aside a parcel of land and a house for the PC's as thanks? Do men and women flock to the heroes, each offering a hand in marriage? Do children mimic the heroes and dress like them? Will some retainers—young men and women who no longer have families—follow the PC's and help them on their quests?

The Desolate Ending

The war among the factions has left Castillo even more obliterated than before. Like many warzones, most of the land is uninhabitable, and several factions are left broken and scattered. Several leaders—Don Diego, Father Jubilio, Mama Molino—are dead. The Del Barco Mansion may be torched to the ground, or Watermill Island may be a bloodbath after a great invasion by the Masoculti. The villains are vanquished, but there is little remaining to pick up the pieces. Castillo may regain its former glory, but decades' worth of time is needed to repair the damage.

The Villainous Ending

The Molino Family is abolished and its allies scattered. Don Diego now owns all property within Castillo, and the giant bug menace has been squashed. Ayder's Raiders have had their fun and left Castillo, and the Del Barco Mansion now looms as a bastion of Don Diego's influence. The PC's are in great favor with this new dictator, who may give each of them a percentage cut of his yearly crop for helping him establish control. Or maybe Don Diego welcomes the PC's onto a council of board members to acquire more land. Keep in mind that Don Diego has been researching Aguilito's exploits and may have several leads on possible adventures. You may even be able to set several official published Wizards of the Coasts campaigns in front of the players and ask them to decide on which one to take on.

The Cult Ending

Loviatar reigns supreme. Everything is torched or destroyed or in shambles. Cleric PC's may choose Loviatar as a patron deity (domain of Death) and everyone chooses a nihilistic view of the world where they expect the worst and, in some cases, *ensure* the worst.

The Queen Ending

Queen 32018's brood takes over, possibly from the party's intervention by providing her with tons of stolen food and a safer hive. Queen 32018 will remember the party's graces and allow them full run of the city—she has no need for houses. Feel free to homebrew some winged ants or other different strains that Queen 32018 may breed to lend the PC's. A party whose history is tied to a sentient ant queen ally can lead to some intriguing further exploits, especially if the party has a druid.

The Del Barco Ending

Gustavo in the vanity tomb (Catacombs area 8) can be raised—*actually* raised—with a *raise dead* spell due to the decades of *gentle repose* being cast on him. If he is resurrected, he will be confused beyond belief (especially if Feila is still a ghost and still clinging to him), but the Castillo citizens will recognize him (he looks like a Del Barco and there is bound to be a portrait of him somewhere), also the party can just show people the catacombs for proof of what has happened. Don Diego will not want to give up power, but Gustavo Del Barco can help rally the people for a fight. Gustavo can also negotiate with his old family members—possibly shaking them from their mania—and create a really freaky-shit situation where Del Barco animated dead will team up with their resurrected, confused ancestor and his crazy ghost wife.

The Bug Ending

The giant bugs become too dominant—the Big Bastard may bulldoze into the Temple of Loviatar, a swarm of giant mosquitos may catch Ayder's Raiders off guard and kill them, Don Diego's deerlizards may die before he's able to rally defenses, the party's psychopathic rogue may grab 10 pieces of bile seed tree fruit and chuck them all into a swarm of centipedes because “LOL so random yeet yeet.” The time may come to abandon Castillo to the bugs, which will only give the bugs a chance to grow in number as the bile seed tree bears more fruit and the giant bugs breed more giant bugs. The PC's may return later at higher levels and reclaim Castillo after initially helping the refugees find a new place to live.

Appendix: MONSTERS

Deerlizard

Bred by mages, the deerlizard is a domestic animal meant to ferry heavy cargo around mountains, but Don Diego uses them to eat giant bugs.

Large beast, unaligned

AC 13 (natural armor)

HP 39 (4d10+12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	3 (-4)	11 (+0)	7 (-2)

Skills Perception +2, Survival +2

Senses darkvision 30 ft., passive Perception 12

Languages —

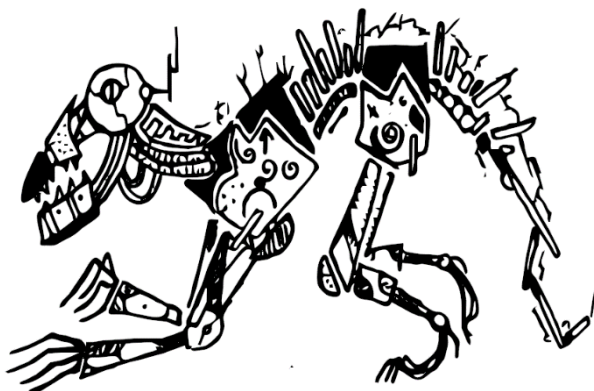
Challenge 1 (200 xp)

Keen Smell. The deerlizard has advantage on Wisdom (Perception) checks that rely on smell.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft. one target.

Hit: 10 (2d6+3) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the deerlizard can't bite another target.

Swallow. The deerlizard makes one bite attack against a medium or smaller target it is grappling. If the attack fails, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the deerlizard, and it takes 10 (3d6) acid damage at the start of each of the deerlizard's turns. The deerlizard can have only one target swallowed at a time. If the deerlizard dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.



Del Barco Family

Aguilito. Victim of the bile seed tree, Aguilito is a hodgepodge of body parts within the bile seed tree's root system. The tree manipulated Aguilito's magic intuition and absorbed the arcane connections from Gamelia's spellbook, imbibing the tree with altered forms of the *giant insect* and *raise dead* spells. Like lizardfolk shamans of the past, Aguilito now "lives on" inside his own bile seed tree, which has entwined itself in the catacombs. He wishes to be destroyed.

