

OTHEREON

5E CAMPAIGN SETTING

THE NOWHERE SPECIAL



BEING THE FIRST BOOK OF SIDE QUESTS
& HEROICS IN THE DUCHY OF SILKMIRE
FOR 4-5 CHARACTERS OF 1ST-2ND LEVEL

GEEK
TRASH



THE NOWHERE SPECIAL

N01 - THE NOWHERE SPECIAL

SIX SIDE QUESTS AND ADVENTURES IN AND AROUND

THE TOWN OF NOWHERE

FOR 4-5 1ST-3RD LEVEL CHARACTERS

FROM GEEK TRASH & GEEK FIGHT CLUB

INCLUDES:

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TEN NEW MONSTERS

ONE SHINY NEW MAGIC ITEM



GTON1002

THE NOWHERE SPECIAL 01

Looking for side quests to keep your low level characters busy? Need to boost their experience a little before the next big thing?

Deep in the Anthorian Borderlands, in the abandoned Duchy of Silkmire, the town of Nowhere is one of the few places where folk can usually take a moment and breathe without worrying about the strange and dangerous. Or so you thought.

It's a good thing you're prepared for anything, because anything can happen.

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Cartography: Maps designed by Armand Charpentier using Inkarnate.com & Dungeonographer

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BEFORE YOU BEGIN:

IDLE HEROES...

These side quests take place in the area around the town of Nowhere. This deep in the borderlands, there's always something strange, wicked or inconvenient going on. What's an idle hero to do?

WHAT'S INCLUDED?

There are six side quests, designed for 4-5 characters at levels 1-2. The first three contain enough XP together to bring a party of 5 from 1st to 2nd level, while the last three contains enough XP to bring the party from 2nd to 3rd level. There is no connecting thread between them, though they may have connections to future adventures and modules. They can be played in any order, individually, or lumped together. If you want to use them for other character levels, or for different sized parties, consider adjusting the numbers of the creatures to meet the challenge your players represent.

WHO'S IT FOR?

This collection of the Nowhere Special is designed to be small XP boosting side quests. If your players have completed N1 - Lair of the Lightsbane and didn't quite make level 2, this can take them there. If you plan on going ahead to N2 - The Lost Temple, it may be a good idea to have them reach 3rd level, and this can take them there as well.

If you want to use the town of Nowhere in your adventures, you can find a map of the town and it's notable people and places in the adventure module N1-The Lair of the Lightsbane, which is available as "Pay What You Want" on DriveThruRPG.com.

READ AHEAD!

As with any prepared adventure, it's a pretty good idea to read the whole thing from beginning to end before attempting to run it. Also be sure to

familiarize yourself with the creatures that the characters will be facing. Many of the side quests in the Nowhere Special contain new or modified creatures. Get to know them before introducing them to your players!

If you need to make some notes, make them. It helps. Even the most experienced of DM's sometimes forget things when they're running a game! More importantly, feel free to change what you want to suit your own style of play, players and campaign.

READING THE ADVENTURE

Regular text in the adventure appears without borders and backgrounds. This may contain information that will be revealed as it occurs. Included may be descriptions of encounters, areas, creatures, or treasure found.

Boxed text is meant to be read aloud to the players. It's immediate information describing what they are seeing or hearing.

It's mainly added for flavor, or to help you describe the scene or reveal information. You don't have to read it verbatim. You can paraphrase or change it how you like.

OGL: SIDEBAR TEXT THAT APPEARS AS A SCRAP OF PAPER AS IT APPEARS HERE, CONTAINS INFORMATION THAT CAN BE FOUND IN THE CORE RULEBOOKS, BASIC RULES AND THE SYSTEM REFERENCE DOCUMENT, WHICH CAN BE OBTAINED AT DND.WIZARDS.COM. IT IS USED FOR STAT BLOCK LOCATIONS, MAGIC ITEM DESCRIPTIONS AND THE LIKE.

THE OGL IS INCLUDED AT THE END OF THIS DOCUMENT. REFERENCES AND PAGE NUMBERS MAY BE MADE TO THE PLAYER'S HANDBOOK (PH), DUNGEON MASTER'S GUIDE (DMG) OR MONSTER MANUAL (MM). THESE BOOKS ARE AVAILABLE AT BOOKSTORES, GAME STORES, OR ONLINE. ALL REFERENCES MADE IN THIS ADVENTURE ARE THOSE THAT CAN ONLY BE FOUND IN THE SRD OR DM'S GUILD MATERIAL.

DM: This sidebar is outlined with a rough drawn outline as it appears here, and is meant for the Dungeon Master alone. It is information that the player's are not privy to, or may need to figure out on their own. It may offer you suggestions of encounter changes.

There may be information in the sidebar that may be shared with the players if they take certain actions. For instance, if they are going to Intimidate a prisoner for information, the information that might be revealed will be in a sidebar. You shouldn't suggest that they intimidate the prisoner. Let them figure that out on their own. Unless they're really new and helpless, then maybe you can hint at it.

Sometimes the sidebar text will have a large bold title. It may say Roleplay, Tactics, or Alert! These are designed to be suggestions for the DM. If you're new to running games, or think that the suggestions are helpful, feel free to use them. But of course, feel equally free to do your own thing.

core rulebooks, or in the official SRD released by Wizards of the Coast.

DMsGuild.com and DrivethruRPG.com both contains more creatures, races, classes, and much more official and unofficial Dungeons and Dragons material.

Geek Trash can be found at geektrash.com.

Armand Charpentier can be found on twitter @dharmabob.

MAPS

Maps are included for use in describing encounter areas or using miniatures. The maps included in the actual pages of this module include grids to help the DM map out the encounter. Maps with and without grids are included in the NS01-Maps folder available for download with this adventure. The gridless maps can be imported into apps such as Roll20.net, and include a scale to help you adjust the map to the app's grid.

For use with Roll20.net specifically, follow the instructions included in the map folder.

RULES

Any homebrewed rules I use will be included where applicable. Use them or don't, it's all up to you.

The basic rules of 5th Edition Dungeons and Dragons for Player and DM alike are available for free at <http://dnd.wizards.com/articles/features/basicrules>.

All monsters, creatures, game mechanics and more core information are available in the basic rules, the

1ST LEVEL

THE BONE RIDER

“LET ME TELL YOU SOMETHING. *Anyone who leaves the safety of the town walls after dark when the Keeper runs red, deserves to be ridden down by the Bone Rider.*”

—Mikei, Hired Muscle

“HE ALWAYS COMES BACK...”

It’s evening in the town of Nowhere, and gates are being barraged by local families and farmers who live outside of the protection of the town walls. The guards are letting people in as quickly as they can. The inns are filling quickly, and some folk are even setting up small camps in the streets of the town. The moon called Keeper slowly rises in the darkening sky, stained by the color of blood.

Tully Noonan, owner of Noonan’s Fineries and Sundries, is sitting in the crowded common room. He is visibly (and audibly) drunk. He is harassing one of the serving girls for more ale. She looks desperately at the barkeep, who sternly shakes his head. Tully Noonan has been cut off.

“All I ask is just one more!” he cries. “Keeper runs red and the Bone Rider is due to ride at midnight! That bastard took my brother ten years ago, and the drink is all I have to comfort me.”

The bartender nods at a burly man who had been keeping a sharp eye on the patrons. The man walks over to Tully Noonan. “Listen Tully,” he says gruffly. “We have enough to deal with, with all of the extra folk we’re taking in tonight. The last thing we need is you getting them more worried and riled up than they already are. If you can’t keep your mouth shut and switch your drink to water, we’re going to have to put you out.”

Noonan nods angrily, and stands up. “That’s fine, you lousy cowards. All the swords and strength in Nowhere, and not one of you has the guts to stand

up to the Rider. My brother did! He was no coward like you lot.”

“He did, and where did his guts get him? The Rider struck him down. I liked your brother, Tully, but let me tell you something. Anyone who leaves the safety of the town walls after dark when Keeper runs red, deserves to be ridden down by the Bone Rider.”

THE BONE RIDER

If the characters ask anyone in town about the Bone Rider, they will get different stories about its origin. The most popular stories that are told are:

- The Bone Rider was once a soldier who died while guarding the border. When his beloved was being asked to marry another, he rose from the grave to seek her out and ask for her forgiveness for leaving her, and give her leave to live her life. When he arrived at her home, she was dead, killed by her suitor for rejecting him. He rides on the blood red Keeper moon, searching for the unknown suitor to avenge the death of his love.
- The Bone Rider was a mercenary who was paid to rid the region of an enemy. He was killed by an assassin before the job was done, and his code of honor keeps him from rest until his mission, now twisted, is complete.
- The Bone Rider was the lover of the Lightsbane. When she gained her dark powers, he begged to join her in immortality. She granted his request, with a morbid twist, she made him immortal in undeath, and she will only restore his life when he has claimed enough lives to cover the length of an immortal life.

- The Bone Rider was once a notorious highwayman, who was betrayed by one who was close to him. He was hanged under a blood red Keeper moon. When the moon returns, he rides in with it, seeking revenge on his betrayer.

Regardless of the story told about the rider, the following facts are known for sure, and are all true:

- For the past 50 years, when the Keeper moon rises red on the horizon, the Bone Rider rides north up the Deep road towards Nowhere. The Bone Rider is a skeletal warrior who rides a skeletal warhorse. It attacks anyone it comes upon, usually killing them. It uses a shortbow or it's sword while mounted. If dismounted, it only uses it's sword.
- A few strong adventurers have claimed to have met the Bone Rider in battle and destroyed it, but at the next red Keeper moon, it returns.
- There was once a reward on the destruction of the rider, but it has been rescinded, since each time it is killed, it returns.

If Tully Noonan is asked about the Bone Rider, he believes the story of the highwayman to be the origin. Ten years ago, his brother, Nick, left the safety of the town to protect a farming family who refused to leave their home just off of the Deep road, because their child was ill and could not be moved. The rider killed Nick, and the family was spared.

Tully Noonan will offer 50 gp to anyone who manages to kill the rider.

If the characters wish to hunt the Bone Rider, any member of the Nowhere guard, and especially Jon Songar, will suggest that they remain in town, but will not stop them from leaving. Jon Songar will tell the characters that the effort is futile, since the rider has been destroyed before, and always returns. If they insist on leaving, he will tell them that the rider has never been seen more than ten miles south of the town. It rides towards the town at full speed, stopping only to kill anyone it finds, and rides around the town and up one of the other roads, usually the North road or the Knight Road.

Wherever it rides to, it always vanishes when the red Keeper moon sets.

HUNTING THE BONE RIDER

If the party rides south on the Deep road, the rider will head their way shortly after midnight. If they leave after midnight, or chase after it once it passes the town, it will come at them shortly after they leave the safety of the walls.

Six rounds before it arrives, a mist starts to form, creeping in from the direction the rider approaches it's targets from. Within three rounds, it reaches the creatures that the rider has targeted, and the area becomes lightly obscured from within 30 feet of the targets, and heavily obscured beyond that point, and the sound of the warhorse's hooves can be heard. A successful DC 14 Perception check will reveal the direction the rider is approaching from, a failure will result in the sound seeming to come from all directions.

THE BONE RIDER'S STAT BLOCK CAN BE FOUND AT THE MISCELLANY APPENDIX OF THIS DOCUMENT. THE BONE RIDER'S MOUNT IS A WARHORSE SKELETON (MM 273). THE BONE RIDER HAS CONTROL OVER HIS MOUNT, SEE THE RULES ON MOUNTED COMBAT IN THE PLAYERS HANDBOOK ON PAGE 198. IF THE BONE RIDER FALLS OR DISMOUNTS FROM IT'S WARHORSE, THE WARHORSE WILL ATTACK INDEPENDENTLY ON IT'S TURN UNTIL THE BONE RIDER MOUNTS IT AGAIN.

The Bone Rider then rides out of the mist, firing it's shortbow from the back of it's mount until it reaches melee range, where it will then use it's rapier. When possible, it will use it's ability to Ride Down it's foes.

DEFEATING THE BONE RIDER

If the characters defeat the Bone Rider, it's skeletal body falls to pieces. It's shortbow and rapier will rapidly rot and rust to uselessness.

If it's mount has not yet been destroyed, the mount will Dash away, vanishing into the quickly dispersing mist.

THE BONE RIDER: THE DEEP ROAD



The heroes will be welcomed back by the town, and drinks will be purchased. The characters names will go up on the slate at the Gilded Squirrel of adventurers who have faced the Bone Rider and won. Tully Noonan will pay the party the promised amount of 50 gp, and Constable Songar will remind the party that the rider will return at the next red Keeper moon.

The Bone Rider will return in module N3 - Library of the Dead. Where it will be more powerful, and capable of being completely destroyed.

XP AWARDS

The Bone Rider:	100 XP
Warhorse Skeleton:	100 XP
Total Possible XP:	200 XP

1ST - 2ND LEVEL

KOBOLDS ON THE MOVE

“KOBOLDS IN THE BORDERLANDS? *That doesn’t bode well. Everyone knows that where you’ll find kobolds, you’re likely to find a dragon sooner or later.*”

—Geordi Hunther, *Barkeep*

THEY GOT INTO MY LIVESTOCK...

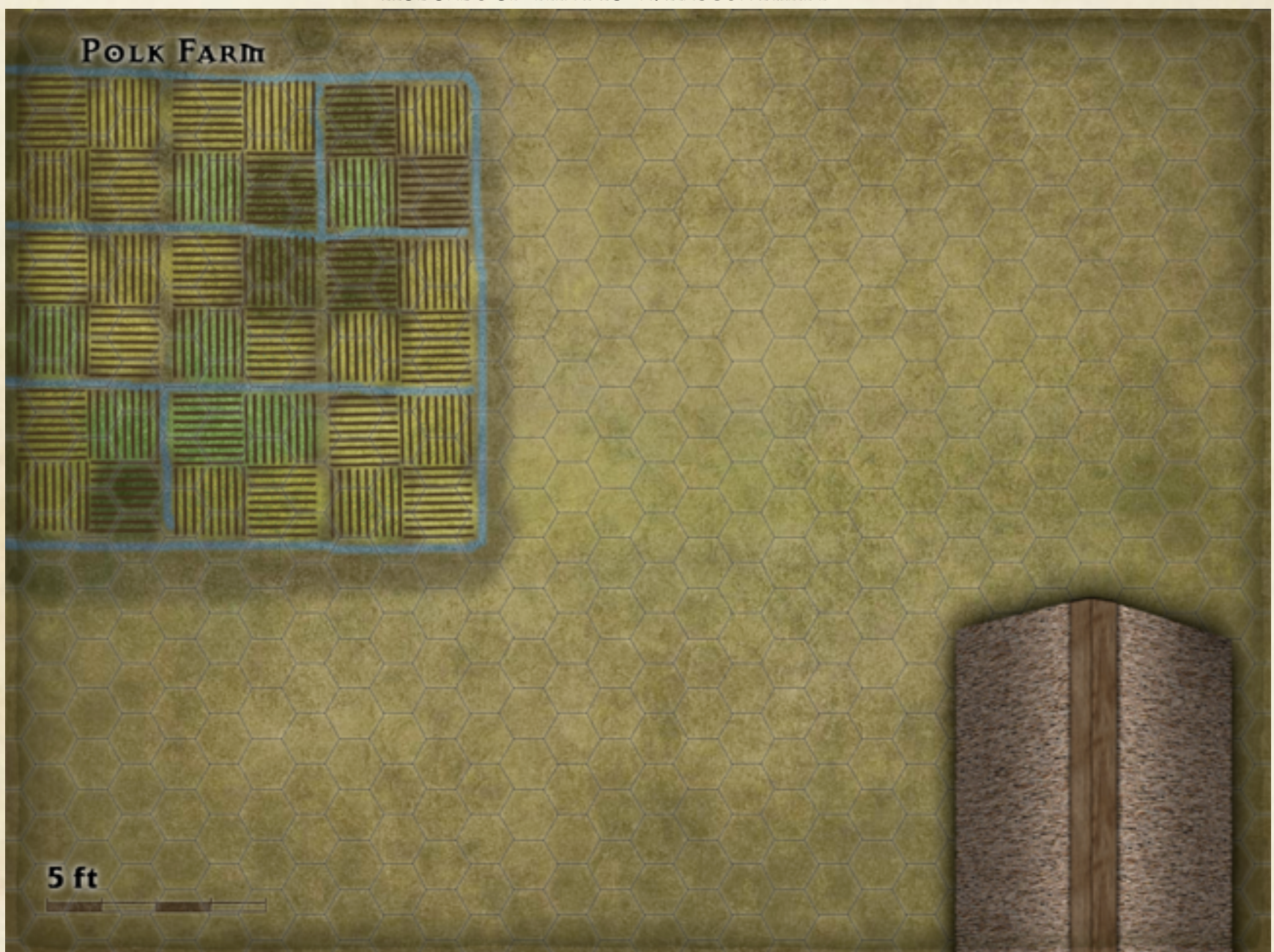
One of the local farmers, a man named Othir Polk, has come to town complaining that his livestock are being stolen and slaughtered by small, lizard-like creatures. When one of his farmhands attempted to chase the creatures off, they attacked the man and

nearly killed him. They have struck two nights in a row, and he’s sure they’ll be back, since he has one tied up and hostage in his barn.

