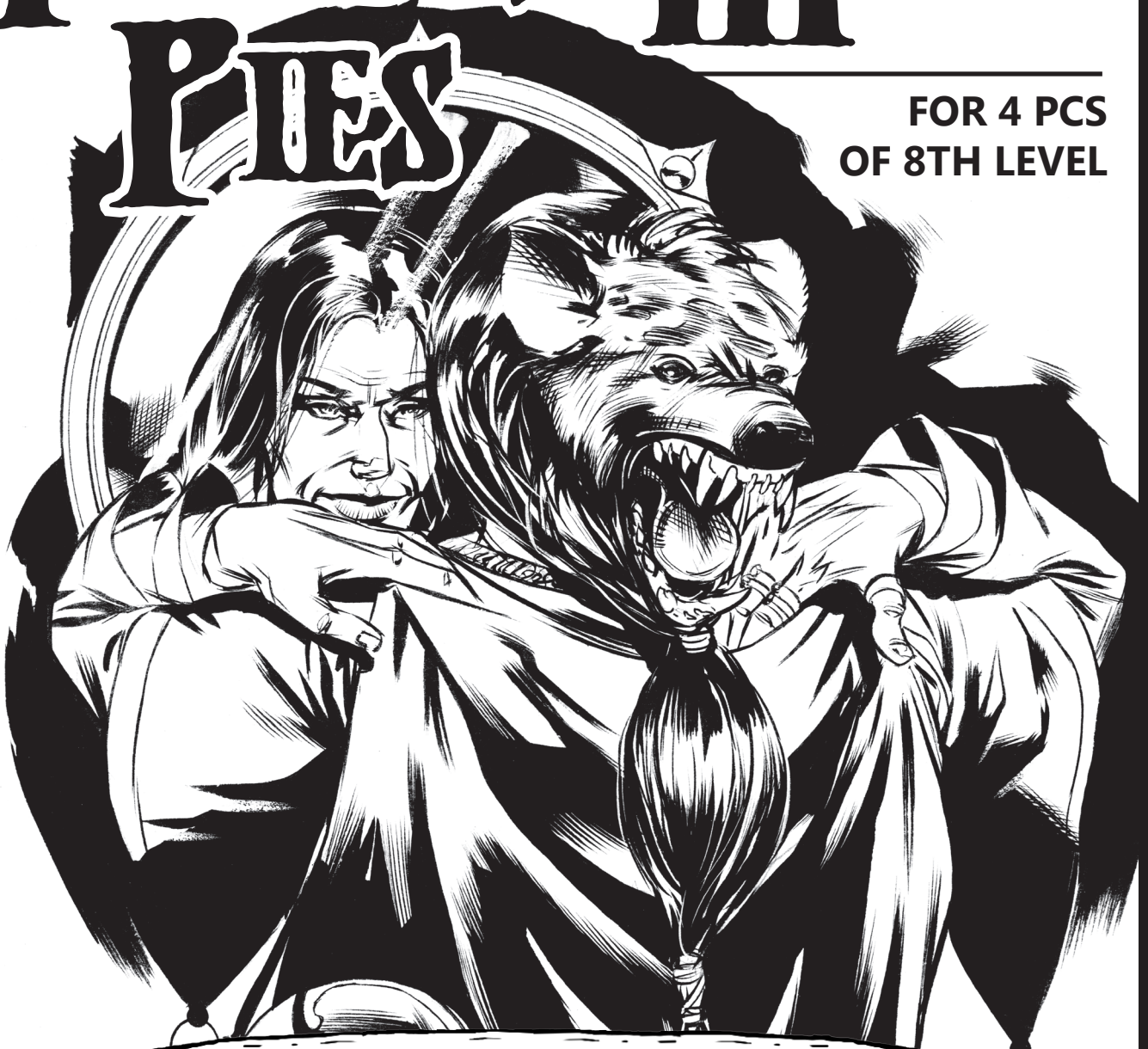


RED LENNY'S FAMOUS MEAT PIES

FOR 4 PCS
OF 8TH LEVEL



A 5E WARLOCK MIDGARD ADVENTURE
BY JAMES J. HAECK

RED LENNY'S FAMOUS MEAT PIES

“Four more for you, Lenny,” said the two-faced man, unceremoniously throwing four half-eaten halflings on the butcher’s block. “They were rich, judging by the jewels on the lady and the fat on the man’s bones. Good marbling, too.”