Catarina. Born deaf, Catarina learned to play the harp and lyre from her uncle, Marco, by feeling the vibrations in the air. At times, the Del Barco magic flowed through her, letting her change the weather according to her mood with her song. In death, she wandered into the Del Barco Mansion basement.

Del Barco Twin (Guillermo and Julian). Both of Aguilito's and Catarina's twin brothers became ill at the same time, then died at the same time. Nobody knows why—though many attribute their deaths to the Del Barco "curse." In death, the twins play together in the catacombs.

Marco. Baseborn son of Dandeno II, Marco dabbled into the mysticism of his family's past in an attempt to gain fame and glory. After the twins died and their parents sank into depression, Marco took Catarina and Aguilito under his wing. He accidentally killed everyone except Aguilito after fiddling around with beholder eyes and his great-great-aunt Halobera's brass-lensed instruments. In death, he wallows in misery before the altar of Loviatar.

Osito. Lost his parents, Gustavo and Feila, at age four. Stoic demeanor. Married Rita out of noble necessity. Lost in his own mind. Retreated further after finding out Catarina was deaf, and even further after Guillermo and Julian died. Rarely spoke. In death, he's a coldhearted killer who guards his family with ire.

Polina. Baseborn daughter of Dandeno II. Knew that the official family lineage wouldn't pass to her or her brother, Marco, since they were both bastards, so she shirked dutiful marriage and instead learned to fence. Grew unstoppable in one-on-one combat. Ended her fighting career with a disastrous exhibition gladiator match against a displacer beast that made her lose her arm. Marco tried regrowing her arm using a beholder eye, but she instead grew three arms. Stayed out of sight ever since. In death, she lurks the catacombs, attacking intruders with several weapons.

Rita. Married into the family through Osito. Fiercely defensive of her children, but grew detached after Guillermo and Julian died. In death, she helps nurture Aguilito's bile seed tree form, tending to it like a gardener.

Aguilito

Gargantuan undead, neutral

AC 15 (natural armor)

HP 72 (6d20+6)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	12 (+1)	13 (+1)	15 (+2)	17 (+3)

Saving Throws Wisdom +5

Skills Perception +5

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic, Halfling, Orc, Sahuagin, telepathy 30 ft.

Challenge ½ (100 xp)

Bile Seed. Any humanoid that eats a seed from Aguilito's fruits must succeed on a DC 15 Constitution save or else lose 1 point of Constitution each day. Casting *lesser restoration* removes the disease and restores Constitution points at a rate of 1 point per day.

Bug Growth. Any bug that eats Aguilito's fruits is affected as though *giant insect* has been cast on it, but the duration is permanent and the bug isn't controlled by Aguilito.

Dead Walker. Any dead humanoid that Aguilito touches with his roots that died within the last 50 years is resurrected in 7 days as a zombie.

Host. Aguilito only takes damage from attacks made against his humanoid remains. The tree and roots can be cut away, but they will regrow unless Aguilito's humanoid remains are destroyed.



Catarina

Medium undead, neutral

AC 12

HP 14 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Charisma +5

Skills Performance +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge ¼ (50 xp)

Deaf. Catarina has disadvantage on Wisdom (Perception) checks that rely on sound.

Spellcasting. Catarina's innate spellcasting ability is Charisma (Spell save DC 13). She can cast the following spells, requiring a lyre or harp as a spellcasting focus:

At will: *prestidigitation*

1/day: *control weather*

Slam. Melee Weapon Attack: +1 to hit, reach 5 ft. one target.

Hit: 2 (1d6-1) bludgeoning damage.

Del Barco Twin

Small undead, neutral

AC 12

HP 9 (2d6+2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	8 (-1)	11 (+0)	13 (+1)

Skills Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge ¼ (50 xp)

Giggle. Each living creature within 30 feet of a Del Barco Twin that can hear it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Del Barco Twin's giggle for 24 hours.

Slam. Melee Weapon Attack: +1 to hit, reach 5 ft. one target.

Hit: 1 (1d4-1) bludgeoning damage.



Marco

Medium undead, neutral

AC 9

HP 16 (5d8-10)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	8 (+2)	7 (-2)	17 (+3)	13 (+1)	13 (+1)

Saving Throws Intelligence +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge ¼ (50 xp)

Magic Essence. When Marco dies, he explodes in a flash of magical dust, restoring 1 spell slot to all spellcasters within 30 ft. of him.

Osito

Medium undead, neutral evil

AC 16 (breastplate)

HP 29 (4d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	9 (-1)

Saving Throws Strength +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 xp)

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft. one target.

Hit: 10 (2d6+3) bludgeoning damage.

Polina

Medium undead, neutral evil

AC 16 (chainshirt)

HP 21 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	11 (+0)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Dexterity +5, Wisdom +4

Skills Performance +3, Stealth +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elven, Halfling

Challenge 1 (200 xp)

Displacement. Polina projects a magical illusion that makes her appear to be standing near her actual location, causing attack rolls against her to have disadvantage. If she is hit by an attack, this trait is disrupted until the end of her next turn. This trait is also disrupted while Polina is incapacitated or has a speed of 0.

Multiattack. Polina makes three attacks: two with her rapiers, one with her battleaxe.

Battleaxe. *Melee Weapon Attack:* +2 to hit, reach 5 ft. one target. *Hit:* 4 (1d8) slashing damage.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft. one target. *Hit:* 7 (1d8+3) piercing damage.

Rita

Medium undead, neutral

AC 11

HP 17 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	13 (+1)	12 (+1)	14 (+2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Halfling

Challenge 1/8 (25 xp)

Slam. *Melee Weapon Attack:* +0 to hit, reach 5 ft. one target.