He’s insisting that the town do something about these creatures, before they start multiplying and overrun the area.

After speaking with Polk, the town officials have determined that the creatures are likely kobolds. The town council has agreed to pay 25 gp to have someone either run them off or kill them.

KOBOLDS ON THE MOVE: RESCUE PARTY



If the party takes the job, Polk will bring them back to his farm. They will arrive by the early evening. Two of his farmhands, Brin and Jojo, are armed with old spears, guarding the kobold in the old barn. They have not been able to get any information from him, and he only speaks to them in draconic.

HUKNUK THE KOBOLD

If the characters attempt to Intimidate the kobold, they need to make a DC 10 Intimidate check. On a success, the kobold will suddenly remember that it speaks common, and will beg for its life. He will reveal the following information.

- The kobold's name is Huknuk. He is part of the Spitsear clan.
- He and his clan-mates are heading north from their homes in Jotun, to the Swamp of Itlan, where they have heard there is a black dragon.
- They have stopped for a few days, to rest and resupply. The sheep at this farm were free range, and they didn't know they belonged to anybody.

If asked directly, he will also give up the following:

- The rest of his party numbers 12.
- They have taken a cave from a bear in the wooded hills three miles directly west of here.
- They may come for him, since traveling in even numbers is considered bad luck for his clan. If they decide that the risk of retrieving him is too great, they'll likely sacrifice another member of the group before setting back out. They have a small amount of treasure intended as tribute for the dragon, and may be inclined to pay for the sheep they killed, and a ransom for Huknuk, if faced with a strong party.
- They are led by a kobold named Jilnik, who was born dragontouched. She has great power, and the other kobolds follow her every order.

If the cave location was revealed, Polk says he knows where it is and can draw them a simple map. His wife, Tildy, has made a simple supper of mutton stew and bread, and invites the party to eat with them.

RESCUE PARTY

Shortly after supper (or after the events in the barn, if the party doesn't want to have supper with the Polks), one of the farmhands nervously rushes in. There are 3 armed kobolds approaching the barn.

Ransom Option: If the characters decide to try and get the kobolds to ransom Huknuk and pay for the sheep, Chitlak will agree to listen to them.

A Deception, Intimidation or Persuasion check must be made against an opposing Wisdom check from Chitlak. He will have Advantage against Deception and Intimidation, due to his distrust of other humanoids, and his faith in his ability as a fighter.

He will offer 30 sp for the three sheep, and another 30 for Huknuk. Polk will agree to those terms, and will ask for another 10 sp for his injured farmhand. Chitlak will agree, but must get his leader to agree as well. He says they will return at midnight with an answer. If they are followed, or attacked, the deal is off.

If the characters agree, the kobolds will leave. They will return in full force at midnight. The leader, the dragontouched kobold, Jilnik, will have a sack containing 70 sp.

Tensions will be high. Any misstep by the characters will result in a fight (haggling, a hostile act like threats or brandishing a weapon, etc.). The characters can attempt a DC 14 Persuasion check (Deception or Intimidation at this point will not work to diffuse the situation) against Jilnik to trust them before combat starts. If it succeeds, the trade can go on, but a second mistep will result in an immediate fight. If the trade happens, the kobolds will leave the area peacefully, continuing on to the Swamp of Itlan. They will not return to the cave.

One of the kobolds is the kobold warrior Chitlak. If the characters come rushing towards them, he will command the others to stand their ground and fight.

Chitlak will fight to the death. If he is killed before other two kobolds, they will then flee towards their temporary lair in the bear cave.

KOBOLDS ON THE MOVE: INTO THE WOODS



THE KOBOLDS USE THE KOBOLD STAT BLOCK (MM 195). THE KOBOLD WARRIOR AND DRAGONTOUNCHED KOBOLD STAT BLOCKS CAN BE FOUND IN THE THE APPENDIX: MISCELLANY.

NOT COUNTING HUKNUK, THERE ARE A TOTAL OF 9 KOBOLDS, 2 WARRIOR KOBOLDS AND THE DRAGONTOUNCHED KOBOLD. IF THE CHARACTERS HAVE ALREADY DEFEATED ANY OF THEM, OR THE BEAR GOT ONE, BE SURE TO REMOVE THEM FROM THE NUMBERS AT THE CAVE.

INTO THE WOODS

The woods are not particularly dense, but they are thick enough to create a fairly constant canopy above, as well as provide many opportunities for cover or ambush. There is an old path, long unused, that runs towards Old Bear Cave. The kobolds have been using the path, and can be tracked with a successful DC 12 Survival check,

A WOUNDED BEAR

In the wooded area about a mile from the cave, the bear that was chased out of it's home is still lurking around. It is wounded and driven to madness by it's wounds, which include a large area on it's back and shoulder that have been scarred by acid. It is lying in wait by a narrow creek that cuts across the path. The creek is no more than five feet wide and no deeper than a foot.

THE BEAR USES THE BLACK BEAR STAT BLOCK (MM 318). DESPITE IT'S WOUNDS, IT CURRENTLY HAS FULL HIT POINTS.

IF THE PARTY IS 2ND LEVEL OR HIGHER, YOU CAN SUBSTITUTE THE BLACK BEAR FOR A BROWN BEAR (MM 319).

KOBOLDS ON THE MOVE: OLD BEAR CAVE



If the characters are chasing the kobolds back to the cave, the bear will lunge out from behind cover at location (a) on the map, immediately killing one regular kobold. Any surviving kobolds, including Chitlak, will run towards the cave as the bear turns its attention to the characters.

If the characters are heading to the cave without the kobolds leading the way, the bear will attack as they approach the creek. Bellowing and charging when it has surprise, or when it has been noticed by the party.

OLD BEAR CAVE

A. Cave Mouth

The cave is carved into the side of a stony, tree covered hill. There are two kobolds, and the kobold warrior Klaktchi, standing guard outside of the

mouth of the cave. The woods aren't thick around the cave, but there is enough cover to attempt to sneak up closer to the cave.

If one or more of the kobolds has encountered the party and made it to the cave to warn the others before the party arrived, the kobolds will be Alert, making active Perception checks against any Stealth checks the characters may make. The other kobolds, the kobold warriors Chitlak and Klaktchi, and Jilnik, the dragontouched kobold, will be lying in ambush behind the bushes around the base of the hill.

If the kobolds are unaware of the approach of the party, they will be in the areas as described below.

B. Outer Chamber

Unless they were alerted, and encountered outside of the cave, there are 5 kobolds in the outer

chamber, sitting around the warmth of a low burning fire. If the guards outside have raised any alarm (including being killed in any way that would require noise), they will scatter to the sides of the entrance and alert the kobolds in the Inner Chamber. When the first creature walks in, they will all lunge forward and attack that creature.

Aside from the kobolds and their fire, there is little else in this chamber. Each kobold has a pack of rations, which includes some of the mutton from Polk’s sheep.

C. Inner Chamber

Unless they were alerted, and encountered outside of the cave, Chitlak and Jilnik are in the inner chamber with two more kobolds. They will bolt from the chamber while the other kobolds are attacking the party. Chitlak and the other two kobolds will cover Jilnik as she uses her spells. If the fight is going poorly, Chitlak will command all living kobolds to protect Jilnik as they attempt to retreat outside and try and escape to the woods. Each kobold from this chamber has a pack of rations, similar to the ones in the outer chamber.

In this chamber there is a large chest, which can be lifted and carried by two long staves. The chest contains 1,235 cp, 160 sp, and 75 gp. It was intended to be tribute to the dragon who allegedly has taken up residence in the Swamp of Itlan.

SUCCESS

If the party manages to kill or drive off the kobolds, or convinces them to leave peacefully, a representative of the town council will perform a quick investigation before announcing that the characters have earned their reward. If not ransomed, and he still lives, Huknuk will be taken by the town guard to be tried by the council. He will likely be released to spread the word that Nowhere is not a place for troublemakers to lurk about. If any character or NPC was killed by the kobolds, he will likely be jailed or executed.

Othir and Tilly Polk will present the characters with a mutton pie and a strawberry rhubarb pie once they have returned to the town.

XP AWARDS

XP for the Kobolds is also valid if the party manages to peacefully settle the situation.	
Questioning Huknuk:	25 XP
Black Bear/Brown Bear:	100 XP/200 XP
Kobolds:	25 XP each (225 XP)
Kobold Warriors:	100 XP each (200 XP)
Dragontouched Kobold:	100 XP
Attempt to settle peacefully:	50 XP

Total Possible XP:	700 XP/800 XP
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MEET THE WEASELS

“HOW ARE YOU LIKING THE SOUTHERN BORDERLANDS SO FAR? *You’ve had it easier than some, despite the trouble that you seem to get yourselves into. At least you have all your limbs, and the ability to count them.*”

—Billiam Starkey, *Small Noble*

AN INVITATION FOR BRUNCH

Billiam Starkey is a small noble of a minor Anthorian house. He has recently come to the Borderlands in hope of increasing his family’s standing in Anthoria, and possibly claim the Duchy of Silkmire. He has been courting military leaders and other political figures in and around the Nowhere area, and attempting to make friends with any adventurers who seem to be capable and at least mildly honorable.

He has sent an invitation for brunch at his manor house, to the inn where the characters are lodging. His steward, a well-dressed, lightfoot halfling named Olfin Fulskin presents it to the characters.

It reads:

“You have been invited to take brunch tomorrow morning with Billiam Starkey of House Starkey at Starkey Manor. Please indicate to my steward whether you will be available to attend.”

Below it, in a neatly scrawled hand is the additional message:

“I look forward to meeting you all! I’d like to discuss some of the events that your group has encountered in the Borderlands in an effort to make the region safe for the common folk who live here. If transportation is required, tell my steward and he’ll arrange for a carriage.

--Bill Starkey”

Olfin is a pleasant fellow, and insists that the characters come, as Starkey has been eagerly meeting with movers and shakers in the region. If

the characters say they need time to think about it, he will inform them that he has many errands to run about town, and will return for their answer before he heads back to Starkey Manor.

People around town seem to think Starkey is okay, maybe a little foolish and ambitious. Definitely ill-prepared for life in the Borderlands. For all intents and purposes, he is trustworthy.

A carriage will be sent for the party should they choose to brunch with Starkey. It is a nice carriage, but there are tell-tale signs of damage, not properly repaired.

Starkey manor is a nice, large home, though hardly a proper manor house. It boasts seven bedrooms, a large dining hall, and a great hall. There are stables, a large barn, chicken coops, and a well maintained pig sty. Starkey says that he’ll be soon expanding the manor and grounds, and offers an open invite to the characters to return and see it when it is done, though he currently has no timetable.

His small staff consists of:

- Olfin Fulskin, the male halfling steward, whom the characters have already met.
- Brunna Hild, a female human maid. She has a thick accent that renders much of her speech intelligible until people familiarize themselves with it.
- Liron Divot, a male human groundskeeper. He takes care of the animals and the manor grounds. He is gruff, but friendly.
- Starkey’s two human nephews, Jim and Geoff Thindwell, who act as his bodyguards. They are young, very arrogant and not qualified to act as bodyguards, though Starkey doesn’t have the heart to tell them this. They will treat the characters with polite disdain.

MEET THE WEASELS: STARKEY'S CHICKEN COOPS



Starkey claims that his wife and children will be arriving with more staff once it has been determined that the area is safe.

Brunch will be nice. There is a buffet of sausage, bacon, eggs, cheeses, porridge, fruits and vegetables, including some exotic fruits like lemons, pineapples and mangoes that he claims come from the Swamp of Itlan, rather than from the farther subtropical and tropical areas to the south.

Starkey will ask many questions about the adventures and motives of the party. He will offer to send any work their way if they'd like it. If the characters come off as honorable and capable, he will offer to act as their patron when (and if) he is made Duke of Silkmire.

WEASELS IN THE CHICKEN COOP

There is a commotion coming from outside. Liron bursts in and cries that there are weasels in the chicken coop. When Starkey asks him why he's not handling it, he claims that some of the weasels are as large as full grown men, and that Jim and Geoff ran off in fear when the larger ones rushed at them.

Starkey nervously asks the characters if they wouldn't mind helping out a little.

Out in the chicken coop, there is a loud and wild commotion. Many small weasels are darting in and out with chickens, dropping the dead birds into a large sack. There are seven larger weasels going after the pigs.

As the characters approach, one of the weasels rises up. It is wearing leather armor, and has a

short sword at it's waist. It lifts a hand crossbow at the approaching party.

THERE ARE 15 WEASELS (MM 340), 6 GIANT WEASELS (MM 329) AND A WEREWASEL NAMED JORGE STOAT.
THE WEREWASEL STAT BLOCK CAN BE FOUND IN THE APPENDIX "MISCELANY" AT THE END OF THIS DOCUMENT.

Jorge will command his weasel companions to attack the characters. They will fight fearlessly, hoping to impress him. If Jorge is killed, the smaller weasels will run away, but the giant weasels will continue to fight, fleeing only when their numbers drop to 3 or fewer.

If the characters drive off or kill the weasels, Starkey will pay each character 10 gp and offer the group the assistance of his house, giving them a steel signet ring with his family crest. When dealing with members of House Starkey, the party only need to present the ring and say "Billy Starkey sent me."

As long as Starkey is in good standing with his house, the characters can expect modest food, lodgings and minor assistance from House Starkey.

XP AWARDS

Weasels:	10 XP each (150 XP)
Giant weasels:	25 XP each (150 XP)
Jorge Stoat/Wereweasel:	200 XP
Total Possible XP:	500 XP

SPIDERS IN THE BASEMENT, GNOMES IN THE ATTIC

"I DON'T USUALLY TURN ANYONE AWAY, but this isn't a menagerie. So long as they behave, your animals can stay in the stable, but no, they can't have a room."

—Esmera Dundoon, Owner of the Gilded Squirrel

EVERYONE'S A CRITIC...