The red-faced halfling’s eye twitched as he scowled. “Kishi, you blockhead. You’ve stripped nearly every scrap of meat off these bones; you expect me to use the giblets? You must learn to control your appetite!”

Background

Red Lenny’s is one of the most popular taverns on the trade roads of Midgard and is built into a hill, like any respectable halfling establishment. It is famous for its rich beer and hearty meat pies and can be set on any major trade route. Savvy players may quickly guess that “Red” Lenny Choppem’s famous meat pies are made from the flesh of his patrons. Less obvious is who is committing the murders. Lenny is a **devilbound gnome prince** (*Tome of Beasts*) that has shaved his beard and is pretending to be a halfling (he is bound to his kishi demon, rather than a devilish imp).

Kishi, Lenny’s partner in crime, appears to be a bard with a stunning physique and long, black hair that cascades down his back. His hair conceals a hyena’s face protruding from the back of his head. He sings rapturously in front of the tavern’s grand fireplace and lures the women that fawn over him into his room, where he satiates his foul appetite.

Adventure Hooks

- The PCs pass by Red Lenny’s Tavern and Inn on the way back to Zobeck after an adventure, stopping for a hot meal, a soft bed, and a song. While there, they realize that something in the pie tastes funny...
- The mother of a woman killed by Kishi and butchered by Red Lenny hands the PCs a *+1 longsword* and says, “They say she was last seen in a tavern on the road north of Khorsburg. Slaughter the demon that did this to my daughter.” She is speaking metaphorically, but it turns out that Kishi really is a demon.

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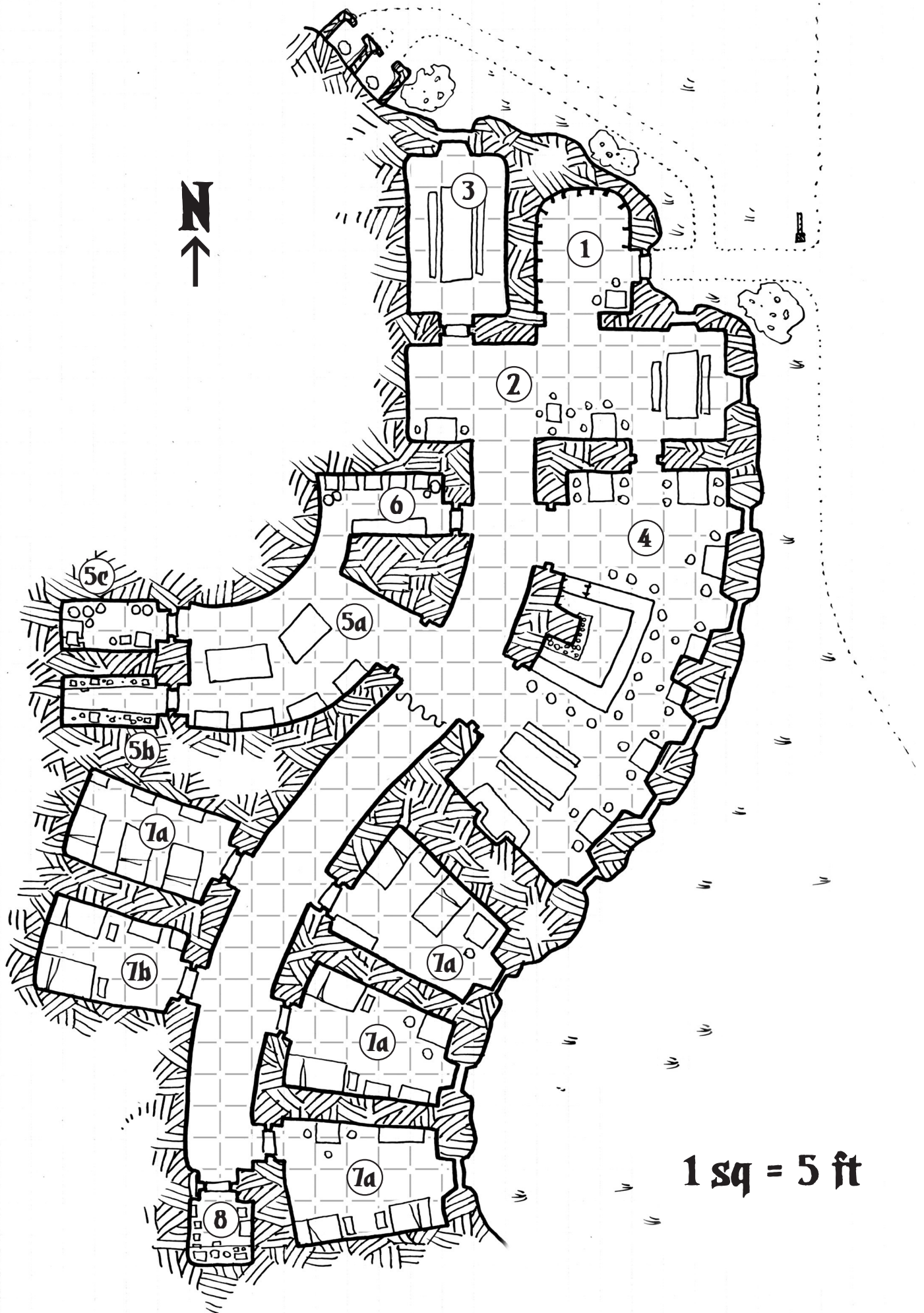
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Areas of the Tavern