Hit: 2 (1d4) bludgeoning damage.

Giant Ant

Hardy workers, a giant ant is a formidable foe in great numbers, but even more terrifying when its nearby queen is directing its orders. Communicates through smell.

Small beast, unaligned

AC 13 (natural armor)

HP 16 (3d6+3)

Speed 30 ft., climb 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	1 (-5)	7 (-2)	9 (-1)

Skills Perception +0, Survival +0

Senses darkvision 60 ft., passive Perception 10

Languages Ant Scent

Challenge ½ (100 xp)

Keen Smell. The giant ant has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The giant ant has advantage on an attack roll against a creature if at least one of the giant ant's allies is within 5 feet of the creature and the ally isn't incapacitated.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 5 (1d4+2) slashing damage and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the giant ant can't bite another target.

Queen 32018

Having eaten a piece of the bile seed tree's fruit, this ant queen has grown to massive sizes. Controls swaths of underling ants through her pheromones. Prefers to fight from a hidden location while her ant armies attack under her direction. Can fly during an emergency, but only at times where escape is the only option.

Large beast, unaligned

AC 15 (natural armor)

HP 90 (7d10+14)

Speed 10 ft., climb 10 ft., fly 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	3 (-4)	15 (+2)	13 (+1)

Skills Perception +5, Persuasion +4, Survival +5

Senses darkvision 60 ft., passive Perception 10

Languages Ant Scent

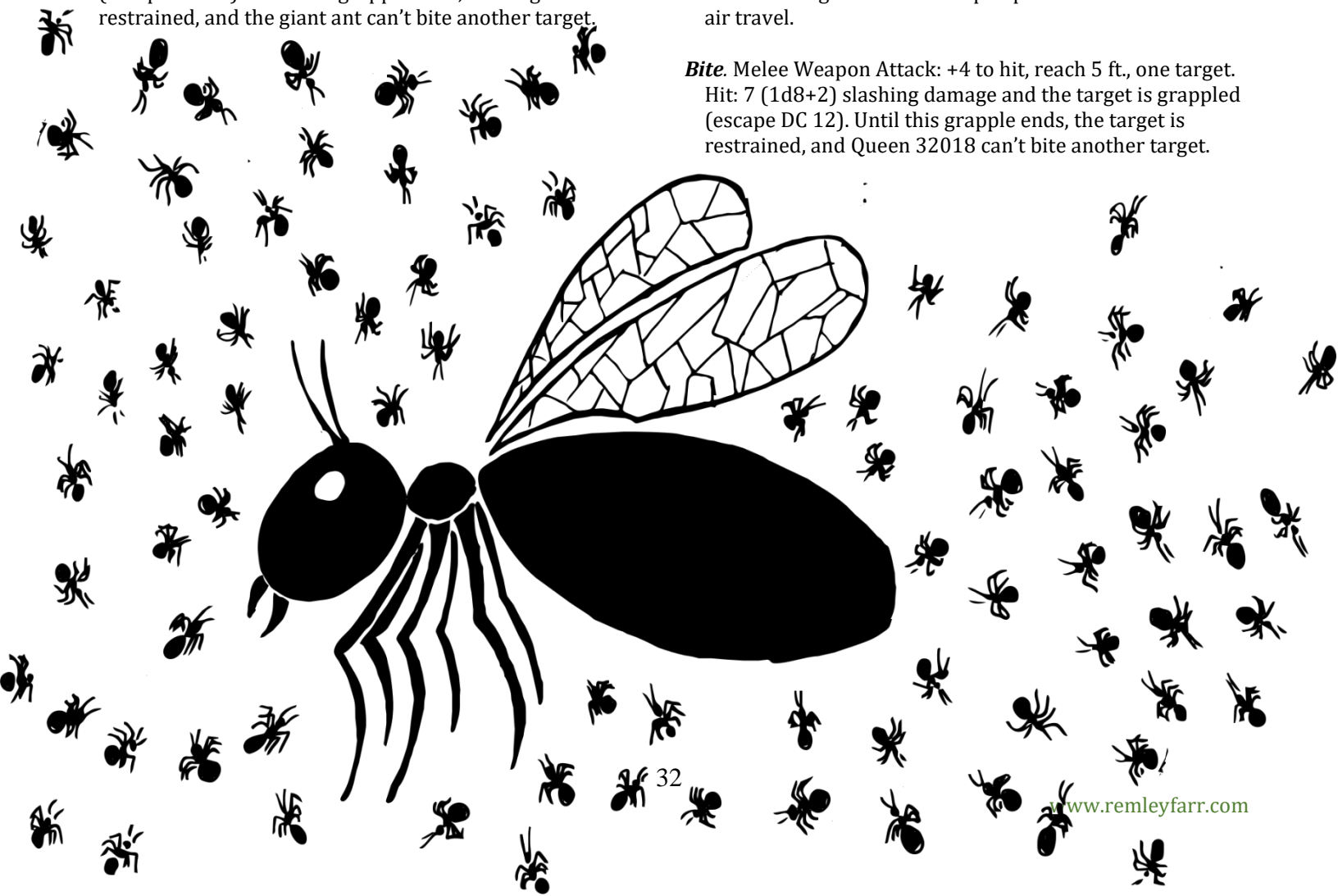
Challenge 1 (200 xp)

Pack Tactics. Queen 32018 has advantage on an attack roll against a creature if at least one of her allies is within 5 feet of the creature and the ally isn't incapacitated.

Pheromones. Can communicate telepathically among any other creatures with the Ant Scent language within 120 ft. of her as long as there is an open path that wouldn't block air travel.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 7 (1d8+2) slashing damage and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and Queen 32018 can't bite another target.