It's a usual evening at the Gilded Squirrel. The common room is filled with town folk who have come to drink and share stories of their day. A young bard named Donetto is on stage in the common room, playing for his dinner, a room for the evening, and hoping to earn a few coppers from the patrons. He is singing a song about a haunted troupe of undead entertainers. The patrons don't seem too impressed with the bard, or his song.

*"When the skeletons are juggling-
and the rotting clowns dance around-
It's not your purse you should be checking-
'Else they put you in the ground."*

A scream of terror interrupts the song, as the patrons turn towards the source of the scream, more screams join in the chorus.

Two swarms of spiders have appeared, one is heading towards Esmera Dundoon, owner of the Gilded Squirrel, while the other is surging towards Donetto, who appears paralyzed with fear.

**EVEN THOUGH THEY ARE ARACHNIDS, THE SPIDERS USE THE SWARM OF INSECTS STAT BLOCK (MM 339).
ESMERA DUNDOON'S STAT BLOCK IS IN THE APPENDIX: MISCELLANY, AT THE END OF THIS DOCUMENT.
DONETTO USES THE COMMONER STAT BLOCK (MM 345)**

The swarms of spiders will reach their targets in 2 rounds. Donetto is fear-struck and falls off his stool, and scurries back against the wall. While Esmera

snatches a bottle of very strong spirits (what she calls "pop-skull"), and throws it at the Swarm. On the next round, she will throw a lit candle at the swarm, doing 3 (1d6) fire damage each round for 2 rounds at the start of the swarm's turn.

Characters who are able to sense the presence of fey creatures will sense that the spiders are fey.

Most of the crowd will run from the inn, though a few stragglers will remain behind to watch the action. Three members of the Nowhere town guard will arrive in 5 rounds.

When the swarms are defeated, a handful of surviving spiders will scurry towards the trap door in the floor of the Common Room that leads to the Gilded Squirrels basement (see the accompanying maps of the Gilded Squirrel for the encounter locations for this side quest). The bodies of the dead spiders quickly melt into a viscous substance that is almost as quickly evaporating.

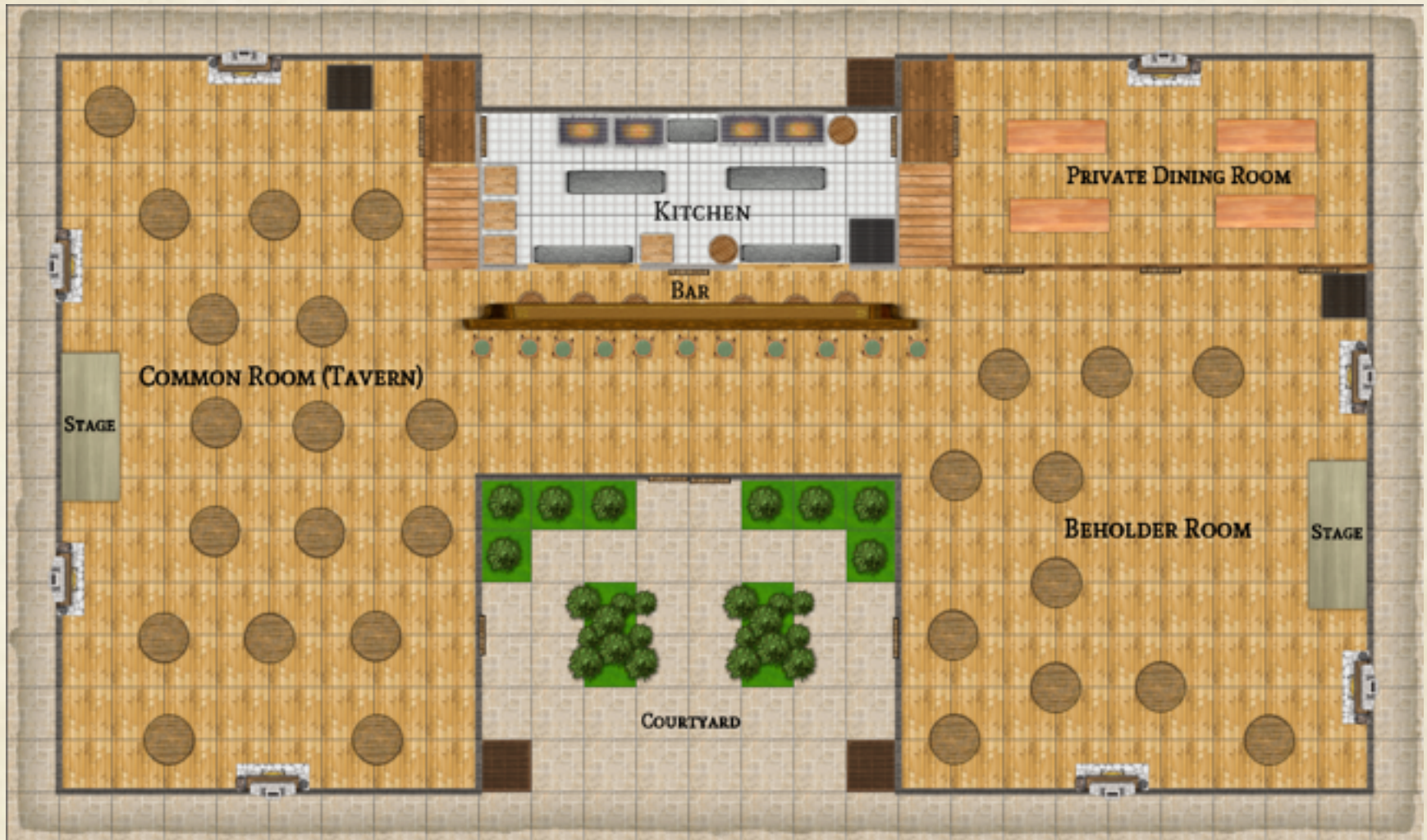
DM's Note: In the world of Othereon, ectoplasm is used to conjure creatures, as well as increasing and decreasing mass in the case of shape-shifters, and certain undead creatures like ghosts and specters.

If you do not intend to use ectoplasm as an ongoing flavor device for conjured creatures and the like, you may want to avoid using it in these encounters, less your players expect it in the future. In that case, the dead spiders just disappear when killed, as in the Conjure Animals spell (PH 225).

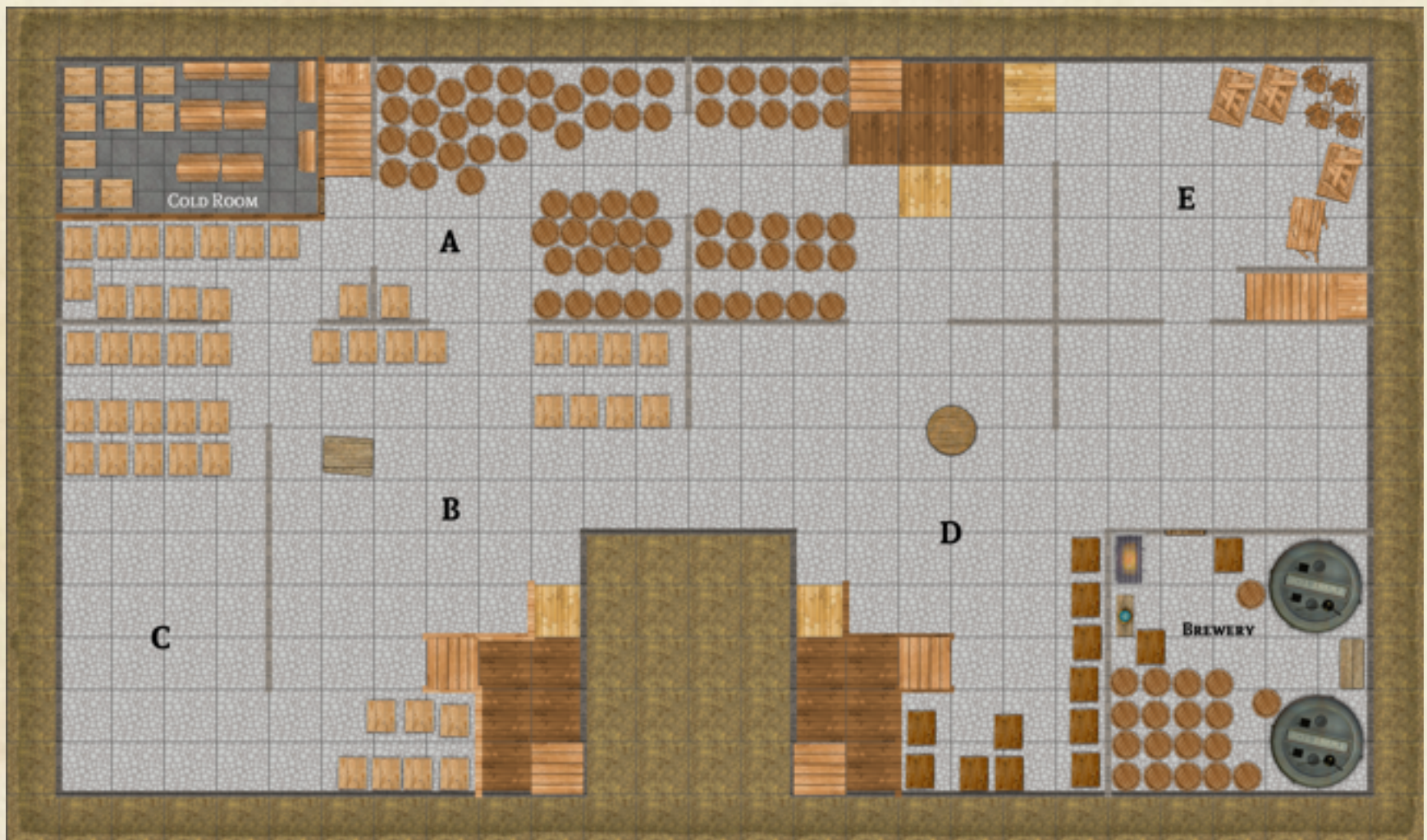
If one of the characters wishes to make a skill check involving the substance, they need to make a successful DC 15 Intelligence check (characters proficient with Arcana or Religion may roll with advantage). A success will mean that the character recognizes the substance as ectoplasm, a substance

THE GILDED SQUIRREL

GROUND FLOOR



BASEMENT



THE GILDED SQUIRREL

SECOND FLOOR



THIRD FLOOR



that spell casters and creatures like the fey use to manifest conjured creatures.

If the characters fail the check, the information will be revealed through another source.

“Ectoplasm,” one of the older patrons murmurs.

Esmera snarls. “Conjured?”

“That, or maybe the fey. Maybe they didn’t like the bard’s song either.”

There is another scream, this time from the basement.

THE BASEMENT

The trap door opens to a set of stairs that lead down into the basement.

The basement of the Gilded Squirrel is large and cool with a 10 ft. high ceiling. There are many areas sectioned off by stone walls, with 10 ft. wide openings between them. Each area is filled with barrels of spirits, and crates of provisions used by the kitchen staff.

There are three rooms that are closed off. Two of these are 15 x 25 ft. “cold rooms” that serve as walk-in coolers for provisions that need to be kept cool. One of them is in the northeast corner of the basement, the other is roughly in the center, just below the kitchen. In the southeast corner, there is a 25 ft. square room that serves as the Gilded Squirrel’s own brewery.

A. SPIDERS SWARMING

As the characters come down the stairs into the basement, there is the sound of a door slamming shut, followed by muffled screams for help from the cold room in the center of the basement. There are numerous tiny spiders gathering into two larger masses in area A., forming two more Insect Swarms of spiders. There are large webs visible to the south in area B.

The screams are coming from the human barmaid, Nina, who has locked herself in the cold room under the kitchen. She is frightened but unharmed. She says that giant spiders attacked her and two other

members of the staff that were in the basement. She will beg to be escorted to the stairs, and run as fast as she can to the ground floor.

B. YOU’RE GOING TO NEED A BIGGER BOOT

This whole area is filled with webs. Any creature other than the spiders who use the move action in this area must make a DC 13 Dexterity check, on a failure, they will be caught in webs and restrained until it is free from the web. If a creature is moving carefully, the area is treated as Difficult Terrain, and it’s move is halved, but it gains advantage on the dex save to avoid the webbing.

A creature can free itself from the webbing by using it’s action to make a DC 12 Strength check, freeing itself on a success.

When any creature gets caught in the web, or destroys 2 or more 5 ft. sections of the web, a Giant Spider will scurry along the web towards the creature from area C. and attack.

THE GIANT SPIDER USES THE GIANT SPIDER STAT BLOCK (MM 328).

INFORMATION FOR DEALING WITH THE WEBS CAN BE FOUND IN THE GIANT SPIDER STAT BLOCK. SETTING FIRE TO A 5' CUBE OF THE EXISTING WEB BURNS IT AWAY IN 1 ROUND, CAUSING 2D4 DAMAGE TO ANY CREATURE THAT STARTS IT'S TURN IN THE BURNING WEB.

C. COCCOONED

This area is filled with webs as in area B. Suspended from the ceiling are two humanoid shaped cocoons.

The cocoons contain two of the Gilded Squirrel’s staff. A busboy named Steve, and a bartender named Guttenberg. They are both alive, but will remain paralyzed for the next hour due to the spider’s poison.

D. ANOTHER SPIDER

This area is filled with webs as in areas B & C above. There is another giant spider suspended from the ceiling. It will attack any creature it sees.

If the spider is defeated, the characters will notice more tiny spiders scurrying out of area E.

E. SPIDER SUMMONER

Whispy webs hang from the ceiling of this room. They will not restrain characters who touch them, though they will stick to them and be a minor annoyance. There are small stacks of broken furniture in the room, in various states of damage and repair.

In the center of the room, is a 6 inch diameter statue of a spider, made of black stone. It's eight eyes glow red, pulsing once every round. Each round, the glowing eyes pulse, and more tiny spiders appear and scurry about. This is a Spider Summoner.

Every 3 rounds, enough tiny spiders appear to form a Swarm of Insects. On the tenth round, a giant spider appears and the Spider Summoner is spent.

The statue of the spider can be easily smashed with a bludgeoning weapon, or by lifting it and smashing it to the ground. When it is smashed, any swarms or tiny spiders remaining will disperse and melt away into ectoplasm. Any giant spiders remaining will melt away in ten minutes.

Option:

If your players want to try and keep the Spider Summoner, and you are willing to allow it, you can have their characters make an Arcana check to attempt to deactivate the summoner. You can create command words (such as "Lolth Rules!") that can be scrawled on the statue. The item can be found in the Appendix: Miscellany. It was created by the evil druid, Nissa. It will be not be as effective when used by any other creature.

If you do not wish the characters to keep the item, it must be destroyed to stop it from summoning spiders. If it is not destroyed, it will be useless after summoning the last giant spider.

THE QUEEN'S SUITE

If the characters end the spider infestation at the Gilded Squirrel, Esmera will give them free meals and use of the Queen's Suite for the next three days.

If told of the Spider Summoner, she will remember a very creepy elven druid who wished to stay at the inn, but demanded that her animal companion, a hyena, be also allowed to stay in the room. Esmera refused to allow the hyena to stay in the room, and the druid left angry, threatening that Esmera would be sorry.

That night, as the commotion at the inn dies down, the characters are making themselves comfortable in the Queen's Suite when they hear Esmera cry out from her room down the hall.

If they go to investigate, they will find Esmera Entangled (as the spell Entangle PH 238) to her bed by weeds and vines.

The elven druid Nissa, and her hyena, Marrow, are looming over the bound halfling. Nissa has a large sack that is wriggling wildly. As the characters enter the room, Nissa dumps the sack, revealing two wild looking gnomes with wild eyes and foaming at their mouths.