The tavern is warm, well-lit, and homey. Its public areas are all carpeted, but its private rooms all have smooth, easily-cleaned tile floors. Red Lenny and Kishi both have a ring of keys that open all doors in the tavern.

1. MUDROOM

Two dozen or so cloaks hang on hooks lining the walls of this mudroom, each with a set of boots beneath it. The sound of music and dancing filters in from a nearby room.

One of the cloaks in this room is a **cloakier** that only attacks at Lenny or Kishi's command.

2. FRONT DINING ROOM

Three families dine quietly here; one family (a man and a woman with a small child) is made entirely of **doppelgangers**. They are spies hired by Red Lenny to make sure no authorities or suspicious-looking mercenaries interfere with his murderous operation. If the PCs ask too many questions about Red Lenny or missing persons, they begin to subtly tail the PCs, switching appearances as needed.

A trapdoor beneath the northern table leads into the doppelgangers' secret residence. It has five bunks and contains all the necessities of life, plus 10d6 gp worth of coins and gold trinkets.

3. PRIVATE DINING ROOM

This dining room is separated from the rest of the tavern by a heavy oak door carved with the image of an owl. A window in the east looks out at the stable. This room's door has no lock, but can be barred with a heavy oak shaft. It has 100 hit points and requires a successful DC 20 Strength check to force open when barred.

The table is a **mimic** that only attacks or animates at Lenny or Kishi's command.

4. TAPROOM

Jovial patrons drinking colorful beverages at the bar and dancing rapidly in the hallway fill this large taproom. Some have found a quiet corner to embrace amidst the revelry. In the center of the room is a bar tended by a red-faced halfling. An animated suit of armor carries a platter with steaming pastries and places it on the bar, where a gaggle of hungry guests gobble them up. In the far west of the room, a bard with flowing black hair sits in front of the grand fireplace, strumming an intense melody on his mandolin while singing bawdy lyrics over the din of the room. A group of adoring women are gathered around him.

An open hallway leads into a kitchen where pies are being assembled, a closed door is marked "lavatory," and a pink

curtain blocks sight into another hallway.

The halfling tending the bar is Red Lenny (a **devilbound gnomish prince**, *Tome of Beasts*), and, while the drinks he is serving are perfectly tame, the pies are made from the flesh of murdered humanoids. He has no evil schemes except to delight in the silent joy of serving humanoid flesh to his patrons. He keeps a watchful eye on the kitchen to keep any customers from entering.

The dark-haired man is Kishi (a **kishi demon**, *Tome of Beasts*). He keeps a spear and a plain, unadorned shield next to him. He is trying to discern which young women are here alone. When he does, he casts *glibness* (or, in a pinch, *dominate person*), and lures them into his room (Area 7b), where he kills and devours them.

The partiers are mostly new arrivals or have been recommended to the tavern by friends. None of the patrons know of Red Lenny and Kishi's evil actions, as they only prey upon people with no companions. Two of the patrons are **doppelgangers** that instigate partying and seek out companionless visitors to report to Kishi.

5A. PASTRY KITCHEN

Three suits of **animated armor** mechanically roll dough, stuff it with meat, and put the pies into the oven. They cannot speak and do not acknowledge other creatures' presence, unless it interferes with their duties, in which case they attack. They continue attacking as long as the creature continues to interfere with their duties. If the creature retreats, they will not pursue it. If they reduce a creature to 0 hit points, they knock it out instead of killing it.