Oag Roa

A sin against nature and the Feywild itself, Oag Roa haunts groves blessed by Ayder's Raiders. A mass of faerie energy and demon influence, Oag Roa looks like a beautiful elven maiden on the outside, but it can reshape into a demonic bear-beast or a cloud of flower petals. Those who encounter Oag Roa usually come face-to-face with their darkest, most hedonistic desires as Oag Roa loves to trick people into humoring their sadism.

Large fey, chaotic evil

AC 15 (natural armor)

HP 90 (6d10+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	16 (+2)	13 (+1)	17 (+3)	16 (+3)

Saving Throws Strength +4, Wisdom +7, Charisma +7

Skills Deception +7, Persuasion +7, Survival +7

Senses darkvision 120 ft., passive Perception 13

Languages Elven, Sylvan

Challenge 3 (700 xp)

Blessed Loam. Oag Roa instantly reverts to the form of a Tiny plant seed if not within 30 ft. of a plant blessed for its occupancy. Blessing a 40 ft.-by-40 ft. area of plants can be done by burying a seed of any kind with one drop of humanoid blood and a bone fragment from any beast. The 40 ft.-by-40 ft. area becomes blessed within 24 hours and stays blessed until Oag Roa has been away from it for 7 days.

Keen Hearing and Smell. Oag Roa has advantage on all Wisdom (Perception) checks that rely on hearing or smell.

Secede to Seed. When Oag Roa drops to 0 hit points, it transforms into a Tiny plant seed (as in the shapechanger trait) instead of falling unconscious. When it has 0 hit points in its seed form, it must be buried in a blessed loam within 2 hours or be destroyed. Once in a blessed loam, it reverts to its Medium elf woman form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in a blessed loam with 0 hit points, it regains 1 hit point.

Shapechanger. If Oag Roa is in a blessed grove, it can use its action to polymorph into a Large bear, Medium elf woman, cloud of flower petals, or Tiny plant seed.

While in its cloud of flower petals form, Oag Roa can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 30 ft., can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the cloud of flower petals can do so without squeezing, and it can't pass through water. It is vulnerable to fire and poison damage while in this form. While in its plant seed form, it has 10 hit points, an AC of 10, vulnerability to fire damage, and incapacitated.

Multiattack (Bear Form Only). Oag Roa makes two attacks: one with its bite and one with its claws.

Unarmed Strike (Elf Woman Form Only): +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+1) bludgeoning damage. Instead of dealing damage, Oag Roa can grapple the target (Escape DC 15).

Bite (Bear Form Only): +4 to hit, reach 5 ft., one target. Hit: 5 (1d8+1) piercing damage.

Claws (Bear Form Only): +4 to hit, reach 5 ft., one target. Hit: 10 (2d6+1) slashing damage.

Spellburst (Elf Woman Form Only): Oag Roa ignites unused spell slots within a creature grappled by it or a willing creature. The target must make a DC 16 Wisdom saving throw against the magic, or else lose all spell slots and suffer 5 (1d8) force damage for each spell slot lost. Oag Roa regains 10 hit points per spell slot lost this way.



I Need a Don Diego Servant

1	Wesley	Young male halfling. Tidy, unobtrusive, mute. Has beautiful handwriting and an affinity for singers.
2	Alora	Middle female human. Observant, vain, paranoid. Believes everyone is out to get her. Gossips frequently.
3	Hildo	Middle male halfling. Clumsy, foul-mouthed, dirty. Reprimanded constantly for bad hygiene.
4	Estella	Old female human. Sly, witty, crude. "Tells it like it is." Knows every townsfolk's family history.
5	Tristano	Middle male human. Boring, monotonous, sleepy. His personality would rival a tranquilized orange.
6	Veronique	Young female halfling. Hyper, chatty, workaholic. Youngest of thirteen and always wants attention.
7	Reynald	Old male half-orc. Tedious, particular, mumblor. Quick to reprimand coworkers for their shortcomings.
8	Sirqa	Middle female human. Conniving, pretty, inciteful. A masoculti member in disguise. Covers her scars.
9	Beraino	Young male elf. Submissive, alert, short. Hates conflict. Uses <i>prestidigitation</i> to get chores done.
10	Sistera	Young female halfling. Spry, chipper, bubbly. "I can keep it all clean oh yes-sir-ree you-betcha I can!"
11	Joepau	Old male human. Inquisitive, alert, dutiful. Former military man. Respects military rank. A scout .
12	Pollita	Middle female human. Motherly, astute, inventive. Can cover three other shifts at the same time.
13	DeGonzo	Young male human. Lazy, flirty, pampered. Always asks pretty women for help. Ignores others.
14	Ernestina	Old female halfling. Sleepy, honest, aloof. Assumes the best in everyone. Almost always found asleep.
15	Prudence	Young male dwarf. Hardy, bright, neat. Charismatic attitude. Eager to please. A+ would recommend!
16	Hildy	Young female human. Lonely, clingy, hopeless. Orphaned and desperately in need of a parental figure.
17	Patoblanco	Middle male halfling. Somber, isolated, stoic. Accepts that he will be nothing more than a servant.
18	Reina	Old female halfling. Stern, loud, bossy. Uses physical force to assert control over other staff.
19	Winky	Young male halfling. Fat, cowardly, dimwitted. Talks like he's going through puberty. Hyperventilates.
20	Tipi	Young female pixie . Curious, scheming, observant. Pretends to like Don Diego but desires his downfall.