NISSA IS A NEUTRAL EVIL DRUID, AND USES THE DRUID STAT BLOCK (MM 346). SHE HAS 2 1ST LEVEL, AND 3 SECOND LEVEL SPELL SLOTS REMAINING.

MARROW USES THE HYENA STAT BLOCK (MM 331). THE GNOMES USE THE RABID GNOME STAT BLOCK IN THE APPENDIX: MISCELLANY AT THE END OF THIS DOCUMENT.

If the fight is not going her way, Nissa and Marrow will attempt to escape. The rabid gnomes will fight until dead or unconscious.

If the characters save Esmera and capture, kill, or drive Nissa off, Esmera will let the characters use the Queen's Suite for a full week, with meals included. She will also charge them half on all rooms any time they stay at the Gilded Squirrel.

XP AWARDS:

Insect Swarms	100 XP ea. (300 XP*)
Giant Spiders	200 XP ea. (400 XP*)
Breaking/Deactivating the Spider Summoner	50 XP
Defeating Nissa	450 XP
Marrow	10 XP
Rabid Gnomes	100 XP ea. (200 XP)
Total Possible XP	1,410 XP*

*more XP may be possible if the Spider Summoner was allowed to summon more Insect Swarms or Giant Spiders.

APPENDIX: THE GILDED SQUIRREL

The Gilded Squirrel is a large, three story inn made of stone and wood. It is one of the oldest buildings in Nowhere. There are two large wooden signs, each craved in the shape of a squirrel and trimmed in gold paint, on either side of the front courtyard.

The Gilded Squirrel is owned and operated by a retired halfling adventurer named Esmera Dundoon. She purchased the inn forty years ago, and has been making a very comfortable living since.

MAIN FLOOR

The main floor of the Gilded Squirrel is built of stone. It has wooden floors, and the ceiling is well supported by thick, wooden beams.

COURTYARD:

The courtyard outside the Gilded Squirrel has a well maintained stone floor. There are two large trees and a number of bushes adding to the beauty and decor. In addition to the main doors which lead to the bar, there are doors to the common room and the Beholder Room. There are two large wooden hatches that lead to the basement.

BAR:

Entering the Gilded Squirrel through the main entrance brings you right to the bar. It is a little over forty feet long, made of a solid piece of oak.

Beneath the bar are kegs of wine, ale, numerous bottles of spirits ranging from common to the exotic.

Behind the bar are many of the souvenirs and trophies that the owner Esemra Dundoon collected during her time as an adventurer.

KITCHEN:

At the back of the inn is the large kitchen where the Gilded Squirrels staff makes and prepares the meals for their guests. There is a door in the floor that leads to the basement storage areas, and doors that lead to the dining areas and bar.

The head cook is a half orc named Gonrod Ramskull. He is a culinary genius, and does not take insults to his cooking in stride. He expects much from his staff and can often be heard shouting at them, to the reluctant amusement of the guests.

COMMON ROOM:

The common room is where most of the usual business takes place, where folk come to eat, drink and get away from their daily troubles. There are four large fireplaces that add warmth and atmosphere, as well as a small stage that is used for entertainers or announcements. On either side of the door to the courtyard are large wooden boards that folk can use to advertise the need for brave adventurers, or offer their abilities in any number of skills.

BEHOLDER ROOM:

The Beholder room is where the overflow from the common room is routed when the inn is particularly busy. It's main function is used for large parties such as weddings and special events. There is a small stage for entertainers or speakers. The walls that lead to the private dining room can be removed for larger parties in the beholder room, and can be fit to section the Beholder room from the rest of the inn. There is a door that leads to the basement for storage.

PRIVATE DINING:

The private dining room is typically used for large groups that require privacy when dining or meeting. It is also used when wealthy patrons who stay at the inn desire to eat away from the distractions of common folk. The walls between the private dining area and the Beholder room can be moved for larger parties.

BASEMENT

The basement of the Gilded Squirrel is very large. It's used to store all manner of items, such as provisions, and the large amounts of ale, wine and spirits that the Squirrel serves. There are many large, open spaces filled with crates, barrels and furniture in various states of repair. There are three raised areas that lead to the outside above, with ramps and stairs designed to assist movement of provisions.

COLD ROOMS:

There are two cold rooms in the Squirrel's basement. In most inns, these rooms would be kept cold with ice brought in from outside, but the cold rooms in the Gilded Squirrel are kept cold with some unknown magical means. One of the cold rooms lies below the kitchen, where most of the daily provisions are kept.

BREWERY:

The Guilded Squirrel has a small brewery where they produce the strong wine known as Grom, and the ale named after the inn itself. The brewmaster is a dwarf named Tum Stonelanding, a retired bard who spends most of his days sampling and perfecting the brews under his charge. Some evenings, he can be found trying to entertain the patrons above with his off-brand style of humor and music.

SECOND AND THIRD FLOOR

The structure above the main floor are wooden constructions, added on within the last seventy years. These floors contain many rooms for guests

of all types. Depending on the needs of the guest, amenities may be added to increase the room's value.

Rooms (A):

These rooms are comfortable and clean. They come with one to three beds and a water basin with fresh water. These rooms are where most of the short term guests stay. The locks to the doors are DC 15 to open with thieves tools.

These rooms range in price from 5 sp to 8 sp per day.

Rooms (B):

These rooms are generally rented out to long-term guests, some of whom often leave them for long periods of time between visits. They are more secure than the other rooms, and considered a safe place for adventurers to leave their possessions while adventuring in the area. At least half of them are rented out at any given time. The locks to the doors are DC 20 to open with thieves tools.

These rooms range in price from 8 sp to 2 gp per day. There is usually a discount of 10% for those who pay for a month or longer in advance.

Rooms (C):

These rooms are clean, but much less comfortable than the others at the inn. These rooms are generally rented out to those with less coin to spend. They consist of a number of cots or beds that are fairly comfortable, though nothing to write home about. It is possible that rooms may be shared with strangers, especially in the larger room known as "the flop", as they are rented by the bed, rather than the room. The doors are usually kept unlocked, though if locked, they are DC 15 to open with thieves tools.

These rooms range in price from 3 cp to 6 cp per bed.

Rooms (D):

The rooms and beds on the third floor are by far the most comfortable at the inn. They are secure and considered very safe. The locks to the doors are DC 22 to open with thieves tools.

These rooms range in price from 8 sp to 4 gp per day, depending on the needs and amenities added to the room for each guest.

ESMERA'S ROOM:

Esmera's room is a small apartment on the third floor of the inn. It is spacious and comfortable, and has an area curtained off where she keeps a small bathtub and her wash basin. She also keeps her personal office in her apartment. After a recent encounter with an evil druid, her door requires a DC 25 to open with thieves tools, as she has made some substantial modifications.

THE QUEEN'S SUITE:

The Queen's Suite is generally reserved for nobility. It consists of five comfortable rooms, three of which are bedrooms, and one is a very comfortable privy that consists of a bathtub that includes hot and cold running water from pipes that lead to the brewery. The main room is a drawing room where guests may be entertained, and includes a large dining table. The doors require a DC 25 to open with thieves tools.

The suite is above the cheaper and more common rooms because of Esmera's belief that the rich and powerful should not ignore the more common people beneath them. She believes that she is helping them along.

The suite can be rented for 20 gp per day, though for security reasons, Esmera will not generally rent it to anyone who is not well known or particularly trustworthy. If an expected guest has a large number of retainers, other rooms can be rented for 10% over the usual maximum price, since it usually requires moving other guests out of already rented rooms.

MONSTER WAGON

“I DON’T WANT TO WORK ON THE MAGI’S FARM NO MORE.”
—Chad Towson, *Wagon Driver*

EVERYBODY GET INSIDE!

It seems like an average day in the town of Nowhere, with the exception of a good number of excited children running through the streets looking for their parents. “Monster Wagon!” they’re shouting. They’re begging their parents for coppers to “see the monsters”.

It is easy to pick up on the event that has caused such excitement, either by listening to the children and their parents or by asking any of the locals. Apparently, a couple of times each year, a wagon comes through Nowhere transporting strange and unusual creatures to a farm owned by a wizard named Druliard, who lives in the region. The wagon driver stops in town to pick up other supplies for the wizard, and uses the opportunity to make a few copper on the side by letting people peek inside the wagon at the new monsters.

Whether the characters go to see these monsters for themselves or not, within moments screams can be heard from down the street. People are running for shelter, children are crying. A member of the Nowhere guard is shouting for everyone to get inside and bar their doors.

THE WAGON

If the characters head towards the source of the commotion, they will come across the guard who is shouting for people to take shelter. He has a large bone spike in his shoulder.

“That damned monster wagon! The beasts have broken loose. Turned three children and the driver into stone, and killed a guard. I’ve warned the

council about letting it into town, but they trusted that damned wizard’s word that it was safe. Now, those beasts are loose in the town!

If the characters ask for more detail on the monsters, he will tell them that the following:

“Four of them are dog sized, evil looking lizard-chicken things with wings like a bat. That’s what turned those kids to stone. The other one was a lion with a man’s face and a tail full of spikes. That’s what the ugly bastard pegged me with. It’s got wings too, but they were strapped down.”

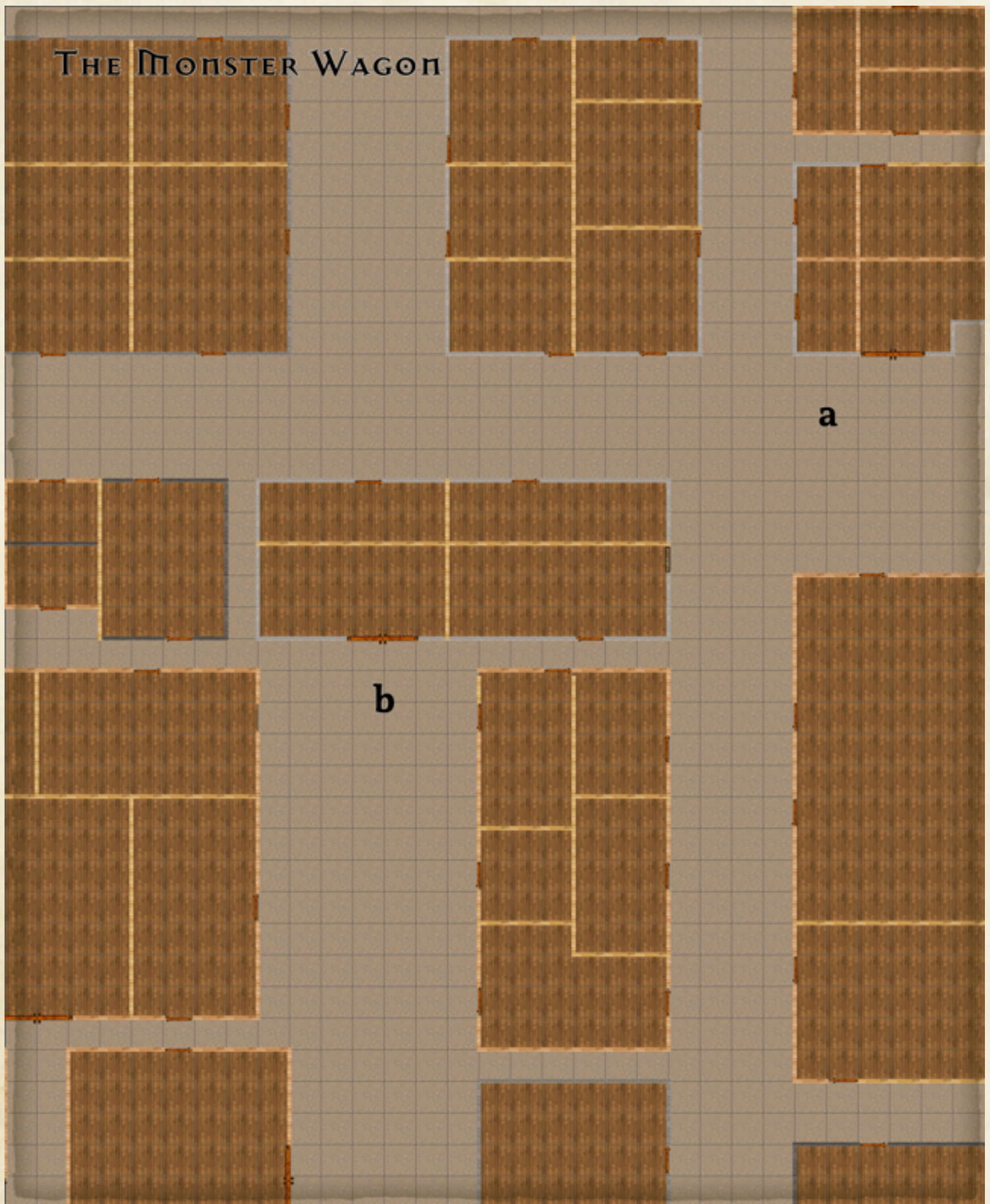
The guard is describing cockatrices, and a manticore. If the characters want to know where the wagon was, he will point them in the right direction and then hurry away, still shouting his warning to the town folk.

As the characters approach the wagon (location A on the map) from behind, they will see three statues of children, looking scared. There is also a statue of a man who looks horrified. The wagon itself was a large wooden construction. The wood on the back where the door once was, has been smashed as if something large had bashed it’s way out. One of the horses in front of the wagon has been turned to stone and knocked over and broken. The other is still flesh, but it is dead, a bone spike in it’s side, it’s throat slashed and bitten.

A little further up the street (location B on the map), they see Nowhere Constable Jon Songar. He has been turned to stone, his sword drawn, and in a slashing pose. Before him is one of the cockatrice, decapitated.

THE COCKATRICE USES THE COCKATRICE STAT BLOCK (MM 42).

MONSTER WAGON: THE MONSTER WAGON



From down an alley, a rattling hiss can be heard, followed by two charging cockatrice. A third hisses from the top of a building and dives towards the characters.

Anyone turned to stone by the cockatrice will return to normal after 24 hours. If the party all manages to get turned to stone before defeating the cockatrice, the cockatrice will eventually be killed or escape the town before the characters are restored, but the manticore will still be at large.

When the characters are restored the next day, you can give them a chance to take a short rest before facing the manticore.

THE MANTICORE

After defeating the cockatrice, the manticore will not be as easy to find. The town guard will insist that the people remain indoors until it is found and dealt with. If the party is in need of a short rest, they can do this while the guards search the town for the manticore.

Shortly after their rest, after they join the search for the manticore, or when the characters have returned to normal the next day, shouts will be heard from an alley near the Gilded Squirrel's stables. One of them says "It was hiding in the stables!"

MONSTER WAGON: THE MONSTER WAGON



When the characters arrive, they will see a guard lying outside the alley, dead from being pierced by three bone spikes.

From down the alley comes a growling roar.

“Come on in if you want some of the same, dung-stinking fools. I’ll tear the flesh from your, stupid, tiny, thrashing bodies!”

The manticore is 20 ft. down the 10 ft. wide alley. One of it’s wings is free from the straps, and the other strap appears to have been slashed at or bitten.

THE MANTICORE USES THE MANTICORE STAT BLOCK (MM 213).

If facing the manticore shortly after it’s escape, it has 15 of it’s 24 tail spikes remaining. If this encounter takes place the following day due to the party having been defeated by the cockatrice, it will have all of it’s spikes.

Due to the strap binding it’s wing, the manticore can not fly. Any hit on the manticore has a chance (2 on a d6) of breaking the damaged strap that keeps the other wing bound. A critical hit will increase the chance to 4 in 6. If it is stated, that the character is trying to avoid hitting the strap, the chance of it breaking is halved. If the strap is broken, at the start of it’s next turn, the manticore will regain the ability to fly.