5B. MEAT KITCHEN

Humanoid carcasses hang from meat hooks in the ceiling, dripping blood and gore onto the tile floor. Three large bowls filled with raw, diced meat sit atop the blood-soaked counters, ready to be seared on the cooking range.

This room is locked at all times, but its lock can be picked by making a successful DC 20 Dexterity check with thieves' tools. The animated armors in Area 5a attack any creatures they see open the door, except for Lenny and Kishi.

Lenny has trapped the room with a **gnarljak** (*Tome of Beasts*). Additionally, one of the bowls contains old meat that has fused together into a **sarcophagus slime** (*Tome of Beasts*). The spirits of the people killed to make this meat were strong enough to create a rage-fueled composite undead sentience in an attempt to get revenge on Red Lenny. Unfortunately, it is not intelligent enough to discern one creature from another and attacks any living intruders.

5C. STORAGE

Kitchenware, alcohol, and spices are stored here.

6. LAVATORY

This lavatory is kept spotless by one of the doppelgangers living in the tavern.

7A. GUEST QUARTERS

These rooms are simple but comfortable and clean. Each room contains a bed with a straw mattress and soft feather-stuffed pillows, a nightstand, a table bearing toiletries and a pitcher of ale, and a chamber pot.

Each door is fitted with a shoddy lock, requiring only a DC 13 Dexterity check made with thieves' tools to open.

7B. LENNY AND KISHI'S QUARTERS

This lavish room has two soft feather beds with silky sheets. Kishi brings his prey to this room late at night. A bookshelf is stacked high with *scrolls of prestidigitation*, which Lenny uses to keep the room free of blood. A treasure chest underneath Lenny's bed contains 1,500 gold in coins and assorted jewelry, taken from Kishi's victims.



This room is locked at all times, but its lock can be picked by making a successful DC 20 Dexterity check with thieves' tools.

8. LENNY’S WORKSHOP

Lenny uses this small room to repair his constructs and perform fiendish research. Many texts on demonology can be found here, including a scroll of planar binding.

This room is locked at all times, but its lock can be picked by making a successful DC 20 Dexterity check with thieves' tools.

Trap. If a humanoid that is not a gnome enters this room, it is caught in a 5-foot-diameter glyphic circle on the floor, which can be spotted with a successful DC 16 Wisdom (Perception) check, and must make a DC 16 Wisdom saving throw. On a failure, the creature is trapped in the circle for 1 hour, and Lenny receives a psychic alarm. The circle creates an enclosed cylindrical *wall of force* that is 5 feet in diameter and 10 feet tall.

DEVILBOUND GNOMISH PRINCE

Small humanoid (gnome), any evil

Armor Class 12 (15 with mage armor)

Hit Points 104 (19d6 + 38)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	16 (+3)	12 (+1)	22 (+6)

Saving Throws Con +6, Int +7, Cha +10

Skills Arcana +7, Deception +10, History +7, Persuasion +10

Damage Resistances cold, fire, poison; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Infernal, Gnomish

Challenge 9 (5,000 XP)

Banishing Word (1/Day). When the devilbound gnomish prince hits with an attack, he can choose to banish the target to the Eleven Hells. The target vanishes from its current location and is incapacitated until its return. At the end of the devilbound gnomish prince's next turn, the target returns to the spot it previously occupied or the nearest unoccupied space and takes 55 (10d10) psychic damage.

Infernal Blessing. The devilbound gnomish prince gains 21 temporary hit points when it reduces a hostile creature to 0 hit points.

Infernal Tie. The devilbound gnomish prince can perceive through his imp's senses, communicate telepathically through its mind, and speak through his imp's mouth as long as both of them are on the same plane of existence.

Innate Spellcasting. The devilbound gnomish prince's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *detect magic, false life, mage armor*

1/rest each: *create undead, forcecage, power word stun*

Magic Resistance. The devilbound gnomish prince has advantage on all saving throws against spells and magical effects.

Spellcasting. The devilbound gnomish prince is a 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The devilbound gnomish prince has the following warlock spells prepared:

Cantrips (at will): *chill touch, eldritch blast, minor illusion, prestidigitation*

5th level (3 slots): *banishment, command, contact other plane, counterspell, dimension door, fireball, fly, flame strike, hallow, hex, hold monster, invisibility, scorching ray, scrying, wall of fire, witch bolt*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

The devilbound gnomish prince with a small cat on his shoulder offers a friendly smile while twirling his mustache. Just like his familiar, he is a servant of the Eleven Hells who has sold his soul for infernal power. Now he seeks even more power, and that costs even more souls.

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