I Need a Don Diego Brute

1	Bluto	Middle male human. Keen, studious, addicted. Keeps a notepad of all his gambling debts and payments.
2	Vanya	Middle female human. Drunk, invasive, stout. Hits on everyone, but she prefers elf men the most.
3	Rausto	Young male human. Aggressive, foul, tall. Orphan taking his rage out on anyone who crosses him.
4	Lola	Young female human. Strong, resourceful, mannered. Trained soldier loyal to combat code of ethics.
5	Windlace*	Middle male elf. Spiteful, scarred, vile. Quick to draw weapons. No sense of chivalry. Attacks from behind.
6	Jeela	Middle female human. Analytic, dour, clean. Spends an hour each day cleaning weapons. Hates dirt.
7	Lagardito	Young male human. Cryptic, skulking, short. Whispers everything. Creeps everyone out with his big eyes.
8	Chavrin*	Young female elf. Fearless, manic, lanky. Has tanned human faces for her weapon hilts. Babbles a lot.
9	Gruff	Middle male human. Rotund, boisterous, dumb. Usually eating or sleeping, sometimes both at once.
10	Rivira	Young female human. Dexterous, athletic, petite. Wants to fight the biggest foe. Uses caltrops.
11	Ol' Smoke*	Old male elf. Smelly, cranky, cunning. Distracts enemies in a fog of cigar smoke (casts <i>obscuring mist</i>).
12	Ungara	Middle female human. Rough, foolish, vagrant. Zero class. Always finds a way to screw up a job.
13	Seppo	Middle male kenku . Garish, clean, obtrusive. Uses mimicry to start drama and sow discord among peers.
14	Gelindira*	Middle female elf. Silent, hateful, precise. Missing jaw. Wears a veil. +5 bonus to ranged attack rolls.
15	Dondo	Young male halfling. Devilish, charming, deceptive. Uses others. Feigns ignorance to escape busywork.
16	Liliyura	Middle female human. Agile, fierce, regal. From a rich family. Never backs down from a challenge.
17	Cinduvo	Middle male human. Sorrowful, moody, tired. Hates what Castillo has become. Can't adjust to his life.
18	Revara	Young female human. Imposing, rude, unkempt. Always seeing just how far she can bend the rules.
19	Shaivo	Middle male human. Thieving, greedy, paranoid. Pickpockets others. Can fence stolen goods.
20	Efraline*	Young female elf. Snarky, manipulative, pretty. Convinces others to do her dirty work for her.

*also member of Rayder's Raiders

I Need a Random Castillo Civilian

D20	I once was a...	But now I'm a...	And I want...
1	Farmer	Farmer	... to see my family again, but they are buried—or worse, if the bugs can dig.
2	Farmer	Farmer	... to burn those that wrong me, but I must keep my temper in check.
3	Farmer	Farmer	... to get out of here and start a new life, even if it means leaving my loved ones.
4	Farmer	Militia	... to smoke the tobacco we used to grow, not this hogwash cheap garbage.
5	Farmer	Militia	... Loviatar's nightly whispers to stop—but Father Jubilio—his call is so strong!
6	Baker	Militia	... my children to be taken away from here. Then I will never fear my own death.
7	Beekeeper	Militia	... to visit Old Man Kurk and hear more war stories, but he's so dangerous now.
8	Tanner	Militia	... some fruit from that tree near the Del Barco catacombs. It looks so yummy!
9	Tailor	Servant	... another party at the Del Barco Estate. They were so fun!
10	Innkeeper	Servant	... to visit my spouse's grave and leave one more flower, but it's too dangerous.
11	Blacksmith	Servant	... my son/daughter to find a husband/wife to get them out of here... like you!
12	Militia	Hunter	... that giant ant queen dead! I've seen those ants tear people apart!
13	Jeweler	Hunter	... books and tales that can take me away from this place.
14	Silversmith	Hunter	... Verdita Molino rescued! She's way too delicate for that Don Diego bastard.
15	Politician	Hunter	... a husband/wife. We need children to replace all those who have been killed.
16	Farrier	Builder	... to speak with a cleric of (PC cleric's deity). I feel so abandoned right now.
17	Lumberjack	Builder	... music, cheer, a feast—a distraction from this wretched gloom.
18	Glassblower	Builder	... to hear about you. I'm surrounded by the same people every day.
19	Servant	Clergy	... some help with today's work, if you don't mind.
20	Builder	Leader	... to kill as many bugs as I can—I'm through living under their domain.

I Need a Secret about the Del Barco Family

1	"I hear that ol' Gamelia Del Barco was a witch! Powerful, too! That's how they got money for that estate..."
2	"Aguilito was a real gem, but that uncle of his... Marco? Strange one. Got the whole family killed!"
3	"That family prayed to Chauntea in the open, but there's a darkness about them. A darkness I don't trust..."
4	"Giant bugs start showing up only a few years after Aguilito dies? It's connected, I say! Connected!"
5	"Never saw nobody beat Polina in a sword fight. Beat the king's best knight! Couldn't beat that displacer beast though."
6	"How can someone who can't hear play the harp so good? I suppose Catarina felt the vibrations from the strings..."
7	"Old Gamelia's bloodline is cursed. That's why so many Del Barco children died. That's why they're all dead now."
8	"Heard from my gran that Dandeno II hooked up with lots of servant girls. Used a secret passage to hide, too."
9	"Gamelia favored her grandson Gustavo above all. Heard she blessed him, and the gods did <i>not</i> approve one bit!"
10	"Osito was a quiet one, what with never knowing his parents and being raised by his cousins, Marco and Polina."
11	"Rita knew the family she married into was cursed. That's why she daunted on those kids so much."
12	"Old Marco? Creepy man, I say. I hear his great-grandmother, Gamelia, wasn't much different."
13	"After the twins died, Osito and Rita grew distant. Might be why Aguilito and Catarina studied with Marco?"
14	"I saw it once! Little Catarina playing harp on the estate deck—then the skies darkened. She conjured it, I say!"
15	"Osito may have carried the family line, but Marco and Polina—his first cousins... they were real characters, eh?"
16	"Had lots of weird gadgets, those Del Barcos. That spinster one, Haldobera, built a gigantic spyglass once."
17	"The Del Barco family tree always found it hard to take root. Hell, they got a big enough tree at their graves now, eh?"
18	"Heard it from one of Don Diego's men that the Del Barcos had a whole house full of weird treasures."
19	"I think Aguilito's family dying was the best thing to happen to him. Old Man Kurk was a <i>much</i> better father figure!"
20	"They were a good family, but bad luck followed them. They knew it too. They accepted it."