Tactics: If the characters use ranged weapons, rather than entering the alley for melee, it will launch three tail spikes and run out of the other end of the alley, and wait for the characters to give chase before pouncing on them when they exit the alley. If it regains the ability to fly, it will attempt to escape if it reaches half it’s hit points or less.

If the party succeeds in driving off or killing the manticore, the town will reward the party with 100 GP. The children and the wagon driver, Chad Towson, will be restored 24 hours after they have turned to stone. Chad will thank the party, and apologize on behalf of the wizard, who misjudged the strength of the manticore when he designed the cage it was being transported in. He will give them each a Potion of Greater Healing.

XP AWARDS

Cockatrice:	100 XP each (300 XP)
Manticore:	700 XP
Attempting to avoid hitting the strap binding the manticore’s wing.	50 XP
Total possible XP:	1050 XP

2ND - 3RD LEVEL

DEATH TROUPE

"THE CIRCUS OF THE DEAD? It's a myth. It's something parents tell their children when they're trying to mess them up for life."

—Geordi Hunther, *Barkeep*

SOME RUN AWAY TO JOIN THE CIRCUS, OTHERS DIE TO JOIN...

This encounter starts away from the town. You or your players can come up with a reason to be on the road at the start of this encounter, or you could tie it in to one of the other side quests in this module. For example, if you played the encounter "Meet the Weasels" and you feel the group can handle this encounter, the party can be returning from Starkey Manor.

JUST AFTER SUNSET

The party is returning to Nowhere after spending the day out of town. The sun has set and they are still five miles from the town. Roughly 100 yards ahead, just off the road, they see the light of a campfire and hear a flute playing a lively melody. As the party approaches, they can see a large wooden wagon, brightly colored. There are a couple of sets of jugglers tossing clubs back and forth to one another. Three people dressed in brightly colored clothing are dancing clumsily around the fire, they appear to have wide smiles in greasepaint on their faces. Sitting amidst them, playing the flute, is a slender, hooded woman.

When the characters are within 30 ft. of the troupe, the woman stops playing, though the performers continue their art.

"I hope you mean us no harm, strangers. We have little food and not much coin. But we have water, wine and song, and would share them with you should you wish to rest a spell. My name is Delva

Slyde, of the Circus of Ravens, and this is my troupe." She begins to play her flute again.

If the party has decided to attempt to sneak up on the troupe, use the same scenario, only Delva Slyde will look around the woods nervously before speaking.

Delva Slyde's troupe is part of the Circus of the Dead. She is a drewg busker, the jugglers are skeleton jugglers and the clowns are zombie clowns. She is using her Haunting Melody to make them appear like living creatures.

If the party approaches in a friendly manner, she will offer them a seat around the fire and send one of the clowns to fetch water and wine. The jugglers

DELVA SLYDE, HER JUGGLER SKELETONS, AND ZOMBIE CLOWNS STAT BLOCKS CAN BE FOUND IN THE APPENDIX: MISCELLANY AT THE END OF THIS MODULE.

will continue to juggle while the remaining clown jumps up clumsily in failed attempts to try and catch the clubs.

If there is a bard or another character who has a musical instrument with them, Slyde will ask them to play along with her.

Due to their true nature, the other members of the troupe do not speak. If questioned about their silence, Delva will explain that aspects of the circus are like a religious order, and newer members are not permitted to speak until they have completed their initiation, though some, more "talented" recruits, may bypass that requirement.

DEATH TROUPE



The clown will return with a jug of water and a jug of wine. As the clown hands them to the group, the clown will then pick up a bucket near the wagon, and walk back over to the party. It will toss the contents at a random character. At first it looks like water, but it turns out to be bits of colored paper. He will make a shocked face and cup his hands to his cheeks.

“Jon!” Slyde says as she stops playing. “These are our guests! Please, behave yourself!”

She turns apologetically to the pranked character.

“Please forgive him. It’s been awhile since we’ve had a live audience. My troupe is looking for new places our circus to visit, and for new talent to join our ranks.”

There is a sweet, perfumed smell coming from the fire. If asked about it, Slyde comments that she has

added incense to the fire to soothe her troupe after a long day on the road.

The scent of incense is meant to cover the smell of the rotting flesh of the zombie clowns in her troupe. A successful DC 14 Perception check will reveal the scent of rotting flesh. If the smell is mentioned, or if she suspects that they have noticed it, she will mention that had bought some meat in one of the local villages, and that it had quickly spoiled. She suspects that they had been cheated, and complains that they have not been able to get the smell out of the wagon. If the players wish to use Insight against her story, she has +2 to her Deception check in a skill contest. If questioned further, she will use her Haunting Melody to attempt to Charm her questioner. If the Haunting Melody fails, skip to the section titled, “The Death Troupe”.

She will inquire about what the characters can do in a roundabout way, commenting that the circus can use people with their skills.

THE DEATH TROUPE

There are enough clues and hints that this troupe of performers are not what they seem. Once it is obvious that she will not be able to fool the party any longer, she lets out a sad sigh.

“It’s been too long since I last spoke with normal people. I was hoping for a little conversation, a reminder of how things were when I still lived. I’m sorry we had to end the charade so soon.”

She allows the illusion to drop.

The jugglers and clowns appear in their actual guises, they are still wearing the same clothes, and makeup, but their undead nature is revealed.

The jugglers flesh fades away, revealing the bare bones of skeletons dressed in tattered clothing. The batons and balls they had been juggling shimmer as they reveal themselves to be daggers and clubs. The clowns lurch forward, revealing rotting flesh beneath the greasepaint as they attempt to close in around you. Even the horses are revealed to be reanimated corpses. As Delva Sylde stands up her skin quickly grows pale and her eyes turn black. She raises the flute, which now looks as it were carved from bone, to her lips and starts to play an eerie tune.

Sylde will use her haunting melody to Incapacitate the party member that she feels poses the largest threat, starting with a cleric or paladin. The skeletal jugglers and zombie clowns will do their best to protect her. The zombie horses will not fight unless they are attacked.

All members of the Death Troupe will fight until the death. When Delva Sylde is killed, she will look up at the character who kills her and whisper, “Thank you.” Any remaining skeletons and clowns will continue to fight. Once Sylde is dead, the zombie horses will start to wander off.

The inside of the wagon contains two long benches, three small chests and a small lockbox.

The first chest contains greasepaint in a variety of wild colors. The second consists of 16 throwing knives and eight clubs weighted for throwing (adds thrown to club properties, range 20/60).

The lockbox is locked (DC 14 to open with thieves tools, DC 10 to break open with Strength check). It contains 300 cp, 90 sp, and 12 gp. It also contains an engagement ring (worth 10gp) and a journal.

The journal belongs to Delva Slyde, the first entry is dated forty years ago, and details how on her 17th birthday, Ford Miller asked her to marry him, giving her a ring. She was very happy and promises herself that great days are ahead.

The next batch of entries are about simple, commoner life, as well as wedding plans. In the last of these normal entries, she mentions that a circus has come to town, and that she is looking forward to taking her little brother to see it.

The next entry reads:

I’m dead.

A few days later:

I’m still me. I think. But now, I’m also a ‘drewg’, whatever that it. Even though I want to resist, whatever they tell me to do, I feel compelled to do. I tried to leave, but I can’t. I’m trapped here. At least I got my brother out before that thing grabbed me. I’d pray he made it home okay, but I find myself unable to pray without feeling a stabbing pain in my head. So I hope. I still have that.

A month later, her next entry reads:

They say they lucked out when they recruited me. Apparently talented musicians are hard to come by. I never felt that I was talented, but I loved to play. But now I play better than I ever have, and yet, I hate playing for these monsters, and I dread playing for the living.

Two years later:

I care less about my old life every day. But I still feel a small spark deep inside me that struggles against this darkness. I wonder if my family and Ford have moved on. I hope they have, but part of

me hates them for it. I don't remember their names anymore, I had to look back in my journal. I can't believe I was ever so young and foolish. Part of me hates that girl, almost as much as what she has become.

The last entry is dated two years ago.

I found this among my things. That small spark I spoke of is all but extinguished. I don't care anymore. I belong to the Circus of the Dead. I'm not even sure why I bothered to write this now. Foolish girl.

XP AWARDS

Delva Slyde:	700 XP
Juggling Skeletons:	100 XP (300 XP total)
Zombie Clowns	100 XP (300 XP total)
Total possible XP:	1300 XP

APPENDIX:

MISCELLANY

CREATURES & NPCs

DREWG

When a mortal creature slain by a wight has a particularly strong will to live, instead of a zombie, they may become a drawg. Drawgs maintain the appearance they had when they were living, though their pallor and clouded eyes may readily reveal them as undead.

Drawgs possess the memories of their previous life, and may even retain their original alignment for a time, though the dark forces that binds their spirit to their bodies often turn them towards evil. That darkness also places them reluctantly under the command of the wight who caused their state of undeath. A wight can only have one drawg and six zombies under it's control at one time.

Life Eaters. Like wights, drawgs are neither dead nor alive. They are driven to steal the life force of living creatures, and have the wight's ability of Life Drain, as well as the ability to create and control zombies when they use their life drain to kill. Those who are not yet fully consumed by darkness and evil will usually not use this ability to kill it's foes, not wishing to add to the ranks of the undead and the misery of the living. Over an unknown amount of time and life force drained, drawgs may become full wights. As drawgs, they do not gain the wight's resistance to nonmagical or unslivered weapons.

While they have the same sunlight sensitivity of wights, drawgs do not flee from the sun, and while alone, some sentimental drawgs may even warm their cold bodies in the light. Often, wights use drawgs to guard their lairs during the day.

Undead Nature. A drawg doesn't require air, food, drink. Though they also don't require sleep, they can and do, especially those who still remain connected to their old lives.

DREWG
Medium undead, any alignment (neutral evil)

Armor Class 14 (studded leather)
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Deception +4, Perception +3
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 8
Languages Common
Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The drawg makes two dagger attacks. It can use its Life Drain in place of one dagger attack.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5ft. or ranged 20/60, one or two targets. *Hit:* 4 (1d4 +2) piercing damage.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the drawg's control, unless the humanoid is restored to life or its body is destroyed. A drawg can have no more than six zombies under their control at one time.

KOBOLDS

KOBOLD WARRIOR

The kobold warrior differs from other kobolds in his use of better weapons (usually a scimitar or short sword) and the use of armor (usually leather). Physically weak, most kobolds never make it past their first decade of life. Those who do, are the ones who are faster and tougher than average, having proven themselves in battle a number of times. These are the Kobold Warriors.

As experienced fighters, Kobold Warriors usually act as leaders in any group of kobolds. Regular kobolds usually look to them for leadership, and attempt to impress them when possible.

DRAGONTOUCHED KOBOLD

The Dragontouched Kobold is a sorcerer, born with the ability to tap into magic forces. While once very rare, their bloodlines are strengthening, and more of them are encountered every year. Dragontouched believe that their power comes directly from Kurtulmak or Tiamat to make the kobold race stronger, and better able to compete with the other races of Othereon

Generally, a Dragontouched Kobold will select among their cantrips one that compliments the type

of dragon they currently serve. The choices are Acid Splash, Fire Bolt, Poison Spray, Ray of Frost or Shocking Grasp.

KOBOLD WARRIOR

Small Humanoid, lawful evil

Armor Class 15 (leather armor)
Hit Points 15 (4d6+3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	9 (-1)	10 (+0)	10 (+0)

Senses darkvision 60 ft., passive Perception 12
Languages common, draconic
Challenge 1/2 (100 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight..

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

Actions

Multiattack. The kobold warrior makes two melee attacks; one with it's scimitar, and one with it's dagger.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 5 (1d6 +3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5ft., or range 20/60, one target. *Hit:* 4 (1d4 +3) piercing damage.

Javelin. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., 1 target. *Hit:* 5 (1d6 +3) piercing damage.

DRAGONTOUCHED KOBOLD

Small Humanoid, lawful evil

Armor Class 15 (leather armor)
Hit Points 11 (3d6+2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-1)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Senses darkvision 60 ft., passive Perception 13
Languages common, draconic
Challenge 1/2 (100 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight..

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

Spellcasting. The Dragontouched Kobold is a 2nd level spellcaster. Its spell casting ability is Constitution* (spell save DC 12, +2 to hit with spell attacks). The kobold has the following sorcerer spells prepared:

Cantrips: Acid Splash, Blade Ward, Prestidigitaton

1st Level (3 spell slots): Burning Hands, Ray of Sickness, Sleep

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5ft., or range 20/60, one target. *Hit:* 4 (1d4 +3) piercing damage.

THE RESTLESS DEAD

The Restless Dead are powerful specters that can not rest in death until they have completed a task left unfinished in life.

Bound to the Grave. In their normal state, the restless dead are bound to the area in which their original body lies, and are unable to move further than 300 feet of their original remains. In order to accomplish their unfinished business, they are able to manifest and use the bodies of the deceased to carry their consciousness beyond this area. While possessing such a manifestation, the original spirit is completely invisible and incorporeal. Those with the ability to sense the undead can sense the spirit and possibly the location of its physical resting

More types of the restless dead, including the originating creature in the Restless Dead supplement, and in the adventure module N3 - Library of the Dead.

The Bone Rider is included in this appendix for the side quest: The Bone Rider, included in this module.

All possible types of the restless dead will not be covered, feel free to use the above information and the Bone Rider stat block as templates to come up with your own manifestations.

place If the remains are uncovered, attacked, or otherwise disturbed, it will use it's Repelling Wave and return from its manifestation in 3 rounds.

Manifestations. The restless dead manifest their new bodies under certain conditions that are similar or in some dark harmony with the conditions where they met their death. Sometimes, it is a time of year, or certain phase or conjunction of moons, or weather conditions such as a thunderstorm or blizzard. When the condition ends, the manifestation is forced to return to the area it was spawned from. Failing to do that, it collapses and rapidly decays and falls to pieces. If the manifested bodies are destroyed by in this way or by any other means, the spirit of the restless dead returns to it's original place of internment.

Any type of dead creature can become a manifestation of the restless dead. If in an area that contains no similar remains for it to manifest, it can use the remains of other types of creatures, the skeleton bending and shifting to best resemble it's original type. The restless dead have been known to somehow lure animals and other beasts to its

RESTLESS DEAD (SPIRIT)

Any size undead, any alignment

Armor Class 12 (studded leather)
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	16 (+3)	10 (+0)	14 (+2)	12 (+1)

Skills Perception +4, Stealth +4
Damage Resistances acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities necrotic, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 12
Languages understands whatever languages it knew in life, but can only speak to those it knew in life
Challenge 3 (700 XP)

Incorporeal Movement. The restless dead can move through creatures and objects as if they were difficult terrain. It can end it's turn inside an object, but if it ends its turn inside a creature, it and the creature both take 5 (1d10) force damage, and the restless dead is expelled to the closest unoccupied space.
Regeneration. The restless dead regenerates 8 hit points at the start of its turn. If the restless dead takes radiant damage, this trait doesn't function at the start of it's next turn. If reduced to 0 hit points, it becomes incorporeal and invisible for 24 hours unless remove curse is cast using a 5th level spell slot.

Actions

Multiattack. The restless dead makes two attacks with it's Grave touch.

Grave Touch. *Melee Weapon Attack:* +6 to hit, reach 5ft, one or two targets. *Hit:* 6 (1d6 +3) necrotic damage plus 5 (1d6 +2) cold damage.

Wasting. If the restless dead hits a creature with both of it's grave touch attacks, The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

resting place, killing them to use their bodies for it's manifestations.