I Need to Shake Things Up

Want to drastically change how things are going? Roll on the chart below and see how crazy events will go!

1	Marco Del Barco's reanimated corpse conjures deep magic, causing his face to appear on the moon at night. Castillo natives see it as a terrible omen of death since the elders know Marco's magic killed several Del Barco family members.
2	Old Man Kurk suffers a stroke that leaves half of his body paralyzed. Li'l Assripper leaves to find help. She eventually finds the party. Only a deacon at the desecrated Temple to Chauntea has a potion to cure him.
3	Verdita Molino tries to kill Don Diego, but his guards subdue her and throw her in the dungeon (Del Barco Mansion, area 32, page 32). Maybe she gets to know Catarina and learns some Del Barco secrets?
4	Don Diego's deer lizards die, so the Del Barco estate must concentrate all of its able-bodied militia to defend the estate from giant bugs that now regularly attack Castillo proper.
5	One of Father Jubilio's cultists steals Murcielago's stake (Del Barco Mansion, area 17, page 18) and has plunged it into a willing male virgin back at the temple. Murcielago will revive in 1d6+1 days.
6	Rayder's Raiders have captured Vestaryx and plan on feeding his magic to Oag Roa. If they do, Vestaryx will die and Oag Roa will gain all of the faerie dragon's innate spellcasting abilities.
7	A swarm of giant ants from Hive #32018 has dug a tunnel under the Molino barn, stealing all the food in 1d4+2 hours and taking it back to the silo. Watermill Island will starve during the winter if too much food is stolen.
8	One of Don Diego's guards/servants steals 10d6 x 10 gp worth of goods and meets the PC's while fleeing. The defecting agent knows that Catarina is reanimated, "and possibly the whole Del Barco family is walking again, too!"
9	1d4 scorplings (giant centipedes) attack, indicating that The Big Bastard isn't the only giant scorpion and that it has a mate. If they aren't killed, giant scorpions may soon dominate all of Castillo.
10	An NPC somehow obtained bile tree fruit and ate half of it. People notice the symptoms are "similar to what killed Aguilito" and keep the fruit and afflicted NPC contained for study.
11	Don Diego activates the brass telescope and fires an amplified enervation ray across Castillo, striking everyone at Watermill Island. All characters there must make a save against a beholder's enervation ray attack.
12	Chapiro genetically modifies a piece of fruit from the bile tree so that it makes Bucketmouth grow. The toter-toad goes rogue and terrorizes Castillo, eating people and bugs indiscriminately. Use the tarrasque stats! After a day or so of eating and causing everyone to panic, Bucketmouth goes off elsewhere, and Chapiro has a lot of explaining to do.
13	A team of Rayder's Raiders returns after a month-long trek to kill a beholder and bring back 1d10 of its eyes for Don Diego, who plans to experiment with them and the brass telescope.
14	Blood rains from the sky as Loviatar's devotion strengthens, and she blesses her followers by sending Gamakuras, a bearded devil , to help them in their raids. The PC's see him ascend from the bloody clouds and land near the temple.
15	The queen of Hive# 32018 bursts from the ground near the PC's. She is bloody from a fight with Rayder's Raiders that left her incapacitated and will die within 1d4 hours if hit points are not restored.
16	The nearest duke sends aid in the form of Lady Danophtry, a knight leading 20 armed guards on riding horses , to assist the Lord of Castillo (Don Diego) against the giant bug menace.
17	Chauntea sends a celestial giant elk to Castillo that begins to preach her word. The giant insects will not attack it. The Masoculti will do everything in their power to kill it.
18	Catarina escapes Don Diego's clutches with her lyre and flees to a random location in Castillo. She begins casting <i>control weather</i> , bringing down a storm/blizzard/drought, etc. The weather will stay this way until she is found.
19	Rayder's Raiders betray Don Diego and try to take over his estate. They plan on blessing the bile tree so that Oag Roa may inhabit it. If Oag Roa does, then the bile tree animates as a massive, evil treant .
20	Mama Molino has acquired the beholder's disintegration ray eyeball. She knows that Don Diego has a machine that can use the eye to obliterate a massive area. Stealing the machine disintegrating an enemy encampment is her goal.

Chapiro Needs “Something, Anything, But *This Thing In Particular!*”

Chapiro is a bat-brained wizard who always needs something done for him. He never knows what he'll reward the party with until the quest is completed. When he needs something, roll 1d12 on the table below. When the party completes one of these quests, roll on the Chapiro's Rewards table. Chapiro may give the PC's a new quest afterwards (page 38)

1	“Ruined! Dash it all! You get the mixture just right, but then the color changes and everything goes to high hell. Faerie dragons, can't stand 'em! And I used my last feather sample. Say, I know a faerie dragon lives around this area—get me a fresh-plucked faerie dragon feather!” <i>[See Vestaryx at Watermill Island, page 8.]</i>
2	“Where is it? WHERE IS IT!? Oh squash my butternuts I must have lost it! You, adventure folk, nothing helps my poor Bucketmouth sleep better at night than hearing poetry written in the guttural orcish language, and I've lost my orc poetry book. Surely there's a library around here that hasn't been looted?” <i>[See Drums of Kurk'kakutt, in the Del Barco Mansion library (Area 28, page 27), or a PC who speaks the orc language can start writing a book.]</i>
3	“No questions. No concerns. No funny business. I just need eyes. Lots of eyes. Maybe 20 is a good number. Or one big eye. Okay?” <i>[The party can make Wisdom (Medicine or Survival) checks on dead bodies to scoop their eyes out. Arachnid bugs give eight eyes. The dead beholder in the Del Barco Mansion trophy room (area 17, page 18) has a central eye that counts as “one big eye.”]</i>
4	“I haven't summoned—er... I mean— <i>spoken</i> to my infernal pen pal, Temraxi, in a few years, but it's impossible to summon—um, wait—have him <i>visit</i> me without two shoes that came from the feet of a pair of twins. Left from one twin. Right from the other. He likes to wear them on his hooves... feet...” <i>[Possible twins are Aldo and Tara Molino on Watermill Island (page 8) or Guillermo and Julius Del Barco's corpses in the Catacombs (page 27).]</i>
5	“Necrosis... such a neat thing to watch! I need to witness a fresh wound from a venomous attack so that I can take a flesh sample. No dead flesh. It must be alive!” <i>[The Big Bastard, Ojocha, and the snakes in Li'l Assripper's Traps can deliver a venomous bite. Hopefully your PC's can survive—or at least find a living creature to take the hit instead.]</i>
6	“Great big mounted heads, like hunters have... that's what my brother back home could use to spruce up his dorm! You seen any giant mounted heads lying around on somebody's walls? I need one.” <i>[The displacer beast head, the beholder head, or any mounted heads in the Ayder's Raiders Camp will work.]</i>
7	“I wish dead bodies didn't rot so quickly. Not that I keep dead bodies anywhere. Not that I use the dead bodies that I don't keep for research. Not that the research that I don't conduct on the bodies that I don't use is illegal in 14 districts. So... any of you got a way to keep dead bodies fresh?” <i>[There is a wand of greater repose in Deacon Mona's house in Ash Hill and the sheet with glyphs of warding of greater repose in the vanity tomb of the Catacombs. PC's who have greater repose in their spellbooks may also let Chapiro copy the spell.]</i>
8	“The power of love is... real, believe it or not. I need to witness a wedding—and bring this fancy device of undisclosed magical properties for also undisclosed reasons. No worries—nobody will explode. I just need to be at the wedding. With this device... but I won't bring a gift.” <i>[Mama Molino is promising her children's hands in marriage, also Verdita Molino is willing to marry Don Diego to keep her ruse up.]</i>
9	“Find a ghost and hold this mirror up to it, then bring the mirror back to me. This place looks like it has a few ghosts.” When the party holds the mirror up to a ghost, the ghost's image will stay in the mirror—a copy of its consciousness. The copy can talk and react as though it were the real ghost. <i>[Ash Hill has Desmond and Carrot, and the Catacombs has Feila in the vanity tomb (area 8).]</i>
10	“Nails... barbed wire... these are the bones of the Masoculti, as I've seen. It makes sense if you think about it... actually, don't think about it. But I do need 10 feet of barbed wire that has been used to hang people and 10 nails that were also used to hang people.” <i>[There are several elements of torture like this at the Desecrated Temple of Loviatar, or the players can find some barbed wire and nails elsewhere and go full murderhobo on an NPC.]</i>

Chapiro's Rewards

Chapiro stores a lot of weird shit inside his toter-toad, Bucketmouth. Roll twice on the Weird Shit table and once on the Even Weirder Shit table every time the party completes one of Chapiro's quests. Rewards on the Weirder Shit table can only be claimed once (reroll as needed).

Weird Shit

Roll 2d6

11	Lizardfolk chief's spear.
12	Steam mephit in a jar.
13	Waterskin full of red dragon blood.
14	A letter from a PC's friend.
15	Magic dye that can turn anything red. 1 use.
16	An entire piano.
21	Swarm of wasps in a wicker basket.
22	The beard of a dwarf noble.
23	1-foot cube of petrified blood.
24	Somebody's expensive pants.
25	Sack of ice that won't melt until placed in liquid.
26	Acorn that, when thrown, explodes with a flash.
31	Cucumber that induces vomiting when eaten.
32	Cucumber that induces vomiting when burned.
33	Cucumber that induces vomiting when inserted.
34	A giant's saucer-sized copper piece (worth 1gp)
35	A sofa, a chair, and a footstool.
36	Fishing net made from spider web.
41	A wanted poster for a random NPC. 200 gp reward.
42	Bottle of invisible ink and a book of invisible pages.
43	A silk shift from one of Lolth's handmaidens.
44	Seven cats .
45	Lost child commoner from Watermill Island.
46	Map of a PC's hometown.
51	Pair of sandals with 3-foot tall soles.
52	10-foot pole that can be rolled into a coil.
53	Ancient green dragon's tooth.
54	Flask of cologne labeled "Eau de Humanity."
55	Pig with a 1 st place blue ribbon award.
56	Full set of polyhedral dice.
61	Dead mindflayer larva in formaldehyde jar.
62	2 <i>potions of healing</i> .
63	Yeti skin rug.
64	Textbook of planar knowledge.
65	Pair of castanets made from gnome jawbones.
66	Candy that transforms into a dagger when chewed.