Some restless dead have also been known to manifest mounts or companion animals to assist them, if the original creatures were with them when they died, or if they had a special bond with such a creature in life.

All of the restless dead, regardless of original creature type, have the following features:

Sphere of Influence. The restless dead are able to control their manifestations only within a certain area that meets certain conditions. These can vary wildly depending on the restless dead in question.

A sphere of influence can encompass an entire world, or just a small region, or even just a short stretch of road. The conditions may be related to weather, like a thunderstorm, a blizzard, or a certain time of day, year or other celestial events, such as a moon phase, a summer new moon, or a solar or lunar eclipse. Regardless of how large the sphere of influence is, the manifestation must start it's journey from the resting place, and must return there when the conditions end.

Dead Stare. The restless dead fixes it's dead eyes, or even empty eye sockets, on a creature within 30 ft.. That creature must make a DC 13 Wis. saving throw or be frightened for 1 minute. The frightened creature can repeat the saving throw at the end of each of it's turns, ending the effect on a success. Once the effect ends, the creature is immune to the dead stare for 24 hours, whichever is longer.

If the creature is one who knew the restless dead in life, they will immediately recognize the restless dead for who they once were, regardless of their appearance, and have disadvantage on the saving throw.

Detect Life. The restless dead can magically sense the presence of living creatures up to 5 miles away. It knows the general direction they're in, but not their exact location.

If the restless dead's task is connected to a particular individual or object, it knows the exact location of that creature or object if within it's sphere of influence. The restless dead will immediately head towards it, even if it will not reach it's goal before the sphere of influence ends.

THE BONE RIDER

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 19 (3d8 +6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	10 (+0)	14 (+2)	12 (+1)

Skills Perception +4

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses passive Perception 14

Languages understands common, but can't speak

Challenge 1/2 (100 XP)

Dead Stare. The Bone Rider fixes it's empty eye sockets on a creature within 30 ft.. That creature must make a DC 13 Wis. saving throw or be frightened for 1 minute. The frightened creature can repeat the saving throw at the end of each of it's turns, with disadvantage if the Bone Rider is riding it down from the back of it's mount, ending the effect on itself on a success. If the effect ends for it, or the saving throw is successful, it is

immune to the dead stare until the Bone Rider remanifests at the next red Keeper moon.

Detect Life. The Bone Rider can magically sense the presence of living creatures up to 5 miles away. It knows the general direction they're in, but not their exact location.

Ride Down. When mounted and if the mount moves at least 30 feet straight toward a creature, the Bone Rider has Advantage on any attack it makes against that creature.

Actions

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 7 (1d8 +2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., 1 target. *Hit* 5 (1d6 +2) piercing damage.

Reactions

Empty Gaze. When engaged in melee combat, the Bone Rider can use it's Dead Stare as a reaction when it is attacked by a creature. The creature has disadvantage on the melee attack, and is affected by the Bone Rider's **Dead Stare**.

It can also use this ability to lure creatures with an intelligence of 6 or less to its resting place, where it kills them to use their bodies for manifestations. The creature can make a DC 13 Wisdom saving throw, resisting the lure on a success.

Undead Nature. The restless dead and its manifestations don't require air, food, drink, or sleep.

MANIFESTATIONS

The restless dead's manifestations vary wildly in appearance from skeletal to zombie-like, depending on the condition of the bodies they use to create their manifestation. They usually have the same abilities and proficiencies they had in life. This does not usually include spellcasting, though it is possible that powerful spirits may retain the ability to cast spells. They also have the ability to detect life, and use their Dead Stare when they cast their Empty Gaze upon a creature.

The manifestation known as the Bone Rider appears as a skeletal rider upon a skeletal horse when the full keeper moon is red. The bone rider wears scraps of light or medium armor, and a hooded cloak. The areas that it rides into fill with an eerie mist, replicating the conditions in which it originally died.

LYCANTHROPES

WEREWEASEL

Wereweasels are devious predators whose have a disarming charm that helps them to get close to their prey. Their humanoid forms are thin and sleek, with a sly grin that leaves those they encounter not sure if they should back away or come in for a hug. In their humanoid and hybrid forms, they tend to wear light armor that accommodates their shape and ability to twist around their prey. In combat, they often use their natural abilities to perform a hypnotic, almost cute, dance to distract their prey before lunging at them.



Once they sink their teeth into a victim, they wrap their sleek, muscular bodies around them and refuse to let go, using their other weapons to quicken their target's demise or hold other foes at bay.

Wereweasels prefer not to pass along their curse, save for those they choose as mates, not wanting competition for prey and the attention of their minions and those they do infect.

Wereweasels can be most often be found in the wilderness, where they create small family units, with the young being pushed out around the time they reach maturity. They often surround themselves with weasels and giant weasels, who follow them with blind adoration.

WEREWEASEL

Medium humanoid (shapechanger), neutral evil

Armor Class 14 (leather armor)

Hit Points 27 (5d8 +5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	13 (+1)

Skills Deception +3, Perception +4, Stealth +5

Damage Immunities bludgeoning, piercing, and slashing nonmagical attacks not made with silvered weapons

Senses passive Perception 14

Languages common, can't speak in weasel form

Challenge 1 (200 XP)

Shapechanger. The wereweasel can use its action to polymorph into a weasel-humanoid hybrid or into a giant weasel, or back into its true form, which is humanoid. Its statistics, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

War Dance (giant weasel or hybrid form only). If at least 10 ft. away from a target, the wereweasel twists around, hops and darts back and forth in a wild erratic pattern, before lunging for a strike. It's next attack action has advantage, and it does an additional 3 (1d6) points of piercing damage with it's bite. It can not move again until the start of it's next turn.

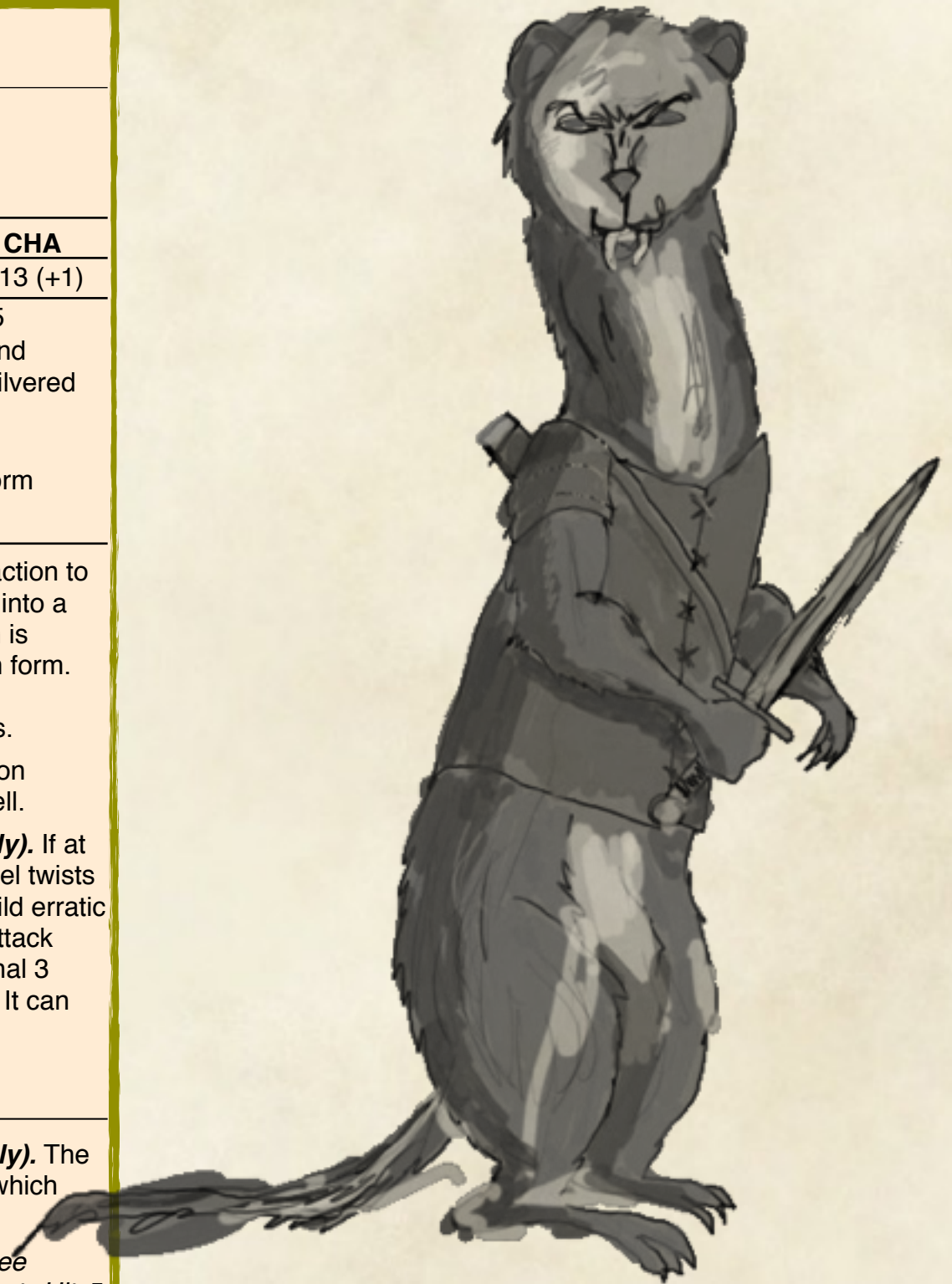
Actions

Multiattack (giant weasel or hybrid form only). The wereweasel makes two attacks, only one of which can be a bite.

Bite (giant weasel of hybrid form only). *Melee Weapon Attack:* + 5 to hit, reach 5ft., one target. *Hit:* 5 (1d4 +3) piercing damage and the target must make a DC 13. The target is also grappled (escape DC 13). If the target is medium or smaller, it is also restrained. While grappling the creature, the wereweasel's bite automatically hits, and any other attacks against the target are made with advantage and it can't use it's bite against other targets.

Shortsword. *Melee Weapon Attack:* + 5 to hit, reach 5ft., one target. *Hit:* 6 (1d6 +3) piercing damage.

Hand crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., 1 target. *Hit* 6 (1d6 +3) piercing damage.



RABID GNOMES

There is a very rare rabies-like disease that affects a very small sampling of the gnome population of Othereon. Similar to rabies found in animals, this disease causes gnomes to go mad, attacking any creature indiscriminately.

The foam that forms at the mouth of the rabid gnome can cause necrotic damage to any creature it bites. If the creature is another gnome, there is a 1% chance that the wounded gnome will contract the disease itself. If a lesser restoration spell is not cast on the inflicted within 24 hours, it will become rabid and attack any creature in sight. After 24

hours, a Greater Restoration or a Wish is necessary to cure the disease.

A gnome infected with the disease will die within two weeks if not cured.

RABID GNOME

Small humanoid (gnome), chaotic neutral

Armor Class 12

Hit Points 11 (2d6 +4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	10 (+0)	5 (+0)	10 (+0)

Senses Darkvision, passive Perception 18

Condition Immunities charmed, frightened

Languages Understands Gnome and Common, but can not speak.

Challenge 1/2 (100 XP)

Rabid Determination. The rabid gnome has advantage on all melee attacks and Str, Dex and Con saving throws.

Actions

Multiattack. The rabid gnome makes three melee attacks, two with it's dagger and one with it's bite.

Dagger Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 4 (1d4 +2) piercing damage.

Bite. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 1 piercing damage. Target must make DC 15 Con save or take additional 5 (1d10) necrotic.

UNDEAD (CIRCUS OF THE DEAD VARIANTS)

The Circus of the Dead is a legendary traveling circus troupe that roams outside of heavily civilized areas. It is said to be made up of a wide ranging variety of undead creatures, all with different roles equivalent to a circus of the normal, living variety. Jugglers, trapeze artists, clowns, animal acts, and even sideshow acts,

When it reaches a village or town, the undead members of the circus put on a show, which usually

DELVA SLYDE (BUSKER FOR THE CIRCUS OF THE DEAD)

Medium drawg, neutral evil

Armor Class 14 (studded leather)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Acrobatics +4, Performance +4

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

Haunting Melody. Delva plays a melancholy tune on her bone flute. As she plays, she and the undead creatures in the troupe under her control appear to be living, normal creatures. This effect lasts one minute after the tune ends, or when Delva chooses to end it. Once this illusion is revealed, a creature will always see the true nature of Delva's troupe.

As a reaction, Delva can select a target and play a tune that will cause one of the following conditions on the target: Blinded, Charmed, Deafened, Frightened or Incapacitated, and as a bonus action, she can maintain the melody. The target can make a DC 13 Wisdom saving throw, avoiding the condition on a success. The condition lasts until the end of the target's next turn, or for as long as she plays, the target making an additional Wis saving throw at the end of each of its turns.

Actions

Multiattack. Delvon Slyde makes two dagger attacks. She can use his Life Drain in place of one dagger attack.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5ft. or ranged 20/60, one or two targets. *Hit:* 4 (1d4 +2) piercing damage.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie clown under the Slyde's control, unless the humanoid is restored to life or its body is destroyed. Delvon Slyde can have no more than six zombies under her control at one time.

JUGGLING SKELETON (CIRCUS OF THE DEAD)

Medium undead, lawful evil

Armor Class 14

Hit Points 13 (2d8 +4)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	6 (-2)	8 (-1)	10 (+0)

Skills Acrobatics +5

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhausted, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/2 (100 XP)

Juggling. As a bonus action, the skeleton starts juggling daggers and clubs, pulled from special pouches at it's sides. While juggling, all ranged attacks against the skeleton have disadvantage. The juggling lasts until the skeleton chooses to stop juggling by dropping the items as a free action, or return them to it's body using a bonus action.

Actions

Multiattack. While juggling, the skeleton makes 2 melee or ranged weapon attacks. One with a dagger and one with a club.

Dagger Melee or Ranged Weapon Attack: +5 to hit, reach 5ft. or ranged 20/60, one or two targets. *Hit:* 5 (1d4 +3) piercing damage.

Club. Melee or Ranged Weapon Attack: +5 to hit, reach 5ft. or ranged 20/60, one or two targets. *Hit:* 5 (1d4 +3) bludgeoning damage.

Reactions

Dodge The skeleton can use it's reaction to Dodge an attack, by jumping, tumbling or some other acrobatic feat. The attack roll made against the skeleton has disadvantage, or the skeleton makes Dexterity saving throws against the attack with advantage.

Disrupt As a reaction, the juggling skeleton throws a dagger or club at a creature attempting to cast a spell with a casting time of at least one action. If it hits the creature, it must roll a concentration saving throw in



ZOMBIE CLOWN (CIRCUS OF THE DEAD)

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 +9)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	8 (-1)

Skills Performance +3

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands all languages it knew in life but can't speak

Challenge 1/2 (100 XP)

Clowning. The zombie makes morbidly humorous movements as a bonus action at the start of it's turn. One creature that can see it within 30 ft. must succeed on a DC 12 Wisdom saving throw or become incapacitated as it laughs hysterically at the zombie's antics. The effect lasts for one minute, until saved against, or until the zombie is defeated. At the end of

each of the creature's turns, or when it takes damage, it can make another Wisdom saving throw. The zombie can only affect one creature at a time.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam. Melee Weapon Attack: +3 to hit, reach 5ft., one target *Hit:* 4 (1d6 +1) bludgeoning damage.

Reactions

Pratfall The zombie can use it's reaction to Dodge an attack, by falling down away from the attack in a morbidly humorous way. The attack roll made against the zombie has disadvantage, or the zombie makes Dexterity saving throws against the attack with advantage. If the zombie is not currently Clowning another creature, the attacker is affected by the zombie's Clowning and makes it's initial saving throw with disadvantage. The zombie is back on it's feet at

ends with the troupe attacking the inhabitants. There have been a few rumored events, where the circus finished their show and moved on peacefully without attacking anyone. Nobody knows what causes them to choose to either attack or move on. In most cases, when the circus leaves the area, it is with newly made undead recruits.

It is rumored that the leader of the circus is a powerful undead creature such as a vampire, or a lich, though no evidence has ever been found to support this.

Occasionally, a lone wagon of the troupe will be heard to be wandering the countryside as an advance premiere, or recruiting drive for the larger circus.

When the circus of the dead recruits new members into a troupe, they usually start off as zombie clowns. As they lose the rotting flesh, they may advance to the skeletal roles of jugglers, trapeze artists or any number of minor roles in the circus.

If a new recruit possesses a talent that the circus can use in another act, that creature may be made undead in a form that suits their particular talent.

BUSKERS

When a small troupe of the Circus of the dead is out recruiting, they are led by a busker, who drives the wagon and controls the rest of the troupe.

The busker may be any type of intelligent undead creature, though often they are wights, drewgs, or revenants.

Buskers can often use other abilities granted by the Circus to enable it to better move through the world. Often, these abilities employ illusion and deception to allow the troupe to gain entry to a community before revealing their true natures. The buskers have control over the undead in their troupe.

Smaller troupes usually consist of skeletons and zombies with expanded abilities for their roles in the circus, such as jugglers and clowns.

JUGGLING SKELETON

Dressed in brightly colored but tattered leather, this nimble, skeletal entertainer pulls daggers and clubs from special cases and pouches on it's belt and starts to juggle them with uncanny precision. While it is juggling these items, it is able to use them to make ranged and melee attacks while keeping the others whirling through the air.

ZOMBIE CLOWN

These rotting corpses are usually found dressed in wildly colored, torn and rotting clothes. Their faces are gaily painted in clownish colors, and they quite often carry various props with them such as stuffed animals or other everyday objects which they use to clown with. As they shuffle forward, they use these props in amusing ways, causing horrified amusement to their intended victims. Some have even been known to perform pratfalls, sometimes slipping or tripping on their own entrails to avoid attacks, which can have the effect of increasing the horrified amusement of their attackers.

MAGIC ITEMS

SPIDER SUMMONER

Wondrous Item, very rare (requires attunement by a druid or ranger).

This ebony statuette of a spider has eight small red gems for eyes. The spider summoner can store up to 5 levels worth of spell slots. When activated, it can conjure spiders as if the user had cast Conjure Animal. The summoner can only summon spiders or other arachnids or other arachnid related creatures, such as scorpions. The user can decide how many of the stored spell slots (minimum 3) to use when activating the spider summoner. Choose one of the following options for what appears:

- One ettercap, or other spider-related beast of challenge rating 2 or lower.
- Two giant spiders, or other spider-related beasts of challenge rating 1 or lower.
- Four swarms of insects (spiders), or other spider-related beasts of challenge rating 1/2 or lower.
- Eight giant wolf spiders, or other spider related beasts of challenge rating 1/4 or lower.
- Sixteen spiders, scorpions, or other spider-related beasts of challenge rating 1/8 or lower.

The user does not need to know the Conjure Animals spell, or even be of a level to cast it. They do not need to concentrate once the summoner has been activated, and the spiders will disappear one hour after being conjured.

Legend has it that the druid Nissa, who discovered the method of creating the Spider Summoner, was able to store up to 10 spell levels, and could space out the conjurations over the course of an hour. No one has yet been able to learn to use the summoner to this degree.

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NORTH ROAD

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Nowhere

DEEP ROAD

RIVER
ZYST

C

SILKMIRE ROAD

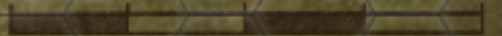
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75 FEET

THE BONE RIDER

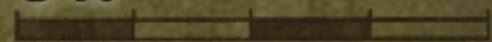


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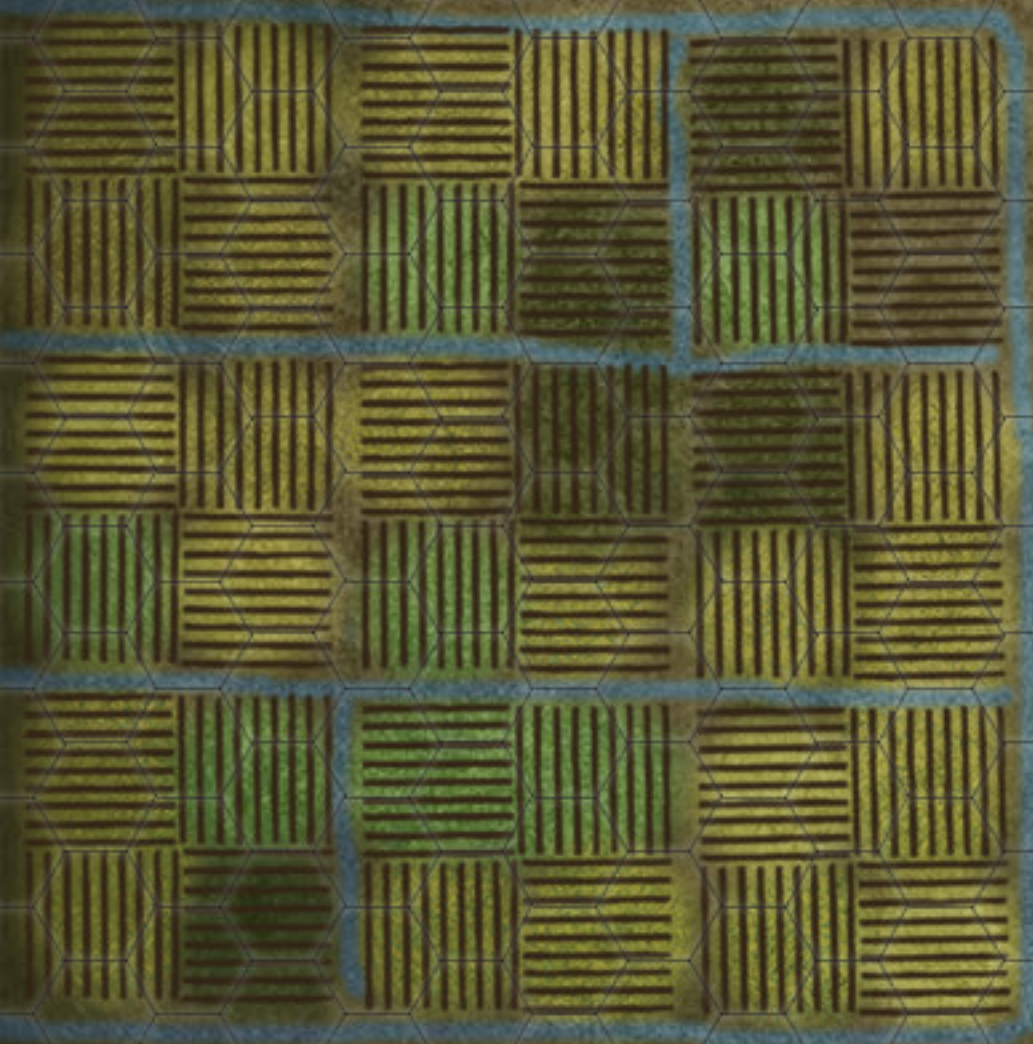




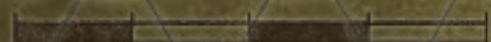
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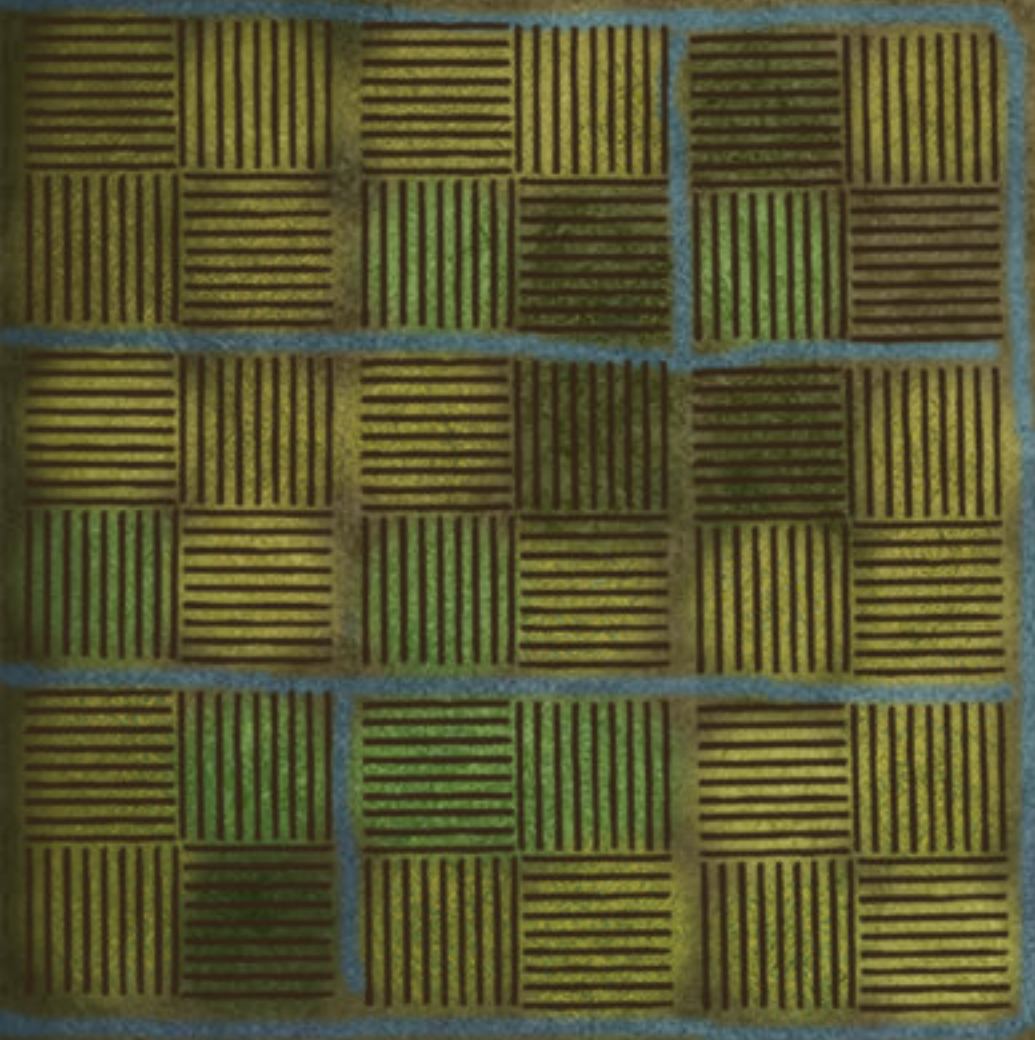
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5 ft