Even Weirder Shit

Roll 1d10

1	A bag of rust monster dust that, when a handful is thrown, treats a 5-ft.-square as though every piece of metal in it was affected by a rust monster's rust metal ability. Has enough dust for 10 handfuls.
2	The nose horn from an adult blue dragon that, if revealed during a thunderstorm, will attract every bolt of lightning to it. Standing near it during a storm is not recommended.
3	A baby toter-toad that will become a full-grown toter-toad (giant toad) in a year. Right now it is the size of a bullfrog.
4	A blank journal that, when opened and placed in front of a sleeping person, reveals in detail the dreams that person is having.
5	A severed ogre hand that, when attached to someone who is missing a hand, fuses into the stump and becomes a functional hand. Gives the imprinted person an unarmed attack that deals 1d4 bludgeoning damage.
6	A necklace containing the soul of Fevalli, the jewelfrafter who made the necklace. When worn, the wearer gains a +4 bonus on any skill checks involving crafted jewelry.
7	A pair of silver coins. When either is flipped, it will twirl in the air a number of times equal to how many miles away it is from the other and always land on heads. If they are less than a mile away from each other, they will flip like regular coins.
8	A senile, old, drug-addict goblin witch mage named Cracksquatch. She will follow the party around as an ally, but will die of old age after she casts her first non-cantrip spell.
9	Two quippers in two jars. If someone speaks into one of the bowls, the quipper in the other bowl will repeat the spoken words.
10	A magical, wooden eyeball that, whenever pressed against someone's forehead, fuses into the forehead permanently and becomes a third eye that never blinks.

HANDOUT 1

Catarina's Lullaby

Marco Del Barco

$\text{♩} = 80$ $\text{♩} = 120$

p *cresc.* *mf* *cresc.* *mf*

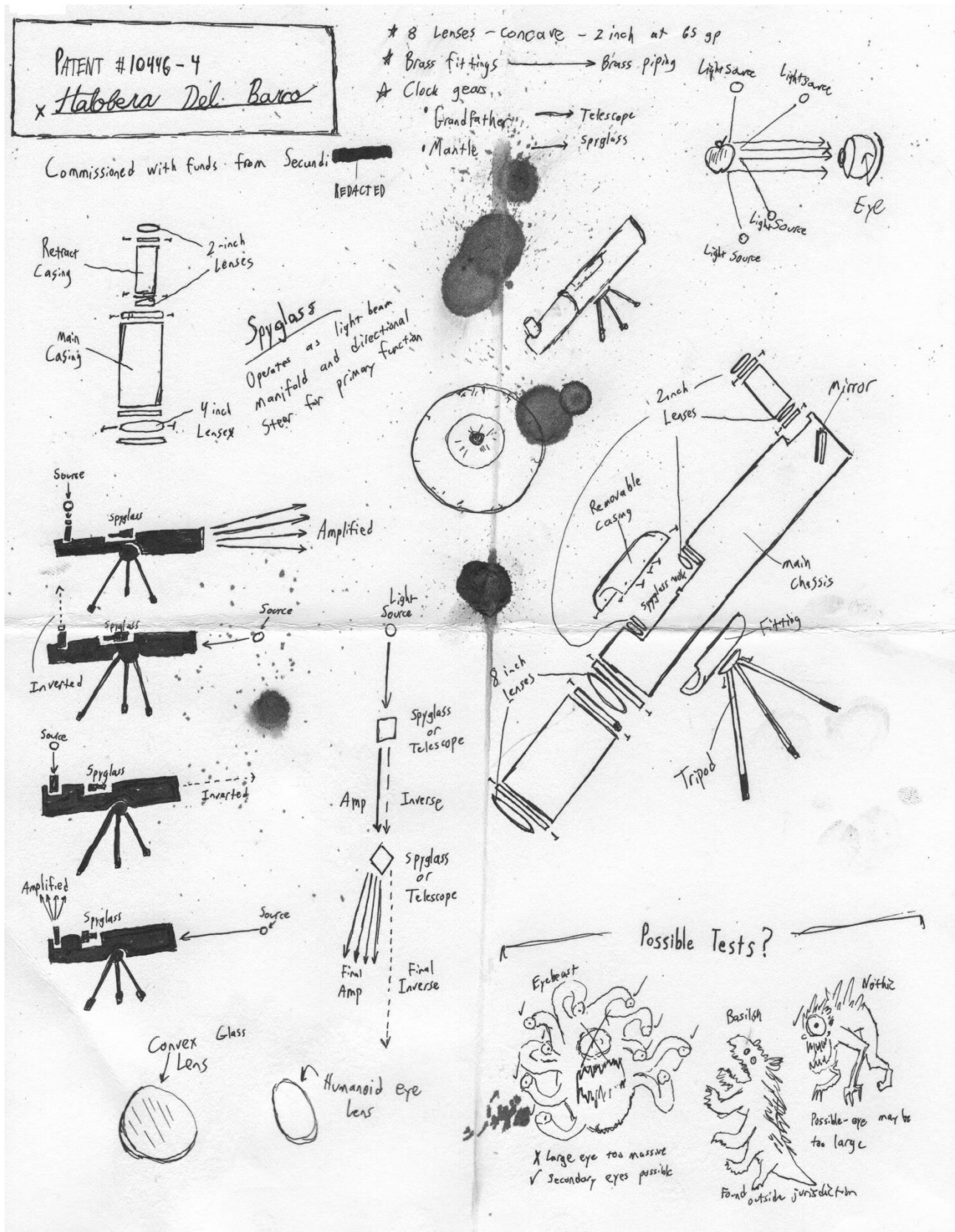
8

12 *dim.* *dim.*

17 $\text{♩} = 80$ *p* *p*

20 *dim. ...* *pp* *pp*

HANDOUT 2



HANDOUT 3

Del Barco Family Tree