POLK FARM



5 ft

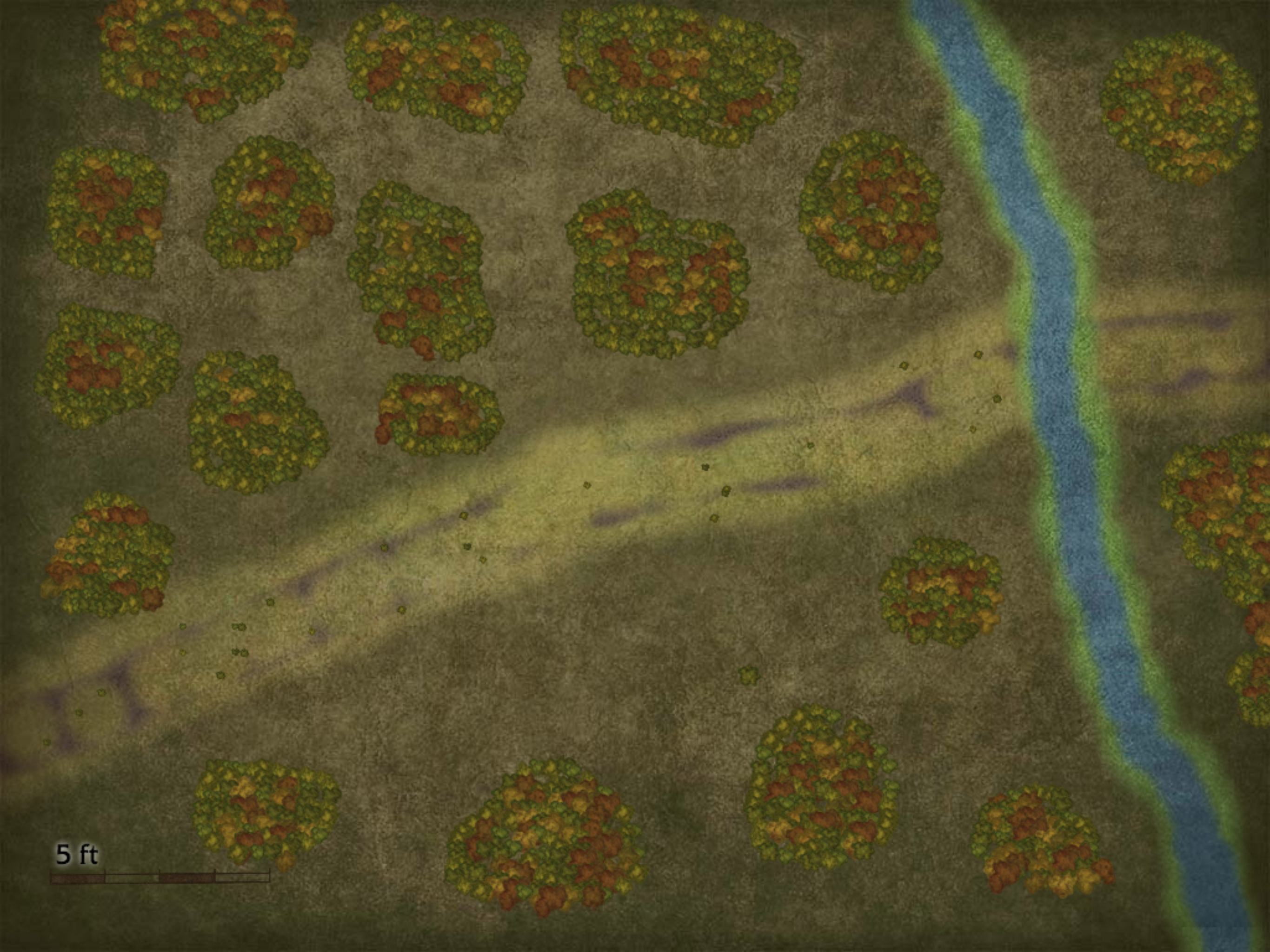


INTO THE WOODS

a

5 ft





5 ft

OLD BEAR CAVE



a

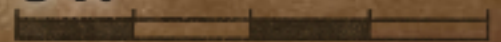
b

c





5 ft



STARKEY MANOR

SHRUBBERY

FENCE GATE

ROCK WALL

MANOR HOUSE

CHICKEN COOPS

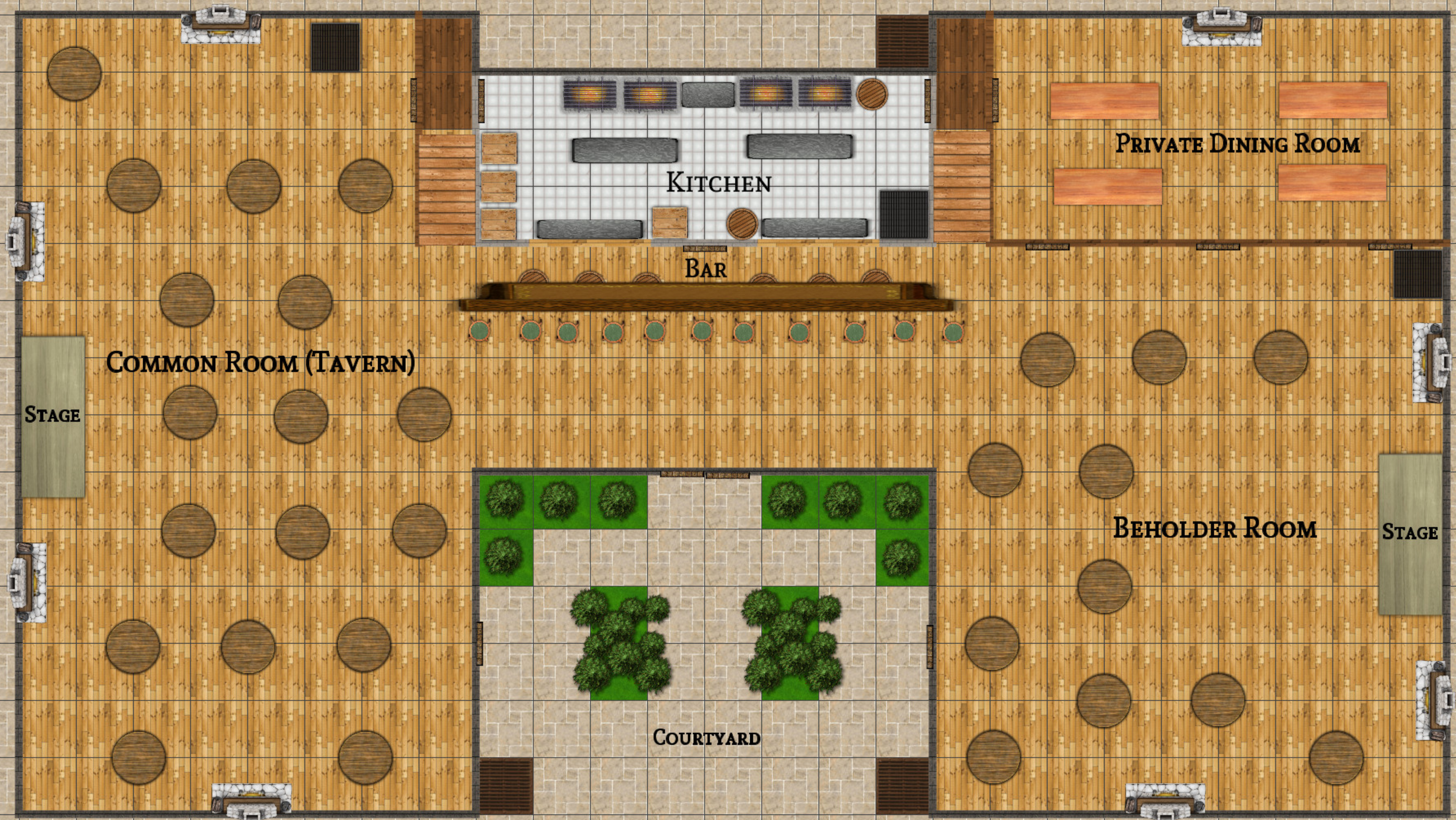
5 ft





5 ft





COLD ROOM

A rectangular area in the top-left corner with a dark grey floor. It contains several wooden crates and boxes arranged in rows. The text "COLD ROOM" is written in white on the floor.

A large area in the top-middle section filled with numerous wooden barrels arranged in several rows. The floor is light grey with a cracked pattern.

A

Continuation of Area A, showing more wooden barrels arranged in rows on the light grey cracked floor.

A small section of Area A containing a few wooden crates.

Another small section of Area A containing a few wooden crates.

B

A small area in the middle-left section containing a few wooden crates.

A single wooden crate in Area B.

C

A large area in the bottom-left section filled with many wooden crates arranged in several rows. The floor is light grey with a cracked pattern.

Continuation of Area C, showing more wooden crates arranged in rows.

Continuation of Area C, showing more wooden crates and a large wooden structure made of planks.

A large wooden structure made of planks, continuing the layout of Area C.

D

A single wooden barrel in Area D.

Continuation of Area D, showing wooden crates and a large wooden structure made of planks.

E

A small area in the top-right corner containing wooden crates and a large wooden structure made of planks.

A wooden structure made of planks in Area E.

BREWERY

A rectangular area in the bottom-right corner labeled "BREWERY". It contains wooden crates, barrels, and two large circular brewing vessels with gauges. The floor is light grey with a cracked pattern.





Rooms (D)

ESMERA'S ROOM

QUEEN'S SUITE





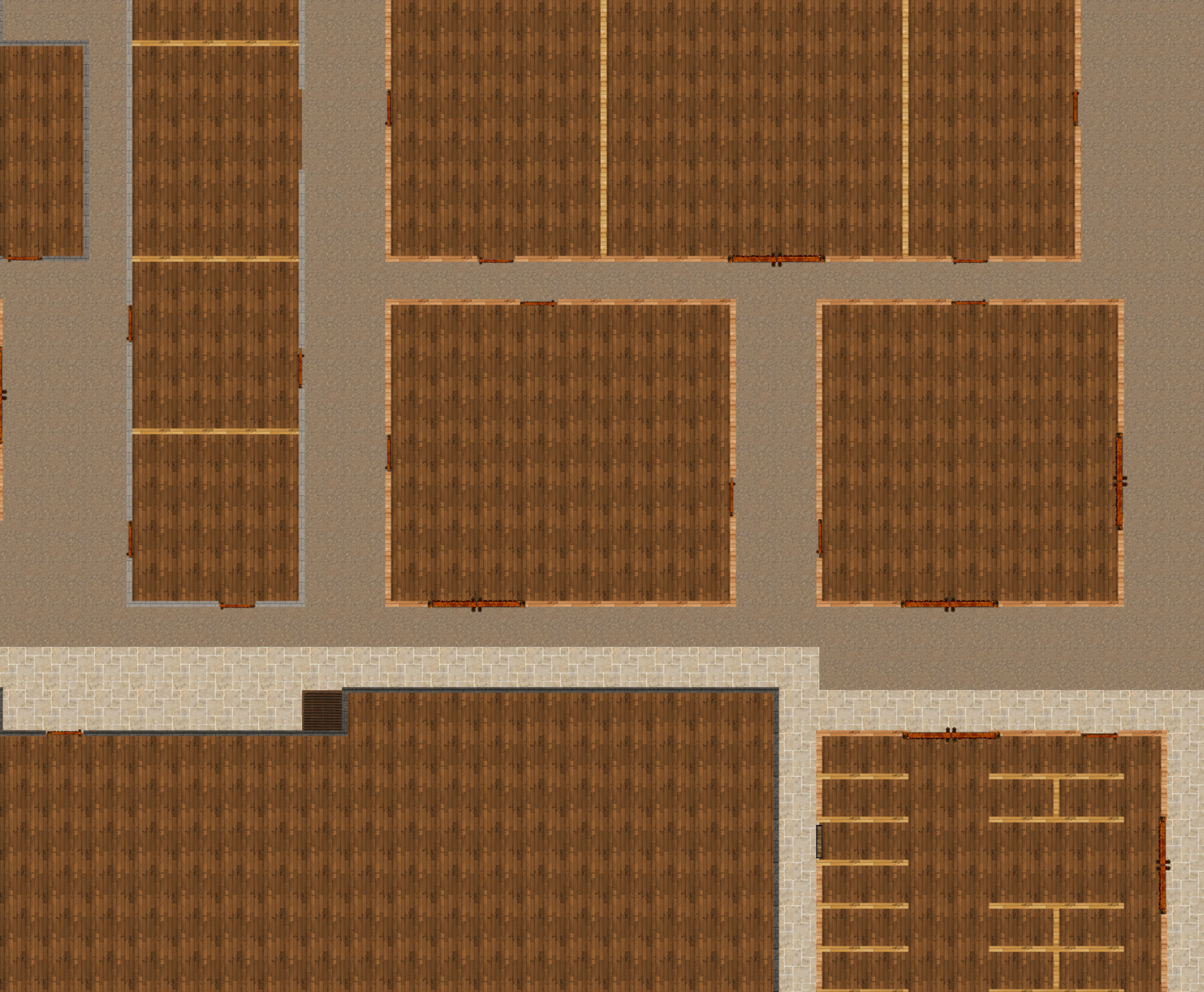


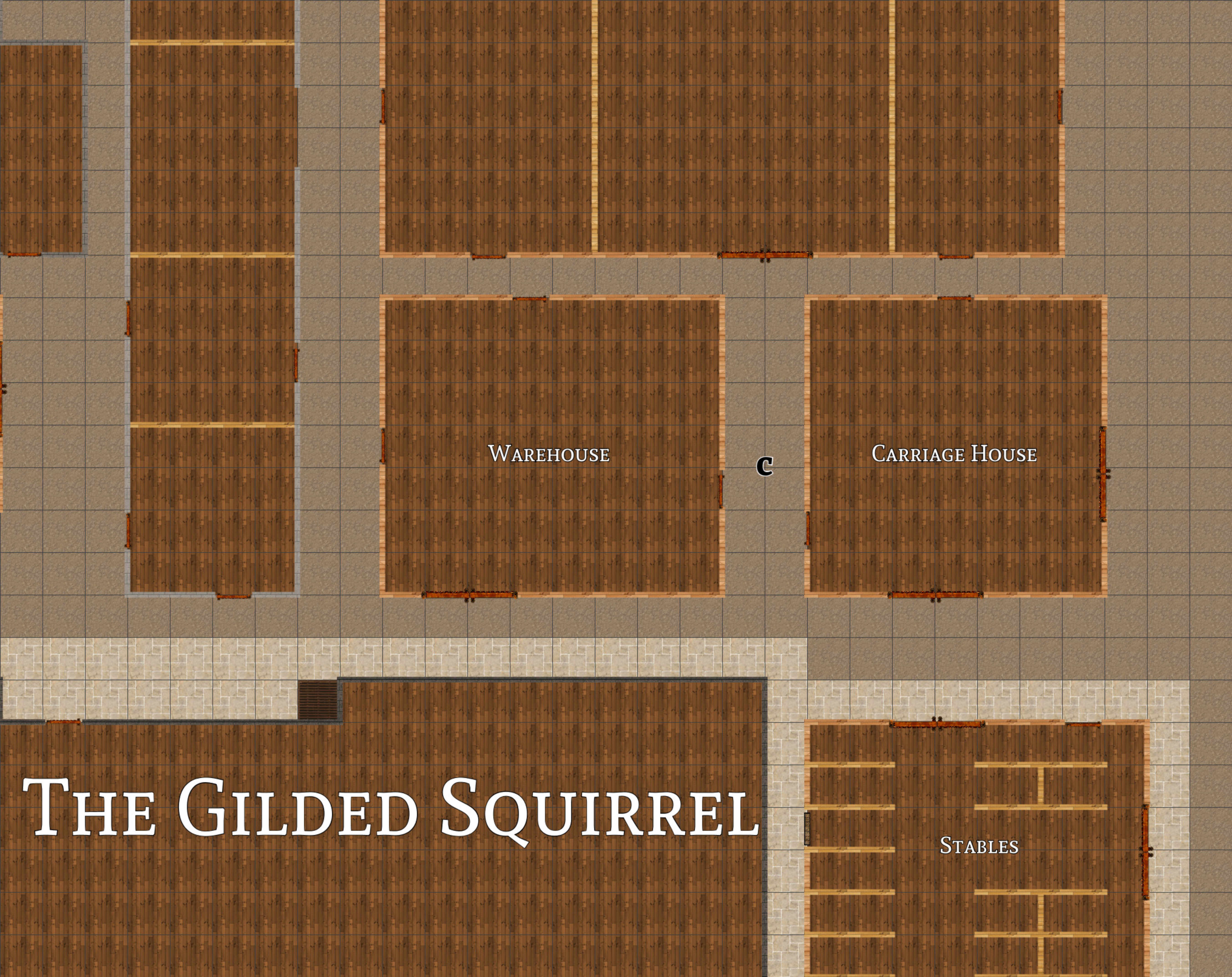
THE MONSTER WAGON

a

b







WAREHOUSE

C

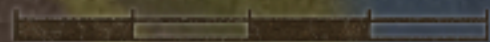
CARRIAGE HOUSE

THE GILDED SQUIRREL

STABLES

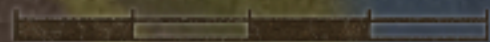


5 ft





5 ft



NOWHERE SPECIAL

01: USING THE MAPS

in ROLL20.NET

START:

Download and unzip the folder named “Nowhere Special-No Grid.

Inside the folder is an encounter map for each of the encounters in the module. Each map is named for the adventure and encounter (if applicable).

ROLL20.NET

This document makes the assumption that you’ve some experience with roll20.net.

In Roll20, start a new game and name it Nowhere Special (or whatever you’d like) and upload the desired maps to Your Library.

In the page toolbar, enter the name of the encounter you wish to add, and then click the Page Settings icon. This will give you your options for that page.

One of the options will be to set the units of width and height of your page. Set them to the width and height for each map as listed below and save your settings.

Note: Even if you plan on using a hex grid for the maps, leave the grid to 5’ square until after you’ve inserted and resized the map.

In the menu to the left, make sure you have selected Map & Background.

Go to Your Library and search for the desired encounter map and drag it to the grid.

Resize the map until it fills the entire grid on the page. This should put the map in the proper size and perspective.

For outdoor maps, if you wish to use hex grid instead of the standard square, go back to the page settings and select the hex grid.

ICONS AND TOKENS

Icons and tokens are not included with the Nowhere Special maps. However, the library contains just about anything you’d like to use for the tokens. Be sure to click on the star to save favorites to your library.

Make sure you switch from Map & Background to Objects & Tokens on the Roll20 menu on the left.

MAPS AND SIZES

The following maps have a page width size of 24 and a height of 18:

- 1-The Bone Rider
- 2-Kobolds on the Move (2.1, 2.2, 2.3)
- 6-The Death Troupe

The following maps have a page width size of 27 and a height of 16:

- 4-Spiders in the Basement (4.1, 4.2, 4.3, 4.4)

5.1 Monster Wagon has a page width size of 30 and a height of 38.

5.2 Monster Wagon has a page width size of 29 and a height of 23.

CREDITS

The maps used in this module were created by Armand Charpentier, using the following fantastic and versatile tools:

Inkarnate - inkarnate.com

Dungeographer - inkwellideas.com

I can be reached @dharmabob on twitter or at geektrash.com

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OTHEREON

5E CAMPAIGN SETTING

THE NOWHERE SPECIAL #1

Even between adventures, the town of Nowhere provides plenty of opportunities for meeting new people, creatures, and challenges.

This module is made up of six short adventures of varying complexity, designed to be played alone as side quests, or together as one whole town based adventure.

Designed for 4-5 characters of 1st-3rd level, or as a minor distraction for those higher level characters who have yet to face a rabid gnome.

ALSO CONTAINS:

FLOOR PLANS FOR THE INN OF THE GILDED SQUIRREL

12 MAPS TO DOWNLOAD FOR USE ON ROLL20.NET

TEN NEW MONSTERS

ONE SHINY NEW MAGIC ITEM

GEEK TRASH

